

PREACHER

A bonus class. Not printed in the Core Rulebook.

CLASS AFFINITY: CELESTIAL



The Mist took the churches first. It took the roofs and the bells and most of the people who filled them. It did not take the few who kept preaching to the ruins.

A Preacher does not command magic. A Preacher asks for it out loud, in front of witnesses. The answer arrives as light. It mends what it touches. It burns what should not be walking.

PLAYING A PREACHER

You are the shelter the party stands behind. Restoration and Bastion are your trade and your reputation. Your power grows with the people who believe you, so guard the Congregation before you guard yourself.

Clear this class with your Narrator before play.

AT A GLANCE

AFFINITY	Celestial
KEY SKILL	Religion, and it sets every limit below
MENTORED	Restoration, Bastion, Divination
CLASS ITEMS	Sacred Text, Holy Symbol
BOND	The Congregation

THE SACRED TEXT

CLASS ITEM

You begin with a Common Tome carrying the Holy Symbol inherent property and the Foci [Restoration] magical tag. Its rarity rises one rank for every nemesis you defeat, to a maximum of Mythical, and each rank grants another quality slot and another magical slot. As it grows, fill them with what your faith is becoming. Foci [Bastion], Ward and Radiant Presence all suit it.

RARITY IN PLAY

Common	Uncommon	Rare	Epic	Artifact	Legendary	Mythical
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INHERENT

MAGICAL TAGS

Holy Symbol is narrative flavour. It is not a tag in Chapter Nine and it occupies no slot.

THE CONGREGATION

NPC BOND

You begin play with a Congregation, held as an NPC bond. In the downtime phase they convene and cast Bastion or Restoration at ranks equal to your higher rank in the two, at no cost to your Soul, and it lasts until the next downtime. In the away phase they count as a mentor for Restoration, Bastion and Divination, so you buy those ranks at essence equal to the rank rather than double.

THE NAME OF YOUR CONGREGATION

*Faith is not a feeling. It is a thing you say out loud,
in front of people who will hold you to it.*

THE HOLY SYMBOL

CLASS ITEM

You begin with a Common accessory as your Holy Symbol, carrying the Holy Symbol inherent property and the Banish magical tag. Its rarity rises one rank for every nemesis you defeat, to a maximum of Mythical, gaining a quality slot and a magical slot with each rank.

RARIETY IN PLAY

Common	Uncommon	Rare	Epic	Artifact	Legendary	Mythical
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INHERENT

MAGICAL TAGS

STORE FAITH

When you roll a Boon you may put its energy into the Holy Symbol as a Faith Charge instead of taking the Boon's usual effect. You hold no more charges at one time than your ranks in Religion.

UNLEASH FAITH

As an action, spend stored charges to cast a Celestial Evocation at no cost to your Soul, carrying the Banish tag. It inflicts Soul damage equal to your ranks in Religion, plus one for every charge spent beyond the first. This counts as using the item.

FAITH CHARGES STORED

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maximum equals your ranks in Religion

CONSECRATE WATER

DOWNTIME ACTION

Spend one Soul and make a Religion check against a Challenge Level of 5. On a success you create a Common Holy Water consumable with charges equal to your ranks in Religion.

Using it is an action. Throw it at a point within Throwing range and make a Dexterity check with the item against the Dexterity of everything caught in the splash. On a success, anything within melee range of the impact carrying the Infernal or Undead affinity takes Soul damage equal to your ranks in Religion. Everything else restores that much Soul instead. Each use spends a charge.

HOLY WATER CHARGES REMAINING

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ADVANCEMENT

The Congregation mentors Restoration, Bastion and Divination. Any other manifestation needs a different mentor, an item carrying the Lore and Legend magical tag, or double essence. A Preacher also earns essence for bringing someone to the faith, for a significant act of healing or protection in keeping with it, and for facing an Infernal or Chaotic threat head on.

WHAT YOUR CONGREGATION BELIEVES

WRITE IT ONCE, PLAY IT EVERY SESSION

WHERE THIS CAME FROM

The Preacher is a bonus class for Mistfall: Armageddon. The Core Rulebook launches on Amazon Saturday, October 31, 2026.

mistfall-armageddon.com


THE GAME