

The Divine Law

You are an agent of a Divine being that works to restore righteous order to the world. This entity could be one of the 10 commandments, or another lawful celestial being of power.

Divine Law Spell

Spell Level	Spells
1	<i>command, bless</i>
2	<i>spiritual weapon, zone of truth</i>
3	<i>slow, spirit guardians</i>
4	<i>death ward, guardian of faith</i>
5	<i>commune, dispel evil and good</i>

Tools of Justice

At 1st level, you gain the tools necessary to exact the celestial law. You gain proficiency in Insight and Investigation. If you are already proficient with one of these skills you can gain proficiency in Religion or Persuasion instead.

Words of Power

Also at 1st level, You can enforce the divine might. You can cast the *command* spell at its lowest level without expending a spell slot. You can do so a number of times equal to your Charisma modifier, and regain all expended uses after completing a long rest.

Celestial Envoy

Your patron grants a deeper link to celestial powers. You gain resistance to radiant damage and have advantage on attack rolls against Fiends and Undead.

Radiant Consumption

At 10th level, the radiant damage that you deal ignore resistances.

In addition you can unleash your divine fury. As a bonus action, you transform into an avatar of the divine law. You gain a flying speed of 60 feet and can change the damage of your spells to radiant damage. This transformation lasts for 1 minute, and you can't use it again until you complete a short or long rest.

Eyes of the Divine

At 14th level, no injustice can escape your gaze, you gain Truesight out to 60 feet and always know when you hear a lie. In addition you gain immunity to being charmed.



Art by Warm_tail

