

THE ANOINTED

Though they do so rarely, it is within the gods of Theros' power to lend a fragment of their might to mortals. Such mortals are called the anointed and they wield the powers of not just one god but the entire pantheon. By tapping mana, a mystic energy that flows throughout the multiverse, they can leverage the divine boons they've been gifted to surpass mortal limits. During times of extreme duress the anointed can enter apotheosis, a state that brings them even closer to the gods and dramatically enhances their abilities. Most surprising of all, the process of anointing a mortal cannot be undone. Once a god gives the gift, the anointed can choose to continue to pursue the god's goals, abandon them, or even turn the gods own power against them.

You should play an Anointed if you want to...

- Wield the myriad and mighty powers of the divine
- Embrace or defy your responsibilities to the gods of Theros
- Experience your next campaign from the perspective of a fledgling demigod

THE ANOINTED

Level	Proficiency		Mana Points	Divine Boons
	Bonus	Features		
1st	+2	Tap Mana, Divine Boons, Deific Benefactor	2	2
2nd	+2	Empyrean Apotheosis	2	3
3rd	+2	Deific Benefactor feature	3	3
4th	+2	Ability Score Increase	3	4
5th	+3	Extra Attack	5	4

CLASS FEATURES

As an anointed, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per anointed level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, History, Insight, Intimidation, Perception, Performance, Persuasion, and Religion.

EQUIPMENT

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

- (a) scale mail or (b) leather armor, shortbow, and 20 arrows
- (a) one martial weapon and a shield or (b) a martial weapon and two simple weapons
- (a) a dungeoneer's pack or (b) an explorer's pack or (c) a priest's pack
- A token of your deific benefactor's favor

TAP MANA

Your connection to the celestial host allows you to tap a mystic power that suffuses the multiverse, mana. You have a pool of mana points determined by your anointed level, as indicated on the Mana Points of the Anointed table.

When you make an ability check, you can expend a mana point to gain advantage on the roll. Your divine boons and other features from this class may also require you to expend one or more mana points to use.

Once you expend a mana point, you cannot use it again until you regain it. You regain all expended mana points when you finish a short or long rest.

DIVINE BOONS

You have been given gifts from the gods called divine boons. At 1st level, you gain two divine boons of your choice. Your divine boon options are detailed at the end of this class description.

When you gain certain anointed levels, you gain additional boons of your choice, as shown in the Divine Boons column of the Anointed table. Additionally, when you gain a level in this class, you can choose one of the boons you know and replace it with another boon that you meet the prerequisites for. If a boon has prerequisites, you must meet them to learn it. You can learn the boon at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Some of the abilities granted by your divine boons, or other features in this class, call for you to make spell attacks or for your targets to make saving throws. When you use such an ability, use your anointed spell save DC and spell attack modifier.

DEIFIC BENEFACTOR

At 1st level, you have earned the favor of the divine host of Theros but one god of your choice has marked you as their chosen: Erebos, Helioid, or Thassa, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 3rd. These features include benefactor spells.

BENEFACTOR SPELLS

Each benefactor has a list of associated spells. You gain access to these spells at the levels specified in the benefactor description. Once you gain access to a benefactor spell, you know the spell and can spend mana points to cast it. All benefactor spells count as anointed spells for you.

To cast a spell using mana points, you must complete the casting time of the spell as normal and spend a number of mana points listed on the chart below to replicate the effects of casting the spell with the equivalent level spell slot. You must spend a number of mana points to replicate a spell slot of at least the spell's level to cast it. The maximum spell slot level you can create is determined by your level in this class, also found on the chart below.

Constitution is your spellcasting ability for your anointed spells, since their power is a direct result of your ability to form a living conduit between the realms of the mortals and the gods. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for an anointed spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

$$\text{Spell attack modifier} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

CASTING SPELLS BY SPENDING MANA POINTS

Spell Slot Level	Anointed Level	Mana Point Cost
1st	1st	2
2nd	3rd	3
3rd	5th	5
4th	7th	6
5th	9th	7

EMPYREAL APOTHEOSIS

Starting at 2nd level, you can use a bonus action to enter a state of connection with the gods called apotheosis. When you enter apotheosis, you gain the following benefits:

- You gain a number of empyreal points equal to your maximum mana points. Whenever you use divine boon or feature from this class that calls for mana points, you can expend empyreal points instead. You lose all remaining empyreal points when you exit your apotheosis.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Your apotheosis lasts for 10 minutes or until you are rendered unconscious or use a bonus action to end in early. While in this state, obviously phantasmal symbols and images surround you in a display depicting imagery appropriate to your benefactor and chosen divine boons. You can choose to subdue this

display if you wish (no action required by you). Once you use your apotheosis, you must finish a short or long rest before you can do so again.

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.

EXTRA ATTACK

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

DEIFIC BENEFACTOR

Deific benefactors gift their chosen anointment that makes them equal parts mortal and Nyxborn. While the anointed can learn the divine boons of any divinity, their deific benefactor leaves an unmistakable mark on their god given powers and the sidereal visions produced when they enter apotheosis. Although never wise to upset the gods, many anointed find their relationship with their deific benefactor is as fraught and tense as the relationship between any two gods of Theros.

EREBOS

Erebos is the god of the dead and the Underworld. He anoints champions to aid him in undermining Heliod's plans and ensuring that those who escape the Underworld are promptly (and violently, preferably) returned. His anointed are granted a measure of his power over death and penchant for collecting wealth.

MAGIC OF EREBOS

Your connection to Erebos grants you access to his favored magic. You gain the following spells at the anointed levels listed.

EREBOS SPELL LIST

Anointed	
Level	Spell
1st	<i>bane</i>
3rd	<i>ray of enfeeblement</i>
5th	<i>vampiric touch</i>
7th	<i>phantasmal killer</i>
9th	<i>cloudkill</i>

TARTYXIAN FERRY

Starting when you choose this deific benefactor at 1st level, you learn the *spare the dying* cantrip. When you cast the cantrip, its range becomes 30 feet and you can choose for the creature to die instead of stabilize.

ENTROPIC STRIKE

Starting at 3rd level, when you deal damage with a weapon attack to a creature whose current hit points are below their maximum hit points, you can spend 1 mana point to deal an additional 1d4 necrotic damage.

While you are in your apotheosis you do not need to spend a mana point to gain this benefit.

GRIM APOTHEOSIS

Also at 3rd level, when you enter apotheosis each creature within 10 feet of you takes 1d6 necrotic damage. If the chosen creature's current hit points are equal to or below half their maximum hit points, they take 2d6 necrotic damage instead.

HELIOD

Helioid is the god of the Sun and self-styled king of the gods. He anoints champions to enforce the hierarchies of the mortals and the divine and do great deeds in his name. His anointed are granted a portion of his power over light and order.

MAGIC OF HELIOD

Your connection to Helioid grants you access to his favored magic. You gain the following spells at the anointed levels listed.

HELIOD SPELL LIST

Anointed

Level	Spell
1st	<i>bless</i>
3rd	<i>branding smite</i>
5th	<i>daylight</i>
7th	<i>death ward</i>
9th	<i>raise dead</i>

SUMMON THE DAY STAR

Starting when you choose this deific benefactor at 1st level, you can use a bonus action to choose a point within 30 feet and create an intangible 1 foot diameter sphere of light in that space. The sphere casts bright light out to 30 feet and dim light out to 60 feet beyond that. While the sphere persists, you can use a bonus action to move it 60 feet in any direction. The sphere disappears after 1 hour or when you use a bonus action to end it early.

BRILLIANT STRIKE

Starting at 3rd level, when you deal damage with a weapon attack to a creature who is not blinded, you can spend 1 mana point to deal an additional 1d4 radiant damage.

While you are in your apotheosis you do not need to spend a mana point to gain this benefit.

BRILLIANT APOTHEOSIS

Also at 3rd level, when you enter apotheosis each creature within 10 feet of you must succeed on a Constitution saving throw or be blinded until the start of its next turn.

THASSA

Thassa is the god of the sea and voyages. She anoints champions when she has need of agents who can operate on land as well as sea and who will implement the changes she sees as necessary in the world. Her anointed are granted a measure of her power over travel, the element of water, and creatures of the sea.

MAGIC OF THASSA

Your connection to Thassa grants you access to her favored magic. You gain the following spells at the anointed levels listed.

THASSA SPELL LIST

Anointed

Level	Spell
1st	<i>fog cloud</i>
3rd	<i>locate object</i>
5th	<i>tidal wave</i> ^{XGE}
7th	<i>control water</i>
9th	<i>maelstrom</i> ^{XGE}

SEA CREATURE

Starting when you choose this deific benefactor at 1st level, you have a swim speed of 60 feet and you can breathe air and water.

As a bonus action, you can reduce your swim speed to 30 feet for 8 hours to grant a number of creatures up to your Constitution modifier (minimum 1) a swim speed of 30 feet and the ability to breathe air and water for the same length of time.

CRASHING STRIKE

Starting at 3rd level, when you deal damage with a weapon attack to a creature who does not have a swim speed, you can spend 1 mana point to push them 10 feet away from you.

While you are in your apotheosis you do not need to spend a mana point to gain this benefit.

DROWNING APOTHEOSIS

Also at 3rd level, when you enter apotheosis each creature within 10 feet of you must succeed on a Strength saving throw or be knocked prone.

DIVINE BOONS

If a divine boon has prerequisites, you must meet them to learn it. You can learn the boon at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

EREBOS

These boons are granted by Erebus. They are presented in alphabetical order.

ABYSSAL WHIP

While you are holding a whip and no other weapon or shield, its damage die increases to 1d8 and your reach with this weapon is 10 feet if it was less than that.

If your divine benefactor is Erebus, you can use a bonus action and spend 2 mana points to bless a whip in your hand with the countenance of Erebus' impossibly long black whip for the next minute. During this time, your reach with this weapon becomes 15 feet if it was less than that and each time you deal damage with the whip you can choose to change the damage it deals to necrotic or poison. In addition, when you deal damage to a creature with this weapon it cannot regain hit points until the end of your next turn and it must succeed on a Strength saving throw or have its movement speed halved until the end of your next turn.

EREBOS' AEGIS

You can use a bonus action and spend 1 mana point to gain resistance to necrotic and poison damage for 1 minute.

While you are in apotheosis, you have resistance to necrotic and poison damage.

EREBOS' FAVOR

You gain the Magic of Erebus feature.

If your divine benefactor is Erebus, the mana point cost to replicate spell slots is reduced by 1 when casting a spell from this spell list.

LINGUA MORTIS

Prerequisite: 5th level

You can cast the *speak with dead* spell without spending mana points or providing material components. When you cast the spell, you and the corpse perfectly understand each other, even if you don't share a language. Once you cast this spell using this boon, you can't do so again until you finish a short or long rest, unless you spend 4 mana points to use it again.

MINTED SOULS

When a creature within 30 feet of you dies, you can use your reaction and spend 1 mana point to gain a number of gold pieces equal to the creature's CR (round down) or level.

If your divine benefactor is Erebus, you gain twice as many gold pieces.

HELIOD

These boons are granted by Heliod. They are presented in alphabetical order.

BLINDING DEFENSE

You can use a bonus action and spend 1 mana point to shine with blinding light until the start of your next turn. Until that time, creatures who can see you have disadvantage on attacks against you.

HELIOD'S AEGIS

You can use a bonus action and spend 1 mana point to gain resistance to fire and radiant damage for 1 minute.

While you are in apotheosis, you have resistance to fire and radiant damage.

HELIOD'S FAVOR

You gain the Magic of Heliod feature.

If your divine benefactor is Heliod, the mana point cost to replicate spell slots is reduced by 1 when casting a spell from this spell list.

SUNBEAM SPEAR

When you make an attack with a spear you score a critical hit on a result of 19 or 20. In addition, the thrown ranges of this weapon are tripled for you.

If your divine benefactor is Heliod, you can use a bonus action and spend 2 mana points to bless a spear in your hand with the countenance of Heliod's divine spear for the next minute. During this time, when you throw a spear at a creature it returns to your hand immediately after the attack and each time you deal damage with the spear you can choose to change the damage it deals to fire or radiant. In addition, when you take the Attack action and only make attacks with spears you can make an additional weapon attack as part of the same action.

WORD IS BOND

You can cast the *oath-sealing covenant* spell without spending mana points or providing material components.

THASSA

These boons are granted by Thassa. They are presented in alphabetical order.

BOUNTY OF THE SEA

You automatically succeed at all ability checks made to catch fish, shellfish, or other beasts with a swim speed provided you have the equipment to do so. If you make such an attempt without the correct equipment you can spend 1 mana point to succeed anyway.

Additionally, when you are at a body of water you can spend a minute in prayer and spend 1 mana. When you do, an object of your choice worth an

amount of gp up to 5 x your level in this class washes up onto the shore at your feet at the end of the prayer. The object is waterlogged but otherwise in working condition. Each time you use this ability the cost to use it increases by 1 mana, resetting to 1 mana point when you finish a long rest.

PINNING BIDENT

While you are holding only a trident and a net, or a trident and no other weapon or shield, the damage die of the trident increases to 1d8 or 1d10 if you are using two hands. In addition, when you hit a creature with a trident you have advantage on attacks you make against the creature with a net until the end of the turn.

If your divine benefactor is Thassa, you can use a bonus action and spend 2 mana points to bless a trident in your hand with the countenance of Thassa's bident for the next minute. During this time, when you hit a creature with your trident you can use your reaction to pull them to any unoccupied space adjacent to you and each time you deal damage with the trident you can choose to change the damage it deals to bludgeoning or cold. In addition, when you deal damage to a creature with this weapon must succeed on a Strength saving throw or have its movement speed reduced to 0 until the end of its next turn.

THASSA'S AEGIS

You can use a bonus action and spend 1 mana point to gain resistance to bludgeoning and cold damage for 1 minute.

While you are in apotheosis, you have resistance to bludgeoning and cold damage.

THASSA'S FAVOR

You gain the Magic of Thassa feature.

If your divine benefactor is Thassa, the mana point cost to replicate spell slots is reduced by 1 when casting a spell from this spell list.

TIDAL FORCE

You count as one size larger than you are (from Medium to Large, for example) for the purposes of grappling and shoving. In addition, immediately after you make an ability check to grapple or shove you can spend 1 mana point to reroll the d20 and use the second result.

NEW SPELLS

The following new spell can be gained by taking the appropriate divine boon.

OATH-SEALING COVENANT

1st-level divination (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two rings)

Duration: Indefinite

When two creatures make a promise to one another you seal it with magic and a prayer. If either creature breaks the promise they made the other immediately knows the promise has been broken and this spell ends. If this spell ends as the result of another spell, both creatures become aware of that fact.