(Monastic) priest

Though the spirits of Soburin’s natural world have been grievously harmed over the past two centuries, you are truly devoted to nature and blessed with fantastic magical abilities that you hone while perfecting a martial discipline.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells.
Cantrips. You learn two cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.
Spell Slots. The Priest Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell detect magic and have a 1st-level and a 2nd-level spell slot available, you can cast detect magic using either slot. Spells Known of 1st-Level and Higher. You know two 1st-level druid spells of your choice. The Spells Known column of the Priest Spellcasting table shows when you learn more druid spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st- or 2nd-level. The spells you learn at 8th, 14th, and 20th level can come from the cleric spell list. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a druid spell, unless you’re replacing the spell you gained at 8th, 14th, or 20th level (in which case the new spell may be a cleric spell, so long as it is replacing another cleric spell). (Alternatevely for a more community feel you the normal spells you learn can be from the cleric spell list and those leaned at 8th, 14th, and 20th level can come from the druid spell list.
Spellcasting Ability. Wisdom is your spellcasting ability for your spells, since you learn your spells

through deep meditation and a fundamental connection to nature. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Priest Spellcasting Table

Spell Slots per Spell Level
Level Cantrips Spells
Known
1st 2nd 3rd 4th
3rd 2 2 2 — — —
4th 2 2 3 — — —
5th 2 3 3 — — —
6th 3 3 3 — — —
7th 3 4 4 2 — —
8th 3 4 4 2 — —
9th 3 5 4 2 — —
10th 3 5 4 3 — —
11th 3 6 4 3 — —
12th 3 6 4 3 — —
13th 3 7 4 3 2 —
14th 3 7 4 3 2 —
15th 3 8 4 3 2 —
16th 3 8 4 3 3 —
17th 4 9 4 3 3 —
18th 4 9 4 3 3 —
19th 4 10 4 3 3 1
20th 4 10 4 3 3 1

Shugyo Conditioning (Vow of poverty)

At 6th level, you can go exceptionally long periods without sustenance. You can comfortably go without food or drink for a number of days equal to your proficiency bonus. When you take a long rest, you require one hour less sleep per point of proficiency bonus.

Martial Spellcasting

At 11th level, you gain advantage on saving throws that you make to maintain your concentration on a spell.

Perfected Form

At 17th level, whenever you cast a spell you may choose to ignore verbal, somatic, or focus components. You can do so a number of times equal to your Wisdom modifier. You regain expended uses of this feature when you finish a long rest.

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