

THE HIEROPHANT

A Paladin sidekick

LEVEL	PROFICIENCY BONUS	FEATURES	HOLY POINTS	SPELLS KNOWN
1st	+2	Bonus Proficiencies, Lay on Hands	-	-
2nd	+2	Holy Points, Divine Smite	2	-
3rd	+2	Hierophant Magic	3	1
4th	+2	Ability Score Improvement	3	1
5th	+3		4	2
6th	+3	Extra Attack	4	2
7th	+3	Holy Aura	5	3
8th	+3	Ability Score Improvement	5	3
9th	+4		6	3
10th	+4	Hierophant Magic Improvement	6	4
11th	+4	Halo of Purity	7	4
12th	+4	Ability Score Improvement	7	4
13th	+5		8	4
14th	+5		8	5
15th	+5	Sacred Blade	9	5
16th	+5	Ability Score Improvement	9	5
17th	+6		10	5
18th	+6	Divine Spirit	10	6
19th	+6	Ability Score Improvement	11	6
20th	+6	Holy Aura Improvement	12	6





Bonus Proficiencies

1st-level Hierophant feature

The sidekick gains proficiency in one saving throw of your choice: Strength, Wisdom, or Charisma.

In addition, the sidekick gains proficiency in two skills of your choice from the following list: Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

The sidekick gains proficiency with all armor, and if it is a humanoid or has a simple or martial weapon in its stat block, it gains proficiency with shields and all simple and martial weapons.

Lay on Hands

1st-level Hierophant feature

The sidekick has a pool of healing power that replenishes when it takes a long rest. With that pool, it can restore a total number of hit points equal to its level \times 3.

As an action, the sidekick can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Holy Points

2nd-level Hierophant feature

The Hierophant deep devotion to its cause is represented by Holy Points, which allow them to fuel a variety of their abilities.

The sidekick has 2 Holy Points, and gains more as they reach higher levels, as shown in the Holy Points column of the Hierophant table. It can never have more Holy points than shown on the table for their level. The Hierophant regains all spent Holy Points when it finishes a long rest.

Divine Smite

2nd-level Hierophant feature

When the sidekick hits with a melee weapon attack, they can expend one Holy Point to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for one Holy Point, plus 1d6 for each Holy Point spent after the first, to a maximum of 5d8. The damage increases by 1d6 if the target is an undead or a fiend, to a maximum of 6d6.

Hierophant Magic

3rd-level Hierophant feature

The sidekick gains the ability to cast spells. (If the creature already has the Spellcasting trait, this feature replaces that trait.) They can choose spells from the paladin's list and their spellcasting ability is Charisma.

Holy Points. The Hierophant doesn't use spell slots to cast spells. Instead they use their Holy points to cast 1st level spells. Casting a 1st level spell requires expending one Holy Point. A Hierophant can cast each of its known spells once in this way. Once they cast one of those spells in this way, they can't cast that spell in this way again until they finish a short or long rest.

Spells Known. The sidekick knows one 1st-level spell of your choice from the paladin's spell list. The Spells Known columns of the Spellcaster table shows when the sidekick learns more spells of your choice. Each of the spells in the Spells Known column must be of 1st level.

Additionally, the sidekick can change its list of prepared spells when it finishes a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on its list.

Spellcasting Ability. The sidekick's spellcasting ability for these spells is Charisma.

The sidekick uses its spellcasting ability whenever a spell refers to that ability. In addition, it uses its spellcasting ability modifier when setting the saving throw DC for a spell it casts and when making an attack roll with one.

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

Spell attack modifier = its proficiency bonus + its Charisma modifier

Spellcasting Focus. It can use a holy symbol as a spellcasting focus for its paladin spells.



Ability Score Improvement

4th-level Hierophant feature

At 4th level and again at 8th, 12th, 14th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Hierophant feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Holy Aura

7th-level Hierophant feature

Whenever the sidekick or a friendly creature within 10 feet of it must make a saving throw, the creature gains a bonus to the saving throw equal to half the sidekick's Charisma modifier (with a minimum bonus of +0). The sidekick must be conscious to grant this bonus.

Hierophant Magic Improvement

10th-level Hierophant feature

The sidekick can learn and prepare 2nd-level spells from the paladin spells list. It can prepare a number of 2nd-level spells equal to half its Charisma modifier (minimum of 1), these count against its number of Spells Known. To cast a 2nd-level spell the sidekick must expend 2 Holy Points.

A Hierophant can cast each of its known spells once in this way. Once they cast one of those spells in this way, they can't cast that spell in this way again until they finish a short or long rest.

Halo of Purity

11th-level Hierophant feature

The sidekick and friendly creatures within the range of its Holy Aura can't be charmed while the sidekick is conscious.

Sacred Blade

15th-level Hierophant feature

Whenever the sidekick hits a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Divine Spirit

18th-level Hierophant feature

The Sidekick is always under the effects of a protection from evil and good spell.

Holy Aura Improvement

20th-level Hierophant feature

At 20th level, the range of the sidekick's Holy Aura increases to 20 feet.

