

With the slightest bowing of their head, a venerable elf closes a fist as a pale shaft of moonlight erupts from it. Wielded like a blade of pure starlight and shaped by faith it crashes against the fell steel of a demon war-chief.

As the skeletal remains of some undead orcish monstrosity points a bony finger towards the helpless form of a child, dark forces take flight to seek it and a resolute young female dwarf cries out in challenge. There is an edge of defiance to her tone that brings with it a shockwave of raw power, punctuated by a thunderous peel that takes the shape of a visible barrier of force to intercept the assault.

Slipping unseen through the night a cloaked figure appears among a ring of vanishing campfire light as it is extinguished. With but a single word, brilliance replaces the rushing shadows - in time to warn the small group gathered about of an ambush of incoming enemies.

Hallowed are devoted representatives, acting in the service of a celestial power as an extension of their will. Their power flows from a combination of faith mixed with granted blessings from higher powers. Through these bonds they unlock various mysterious tools, talents and tricks that grant them insight into doing battle with otherworldly powers and foes. Drawing on this esoteric training they alone can stand in battle against dark forces outside of understanding. They cannot stand as frontline champions as Paladins do since their tasks take them into darker, dirtier domains others might not dare to tread. The strain of their tireless pursuits prevents them from being teachers and embodiments of ideals like Clerics. Hallowed instead act liken to the holy hands of celestial forces engaged in struggles hard for mortal minds to fathom, being called upon or chosen to be the living limb required to serve their needs.

Aspect of Duty

A Hallowed is defined by the aspect of celestial duty to which they have been called upon or chosen to uphold. Often, this is a direct link between the Hallowed and the type of celestial power they are bound to serve. For others it is merely the role with which they were best suited to perform for their faith. Whatever the arrangement, it is typically clear that whatever is required of them, a Hallowed will always be present wherever and whenever they are needed.

The magic entrusted to them can range from potent battle magic that can give them the edge over taking the fight to fiendish agents of darkness, to the strength to safeguard the defenseless all the way to the ability to be the voice of angelic authority amidst a chorus of chaos. They often augment this magical combat prowess with a lesser degree of more mundane capability by making use of lighter armors and some rudimentary weapons for armed combat. They lack the full range of superiority on the frontline of a battlefield that a Paladin can encompass but Hallowed more than make up for it by wielding a greater degree of offensive divine magic than a Cleric.

Forged Through Faith, Tools Made For Use

Hallowed are driven by the will to take up their task, to perform their duty. They live for doing battle with evil and uncovering anything to bolster the forces of good. Their

determination, resolve and faith fuel them through the thickest twilight. It is in the darkest abyss that they find themselves drawn to bring light.

Once a Hallowed is called upon, they find themselves filled with a burning insatiable hunger that they cannot appease otherwise than by being of use to their calling. Anyone so bearing the favor of the divine can never be happy engaged in anything else. Unlike others in the service of a deity, a Hallowed is more than just a devoted subject they are an extension of the celestial they serve. Acting as their agent they are more likely to be encountered adventuring.

Fighting With Faith

Hallowed use their very faith itself in battle, wielding it as readily as any weapon forged by mortal hands. There is no better example of this than their use of the Faith Blade cantrip. For every Hallowed the spell manifests differently, matching their personality and faith. An elf might summon a spectral thin shaft of silver-blue moonlight in the shape of a longsword or rapier. A dwarven Hallowed's Faith Blade could take the form of a hammer or axe the color of glowing embers at the heart of a fiery forge. The Faith Blade of a gnome might even be a scepter-like mace made up of tinkling motes of electricity or the endless almost audible faint echo of merry music. There is no established shape that a Faith Blade will take – it is different for every Hallowed who calls upon the power within them.

Creating a Hallowed

When shaping your hallowed character, take some time to consider the aspect of their celestial service. What was it that leads them to being called to become bound to their duty? Are there any specific tenets or mandates that their master holds them to? Did they encounter a Planetar while standing against a devious devil loosed upon the mortal plane before it poured holy fire on it. Perhaps they tried to come to the aid of a wounded Solar or offered to finish a Deva's mission to deliver a message when they became overwhelmed. Do they serve willingly or is there some promise of reward that compels them?

Try to talk it over with your DM to figure out how major of a role your aspect will play in your character's adventuring career. The role inhabited by their aspect might color the types of adventures you find yourself in or it could influence the events that transpire between them.

What is the relationship between you and your holy host? Is it a friendly bond – are you kindred spirits connected to a common cause? Or is it an awkward association whereby you struggle with bizarre objectives and strange requests made by those with whom you are beholden? Do you know other beings in the service of your master or do you alone work to accomplish their aims?

How does your master communicate with you? Do you hear hushed whispers in the back of your mind? Are there enigmatic visions that haunt your days or nightmarish images that invade your dreams? Some hallowed find themselves receiving indirect messages from the celestial source of their power that they have to decipher on their own. Others instead are visited by actual personifications that guide them in their endeavors or must deal with assigned go-betweens.

Quick Build

You can make a hallowed quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Wisdom. Second, choose the Acolyte background. Third, choose the *Faith Blade* and *Blade Ward* cantrips along with the 1st level spells *Divine Retribution* and *Protection From Evil and Good*.

Class Features

As a hallowed, you gain the following class features.

Hit Points

Hit Dice: 1d8 per hallowed level

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

Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier per hallowed level after 1st.

Proficiencies

Armor: Light armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, History, Insight, Intimidation, Investigation, Medicine and Religion.

Equipment

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) holy symbol
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon and two daggers

If using the starting funds method, a Hallowed's available beginning gold is 3d4 x 10.

Celestial Aspect

At 1st level, you have been called into the service of a celestial entity to act as an extension of their will. There are three primary forms with which this duty may take that include; Swords, Shields, and Cloaks. Each aspect is further detailed later on in the class description. Your choice grants you additional features at 1st level, and again at 2nd, 6th, 8th, 10th, 14th, and 17th level.

Invested Power

The raw divine essence of creation had been invested in you by your celestial master. It is through this bond that you are able to perform your duty, making use of divine spells to

bolster your efforts as you do so. See chapter 10 for the general rules of spellcasting and the hallowed spell list can be found at the end of the class description as an addendum.

Cantrips

You know 2 cantrips of your choice from the hallowed spell list. You learn additional hallowed cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Hallowed table.

Spell Slots

The Hallowed 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 hallowed spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or a long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the hallowed spell list. The Spells Known column of the Hallowed table shows when you learn more hallowed spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new hallowed spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the hallowed spells you know and replace it with another spell from the hallowed spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol (found in chapter 5 of the player's handbook) as a spellcasting focus for your hallowed spells.

Ability Score Improvement

When you reach 4th 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.

Forms of Service

The entities that are charged with standing against the incarnations of evil are as varied in name as they are in appearance. What they all share, however, is that they all have a type of tasks that they oversee. Some fight along the front lines, others safeguard the meek while still more uphold jobs of equal importance by delivering valuable messages or surveying ahead for where shadows might spread next.

As a counterpoint to the powers they are beholden to, hallowed are called to the assignments best suited to their strengths. Some celestials cultivate and train hallowed from the rank and file of faithful clergy. Others look to unlock the hidden potential within the most unlikely of candidates. There are even some hallowed known to be selected especially with the sole purpose of being remade into a force for good out of something that (wittingly or not) once served other interests.

Swords

Nothing quite sends as clear a message to the forces of darkness as a blazing bright blade in the hands of a celestial champion. Whatever master you serve, theirs is the aspect of the sword. As an extension of their will that marks your duty as a mirror of their own; it is your job to take the fight to the most dangerous denizens of darkness. Unlike paladins, your deeds may not be sung of, there may be little renown or glory in them. Regardless of what it is that needs fighting, you can bet that when the forces of light need to call on the sharpest tool for the job they call on a Sword. Swords might be bound to the service of a powerful Solar or Planetar.

Expanded Spell List

The Sword Aspect lets you choose from an expanded list of spells when you learn a hallowed spell. The following spells are added to the hallowed spell list for you.

Sword Expanded Spells

Spell Level	Spells
1 st	Thunderwave, Shield of Faith
2 nd	Shatter, Spiritual Weapon
3 rd	Aura of Vitality, Protection from Energy
4 th	Mordenkainen's Faithful Hound, Otiluke's Resilient Sphere
5 th	Contact Other Plane, Greater Restoration

Faith In Flexibility

A Hallowed Sword may select two martial weapons as bonus weapon proficiencies.

Forged For Fighting

Upon reaching 2nd level a sword may choose to refine their use of the Faith Blade spell to better serve the needs of their calling. Calling on the depth of their devotion, a

Hallowed can alter their Faith Blade a number of times equal to their Charisma modifier. These alterations can take the following forms, based upon the Hallowed's current level:

- 1 Ensnaring Strike, Searing Smite, Thunderous Smite, Wrathful Smite
- 3 Branding Smite
- 5 Blinding Smite
- 7 Staggering Smite
- 9 Banishing Smite, Destructive Smite

Each use of Forged For Fighting should be treated as if the Hallowed Sword has cast the spell chosen from the list (available by Hallowed Level) while making an attack with their Faith Blade.

An Experienced Edge

It doesn't always take the biggest or sharpest weapon in the world to bring down the most fearsome of foes. In the right hands, even experience itself can be a keen blade. Hallowed Swords have collected enough experience to know how to maximize any tool put into their hands to make the most use of it. Whenever a Hallowed Sword of 6th level or higher casts the Faith Blade spell, they use a damage die of a d6 instead of a d4 dealing 2d6 damage.

Acclimated to Evil

After spending so much time in the fight against the forces of evil, Hallowed Swords have developed a knack for resisting the dangers they face. Once a Hallowed Sword reaches 8th level they may select one type of damage after finishing a long rest. Until they finish another long rest they gain resistance to that damage type. This feature has no effect on silver or magical weapons.

Mental Mirror

Once a Hallowed Sword reaches 10th level their defenses are further refined to the point that they are able to not only turn aside any attempt to charm them but that they can even turn them back upon their attacker. At 10th level a Hallowed Sword is immune to being charmed by their foes, and as a reaction they may force any hostile mind attempting to affect them so to make a wisdom, saving throw against their hallowed spell save DC or become themselves affected by their own action. This effect lasts up to 1 minute or until they take any damage.

Glimpse of Judgment

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the upper planes. The creature disappears and hurtles through a barraged landscape that glimpses at what judgment holds in store for them.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a celestial, it takes 10d10 psychic damage as it reels from the traumatic experience.

Once you use this feature, you cannot use it again until you finish a long rest.

No Rest For The Wicked

At 17th level, you gain the preternatural senses to enable you in the battle against evil, even when they attempt to hide from your gaze. When you attack an evil creature that you cannot see, your inability to see them doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you, you aren't blinded or deafened and the creature is of the evil type.

Shields

Standing resolute in the face of their enemies, Shields are those among the hallowed who are charged not to fight the enemies of good directly but instead to safeguard others from their touch. Shields are bastions of defense, often seen at the side of the weak, the helpless and those found in the darkest of situations. Hallowed Shields commonly serve on behalf of Planetar and Empyreans.

Expanded Spell List

The Shield Aspect lets you choose from an expanded list of spells when you learn a hallowed spell. The following spells are added to the hallowed spell list for you.

Shield Expanded Spells

Spell Level	Spells
1 st	Sanctuary, Shield of Faith
2 nd	Gust of Wind, Protection from Poison
3 rd	Aura of Vitality, Beacon of Hope
4 th	Stoneskin, Mordenkainen's Private Sanctum
5 th	Greater Restoration, Circle of Power

Skilled Shield-Mates

All Hallowed Shields are proficient with shields and may choose between the Protection and Defense fighting styles.

Armored by Faith

Starting at 1st level a Hallowed Shield may summon their faith in the form to take the form of a tangible force to protect them. As a reaction to an attack that they can see coming they may cast the shield of faith spell without expending a spell slot. They can do this a number of times per day equal to their Charisma modifier. You regain all expended uses of this feature when you finish a long rest.

Superior Shield

After reaching 2nd level, whenever a Hallowed Shield uses an ability, spell or shield that grants a bonus to armor class, that bonus is increased by +1. (Shield of faith grants +3 instead of +2 for instance, the Shield spell grants +6 instead of +5 and a shield carried provides +3) This bonus increases to +2 at 8th level.

Shining Shield

Starting at 6th level, a Hallowed Shield can use their Armored Faith feature to cast shield or shield of faith on others. This class feature doesn't replace any other use of Armored by Faith, only on who can be the target of the shield spell. The use of either spell is considered a single use of the Armored by Faith feature.

Defiant Defense

Beginning at 8th level, a Hallowed Shield's devotion to defying darkness grows to include the ability to infuse their very will into an undeniable force. By calling on the celestial forces they serve, a Hallowed Shield can manifest a measure of their presence as well, taking the form of a defensive ward in a 30ft radius (with 10 additional feet for each point of Charisma modifier) from them. The barrier acts for all intents and purposes like the sanctuary spell, lasting for 1 minute per Hallowed level.

This feature can be used a number of times per day equal to your Charisma modifier and you regain all expended uses after a long rest.

Defiant Presence

Once a Hallowed Shield reaches 10th level they begin to radiate with a resistance to harmful forces. A Hallowed Shield and anyone within 10 feet, gain resistance to damage from spells.

Stalwart Sentinel

Starting at 14th level, when an attack would reduce another creature within 30 feet to 0 hit points but not killed outright you may use a reaction to allow them to drop to 1 hit point instead by providing them with a touch of the divine power flowing within you. Once you use this ability you cannot do so again until you finish a long rest.

Word of Warding

Beginning at 17th level, you can use your action to activate an aura of protection that lasts for 1 minute or until dismissed using another action. You emit a ward around yourself and any friendly creatures within 60 feet. Any enemies within the barrier have disadvantage on saving throws against any spell that deals fire or radiant damage.

Cloaks

Apart from Blades and Shields, Cloaks act as agents of authority anywhere they are needed. Cloaks are sent out into the dark to fill the void between light and dark. They support others in the service of good, provide advance warning of the advancement of their minions and personally intervene on behalf of the divine. Hallowed Cloaks are typically found in the service of Devas.

Expanded Spell List

The Cloak Aspect lets you choose from an expanded list of spells when you learn a hallowed spell. The following spells are added to the hallowed spell list for you.

Cloak Expanded Spells

Spell Level	Spells
1 st	Detect Evil and Good, Faerie Fire
2 nd	Locate Object, Find Traps
3 rd	Protection from Energy, Create Food and Water
4 th	Aura of Life, Aura of Purify
5 th	Contact Other Plane, Legend Lore

Sharp Skills

Hallowed Cloaks are granted bonus proficiencies; they may choose between a combination of any two languages, skills or tools proficiencies.

Divine Intervention

Starting at 1st level a Hallowed Cloak can directly influence others with Divine Intervention. As a reaction, but before the results are known, a Hallowed Hand may grant the use of an additional d6 to another creature within 60 feet on a saving throw, ability check or attack roll. A creature may only benefit from the use of one Divine Intervention die or Bardic Inspiration at a time and a Hallowed Cloak may not target themselves. This feature can be used a number of times equal to your Charisma modifier and all expended uses of it are replenished after a long rest.

Danger Sense

At 2nd level, you gain an uncanny sense for when things around you aren't as they should be, granting you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Cloaked Minds

Beginning at 6th level, a Hallowed Cloak and anyone within 10 feet are immune to being charmed.

Balancing the Scales of Battle

Once a Hallowed Cloak reaches 8th level they learn how to better intervene on behalf of the divine in battle. Now, whenever they call upon the Divine Intervention feature, the die granted may also be used to add up to weapon damage or temporarily boost the targets armor class until the end of the round.

Taught by Travels

Starting at 10th level a Hallowed Cloak is granted expertise in two skill proficiencies of your choice. Your proficiency is doubled for any ability check you make that uses either of the chosen proficiencies.

Helping Hand

Beginning at 14th level, after successfully casting a Hallowed spell a Hallowed Cloak may use a bonus action to make a single weapon attack.

Displace the Dark

Once they reach 17th level, a Hallowed Cloak gains the ability to cast Dispel Evil and Good at will. However, a long rest is required before the same entities can be targeted twice.

Lost Whispers

Locked within the fabric of creation or lost whispers, hints of the divine. Hallowed may learn to discover some of these Lost Whispers in the course of their service. Some of these Lost Whispers include:

Bound Blade

Prerequisite: Faith Blade

When you cast Faith Blade, add your Charisma modifier to the damage it deals on a hit.

Hallowed Armor

You can cast mage armor on yourself at will, without expending a spell slot or material components.

Celestial Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Arcane Sight

You can cast detect magic at will, without expending a spell slot.

Eyes of the Scribe

You can read all writing.

Shocking Strike

Prerequisite: Faith Blade

When you hit a creature with Faith Blade, you can push the creature up to 10 feet away from you in a straight line.

Watcher's Sight

Prerequisite: 15th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Reforged Faith

Prerequisite: Faith Blade

Whenever you cast the Faith Blade spell you may select the damage type dealt.

Torchwood

Prerequisite: 3rd Level

You can cast Continual Flame on an object without expending a Hallowed spell slot. This feature cannot be used again until you finish a long or a short rest. Only one object may be affected by Torchwood at a time and the effect ends once cast on another object.

Blessed Blade

Prerequisite: Scepter Emblem Feature

You can attack with your emblem weapon twice, instead of once whenever you take the attack action on your turn.

In The Service of Light

Prerequisite: 5th Level

Whenever you are in an area of bright light you can use your reaction to grant hostile creatures disadvantage on any attacks that target you until you move or take an action or reaction.

Sanctum Sanctorum

Prerequisite: Shield Aspect, Defiant Defense Feature

Whenever you activate your defensive ward, you may also attempt to infuse it with even greater potency. For each additional use you expend you may add one of the following effects: turn the unholy (as the paladin feature), increase the save DC by 2, or by adding a ring of holy fire to the barrier's perimeter that deals 1d8 radiant or fire (your choice) to any creature that passes through it.

Book of Angelic Whispers

Prerequisite: Tome Emblem Feature

You can now inscribe magical rituals into your Book of Prayers. Choose two 1st level spells that have the ritual tag from any class list of the abjuration, conjuration, divination or evocation schools. The spells appearing in the book do not count against the number of spells you know. With your Book of Prayers in hand, you can cast the chosen spells as rituals, unless you have learned them by some other means. You can also cast any Hallowed spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Prayers. When you find such a spell, you can add it to your book if the spell's level is equal to or less than half of your Hallowed level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and 50 gp in rare inks needed to inscribe it.

Voice of the Binding Master

Prerequisite: Binding Emblem Feature

You can communicate telepathically with your familiar and perceive through its senses so long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Lost Whispers Known
1 st	+2	Celestial Aspect, Invested Power	2	2	1	1 st	-
2 nd	+2	Lost Whispers	2	3	2	1 st	2
3 rd	+2	Emblem of Service	2	4	2	2 nd	2
4 th	+2	Ability Score Improvement	3	5	2	2 nd	2
5 th	+3		3	6	2	3 rd	3
6 th	+3	Celestial Aspect Feature	3	7	2	3 rd	3
7 th	+3		3	8	2	4 th	4
8 th	+3	Ability Score Improvement, Celestial Aspect Feature	3	9	2	4 th	4
9 th	+4		3	10	2	5 th	5
10 th	+4	Celestial Aspect Feature	4	10	2	5 th	5
11 th	+4		4	11	3	5 th	5
12 th	+4	Ability Score Improvement	4	11	3	5 th	6
13 th	+5		4	12	3	5 th	6
14 th	+5	Celestial Aspect Feature	4	12	3	5 th	6
15 th	+5		4	13	3	5 th	7

16 th	+5	Ability Score Improvement	4	13	3	5 th	7
17 th	+6	Celestial Aspect Feature	4	14	4	5 th	7
18 th	+6		4	14	4	5 th	8
19 th	+6	Ability Score Improvement	4	15	4	5 th	8
20 th	+6		4	15	4	5 th	8

Emblem of Service

At 3rd level, the celestial aspect you are bound to in service grants you a token representing an emblem of your service. You gain one of the following features of your choice.

Binding Emblem

You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: sprite, pseudodragon, eagle, or homunculus.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Tome Emblem

Your master grants you a grimoire called a Book of Prayers. When you gain this feature, choose three cantrips from any class's spell list with the exception of those from the necromancy, illusion, enchantment or transmutation schools. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If you lose your Book of Prayers, you can perform a 1-hour ceremony to receive a replacement from your master. This ceremony can be performed during a short or long rest, and destroys the previous book. The book turns to ash when you die.

Badge Emblem

You may attempt to establish your inherent authority, using your Hallowed spell save DC to establish the DC of a Wisdom saving throw. To anyone within 30 feet who fails this save they are considered charmed for 1 minute or until they can overcome the effect by challenging the Hallowed's implied authority (Wisdom saving throw versus the Hallowed's spell save DC). This feature can be called upon a number of times per day equal to the Hallowed's Charisma modifier and all expended uses are regained after a long rest.

Scepter Emblem

You can use your action to create an emblem weapon in your empty hand bearing the markings of the celestial aspect you are bound to. You can choose the form that this

melee weapon takes each time you create it (see chapter 5 for weapon options). You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your emblem weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your emblem weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your emblem weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your emblem weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Your Emblem of Service

Each Emblem of Service option creates a unique creature or special item that reflects the connection you have to the celestial you have sworn to serve.

Binding Emblem

Your familiar is craftier than a typical familiar, bearing some spark of the same celestial influence that burns within you. Its default form can be a reflection of the celestial you are bound with. Those in the service of a Solar might have a mighty eagle as a familiar while an Empyrean or Planetar might use a pseudodragon. A Hallowed bearing the will of a Deva might do so with the aid of a Homunculus or Sprite. Almost all Hallowed familiars are typically of the celestial type and predominantly feature creatures more typically associated with nobility or good. While rats, bats, snakes, octopuses, spiders etc can exist in the employ of a Hallowed, more often hawks, owls, ravens, cats and the like are common.

Tome Emblem

Your Book of Prayers might be a fine tome of gilt-edged vellum pages bound in flawless ivory-hued leather and filled with spells of abjuration and divination given to you by a mighty Planetar. It could be rough rolled up scroll of parchment with a thick throng of hide to tie it closed, complete with a scattering of burnt markings and torn edges and filled with evocation spells handed down to you by a righteous Solar. The tome can even take the form of a polished piece of smooth stone granted to you by a traveling Deva that at the brush of fingertips is covered in secrets of conjuration that to another is indecipherable angelic script but you alone have been granted the grace to understand.

Badge Emblem

Your Badge emblem can be anything from a token icon of your aspect emblazoned upon your shield that pushes back darkness when called on if you are a Hallowed Shield. For Hallowed Swords, your badge could be written in runes upon the very weapon you wield that when read aloud ring about you. A Hallowed Cloak might carry their badge as an actual physical badge of worked silver in the form of a shield or other device or it could be a detailed symbol marking their cloak itself that blazes to life when called upon as a sign of authority.

Scepter Emblem

If your celestial aspect is that of the Sword then your emblem weapon might take the shape of a shining sword of polished silver and bearing etchings of feathers or sunlight. If you serve as a Shield aspect then your emblem weapon is likely to be something liken to a one handed mace, crafted from elegant ivory and topped with a heavy head of marble covered in celestial runes or engravings. For a Cloak aspect, their emblem weapon could be a spear of gleaming platinum that recounts an ancient battle from legend in angelic script.

Hallowed Spell List

Level 0 (Cantrips)

Blade Ward

Fire Bolt

Faith Blade

Guidance

Resistance

Light

Sacred Flame

Produce Flame

True Strike

1st Level

Mail of Maladictus

Trumpets of Chorum

Alarm

Comprehend Languages

Cure Wounds

Divine Retribution

Divine Favor

Healing Word

Protection from Evil and Good

Hunter's Mark

Angelic Arrow

2nd Level

Scorching Ray

Find Steed

Continual Flame

Warding Bond

Aid

See Invisibility

Arcane Lock

Augury

Moonbeam

Prayer of Healing

Pass Without Trace
Lesser Restoration

3rd Level
Counterspell
Dispel Magic
Crusader's Mantle
Tongues
Mass Healing Word
Chorus of Chorum
Glyph of Warding
Magic Circle
Daylight
Remove Curse
Clairvoyance
Spirit Guardians

4th Level
Banishment
Death Ward
Divination
Guardian of Faith

5th Level
Planar Binding
Hallow
Dispel Evil and Good
Scrying

New or “re-themed” spells

Faith Blade

Evocation Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

A pale shaft of light sparks to life, emanating from your hand and taking the shape of any weapon familiar to you. Make a melee spell attack against any target within range that you could otherwise attack with a melee weapon. On a hit, the target takes 2d4 radiant damage. This spells damage increases by a d4 at 5th (3d4), 11th (4d4), and 17th (5d4).

Armor of Agathys is replaced by Mail of Maladictus;

Mail of Maladictus

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a cup of earthen clay)

Duration: 1 hour

A protective magical force surrounds you, manifesting as a soft spectral glow that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the fire damage increase by 5 for each slot level above 1st.

Witch Bolt is replaced by Angelic Arrow;

Angelic Arrow

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck during a thunder storm)

Duration: Concentration, up to 1 minute

A bolt of booming, blue energy explodes out toward a creature within range, forming a sustained peel of thunder between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 thunder damage, and on each of your turns for the duration, you can use your action to deal 1d12 thunder damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Arms of Hadar is replaced by Trumpets of Chorum:

Trumpets of Chorum

1st-level conjuration

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S

Duration: Instantaneous

You invoke the power of Chorum, the Melody Bringer. Blasts of merry music erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 2d6 radiant damage and can't

take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Hunger of Hadar is replaced by Chorus of Chorum:

Chorus of Chorum

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a preserved feather fallen from a newborn)

Duration: Concentration, up to 1 minute

You open a gateway to the bright heart within the stars, a region inhabited by celestial song. A 20-foot-radius sphere of luminance and warmth appears, centered on a point with range and lasting for the duration. This space is filled with a cacophony of soft whispers and laughter that can be heard up to 30 feet away. No darkness, magical or otherwise, can diminish the area, and creatures fully within the area are visible. The radiance creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 radiant damage. Any creature that ends its turn in the area must succeed on a Constitution saving throw or take 2d6 Thunder damage as a choir sings celestial songs whose music is beyond mortal minds.

Hellish Rebuke is replaced by Divine Retribution:

Divine Retribution

1st-level evocation

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily slammed by celestial censure. The creature must make a Constitution saving throw. It takes 2d10 thunder damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.