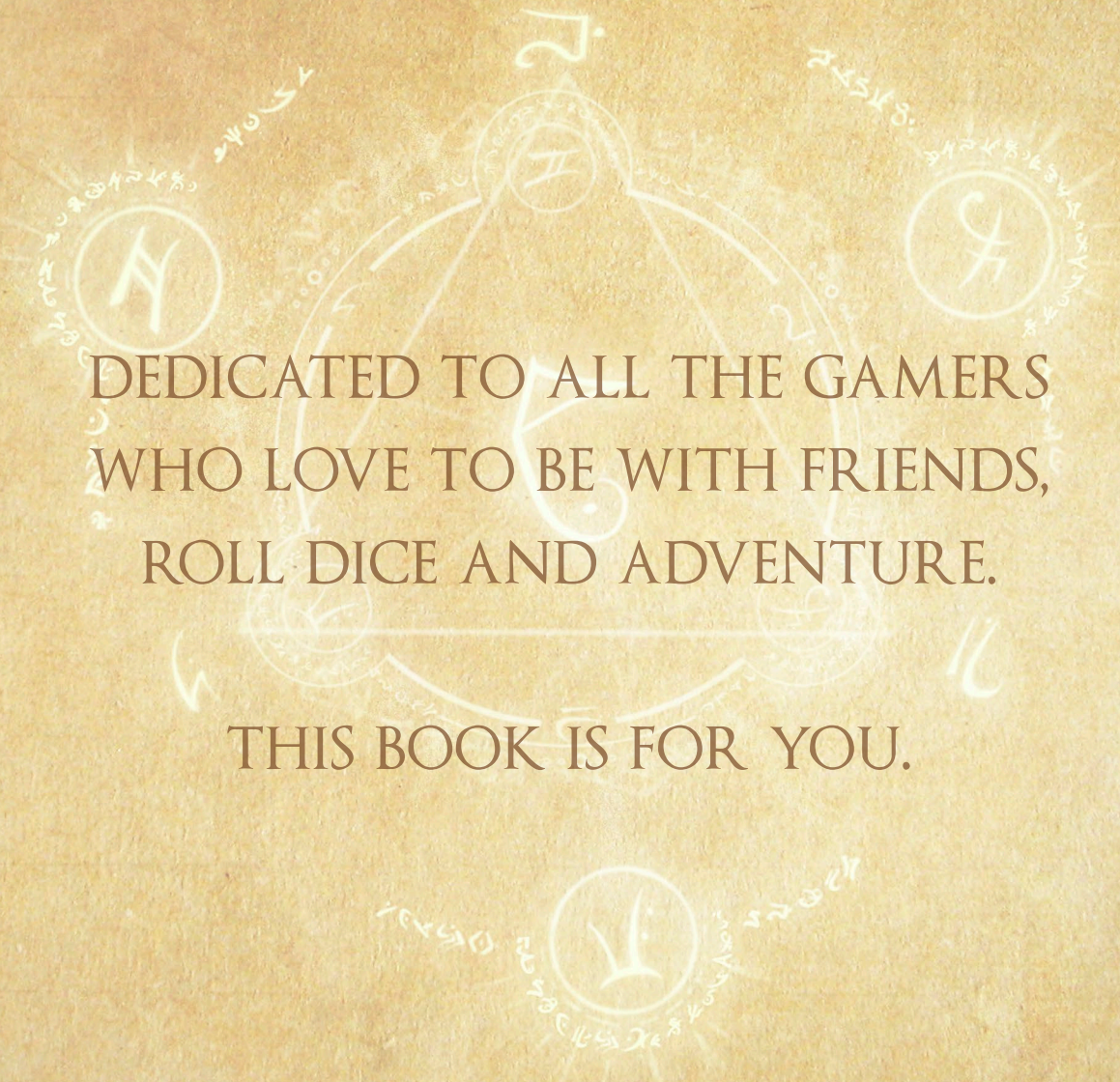


GODS & GODDESSES

A 5TH EDITION SUPPLEMENT







DEDICATED TO ALL THE GAMERS
WHO LOVE TO BE WITH FRIENDS,
ROLL DICE AND ADVENTURE.

THIS BOOK IS FOR YOU.

GODS & GODDESSES



A 5TH EDITION SUPPLEMENT

GODS & GODDESSES

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ON THE COVER

Rudy Siswanto illustrates the eternal battle between Ishtar and Kur on the edge of The Void.

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CONTENTS

8	KICKSTARTER BACKER CREDITS
11	INTRODUCTION
12	ANANSI
15	BABA YAGA
20	BATARA KALA
24	FREYJA
28	FUJI
32	HEKATE
36	INTI
40	ISHTAR
44	MAZU
48	NAYENEZGANI
52	SHANGO
56	SHIVA
60	TCHERNOBOG
64	TENGRI
68	TURAN
72	VIVIENE
76	APPENDIX
76	CREATURES
88	SPECIAL ITEMS
89	SPELLS
92	WEAPONS
92	POWERS OF TENGRI
94	DIVINE SCION OF MAZU
95	GIFTS OF VALOR
96	NPCs
99	LEGAL INFO

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Thank You!





Introduction

Mankind is hardwired for faith. Before the invention of pottery and agriculture, humans had already invented the gods some 25,000 years before. Sorry creationists. The first deities were aspects of nature: animals spirits, tree spirits, the sea and sky, and so on. All of nature was to be revered.

Stories were handed down word of mouth and nature started to take on anthropomorphic form. A spider spirit morphed in a human god with spider legs. The trees and lakes became a goddess who could transform from human into water or water nymph.

The original stories were lost to time, but as mankind developed written languages the gods took the forms we now understand. For centuries cultures collided, borrowing from one another's stories so that gods like Ishtar, Isis, Mithra, and Aphrodite all started to look alike.

North Africa, The Middle East, Mediterranean, and India all flourished with tales of thousands of gods and goddesses. As people migrated and cultures came in contact with one another, Europe and Asia added their tales the growing tapestry of world religions.

With the advent of monotheism, these religions became mythologies and a single creator began to replace the scores of pantheons dotting the globe. Missionaries brought word of a single god to every society and these cultures lost their spiritual heritage. Well, most. Not all. India and Asia resisted the concepts of a single supreme god as long as possible.

It would not be until the 18th century and the German advent of Religionsgeschichte that other faiths would be taken seriously as 'cultural phenomenon' again. It is from this school of thought that so many stories were rescued and our modern snapshot of mythologies starts to take shape.

But this book is not about Western philosophers trying to make sense of the ancient world from their ivory watchtower arm chair philosophies. This book is about the celebration of faiths from all corners of the globe, re-imagined in a gaming context.

These gods and goddesses are our 16 favorite from a host of pantheons, spanning thousands of years of written and oral histories. Time has been spent not only examining them in their historical context, but also keeping as much of their genuine histories alive, while still making them playable in a fantasy campaign world.

We've gone the extra mile of making them all part of the same cultural gestalt, putting African, meso-American, and even a Mongolian god right next to each other in a fantasy world. The dynamic environment here should be obvious. What happens when the followers of Shiva and Tengri meet each other, arguing over who invented the world?

Fantasy gaming has introduced many gods from the Western World time and again. But we think the material here, written in this manner, reveals the most important elements of faith—respect for heritage. Where a god or goddess comes from is as important as the ideas that are spawned from their philosophies.

We hope these introductions to some amazing gods inspire you to dig deeper into the faiths of the ancient (and in some cases modern) world. And at the very least, they lead to some great stories.

Onward.

How To Use This Book

Options for a Game Master (GM) are a wonderful thing. This book can assist bringing in new elements to your current campaign setting. Add to an existing setting, or create an entirely new world based around these gods and goddesses.

There is enough information presented here to have adventures for years to come. New cleric domains, paladin oaths, spells, special abilities and much more.

What motivates your clerics and paladins? What new abilities and spells will your players use? If you are a GM, have new encounters for your players with an upstart religious group. Perhaps all these *new* gods and goddesses have recently appeared in the last dozen years, or slowly built a following in 100 years, or longer? The possibilities are virtually endless.

Has there even been a time where a PC could encounter such a divine being? While it would never be recommended to have a conflict with a deity's avatar, stats and info are provided. These are super-powered entities that any player should take *extreme* caution with, even at very high levels of 20 and beyond. Some deities are so powerful that they can wipe out an army, or city in moments. Proceed with extreme caution when encountering any avatar.

Additionally, the gods and goddesses within have at their disposal many companions who will assist then when called upon. These companion encounters are more likely for mortals. However, make no mistake, these are the supreme powers in all of creation and will use all the tools at their disposal if their plans are disrupted. These deities can literally change the course of history overnight.

The actions of the gods generally do not happen often at the cosmic level (thankfully), but more through the mortals who worship them. Conflicts like this are nothing new and have been around for eons. No one truly knows the motivations of the gods at any given time, but this is how a player can be a conduit for their deity of choice and carry out their plans in your world.

Fight for your god. Defend the name of your goddess. Dispatch all known enemies in the name of your chosen deity. Your PCs have a higher purpose which will inevitably clash with others in the world. What better way to seek adventure and spread the word of your god or goddess? You now have many more options, so have fun on the journey.

ANANSI

Trickster Spirit of Knowledge and Stories

Symbol: Spider, Spider Web

Home Plane: Deep Jungle Realm

Alignment: Chaotic Neutral

Anansi is a trickster and the keeper of all knowledge and stories. He takes the form of a spider and spins giant webs in the forest. There, he catches all of the stories from people's dreams and gossip. Anansi sometimes keeps the stories for himself and other times shares the knowledge with the world, so they might become wise.

He acts as a go-between for humans and other gods, and is the one responsible for tricking the divine into creating night, and rain (among other things). However, his aims are never noble. Anansi entertains himself by tricking humans (and the gods) through complicated pranks. Sometimes he gains nothing from the pranks other than the joy of having made people work harder. He's even gone so far as to trick followers into believing he created the world.

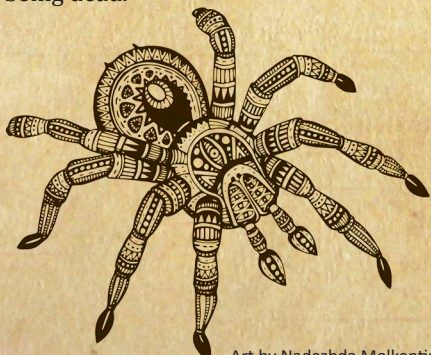
Anansi can also change into a fox, rabbit, or human at will.

Unlike other gods whose deeds and prowess reside in a few stories about the creation of the world, Anansi's history rests in thousands of stories of trickery. Everything we know about the spider-god—parables that teach humanity how to be humble and learn their place in the world; or stories expanding humanity's realm of knowledge—stem from the word-of-mouth stories that are told in his name.

DOGMA

Anansi cares only for himself. He expects nothing less from his subjects. However, there is a deeper lesson in Anansi work that he expects his followers to understand. His lessons are a form of tough-love, stemming from the cultural climate of those who follow him. Life is unforgiving. Those who do not learn from their failings will surely die. Anansi is there to teach people these lessons without causing anyone harm. And if that leads to people being filled with fear of the gods, so be it.

Better than being dead.



Art by Nadezhda Molkenin

CLERGY AND TEMPLES

Anansi has no temples. Those who serve him, do so to travel the world in search of knowledge, secrets, and stories. They have no other higher calling, are not concerned with saving innocent lives (unless it fits their purposes), and do not make oaths, except to their god and knowledge.

Whatever the lesson, clerics and paladins of Anansi always recite a parable where humanity (or the gods) were tricked by Anansi's cunning.

*THE TRICKSTER SPIDER FOOLED OTHERS
IN ORDER TO GATHER KNOWLEDGE
FROM THE GODS.*

*GREEDY ANANSI HOARDED THIS WISDOM AND
STORIES AT THE TOP OF A VERY TALL TREE, UNTIL THE
KNOWLEDGE GREW SO HEAVY, IT CAME CRASHING
TO THE GROUND, RELEASING ALL THE WISDOM WITHIN.*

*IT SCATTERED TO THE CORNERS OF ALL THE LANDS,
AND IT WAS BY THIS THAT MAN LEARNED
TO FISH, HUNT, AND FARM.*

WORSHIPERS

True and dedicated followers of Anansi honor the god for one of two reasons. The first is simple fear that the god will bring them harm. The second is a deep-desire to trick others. This latter follower is one to be feared. Any person who would gladly worship the most cunning spirit of them all, is one who does not understand Anansi's true meaning. Those who learn to beguile and trick others have no place among the community that raised them.

Sages, elders, mothers, and grandmothers all understand the value of Anansi's stories. They grow up fearing the spider-god, but eventually learn the value of his teachings. If one lives long enough, they clearly know the value of Anansi's stories. But the 'ruse' is in using these stories to help children grow up in a hostile world. By extension, the strongest and smartest followers in the world worship Anansi and eventually learn the importance of his word.



Anansi

Medium Deity Avatar, Chaotic Neutral

Armor Class 26 (Natural Armor/Divine)

Hit Points 740 (30d20 + 200)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	30 (+10)	20 (+5)	26 (+8)	24 (+7)	25 (+7)

Saving Throws Dexterity +20 Intelligence +18

Skills Acrobatics +20 Stealth +20 Perception +17

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 200 ft, passive perception 27

Languages common, celestial

Challenge 30 (155,000 XP)

Discorporation.

When Anansi's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to the Deep Jungle Realms, and he is unable to take physical form for a time.

Superior Stealth.

While Anansi is using stealth or invisible, creatures attempting to detect him are at disadvantage to Perception checks.

Cunning Action.

Anansi can take a bonus action on each of his turns. The action can be used to Dash, Disengage, or Hide.

Uncanny Dodge.

Anansi can use his reaction to halve an attack's damage against him.

Magic Resistance.

Anansi has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Anansi fails a saving throw, he can choose to succeed instead.

Luck (3/day).

If Anansi's attack misses, he can choose to turn the miss into a hit.

Blindsense.

Anansi is aware of the location of any hidden or invisible creature within 30 ft of him.

Natural Spider Climb.

Anansi can scale walls and sheer vertical surfaces as if they are normal terrain.

Awe-inspiring Presence.

When a creature first enters the area within 30 ft of Anansi, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Magic Weapons.

All of Anansi's attacks are considered magical.

ACTIONS

Multiattack.

Anansi can make four melee attacks per round.

Short Sword.

Melee attack (finesse), +20 to hit, reach 10 ft, one target.

Hit 14 (3d6 + 6) piercing damage.

LEGENDARY ACTIONS

Anansi can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Anansi regains spent legendary actions at the start of his turn.

Disappear (Costs 2 actions).

Anansi turns invisible until the end of his next turn, or until he makes an attack or casts a spell.

Sneak Attack (Costs 1 action).

Anansi may attack a distracted/flanked creature. He is +20 to hit and deals 4d6 +6 damage on a Hit.

Reflex (Costs 1 action).

Anansi makes a melee attack.

Spider's Charm (Costs 2 actions). Any single creature within sight of Anansi must make a DC 21 Wisdom saving throw.

On a failed save, it is friendly to Anansi and compelled to follow any directions he commands. While the target is Charmed, Anansi has a telepathic link with it as long as the two are on the same plane of existence. Anansi can use this telepathic link to issue commands to the creature while he is conscious (no action required), which it does its best to obey. Anansi can specify a simple and general course of action, such as *Attack* that creature, *Run over there*, or *Fetch* that object. If the creature completes the order and doesn't receive further direction from Anansi, it defends and preserves itself to the best of its ability.

The affected creature is charmed for up to 1 minute. Anansi can charm 1 evil creature per round to a maximum of 8 creatures.

On a successful save, the creature takes 3d6 radiant damage, but is immune to the charm effect for 24 hours.

Teleportation (Costs 1 action).

Anansi can magically teleport himself, or any willing target that he can see, along with any equipment being worn or carried, to any unoccupied space within five miles.

Premonition (Costs 1 action).

Anansi gains advantage on his next saving throw.

Spell Immunity (Costs 1 action).

Anansi may choose to be immune to any spell of level 3 or below until the end of his next turn.

Domain of the Devious Spider

Clerics of Anansi are called Spiders, and they certainly are devious. Those who take up the mantle of Anansi are con-artists, or clever tricksters eager to sharpen their skills of deception. Whatever the reason or method, a Spider is a force to be reckoned with. They always have a trick up their sleeve, and the bigger the con, the more favor they show to their god.

Like the Champion of Anansi featured later, they wear few items of clothing or armor which may signify their devotion to Anansi.

Alignments

Chaotic Good, Chaotic Neutral

Domain Spells

1st *detect magic, disguise self*
3rd *detect thoughts, pass without trace*
5th *clairvoyance, tongues*
7th *banishment, hallucinatory terrain*
9th *contact other plane, scrying*

Learned Acolyte

At 1st level, you gain a bonus Cleric or Wizard cantrip of your choice.

Displacement

At 2nd level, you may use your Channel Divinity to project an illusion that makes you appear a few feet away from your actual location. Enemies attacking you are at disadvantage for 1 minute while you are displaced.

Knower of Secrets

At 6th level, you can use your Channel Divinity to read a creature's surface thoughts. You may also choose to dig up a secret hidden deep in the creature's mind. A creature of your choice within 60 ft makes a Wisdom saving throw versus your spell save DC. Upon a failed save, you learn a secret about the creature. The secret can be a location of a hidden object, their hidden agenda, or a lie, for example.

If the creature succeeds on a saving throw, you can't use this feature on it again until you finish a long rest.

Knower of Magic

At 8th level, you gain one additional first level spell slot.

The Sly Spider

At 17th level, your *Displacement* becomes permanent. However, if you take damage, the effect ends until the start of your next turn.

Oath of Stolen Knowledge

A paladin of Anansi is somewhat of a contradiction. On one hand, he serves his god with the fervent devotion of other paladins. On the other, he is a charlatan, a cheat, and a devious liar. His quest is knowledge at all costs, but never to go so far as murdering innocents for the cause. The more taboo or obscure the information, the more the warrior wants it, and hunts it with zeal.

The world makes a fool every minute, and the warrior is sure to swoop in to take advantage of those who are not wise enough to see through his tricks. Rarely do they adorn themselves with the mark of a spider; a bauble of some kind is carried clandestinely—usually a ring or a necklace easily hidden—to signify their allegiance to Anansi.

Alignments

Lawful Neutral, Chaotic Neutral

Tenets

Seek Knowledge. In the world of the blind, the one-eyed man is king. The more occulted the knowledge, the better it is to know.

Always Have the Upper Hand. When you gain or seek an enemy, before taking action, always find out as much as you can. That way, you will be blessed with knowing your enemy better than he knows you.

Be Plain. Appear bland and boring whenever possible. For when you appear this way, people will get bored of you and are less likely to expect a trick.

Be Complementary to Others When It Suits You. Never underestimate the power of a well-placed compliment or favor.

Oath Spells

3rd *disguise self, feign death*
5th *branding smite, web*
9th *blinding smite, major image*
13th *banishment, staggering smite*
17th *dispel evil and good, seeming*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Battle Sage. You use your Channel Divinity as a bonus action to assess the field of battle and gain knowledge about your enemy's tactics. For one minute, you gain advantage on all saving throws.

Cunning Strike. By using your Channel Divinity, you can feign defeat in the face of your enemy and you hit them when their defense is down. Choose a creature within 30 ft of you. The creature must make a Wisdom saving throw, or else be deceived by your apparent capitulation. Before the end of your next turn, your attack rolls against the creature are at advantage, dealing maximum damage.

Spirit of the Spider

At 7th level, you can innately climb walls per spider climb.

Spell Turning

At 15th level, you have advantage on saving throws against any spell that targets only you (not an area of effect). In addition, if you roll a 20 for the save, and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spell casting ability of the caster.

Shape of the Spider

Beginning at 20th level, you transform into a spider-like humanoid, using your action.

For one hour you gain the following benefits:

- You cannot be flanked or surprised, and you have advantage on initiative rolls, Wisdom checks and saves.
- Your Proficiency modifier is doubled for your passive Perception.
- You ignore movement restrictions caused by webs or other entanglements, and your Proficiency modifier is doubled for any movement-related skill check.
- You may cast *web* at will without expending a spell slot.



BABA YAGA

Goddess of Earth and Nature

Symbol: Mortar and Pestal

Home Plane: All Forests

Alignment: True Neutral

Baba Yaga's story starts at the beginning of time. Maybe before. She was born of stone, or turned to stone from her magic. She comes from a time when mankind was rough, but wise, honoring their elders. When the word 'witch' meant 'wise' and when grandmothers would teach their tribes the art of giving birth. Baba Yaga is the first such woman who understood the mystery of birth and death.

Baba Yaga (literally woman of stone) is as much an earth elemental as she is a goddess. Her wisdom endures now through nature and her original form still rumored to reside in a craggy mountain-side in the cold northern lands.

Baba Yaga's power is truly immense. She rules over the four elements of air, earth, fire, and water. She also keeps many faithful servants and surrounds herself with unseen wailing spirits. Among her servants are the White Horseman, Red Horseman, and Black Horseman, which she refers to as "my bright dawn, my red sun, and my dark midnight" (respectively). There is also a herdsman, Koschei Bessmertny, who cannot be killed. He is a tall, boney, evil sorcerer who rides through the mountains on his black steed. Koschei can shapeshift into a whirlwind, summoning thunder and lightning at will.

Baba Yaga is depicted as the deformed-looking crone with a large nose and teeth of iron. She haunts every story of children being taken into the forest and baked into bread. But she is sometimes the helpful old woman who guides lost travellers home. She is enigmatic, complicated, and inconsistent. Like nature itself, Baba Yaga is a force beyond measure.

She is the perennial witch and mother of winter. She is the birds, clouds, death, matriarch, mermaids (rusalka), moon, pelicans, and snakes. She is the watcher of wicked thoughts.

Baba Yaga guards over what she considers her people. Different than most gods, she has no temples or priestesses who spread the word of her faith. Rather, she is the shepherd of the weak, teaching them to grow strong and punishing those who grow arrogant or wicked.

Unlike other deities, she lives among the people, in a tiny hut in the woods. She is all around and her presence is always felt. Even if she is not seen, people entering the forest know she sees them. The old crone is a watcher, only revealing herself when necessary.

Baba Yaga is to be feared and respected.

DOGMA

Whether or not a peasant knows the name Baba Yaga, he or she knows the stories of the wicked old witch, the enduring spirit of the forest who punishes the foolhardy and arrogant, while vexing the innocent and lost. Baba Yaga is an eternal force of nature, not too far remove from Hekate, but less primordial and less self-interested.

Those who obey Baba Yaga are rewarded, often with wisdom, but sometimes a gift. But those who defy her are eaten. This parable reflects the old crone's duality. Those who honor nature benefit from it. Those who fight it, surely perish.

CLERGY AND TEMPLES

Baba Yaga has no temples and demands no worship. She commands respect and fear, and this is enough. Clerics and paladins honor her through wisdom and teaching, imparting lost knowledge to others who pay homage to the old crone.

Wisdom is the most important tool of Baba Yaga's clergy who have taken it upon themselves to serve her. She demands nothing and there is no true calling to serve. Those who know their duty, act in kind to serve the goddess. Nothing more.

*DO YOU KNOW WHAT IT MEANS TO HAVE
A WICKED THOUGHT ENTER YOUR HEART?*

*A WICKED THOUGHT GROWS LIKE A POISON PLANT
AND SLOWLY STRANGLES THE GOOD.
AND ANY POISON PLANT MUST BE PLUCKED
FROM THE HEART'S FOREST WITH HASTE,
BECAUSE THE OLD WITCH WILL SURELY PUNISH THOSE
WHO ALLOW THEM TO FLOURISH.*

WORSHIPERS

Baba Yaga's faith is strongest among rural people, struggling against the forces of nature. They know the value of the wise witch's teachings and apply her lessons, or suffer the consequences. Arrogance is not tolerated by Baba Yaga, nor do her follower brook offenses against the community. Those who think themselves bigger than others (and especially nature) are punished accordingly.



Baba Yaga

Medium Deity Avatar, True Neutral

Armor Class 25 (Natural Armor/Divine)

Hit Points 686 (34d20 + 300)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	27 (+8)	21 (+5)	29 (+9)	18 (+4)

Saving Throws Intelligence +15 Wisdom +19

Skills Arcana +15 Insight +19 Nature +15 Perception +19

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 120 ft, passive perception 29

Languages common, celestial, sylvan; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Baba Yaga Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to the nearest deep forest, and she is unable to take physical form for a time.

Earth Glide.

Baba Yaga can burrow through non-magical, unworked earth and stone. While doing so, she doesn't disturb the materials she moves through.

Superior Recovery (3/day).

Baba Yaga can choose to recover a spell slot of 4th level or lower by expending her action to do so.

Magic Resistance.

Baba Yaga has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Baba Yaga fails a saving throw, she can choose to succeed instead.

The Wise Crone.

Baba Yaga has advantage on skills, saving throws and ability checks involving Wisdom.

Element Immunity (3/day).

Baba Yaga is immune to all (including magical) water, earth, wind and fire damage.

Frightful Presence.

Each creature of Baba Yaga's choice that is within 120 ft of Baba Yaga and aware of her, must succeed on a DC 18 Wisdom saving throw, or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, or the effect ends for it, the creature is immune to Baba Yaga's Frightful Presence for the next 24 hours.

Spellcasting.

As a 20th level Druid: *poison spray (cantrip)*, *shillelagh (cantrip)*, *detect magic (4/day)*, *thunderwave (4/day)*, *flaming sphere (4/day)*, *hold person (4/day)*, *call lightning (3/day)*, *wind wall (3/day)*, *ice storm (2/day)*, *polymorph (2/day)*, *conjure elemental (2/day)*, *wall of stone (2/day)*, *move earth (1/day)*, *wall of thorns (1/day)*, *firestorm (1/day)*, *earthquake (1/day)*, *storm of vengeance (1/day)*. Spell save DC 27. Spell attack modifier +19.

ACTIONS

Multiattack.

Baba Yaga can make 4 magic attacks per round.

Pestle Wand.

Functions as if using the *Wand of the War Mage*, +3.

Mortar and Pestle.

Baba Yaga is able to fly at a speed of 60 ft. She flies in, or on top of the Mortar and uses her Pestle as a rudder.

LEGENDARY ACTIONS

Baba Yaga can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Baba Yaga regains spent legendary actions at the start of her turn.

Freezing Winds (Costs 2 actions). Baba Yaga can blast a 30 ft cone of incredibly cold wind, instantly freezing any creature in place. All creatures within the cone must make a Dexterity save DC 20. Any creature who fails their save is instantly frozen into place until she ends the effect, as if turned to stone. Affected creatures are in a type of stasis, unaware of their surroundings. Frozen creatures do not age, or take damage and not even any spell has an effect on them, except for a Wish. Creatures who save against the Freezing Winds simply suffer from a blast of cold wind and are immune to the effect for 24 hours.

Echoing Cackle (Costs 1 action). Baba Yaga belts out a hideous cackle. Any creature within a 30 ft radius must make a Wisdom saving throw DC 24, or be wracked with intense pain in their head. Creatures who fail their save take 4d6 +10 radiant damage. Creatures continue to take 1d6 +10 radiant damage until a successful save. Creatures that cannot hear, or are not subject to sound are unaffected. Creatures who do save take no damage.

Elemental Power (Costs 1 action). Until the end of her next turn, all of Baba Yaga's elemental spells ignore damage resistances and immunity.

Teleportation (Costs 1 action). Baba Yaga can magically teleport herself, or any willing target that she can see, along with any equipment being worn or carried, to any unoccupied space on the Prime Material Plane.

Saving Throw (Costs 1 action). Baba Yaga gains advantage on her next saving throw.

Spell Immunity (Costs 1 action). Baba Yaga may choose to be immune to any spell of level 6 or below until the end of her next turn.

Domain of the Wise

Clerics of this domain are almost always female, and are more like a Druid than the typical Cleric. Seldom seen with others of their kind, metting out advice and help to the worthy, and punishing the wicked. They are also keepers of wisdom and protectors of the forests in which they reside. Should a Cleric of the Wise adventure, they seek out quests which are aligned with their purpose: protect and defend nature.

Alignment

True Neutral

Domain Spells

1st *animal friendship, identify*
3rd *augury, spike growth*
5th *plant growth, speak with dead*
7th *arcane eye, grasping vine*
9th *insect plague, scrying*

Nature's Guardian

At 1st level, you learn one Druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Bonus Proficiency

Also at 1st level, you gain proficiency with heavy weapons.

Channel Divinity: *Blessing of Wisdom*

At 2nd level, you may use your Channel Divinity to tap into a well of Wisdom. As an action, choose one skill based on Wisdom. For 10 minutes, you have proficiency in that skill if you do not already. If you are already proficient, your proficiency bonus is doubled.

Dampen Elements

Starting at 6th level, when you or a creature within 30 ft of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Potent Spellcasting

At 8th level, add your Wisdom modifier to the damage you deal with any cantrip you know.

Elemental Resistance

At 17th level, you gain resistance to acid, cold, fire, lightning, and thunder damage.

Oath Spells

3rd *ensnaring strike, speak with animals*
5th *moonbeam, misty step*
9th *plant growth, protection from energy*
13th *ice storm, stoneskin*
17th *commune with nature, tree stride*

Optional Fighting style: *Defense*

While you are wearing armor, you gain a +1 bonus to AC.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Nature's Weapon. As an action, you can imbue one weapon that you are holding with elemental energy, using your Channel Divinity. For 1 minute, add your Wisdom modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon's damage also becomes one of the following elements for the duration: acid, cold, fire, lightning, or thunder.

Turn the Wicked. You can use your Channel Divinity to utter ancient words that are painful for fiends to hear. As an action, you present your holy symbol and each fiend within 30 ft of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

This effect functions the same as *turn undead*, but against fiends.

Aura of Elemental Resistance

At 7th level, the power of nature lies so heavily upon you that it forms an aura of resistance. You and friendly creatures around you have resistance to acid, cold, fire, lightning, and thunder damage. At 18th level, the range of this aura increases to 30 ft.

Nature's Breath

Beginning at 15th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

Elemental Master

Beginning at 20th level, you can transform into an avatar of elemental might, using your action. For one hour you gain the following benefits:

- Movement appropriate to an air, earth, fire, or water elemental (CR5).
- You gain additional hit points equal to the chosen elemental's hit point total when you transform.
- You gain resistances, Immunities and senses appropriate to the element in question.
- You maintain your equipment and abilities in this form.
- The transformation can take place again after a long rest.

Champion of Baba Yaga

These skilled warriors have been chosen by Baba Yaga to protect nature and punish the wicked. She chooses a warrior specifically for their prowess and strength, as well as their unshakable willpower. When a warrior proves themselves worthy of the blessing, Baba Yaga grooms them. The Goddess does not appear directly, however. Sometimes she is a bird, or other animal. Sometimes she arrive as mentor who suddenly disappears when the disciple is finally ready.

They wear some bauble in the shape of a mortar and pestle to signify their allegiance to Baba Yaga.

Alignment

Lawful Neutral

Tenets

Obey Nature's Laws. Be respectful to local customs and laws, but always remember that your Oath to Baba Yaga's law comes first.

Be a Protector of Nature. It is your obligation to halt the destruction of the natural world by any means.

Punish the Wicked. Reprimand those with nefarious thoughts and deeds without mercy, yet with a sense of justice. The punishment must always fit the crime.

Always Keep Your Word. Never breach an agreement, even if it no longer serves you. If you have given your word, do not renege on it later on. Do not lie, unless it is to a vile and evil individual.



BATARA KALA

Lord of the Eight Hot Hells

Symbol: Demon Eating the Sun

Home Plane: The Underworld

Alignment: Chaotic Evil

Batara Kala—the Lord of the Eight Hot Hells—is a god of the underworld, where he rules from a cave with his wife. He is also the god of destruction, earth, light, and time—the name Kala literally means time. He is a frightening, hideous, loathsome-looking, and rude ogre. He is immensely tall, his hair is made from fire, his body covered in fur, and his finger-tips are knives.

More demon than god, he is always hungry. Batara Kala chases the moon and sun each day in an attempt to eat both, but only succeeds during an eclipse. In order to help the moon and sun escape Batara Kala's massive maw, the people bang pots and create noise during the eclipse. And each time, the moon and sun escape.

Batara Kala also enjoys eating children, especially those who stray from home or who are born into bad families.

Some people believe Batara Kala is the son of Shiva, conceived by a fish that swallowed Shiva's essence. Others believe he is an ogre who was mortal until he drank the waters of paradise so he could live forever. But for doing so, he was punished and his head was removed. But the immortal water allowed his head to live on without his body.

DOGMA

Batara Kala is not directly worshipped, but is recognized by most people. He lives in the lower world, while humanity lives in the middle world, and the gods live in the numerous heavens and planes. Batara Kala is a dark and powerful force, either punished for his transgressions or sent here to punish humanity.

This latter condition of the god is most important.

Batara Kala serves two functions. One, he teaches people to fear the forces of the heavens. Batara Kala's rage is unmeasured and it is unknown what will set him off. Two, he teaches against the sin of having children out of wedlock, or through incest. This second lesson is a darker principle that keeps the peasantry in line. Those who fear the wrath of Batara Kala, fall in line with the rest of the prevailing cultural mores.

CLERGY AND TEMPLES

There are few devoted followers to Batara Kala. Most are afraid of his wrath and give lip-service through ritual and music. Those zealous enough to serve the god are angry and bitter people, themselves. Clerics who worship Batara Kala are not fascinated with death, but with darker emotions. And paladins are more likely to lash out in rage, rather than religious devotion.

Batara Kala is worshipped openly during specific festivals. There are few churches erected in his honor. However, some clerics gather their small flocks into dark caves.

TIME IS THE DESTROYER OF ALL THINGS;

*FOR NOTHING CAN EVER LAST,
IN FLESH, BLOOD, OR EVEN STONE.*

*BATARA KALA, KING OF THE UNDERWORLD
WILL INEVITABLY COME FOR YOU,
AS SURE AS THE SUN RISES IN THE MORNING.*

WORSHIPERS

Traditionally, people seek out Batara Kala's favor, in order to prevent their children's misfortune. Ruwatan (exorcism rituals) are performed for children born under unfortunate circumstances, or under ill-omens. These ceremonies involve a large feast and wayang (shadow puppets), lest Batara Kala devour the children.

So afraid are the people of Batara Kala that pregnant women hide under their beds during an eclipse to avoid his anger and hunger.



Art by Arykoswara



Batara Kala

Gargantuan Deity Avatar, Chaotic Evil

Armor Class 26 (Natural Armor/Divine)

Hit Points 801 (32d20 + 270)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	25 (+7)	23 (+6)	30 (+10)	22 (+6)	26 (+6)

Saving Throws Intelligence +20 Dexterity +17

Skills Arcana +20 Insight +16 Religion +20

Damage Immunities fire, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 150 ft, passive perception 16

Languages common, celestial

Challenge 30 (155,000 XP)

Discorporation.

When Batara Kala's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to the The Underworld, and he is unable to take physical form for a time.

Fear Immunity.

Batara Kala is immune to magical and nonmagical fear.

Magic Resistance.

Batara Kala has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Batara Kala fails a saving throw, he can choose to succeed instead.

Shadow Stealth.

While Batara Kala is in dim light or darkness, he can take the Hide action as a bonus action.

Terrifying Presence.

When a creature first enters the area within 30 ft of Batara Kala, they must make a Wisdom saving throw (DC 15) or be frightened for 1 minute.

While frightened, the creature's speed is 0, it can't benefit from any bonus to its speed, and cannot take Reactions. A successful save ends this effect. Once the effect is gone, the creature is immune to this feature for the next 24 hours.

Innate Spellcasting.

Batara Kala's innate spellcasting ability is Intelligence

He can cast the following spells without using components:

detect magic (4/day), *crown of madness (4/day)*, *silent image (3/day)*, *invisibility (3/day)*, *confusion (3/day)*, *fear (3/day)*, *suggestion (3/day)*, *seeming (2/day)*, *telekinesis (2/day)*, *true seeing (1/day)*, *feeblemind (1/day)*

Save DC: 28; Spell attack modifier: 20

ACTIONS

Multiattack.

Batara Kala can make four melee attacks per round, cast two spells per round, or cast one spell and make two melee attacks per round.

Claw.

Melee weapon attack, +18 to hit, reach 10 ft, one target.

Hit 20 (4d6 + 8) slashing damage.

Bite.

Melee weapon attack, +18 to hit, reach 10 ft, one target.

Hit 20 (4d6 + 8) piercing damage.

Superior Invisibility (2/day).

As a bonus action, Batara Kala can cast *greater invisibility*.

LEGENDARY ACTIONS

Batara Kala can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Batara Kala regains spent legendary actions at the start of his turn.

Zone of Rage (Costs 2 actions).

Batara Kala chooses a 20 ft radius that he can see within 100 ft. The zone emanates with a sickly green light, charged with unnatural rage which causes creatures within it to be overwhelmed with dread. Creatures in the zone must make a Wisdom save DC 23. Creatures who fail their save are at a disadvantage on all attack rolls until the end of Batara Kala's next turn. Creatures that save are unaffected by the zone until Batara Kala uses this Legendary Action again.

Claw Attack (Costs 2 actions).

Batara Kala makes 2 claw attacks.

Hateful Stun (Costs 1 action).

Batara Kala casts *power word stun*.

Teleportation (Costs 1 action).

Batara Kala can magically teleport himself, or any willing target that he can see, along with any equipment being worn or carried, to any unoccupied space within his cave.

Saving Throw (Costs 1 action).

Batara Kala gains advantage on his next saving throw.

Spell Immunity (Costs 1 action).

Batara Kala may choose to be immune to any spell of level 3 or below until the end of his next turn.

Destruction Domain

The Destruction Domain focuses on the primordial, annihilative energies of Batara Kala—which, like a cleric of the Life Domain who reveres life, these clerics revere death as a universal energy. Whether it be through age, erosion, or blasted away by potent magicks, the Cleric of this Domain understands that all things must end. King and serf alike all meet the same finality, as will the universe. The clerics of Batara Kala are wearied of the world and seek the end of things, even themselves in some cases. Nihilistic and cruel, their task is to destroy light and dark, innocent and guilty, good or evil—none are safe from their narrow-minded focus to hasten the world's inevitable conclusion.

Alignments

Any Evil, Chaotic Neutral

Domain Spells

1st *dissonant whispers, bane*
3rd *hold person, shatter*
5th *bestow curse, slow*
7th *banishment, phantasmal killer*
9th *cloudkill, planar binding*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Startling Revilation

On a failed save, the target's Armor Class is reduced a number of points equal to your Wisdom modifier until the end of your next turn.

Entropy's Blessings

Starting at 2nd level, you can use your Channel Divinity to hasten the downfall of another. When an ally successfully hits a creature with a weapon attack, you can use your reaction and your Channel Divinity to make the attack cause maximum damage.

Restitution

At 6th level, when an enemy within 10 ft of you is reduced to 0 or fewer hit points, you regain your Wisdom modifier plus half your cleric level in hit points.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the destructive power of Batara Kala. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Permanent Destruction

At 17th level, you may use your action to create a zone of negative energy around you for one minute. Creatures within 10 ft of you cannot heal by magical methods, and regenerative abilities of any creature within range are negated.

Oath Spells

3rd *bles, thunderous smite*
5th *magic weapon, warding bond*
9th *calm seas*, elemental weapon*
13th *aura of life, control water*
17th *banishing smite, dispel evil and good*

Optional Fighting style: Furious Fighter

A warrior's seething emotions make critical strikes more potent. When a melee attack results in a critical hit, roll an additional 1d4 damage for that attack. This damage increases to 1d6 at 4th level, 1d8 at 8th level, 1d10 at 12th level, and 1d12 at 16th level.

- Additionally, you are proficient in all martial weapons.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Ruinous Accuracy. You use your Channel Divinity as a bonus action to grant yourself advantage on your attacks for the next minute, so long as you have been injured or failed a saving throw in the previous round.

Brand Enemy. As an action you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 ft of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature is at disadvantage to all melee, ranged, and ranged magic attacks.

Aura of Distrust

At 7th level, all enemies within 30 ft of the paladin must Disengage when moving away from their own allies.

Hate is the Way.

At 15th level, your determined fury is so great that you are immune to charms and being frightened. Your next attack against the being who caused the effect is at advantage.

Vehement Abomination.

Beginning at 20th level, you can assume the form of Batara Kala's punisher. Using your action, you undergo a transformation into a hideous creature with long, sharp teeth and claws.

For 1 hour, you gain the following benefits:

- When you are in dim light or darkness, you can take the Hide action as a bonus action.
- You have resistance to radiant damage.
- When you take the Attack action on your turn, you may make one additional attack as part of that action with with a flurry of bites and claws. It is treated as a melee weapon attack causing 2d10 piercing damage, This is considered a magic weapon.
- The transformation can take place again after a long rest.

Oath of Ruination

Hate and destruction are what drives the champion of Batara Kala. They smite foes without regard for their innocence, and do so with the religious fervor of one who considers himself the punisher of life. Whatever transgressions man has committed, the Oath of Ruination demands all be punished for the sins of the few. For the sentencing and punishment of life means it always meets an end in destruction. These paladins wear the symbol of the sun being devoured by the great demon, and they are worn prominently so that their victims know they are being punished for sin.

Alignments

Any Evil, Chaotic Neutral

Tenets

Evoke Cruelty. For something to live, it must destroy another life. That is the only law. Destroy, for it is your duty. Kill without mercy, and inundate hatred.

All Life is Sinful. Saints have done nothing to eradicate the sinners, therefore all are guilty of sin.

Dread and Hate are Powerful. Discard sentimental feelings. Fill yourself with the hatred and the will to destroy all life.



FREYJA

Goddess of Love, Fertility, Sorcery, and War

Symbol: Falcon

Home Plane: Asgard

Alignment: Chaotic Good

The divine Freyja is a powerful woman, resembling something between a fair maiden and a lustful giant. Her arms are long and white, capable of lighting up the underworld. Freyja is the goddess of love, fertility, sorcery, and war. She rules over many aspects of the living world and the afterlife. In fact, Freyja rules over more domains than any other god, being a source of inspiration for thousands. She is even the muse of sacred poetry. Those seeking meditative insight into their ills visit the churches of Freyja on a regular basis.

She also serves those who have fought in battle, especially conscripts and farmers who've been forced into battle. As such, those who die honorably in battle go to Fólkvangr (in Vanaheimr) with her valkyries instead of Valhalla. Once in Fólkvangr, the dead enjoy a peaceful rest of meadows and fields.

As a ruler of fertility and childbirth, she is praised for and is a protector of pregnant women. But of all her values her followers most honor her power over births. Maidens (the names of her followers) often sing and chant around another follower who is giving birth to ease the child into the world. At the time of one's birth, a female child is given an animal totem as their guide through life, while a male child is given a small weapon as a trinket.

The goddess rides a chariot pulled by two huge forest cats—Bygul and Trjegul. She is also associated with the boar or swine, because of the animal's fertile nature. However, the boar is often depicted charging into battle.

DOGMA

Freyja is the truth seeker. She bestows insight and teaches her followers to look inward, exploring their inner emotions, especially the parts they don't wish to acknowledge. Freyja's magical nature is dualistic, examining positive and dark magicks. For some of her followers, this is a difficult balancing act. For others, they take one path over the other. Those who abandon her teachings are punished harshly by Freyja. Her followers are the first to exact vengeance, based on the amount of secrets a follower attempts to leave the church knowing—going as far as to kill a follower who 'knows too much.' If the followers are unable to exact justice, Freyja will send a massive wild boar to kill the heretic in the most heinous way possible.

CLERGY AND TEMPLES

The clergy of Freyja are mostly women, priestesses who gather the flock into nature to experience the world and pay homage to Freyja. Her churches are simple and adhere to their natural surroundings: leaning trees, fallen rocks, waterfalls, and so on. A cleric of Freyja spends her morning praying in nature, near a brook or stream, trying to connect with her natural surrounding while being keenly away of her inner self.

The highest ranking priestess of Freyja is known as the "Mare," of which there is only one. However, the lead cleric of any temple bears no title. She is known simply as mother or sister.

Freyja's female Clerics are called Spaekona (sorcerers), and female Paladins are given the title of Eidrrenger (Oath Warriors). Males of either class are extremely rare.

TRIUMPH TO SOME,
AND TREASURE TO OTHERS
AND TO MANY, WISDOM AND SKILL IN WORDS,
FAIR WINDS TO THE SAILOR,
TO THE SINGER HIS ART,
TO THE MOTHER A HEALTHY CHILD,
AND A COURAGEOUS HEART TO MANY A HERO.

WORSHIPERS

Freyja's followers come from all walks of Northern life, though most are peaceful and commonly. There are however warriors and mages who turn to Freyja for guidance and a better afterlife. But it is Freyja's clerics and paladins who form her dogmatic bulwark. Elves and humans are the only races allowed to worship Freyja, though rumor has it a few dwarves have slipped into some progressive temples. The majority of her followers are female as well, meaning that men rarely enter into the highest ranks of the faith.

Sacrifices made in Freyja's name are simple. They can be the blood of her enemies, falcon eggs, flowers from the Fehu tree, secret words learn in study, a song, sweet honey, or even tears. There is little ceremony to it. Instead, Freyja rejoices in the gifts and time spent with her followers. So long as the gifts are given from the heart, she does not care. Ritual is for more ostentatious gods.

Just before winter, an old cow is sacrificed to Freyja. The animal is slaughtered, then smoked and eaten as part of a massive feast.

Some make sure to pay homage to her when the constellations of Lady's Wain and Freyja's Girdle peak are in the night sky. Her sacred day is Monday (or Friday) and her sacred number is 9.



Freyja

Medium Deity Avatar, Neutral Good

Armor Class 26 (Natural Armor/Divine)

Hit Points 779 (32d20 + 400)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	28 (+9)	26 (+8)	28 (+9)	24 (+7)	29 (+9)

Saving Throws Wisdom +17 Charisma +19

Skills Arcana +19 Insight +17 Persuasion +19 Perception +19

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 29

Languages common, sylvan, giant, celestial; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Freyja's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to Sessrumnir, and she is unable to take physical form for a time.

Understand all Languages (3/day).

Freyja can innately cast Tongues and Comprehend Languages as a bonus action.

Forbidden Knowledge (3/day).

As a bonus action, Freyja can cast Identify (DC 25 or lower), true Seeing, or legend Lore.

Magic Weapons.

All of Freyja's attacks are magical.

Combat Casting.

Freyja does not need to concentrate to maintain spell duration.

Flight (3/day).

A cloak of falcon feathers grants her the ability to fly at a speed of 90 ft for 1 hour.

Charming Presence (3/day).

As a bonus action, Freyja has the ability to control a creature of her choosing within 90 ft of her. The creature must make a DC 25 Wisdom Save or be under the effects of the Command spell until the end of their next turn.

Awe Factor.

When a creature first enters the area within 30 feet of Freyja, they must make a Wisdom saving throw (DC 15) or be Stunned until the end of their next turn.

Spell Casting.

As a Level 20 Sorcerer: acid splash (cantrip), chill touch (cantrip), fire bolt (cantrip), burning hands (4/day), blur (3/day), fireball (3/day), dominate beast (3/day), creation (3/day), chain lightning (2/day), plane shift (2/day), finger of death (1/day), time stop (1/day).

Save DC: 27; Spell attack modifier: 19

ACTIONS

Multiattack.

Freyja can cast 1 spell and make 2 melee attacks per round, cast 2 spells per round, or make 4 melee attacks per round.

Halberd Attack.

Melee weapon attack, +19 to hit, reach 15 ft, one target.

Hit 29 (4d6 + 9) slashing damage.

Brinsingamen (6/day).

When this necklace is activated by using an action, it has effects similar to any or all of the following spells: true resurrection, lesser restoration, greater restoration, and power word heal upon one target.

Summon (1/day). Bygul and Trigul (see Appendix)

Summon (1/day). Hildisvini (see Appendix)

LEGENDARY ACTIONS

Freyja can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Freyja regains spent legendary actions at the start of her turn.

Summon Valkyrie (Costs 1 Action).

Freyja may summon a Valkyrie (see Appendix) to fight for her, or fulfill a desired action. The Valkyrie appears in an unoccupied space within 10 ft of Freyja. The Valkyrie disappears when it drops to 0 hit points or when Freyja dismisses it.

The Valkyrie is friendly to Freyja and her companions for the duration. Roll initiative for the Valkyrie, which has its own turns. It obeys any commands telepathically that Freyja issues to it (no action required). If no commands are given to the Valkyrie, it defends itself from hostile creatures but otherwise takes no actions.

If concentration is broken by Freyja to the Valkyrie, the Valkyrie disappears and returns back to Asgard immediately. The maximum amount of Valkyries summoned is 4 at any given time.

Asgardian Burst (Costs 1 action).

Freyja emits magical, divine energy. Each creature of her choice in a 20 ft radius must make a DC 25 Dexterity saving throw, taking 5d6 fire damage and 5d6 radiant damage on a failure, save for half.

Asgardian Gaze (Costs 1 action).

Freyja targets one creature it can see within 50 ft of her. If the target can see, the target must succeed on a DC 18 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

Teleportation (Costs 1 action).

Freyja can magically teleport herself, or any willing creature that she can see, along with any equipment being worn or carried, up to 150 ft to an unoccupied space within sight.

Spell Immunity (Costs 1 action).

Freyja may choose to be immune to any spell of level 3 or below until the end of her next turn.

Spaekona Domain

The clerics of Freyja are nature lovers, as well as travellers who seek to spread the values of their goddess. They help those in need, often working as midwives or blessing and support to pregnant mothers. Especially concerned with improving themselves,

they remain close to nature, finding not only their inner selves on their journeys, but the very presence of the goddess. They are also potent healers, renowned for their proficiency in the art of battle healing.

According to Freyja, nature is a neutral force, as is magick. When a Spaekona learns magick, she isn't limited by her alignment. She may utilize both light and dark magicks with care. Many strike this balance effortlessly, yet some do not.

Alignments

Any Good, Any Neutral

Domain Spells

1st *bless, shield of faith*

3rd *magic weapon, lesser restoration*

5th *beacon of hope, spirit guardians*

7th *freedom of movement, lesser invulnerability**

9th *mass cure wounds, hold monster*

*See Appendix for this spell description

First Level Proficiency

At first level, you are proficient in heavy armor and martial weapons.

Battle Healer

Also at first level, when you heal an ally during battle, on your next turn you are at an advantage to attack.

Revitalizing Burst

At 2nd level, you may use your Channel Divinity to simultaneously empower your allies as well as strike down your foe. When you make an attack roll, you may add +5 to your attack. You may do so after you see your roll but not after your GM has declared it a hit or miss. Additionally, when you use this ability and it successfully hits, your allies within a 30 ft radius are granted your cleric level plus your Wisdom modifier in hit points.

Assault Healer

Beginning at 6th level, while taking the Attack action, you may cast *cure wounds* as a bonus action. You may use this feature between long rests a number of times equal to your Wisdom modifier.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Healing Wave

At 17th level, if you are reduced to 10 or fewer hit points, you may cast *mass cure wounds* as a reaction. This counts as a normal spell slot, with the spell centered on yourself. You may use this once between short rests.

Oath of the Eiddrenger

Eiddrengers (*eye-dur-dren-jur*), or Oath-warriors, are the specialized class of Paladins who uphold the ideals of Freyja. That is, if magic and sorcery is being misused and harming people, or if war is being fought without a just cause, they are potent adversaries to the abusers. They have a fierce determination to die in glorious battle, immortalized by Freyja for all eternity in Fölkvangr. There is no better way to die than in defending the just from the unjust and the innocent from the wicked—particularly mothers, children, and infants.

Giants and evil fey are particularly troublesome to the Eiddrengers, as they are destructive and cruel. A paladin of Freyja seeks them out to annihilate them whenever possible.

Their armor is adorned with falcon feathers, or they wear a falcon-feathered cloak. Gold adorns armor and weapons, especially the glaive or other pole-arm that is given to them by the sect.

Alignments

Any Good, Lawful Neutral

Tenets

Know Yourself. Self control is important, so to defeat one's enemies without, you must know the one within.

Charity and Generosity. Half your earnings must be given away to a just cause of your choice.

Honor Beauty and Art. Be appreciative of poets and other artists; they are creators much like mothers.

Have a Worthy Death. If death is imminent, spend your last moments fighting with all your ferocity. Never let your enemy see you in pain, and never cry for mercy.

Oath Spells

3rd *heroism, true strike*

5th *magic weapon, zone of truth*

9th *see the unseen*, dispel magic*

13th *freedom of movement, aura of life*

17th *hallow, conjure volley*

Fighting style: Polearms

At first level, you gain +1 to attacks with halberds, pikes, and glaives.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Kin Slayer. Giants and the fey are the eternal enemies of Freyja. When you take the oath of the Eiddrenger at 3rd level, you may use your Channel Divinity to gain advantage on all attack rolls against giants and fey for one minute.

Divine Slash. When you are armed with a polearm, you may use your Channel Divinity to slash in a wide, glowing arc to strike not just one, but two enemies within your reach. You roll once for the attack on both targets, adding your wisdom modifier to the damage for each. Your weapon's damage becomes radiant.

Fearless

At 7th level, your aura prevents yourself or your allies within a 10 ft radius from being frightened while you are conscious. At 18th level, this aura increases to 30 ft.

Battle Ready

At 15th level, yourself and all allies within 30 ft of you add a bonus to initiative equal to your Charisma modifier. Additionally, you cannot be surprised while you are conscious.

Form of the Valkyrie

Beginning at 20th level, you can assume the form of a winged warrior. Using your action, you transform and have the following attributes for one hour:

- Wings sprout from your back and you gain a flying speed of 90 ft.
- You are treated as rolling a 10 on all Death Saves if you do not like the roll.
- You may make one attack as a bonus action.

FUJI

Goddess of Fire and Volcanoes

Symbol: Serene mountain or erupting volcano

Home Plane: Chikyuu

Alignment: True Neutral

Fuji is the almighty goddess of Mount Fuji, fire, and all volcanoes. Her followers depend on her favor to endure the cold winters. Though destructive and powerful, Fuji is beautiful and soft. And like a volcano, she is calm until angered, destroying all that stand in her way. In this regard, her power is unmatched. Those who worship her, draw upon her strength to carry them through difficult times when calm is needed, or to find the inner strength to strike down those who would hurt them.

Fire rituals to honor Fuji can be as simple as a candle or as destructive as a forest fire, though the latter is rare. A bonfire or brazier fire is the most common way to honor Fuji. These fire rituals are utilized to bless harvests, promote general wellness in the body, and help protect from evil spirits.

DOGMA

Fuji demands little from her followers. The faith promotes inner strength, independence, and a calm spirit. Rules would detract from her objective. That said, Fuji does ask her followers to stretch their limits and remove themselves from comfort zones. Each cycle is designed to bring renewal, but also new strengths. Fall and winter are times of rest and contemplation, while spring and summer are times of devotion and learning. Even into old age, a follower of Fuji is expected to ever-grow.

It is the duty of every follower of Fuji to conduct an annual pilgrimage to an honorable mountain during the spring or summer.

CLERGY AND TEMPLES

Priests and priestesses of Fuji are contemplative and solitary, focusing their mental energies on meditation and the mountain. In this way, they are more like monks, focusing inward on their own progression. However, when driven to extremes, the leaders of the faith can assemble a force of soldiers quickly, bringing Fuji's wrath upon any foe of the faith. This quiet nature that can turn so quickly to violence is one of the faith's strongest tools, teaching others to leave the faithful alone. Fuji's warriors are skilled in numerous weapons and unarmed fighting techniques.

Fuji's clergy are tasked with producing 'pure fire,' the only type allowed in sacred ceremonies and rituals. Pure fire is produced by striking stone and steel together, or by only

igniting a certain type of wood. The lighting of pure fire on new year's day is key to the survival of Fuji's followers. This fire is given to each follower and taken home to light their hearths, protecting them for one year.

The goddess's temples are built in hot places and at the bases of volcanic mountains. Each temple is a simple affair, with views toward the mountain and/or nature. A central hearth is key to the temple's design, providing a place to conduct rituals and cook, while providing warmth in winter.

LO! BENEATH THE TREMBLING EARTH,

SHE IS THERE!

WHEN LOFTY PEAKS TOUCH THE CLOUDS OF HEAVEN,

SHE IS THERE!

WHERE FIRES CONSUME THE FALLING SNOW,

SHE IS THERE!

SHE ELUDES THE MIND,

HER MAJESTY CANNOT BE HELD!

SHE IS A SPIRIT-MYSTERIOUS!

WORSHIPERS

Followers of the great fire goddess seeks meditation and patience, inner strength and power over themselves. But this power also manifests in physical ways. Most of Fuji's worshipers learn to practice some kind of martial art, especially with their hands. Clerics and paladins learn to use Fuji's preferred weapons, but a large number of monks worship the goddess as well. In fact, fighting monks who worship the goddess learn a special technique unavailable to other monks.

Monk Feature (when you take The Way of the Four Elements): ***Fist of Trembling Earth.***

You can spend 2 Ki points to cast *seism*.

(See Appendix for spell information)

Additionally, you are +1 to Wisdom saves and gain another +1 at levels 9 and 18.

Quiet contemplation is the most important tool of the Fuji worshiper. In fact, after years of mediation, most followers gain a small bonus to Wisdom saves. These bonuses increase over time, especially among the highest order of priests. The common person who worships Fuji sees a great change in their countenance over people who do not worship the Volcano Goddess.

Fuji has, in the last three-hundred years, gained favor within dwarven society. Dwarves admire the symbolism of the mountain she represents, and due to the dwarves often living in the depths of lofty peaks, the religion of Fuji spread rapidly throughout dwarven culture. As such, Fuji-worshiping clerics of the dwarven race are prolific in many parts of the world.



Fuji

Medium Deity Avatar, True Neutral

Armor Class 28 (Natural Armor/Divine)

Hit Points 659 (22d20 + 400)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	30 (+10)	29 (+9)	24 (+7)	23 (+6)	22 (+6)

Saving Throws Strength +18 Dexterity +20 Wisdom +16

Skills Acrobatics +20 Stealth +20 Insight +16

Damage Immunities necrotic, poison, radiant, fire, cold, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced, disease

Senses darkvision 150 ft, passive perception 16

Languages All; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Fuji's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to Chikyuu and she is unable to take physical form for a time.

Knower of Languages.

Fuji is attuned to the ki of others so that she understands all languages.

Invisibility (3/day).

As an action, Fuji can become invisible for one minute with the same effects as the *greater invisibility* spell.

Magic Weapons.

All of Fuji's attacks are magical.

Missile Deflection.

Normal or magical ranged weapons are at a disadvantage to hit Fuji.

Great Leap (3x/day).

When she moves at least 10 ft, she can then leap as a bonus action an additional 40 ft. This movement does not provoke an attack of opportunity.

Evasion.

When Fuji is subjected to an effect or spell which requires a dexterity saving throw, if she succeeds, she will take no damage even if the spell or effect calls for half damage.

Awe Factor.

When a creature first enters the area within 30 ft of Fuji, they must make a Wisdom saving throw (DC 14) or be stunned until the end of their next turn.

Innate Spell Casting.

*seism** (3/day), *lava field** (2/day), *fireball* (2/day), *incendiary cloud* (1/day), *wall of fire* (2/day)

Fuji's spellcasting ability is based on Wisdom
Spell Save DC 24; Spell attack modifier: 16

*these spells can be found in the Appendix.

ACTIONS

Multiattack.

Fuji can make four attacks per round, or two attacks and one spell per round.

Two Fist Attack.

Melee weapon attack, +18 to hit, reach 10 ft, one target.
Hit 20 (2d10 + 8) bludgeoning damage.

LEGENDARY ACTIONS

Fuji can take 4 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Fuji regains spent legendary actions at the start of her turn.

Eruption (Costs 1 Action).

Fuji emits magical, divine energy. Each creature of her choice in a 20 ft radius must make a DC 25 Dexterity saving throw taking 6d6 fire damage, plus 5d6 radiant damage on a failed save, or half as much on a successful one.

Paralysis Touch (Costs 1 action).

The targeted creature must succeed on a DC 23 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Two Fist Attack (Costs 2 actions)

Fuji makes two melee weapon attacks.

Whispering Movement (Costs 1 action).

Fuji may move in any direction 60 ft without provoking an attack of opportunity. This move appears as basic flight, a swift movement parallel with the ground, or even into the earth itself. She is unaffected by any terrain. At the end of the move, she softly lands, or appears above ground on a surface up to 60 ft away.

Spell Immunity (Costs 1 action).

Fuji may choose to be immune to any spell of level 3 or below until the end of her next turn.

Sorayama Domain

"Sorayama" means the domain of the Sky Mountain, epitomized by Fuji-san. The clerics of this domain are masters of fire and earth magic, and are typically solitary, contemplative, and calm. They often wander the land seeking out adventure and the opportunity to improve themselves and their talents. Commonly, they are neutral to the conflicts between kingdoms, nations, and groups as they see the world as something only temporary, a trial through which they must travel. That being said, it is not a practice of the Negi (male priest) or Miko (the shrine maiden) to cause a ruckus, rather they will tend to mind the laws and traditions of the local principality so long as they are not unjust.

Alignments

Neutral Good, Lawful Neutral, True Neutral

Domain Spells

1st *burning hands*, *seism**
3rd *misty step*, *scorching ray*
5th *lava burst**, *meld into stone*
7th *stone shape*, *dimension door*
9th *lava field**, *wall of stone*

*these spells can be found in the Appendix.

The Fires of Fuji

At first level, you gain the *firebolt* cantrip even if you do not already know it. Additionally, you gain +1 to Wisdom saves, which increases to +2 at level 9 and +3 at level 18.

Molten Skin

At first level, your inner strength grants you the ability to resist damage. When you use this feature as a reaction, your skin around an enemy's strike turns black as obsidian, streaked with cracked with glowing lava beneath. You gain damage resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of your next turn. You may use this ability a number of times equal to your Wisdom modifier per day. A long rest resets expended uses. At 15th level, a short rest restores all uses of this ability.

Flames of Fuji

Starting at 2nd level, you can use your Channel Divinity to harness the flames of Fuji, dealing fire and radiant damage to foes. As an action, you present your holy symbol, and each hostile creature within 30 ft of you must make a Dexterity saving throw. A creature takes radiant damage equal to 1d10 + your cleric level and 1d10 fire damage on a failed saving throw, and half as much damage on a successful one.

Fire Resistance

Starting at 6th level, you gain fire resistance.

Blessing of the Fire Mountain

Additionally at 6th level, when an ally within 30 ft of you takes fire damage, you can use your reaction to grant the ally fire resistance. You may use this ability once per day.

Fuji's Iron Skin

At 8th level, if you or an ally within 20 ft of sight takes damage and is reduced to half or fewer hit points, you may, as a reaction, grant yourself or your ally the same effects as *stoneskin* until the end of your next turn. You may use this ability once per day.

Lava Weapon

Also at 8th level you gain the ability to transmute your weapon into divinely-charged lava. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Fuji's Iron Body

At 17th level, you gain resistance to non-magical piercing, bludgeoning, and slashing damage.

Oath of the Shobo-shi

Fire is tumultuous, yet simple and pure. When a paladin takes this oath, he intimately understands the dual nature of fire: in one hand, Fuji holds all the powers of destruction, yet in the other, she holds the promise of renewal and purity of mind. The warrior thus focuses on purifying the mind and controlling the fires within, as well as preventing disasters in the world brought on by malice and vengeance.

Fire is to be mastered. Fire Warriors are the protectors of fire and ancient knowledge—and the esoteric teachings of their religion—or the protectors of innocent people, caught up in wars of aggression. Emblazoned upon their armor is the image of a serene, tranquil mountain, sometimes erupting.

Tenets

Fire Is Powerful and Must Be Respected. Never take your abilities for granted and always be sure the use of them are justified.

Be Contemplative. Your mind is the temple in which you worship Fuji. Keep it clean, calm, and pure.

Respect Ceremony. Whether it is your own or another's ceremonies, never shall you condemn or ridicule different methods. Ceremony is a representation of the perfection to which all life strives.

The Way of Calm. Mastery is attained by knowing the both the appropriate time and the magnitude to which one's anger may be allowed to erupt.

Oath Spells

3rd: *burning hands, protection from evil and good*

5th: *calm emotions, flame blade*

9th: *lava burst*, daylight*

13th: *stone shape, stoneskin*

17th: *flame strike, dispel evil and good*

**these spells can be found in the Appendix.*

In addition to the Paladin Fighting styles, you have a unique choice at 2nd level.

Fighting style: Katana Mastery

You gain +1 AC while wielding a katana. You may not use a shield. Additionally, you gain an additional +2 bonus to damage at level 4, 11 and 17th levels.

The katana is a finesse weapon and information about it can be found in the Appendix of this book.

Additionally, you gain advantage on Wisdom saving throws.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Calm Mind. You use your Channel Divinity to achieve a heightened state of calm, even in battle. Because of this clarity, you gain advantage on attack rolls for one minute when you expend 1 action chanting.

Lava Weapon. Also at 3rd level, you may use your Channel Divinity as a bonus action to imbue your weapon with divine energy. It becomes a magical weapon (fire damage) and for the next minute it adds a bonus to your attack rolls (to hit) equal to your Wisdom modifier.

Aura of Fire Resistance

Beginning at 7th level, you and friendly creatures within 10 ft of you are resistant to damage caused by normal or magical fire.

At 18th level, this aura extends to 30 ft.

Fuji's Celestial Gate

At 15th level, when you are attacked by an enemy within 10 ft of you, you may use your reaction to instantly teleport to any location within 30 ft that you can see. You may use this feature once between long rests.

Lava Warrior

At 20th level, you may use your action to transform into Fuji's lava warrior. For one minute you gain the following benefits:

- You emanate heat and radiant light in a 30 ft radius.
- Enemies take 10 hit points of fire damage and 10 hit points radiant damage when they begin their turn within the aura. Any hostile enemy that remains in the aura continues to take damage until they leave the aura or until the effect ends.
- You have the same effect as *stoneskin*.
- You may use this ability again after a long rest.

HEKATE

Goddess of Crossroads, and the Underworld

Symbol: Black gog, Crossed keys

Home Plane: Anywhere

Alignment: Chaotic Neutral

Note: Ishtar is the perfect foil to Hekate. While Hekate is no doubt stronger, Ishtar's power extends to nearly as many disciplines and realms. Where Hekate has power and should be doing work, Ishtar is actually there doing work.

Hekate is the ruler of spirits, demons and fiends, necromancy, and witchcraft. She is so powerful, that she can take control of anything she wants at will. There is nothing she cannot touch and her villainy permeates everything.

Hekate lives on the fringes, ignoring the power brokering of the inner circle of deities. She is an ambivalent, polymorphous goddess with no cares for anything but herself.

Hekate existed at the dawn of time. She is an eternal force that can become anything. There is no way for anyone to discern her motives and intentions. In this regard, she is the ultimate force of change and evolution. Hekate is unbound by the rules of other immortals.

She is also unbound by national borders. Hekate's power and influence extends to all corners of the globe. People who have never heard of the underworld, still know the name Hekate. Cultures devoid of a word for temples or magic, still fear the three-faced goddess' name. She is the threat of eternity that cares not for someone's meaningless and feckless cries.

Hekate's truest and most powerful gift is magic. She has a singular and dominant power over the undead and she decides, before any other god, who is worthy of blessing and who will be punished. She can even 'intercept' prayers meant for other gods and determine if she wants that adoration for herself.

DOGMA

To understand Hekate is to understand the unknowable. Her manners and domains exist from before time. She is primordial and all-powerful. As such, her followers belief in her change from region to region; even household to household. She is prayed to for every manner of ailment, curse, or malady that humankind has ever known. And even the priesthood have a hard time explaining if Hekate can actually help anyone.

This makes it difficult to describe her values to others. But wherever there is dark magic, Hekate is there. The untamable power from beyond time, lurking in the shadows of human understanding. It is this belief of a dark mistress 'beyond the pale' which makes her so seductive to her followers. Hekate literally is unknowable and defined however her followers wish to define her.

The cult-like followers and leaders of Hekate do not oppose Ishtar to the same degree Ishtar opposes them. While their domains overlap, Ishtar is by far the more popular of the two goddesses, however it is a common debate that Hekate's might, if truly challenged, could extinguish Ishtar's power. The clerics and warriors of both goddesses have openly expressed doubts about this superstition, however in action they tend to avoid open conflict with one another just in case the beliefs turn out to be true.

CLERGY AND TEMPLES

Temples are a complicated matter for Hekate. Everyone knows the goddess' name and power, but few people openly worship her. She is an old world goddess—fickle and cruel. Who would openly praise her in a city filled with blessings from the myriad of other goddesses?

Clerics of the dark goddesses keep their association to her a secret. They do not openly reveal their faith. Instead, they lead small prayer circles in abandoned places, far-removed from civilized society. Clerics do not seek out followers, per se. They take their time examining who would make a good addition to the flock and then slowly convert them to join their ranks.

Paladins are altogether different. Hekate's holy warriors fear nothing. They are imbued with the strength of the dark goddess. And while most misinterpret and misunderstand her involvement in the world of mortals, Hekate's paladins continue to fight in her name, all the while assuming her divine protection regardless of what they do.

*GODDESS OF LIGHT AND DARK,
OF NIGHT AND THE BRIGHT, FULL MOON;
SHE HOLDS ON A KNIFE'S EDGE THE CAUTIOUS
BALANCE OF GOOD AND EVIL.
FOR THE DARKNESS IS ONLY THE OTHER HALF OF LIGHT.
TO KNOW THIS IS TRUE POWER.*

WORSHIPERS

While temples are rare, shrines to Hekate are everywhere. Peasants outside of large cities, honor Hekate before any other goddess. She is the primordial source of all power and luck—bad or otherwise. Those who fear the night or forces of evil, pray to Hekate to make it all go away.

Women are more likely to worship Hekate than men. Her divine power resonates with abused, pregnant, and widowed women. Oftentimes a woman enters the forest alone, at night, find a glade or copse of trees and beseeching the dark goddess for aid. Though Hekate often ignores such prayers, when she does get involved the effects are dramatic and disastrous.



Hekate

Medium Deity Avatar, Chaotic Neutral

Armor Class 26 (Natural Armor/Divine)

Hit Points 779 (32d20 + 400)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	20 (+5)	28 (+9)	25 (+7)	30 (+10)

Saving Throws Intelligence +19 Charisma +20

Skills Arcana +19 Insight +17 Persuasion +20 Perception +17

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 27

Languages common, infernal, celestial; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Hekate's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to the last plane she was on, and she is unable to take physical form for a time.

Living Magic.

Hekate does not need to concentrate to maintain spell duration.

Obfuscation.

Having an innate mental haze around her, any creature within 15 ft of Hekate are at a disadvantage to attack rolls.

Multiple Heads.

Hekate has three heads, and six eyes. She cannot be flanked or surprised, and she has advantage on initiative rolls.

Frightful Presence.

When a creature first enters the area within 30 ft of Hekate, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Mistress of Spells.

Hekate may cast *any* spell as a Level 20 Sorcerer. Save DC: 28; Spell attack modifier: 20

ACTIONS

Multiattack.

Hekate can cast three spells per round.

Summon Hell Hounds (1/day).

Hekate summons her pack of 9 Elite Hell Hounds. (see Appendix)

Intercept Prayer (3/day).

As a reaction, Hekate can counter any spell cast by a paladin or cleric within 60 ft. The target must make a Wisdom saving throw (DC 26). On a failure, the spell's effects are under the control of Hekate, and she can choose to either negate the effects or have them affect any creature, or group of creatures, of her choosing within the intercepted spell's range.

LEGENDARY ACTIONS

Hekate can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Hekate regains spent legendary actions at the start of her turn.

Blessed Punishment (Costs 2 Action).

Hekate may look upon a single target that she can see. A ray of sickly green light blasts from her eyes in the form of a *disintegration ray*.

A creature targeted by Hekate must make a DC 26 Dexterity saving throw. On a failed save, the target takes 13d6+40 force damage. If this damage reduces the target to 0 hit points or fewer, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

This Legendary Action automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object, this Legendary Action dissipates with no result. Magic items are unaffected.

Life to Death (Costs 2 actions).

Hekate creates of 10 ft wide cone of necrotic energy. All creatures within the zone must make a DC 26 Constitution saving throw.

On a failed save, a creature is reduced to half their hit points and knocked prone. Also on a failed save, at the end of the creature's next turn, it must make another DC 26 Constitution save. On that failed save, the target is cursed and cannot heal damage by magical means for the next 24 hours.

If the target fails a save vs death over the next 24 hours, they immediately become a zombie. A remove curse, or greater restoration spell can remove this curse.

Spell Reserve (Costs 2 actions).

Hekate may immediately cast any evocation, or necromancy spell with a casting time of 1 action, 1 bonus action, or less. No spell components needed. The spell simply takes effect.

Teleportation (Costs 1 action):

Hekate can magically teleport herself, or anyone that she can see, along with any equipment being worn or carried, to any unoccupied space she desires.

Teleportation (Costs 1 action).

Hekate can magically teleport herself, or any willing creature that she can see, along with any equipment being worn or carried, anywhere in the known universe to an unoccupied space.

Spell Immunity (Costs 1 action).

Hekate may choose to be immune to any spell of level 6 or below until the end of her next turn.

Priestess of Hekate

Normally female, a Priestess of Hekate is selfish and self-serving. There is no other before the betterment and pleasure of the self. Since there is virtually no dogma to adhere to when worshipping Hekate, and the goddess asks for little in exchange for her divine blessings, the faith is ripe with egotistic, narcissistic, self-seeking, and miserly followers. At the many tiny shrines dotting the landscape, should a Priestess of Hekate be there, they will offer counsel on both literal and metaphorical crossroads; usually a decision between good and evil. They are happy to dispense advice and blessings, and even curses - for a price. Their lives are spent in service of themselves, and among the other clerics of the world, they stand alone in this instance. Self is life, for without the self, there would be no one to witness the universe.

Worshippers of Hekate have suffered at the hands of religious zealots throughout the years, blamed for a variety of maladies and unfortunate occurrences. Make no mistake here, the Priestesses of Hekate are not innocent lambs. They usually are the perpetrators of misfortune that has been brought to others for their own gain. Sometimes, without reason at all. For this, many have been drowned or burned at the stake as witches, which is yet another reason they keep their practice secret.

Alignments

Any Chaotic alignment

Domain Spells

1st *bane, bless*

3rd *magic weapon, withering ray**

5th *spirit guardians, vampiric touch*

7th *greater invisibility, wall of fire*

9th *conjure fiend*, cloudkill*

**see Appendix for these spell descriptions*

First Level Proficiency

At 1st level, you are proficient in Charisma saving throws and checks, heavy armor and martial weapons.

Master of the Crossroads

Also at 1st level, you have advantage on any Survival checks.

Communicate with Dead

At 2nd level, you may use your Channel Divinity to sense the recently deceased within a 30 ft radius. The creature must have died within the last year. If a spirit is present, one yes or no question may be asked in a language you can understand. The spirit is not compelled to answer correctly, or answer at all, and is not omniscient. After the question is answered, the connection to the spirit is broken. Only you will hear the answer to the question.

Mistress of Night

Beginning at 6th level, you can use your Channel Divinity to enshroud yourself in darkness. This aura of magical darkness extends 10 ft around you and enemy creatures within the aura are at disadvantage to attack.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poison. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Antimagic Field

At 17th level, you can use your action to activate an aura of anti-magic that lasts for 1 minute or until you dismiss it using another action. You emit an eerie yellowish-green glow which extends 60 ft from you as dim light. Enemies within this field are at a disadvantage to all spell attack rolls and you gain resistance to fire, cold, lightning, thunder, acid, or poison damage.

Oath of the Crossroads

A paladin of Hekate is unusual among others; anti-paladins notwithstanding. They are knights who have fallen out of favor with their lords, or disillusioned paladins of former faiths. Sometimes, great fighters come across a shrine, or a Mistress of Hekate, and they are brought to see the 'light.' This is the realization that the world is basically meaningless, random, and morally subjective, and that the only real service is service to the self.

These warriors of Hekate are from all walks of life, and uphold the general ideal that the self is paramount above all else. One's own pleasure, for good or for ill, is ultimately the goal in any commerce or adventures one may seek. However, some seek the balance between the two crossroads: of light and dark or of laws of mortals vs. their own personal code.

Alignments

Any Chaotic alignment, and occasionally Lawful Evil

Tenets

Service of Self. You and your needs come first, always.

Seek Gratification. Whatever you do, do it for the purpose of your own pleasure. To aid or take advantage, it is all the same in the end.

Reject Dogma. Religious dogma is a hindrance to an individual's potential and have no place in your thoughts.

Use Or Break The Law For Your Advantage. Whenever you can gain advantage through the law, so you shall seek and fulfill it. Conversely, when it is advantageous to break the law clandestinely for the fulfillment of your objectives, do so.

Morals are Subjective. If you have a code to which you adhere, so be it. That is your code. Do not stray from it. Reject the judgement of others for they are simply narrow-minded and thus unimportant.

Oath Spells

3rd *detect evil and good, expeditious retreat*

5th *magic weapon, darkness*

9th *see the invisible*, dispel magic*

13th *banishment, staggering smite*

17th *circle of power, passwall*

**see Appendix for this spell description*

Optional Fighting style: Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Beguile Undead.

You use your Channel Divinity to control undead for a short period of time. Any undead creatures within 30 ft of you must succeed on a Wisdom saving throw versus your Spell Save DC or be under your control for one minute. Undead with an Intelligence above 8 are immune to this effect. You command them with your voice, and they understand you no matter which language you speak. The controlled undead do not attack you. At the end of the duration, they return to their normal behavior.

Warding Aura

At 7th level, you and friendly creatures within 10 ft of you are resistant to radiant and necrotic damage.

Supernatural Resistance

At 15th level, you gain resistance to nonmagical weapon damage.

Chaos

Beginning at 20th level, you enter a gap in time where you exist in past, present, and future. While in this form, you appear to have three heads and it is difficult for enemies to get a fix on your exact position. Using your action, you undergo a transformation. For the next minute you gain the following benefits:

- You are *displaced*. Any enemies attacking you are at disadvantage.
- You cast one 3rd level or lower spell as a bonus action on your turn.
- You are able to see in all directions and cannot be surprised or flanked.
- Enemy creatures within 10 ft of you have disadvantage against your spells and Channel Divinity options.



INTI

Creator God of the Sun

Symbol: A face on a golden disc or sunlight rays

Home Plane: Hanan Pacha (the sky realm)

Alignment: Neutral Good

Inti is the sun god and the giver of life, worshipped mainly by farmers seeking a better harvest. But he is more than that to the world. In fact, he is the third most powerful god in this text. Most kings (sapas) draw a direct lineage to Inti's son and daughter who brought civilization and tools to humankind. Inti controls the sun which brings light and warmth to the people. No other god receives more offerings than Inti, for the farmers cannot thrive without him.

All of civilization stems from Inti and his children. It is to him that all farmers owe their lives. As such, those who worship Inti dedicate one third of their lands to him. One-third! This means an entire third of all crops grown and water used go to Inti. And those who cannot provide one-third of their crop must offer human sacrifice in its place.

During times of solar eclipses, people believe Inti is displeased with them. More offerings are given during this short time. And of course, the solar eclipse retreats, and the people are granted Inti's blessing once more—a sign of Inti's generosity.

'Inti Raimi' takes place at winter solstice. It is the celebration of the sun god in a lavish ceremony that stops all other productivity for nine days. The festival includes animal sacrifices, ritual dances, and food offerings to the great and powerful Inti. It is preceded by three days of fasting and celibacy.

Inti is married to his sister, the moon goddess. Together, the pair bring light and darkness. While both are worshipped for their strengths and virtues, Inti is considered the more generous of the two.

DOGMA

Some consider the worship of Inti a cult and not a religion, as kings and clergy leaders often use the god as a political tool for seizing harvests. But this is incongruous with Inti's benevolence and generosity. However, it is true that many kings who worship Inti do so as proof of their right to rule and all conquered lands are forced to worship Inti as well. These conquered lands are forced to give one-third of their land to Inti.

CLERGY AND TEMPLES

Each province or kingdom that worships Inti has a sun temple dedicated to the god. While both male and female priests serve Inti, men hold more power in the temples than women. And only men can hold the highest ranks in the faith. Female priestesses (mamakuna) are considered chosen women, who weave special cloths and brew potions for sacred rituals and festivities.

Inti's chief temple holds the bodies of previous emperors and rulers, as well as statues to the great kings of the past.

Those entombed had their hearts removed and replaced with dust. Statues to Inti are rare, as he is usually depicted as a face on a golden disc. However, in the chief temple he appears as a man, with his midsection removed. Here, offerings are constantly given to the great sun god, including animal fat, blood, gold, and anything from the harvest; especially maize.

A priest to Inti is known as an umu, raised from a young age in the rich ceremonies of Inti. An umu directs all his actions through divination. Nothing of importance is done without first consulting the sun god. Inti's divination diagnoses illness, identifies criminals, and predicts the outcome of battles.

The high priest of the sun—villac umu—presides over all rites and ceremonies to Inti. Alongside the great priest are virgin priestess (acllas) who assist him in everything he does. Those whom he blesses personally have the right to go into the land and anoint and bless Inti's followers. These missionary priests bring civilization and culture to farmers and peasants.

The title of villac umu is held for life. The high priest owns land, marries, and even maintains some political power. The title also confers nobility upon the priest, allowing him to pass on the title to his heirs or those he deems fit to rule.

Oracles are different from umu. Oracles are chosen people with a direct communication to Inti. Even the villac umu consults the oracles when divination is unclear. Some oracles are people, others are statues or rivers. The voice of Inti can be found almost anywhere.

Divination involves many facets, including cocoa leaves, fire, and potions.

*INTI, GIVER OF LIGHT AND LIGHT,
GIFTED MEN AND WOMEN
WITH THE BLESSING OF RAINBOWS.
YET, WHEN GOOD CUSTOMS WERE FORGOTTEN
AND PEOPLE WERE GIVEN TO ALL MANNERS
OF GREED AND VICE; INTI'S WRATH WAS SEVERE.
HE THUS KEPT THE SUN FROM RISING FOR
TWO FULL DAYS. WOMEN MOANED, MEN WORRIED
FOR THEIR CROPS. WOULD INTI HAVE MERCY ON
THE WICKED SOULS? SURELY, AFTER THIS GREAT
OUTCRY, CONFESSION OF SINS, MANY SACRIFICES,
AND FERVENT PRAYERS, THE SUN FINALLY ROSE
AND THE RAINBOWS RETURNED.*

WORSHIPERS

Inti's primary followers are farmers, although royalty and king worship the sun god as well. Military leaders, royalty, and vassals included.

Humans are also sacrificed to Inti, including women and children. But they are always properly fed and without blemish before being immolated. These sacrifices grant blessings from Inti, whether for harvest or cure of illness, while also satisfying Inti's thirst for blood.



Inti

Medium Deity Avatar, Neutral Good

Armor Class 27 (Natural Armor/Divine)

Hit Points 979 (32d20 + 600)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
32 (+11)	28 (+9)	29 (+9)	30 (+9)	34 (+12)	24 (+7)

Saving Throws Strength +21 Dexterity +19 Wisdom +22

Skills Arcana +19 Insight +22 Religion +19 Perception +22

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 32

Languages common, elvish, dwarvish, celestial, primordial

Challenge 30 (155,000 XP)

Discorporation.

When Inti's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to Hanan Pacha, and he is unable to take physical form for a time.

Superior Divination (3/day).

As a bonus action, Inti can touch a creature or object and instantly know where it has been and where it is going. The past and future are revealed in full, but only to Inti.

Magic Weapons.

All of Inti's attacks are magical.

Limited Flight (3/day).

Inti can hover up to 15 ft from the ground and fly at a speed of 40 for one hour.

Radiance (3/day). Inti can summon an aura of blinding light in a 60 ft radius. Those within the affected range must make a DC 25 Wisdom saving throw or be blinded until the end of their next turn.

Spellcasting.

As a Level 20 Wizard: *dancing lights (cantrip)*, *light (cantrip)*, *shocking grasp (cantrip)*, *burning hands (4/day)*, *darkness (3/day)*, *sunray* (3/day)*, *arcane eye (3/day)*, *fabricate (3/day)*, *sunbeam (2/day)*, *prismatic spray (2/day)*, *sunburst (1/day)*, *prismatic wall (1/day)*.

Spell save DC: 27; Spell attack modifier: 19

*see Appendix for spell description

ACTIONS

Multiattack.

Inti can cast one spell and make two melee attacks per round, cast two spells per round, or make four melee attacks per round.

Macana Spear Attack.

Melee weapon attack, +21 to hit, reach 15 ft, one target.

Hit 22 (3d6 + 11) bludgeoning damage.

LEGENDARY ACTIONS

Inti can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Inti regains spent legendary actions at the start of his turn.

Super Nova: (Costs 1 action).

Inti emits magical, divine energy in an explosive burst. Each creature in a 30 ft radius of Inti must make a DC 23 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a success.

Creatures that fail the saving throw are pushed 30 ft away from Inti. Should they strike any object while pushed, they take additional damage equal to falling that same distance from the origin of the burst.

Gravity Zone (Costs 1 action).

Inti creates a zone of zero gravity within a 100 ft radius that moves with him. The affected area is controlled by Inti for up to 1 minute and requires no concentration.

All creatures and objects that are not secure become detached from the ground and begin to float upwards at a rate of 10 ft per round. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach to avoid floating upwards. Affected creatures and objects have Disadvantage on Attack Rolls while in the zone.

While in the radius, Inti may control the rate in which creatures and objects move at a rate of up to 30 ft per round, to a maximum of 100 ft high. Creatures or objects able to fly move at half speed in the zone. Inti may end the effect at anytime. Any creature in the zone when the effect ends is subject to falling damage, depending on their distance to the ground.

Touch of the Golden Flame (Costs 2 actions):

Inti may turn his skin into golden divine flame for 1 turn. Any non-magical object that touches his skin is immediately disintegrated. On a successful touch attack by Inti, any creature that is hit takes 12D6 + 40 force damage. If any creature is reduced to 0 hit points, they immediately disintegrate.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Inti's touch automatically disintegrates a Large or smaller nonmagical object of a creation of magical force. If the target is a Huge or larger, this Legendary Action dissipates with no result. Magic items are unaffected.

Teleportation (Costs 1 action).

Inti can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space touched by sunlight.

Saving Throw (Costs 1 action).

Inti gains advantage on his next saving throw.

Spell Immunity (Costs 1 action).

Inti may choose to be immune to any spell of level 3 or below until the end of his next turn.

Inti-Churi Domain

Clerics of Inti may come from farming or nobility backgrounds, dedicating their lives to agriculture and self-sacrifice. As farmers, they know the value of the soil. As nobility, they know the value of good stewardship of the land and its peoples. The transition into the clergy prepares them to become masters of light and fire.

An Inti-Churi devotes their time and effort to crop production and worship when not adventuring. When adventuring, an Inti-Churi often takes time to spread this knowledge, encouraging the peoples of distant lands, particularly farmers and those of noble houses, to follow Inti.

Alignments

Any good alignment.

Domain Spells

1st *faerie fire, animal friendship*

3rd *sunray*, flaming sphere*

5th *daylight, speak with plants*

7th *fire shield, fabricate*

9th *creation, wall of sunlight**

*see Appendix for these spell descriptions

Master of Light

At 1st level, you automatically gain the *light* cantrip if you do not already know it.

Inti's Radiance

Starting at 2nd level, you can use your Channel Divinity to harness the power of the sun, banishing darkness and dealing radiant damage to your foes.

As an action you present your holy symbol and any magical darkness within 30 ft of you is dispelled. Additionally, each hostile creature within 30 ft of you must make a Wisdom saving throw. A creature takes radiant damage equal to 2d8 + your cleric level on a failed saving throw. A creature that has total cover from you is not affected.

Creatures that fail the saving throw take an additional 1d8 radiant damage every round they are within 30 ft of you. A Constitution save ends the ongoing effect.

Energy Resistance

Beginning at 6th level, when an ally takes acid, poison, cold, fire, lightning, or thunder damage, you may use your reaction to grant resistance to a single ally against that instance of the damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Warmth

At 17th level, once a day you may summon a 20 ft aura of sunlight for ten minutes. Your enemies have disadvantage on saving throws versus fire or radiant damage when in the aura. Additionally, your allies are instantly relieved of any effects that a saving throw would end when they are in the aura.

Oath of the Inti-Hapaq

A Hapaq has a special place in society. They begin training around eight or nine years old. This rigorous training not only consists of a potent martial art which toughens the body, but the discipline and learning of these warriors are nearly unmatched in the world. As future rulers, the Hapaq is given all the tools necessary in the arts of any royal: war, strategy, proper and just rulership, and of course absolute devotion to Inti. They are heavily armored, bearing the seal of Inti upon their chest, front and center: a gold disk of the sun with the face of Inti. This is a warrior of light.

Tenets

Leadership. A warrior of Inti knows the difference between a ruler and a leader. Lead by example, not words.

Tithing. One-third of your income, spoils, and treasure will always go to Inti.

Destroy Darkness. Necromancers, demons, and undead are a plague upon the world. Have no mercy for those who dabble in the shadow arts.

Benevolence. Always foster a desire to do good towards others by making charitable gifts and gestures of kindness.

Alignments

Any good alignment, usually Lawful Good

Oath Spells

3rd *heroism, detect evil and good*

5th *continual flame, spiritual weapon*

9th *daylight, beacon of hope*

13th *guardian of faith, aura of life*

17th *flame strike, dispel evil and good*

In addition to the Paladin Fighting styles, you have a unique choice at 2nd level.

Fighting Style: Rumi-maki

The martial art style of Inti's warriors is exceedingly brutal and challenging for not only the body but the mind as well. The many years of your training in this difficult style gives you advantage on Constitution saving throws and any saving throws versus Death. You are proficient in heavy armor and your favored weapon is the *Manaca Staff*, which can be found in the appendix.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Divine Smite. You may, instead of using a spell slot, use Channel Divinity to cast any Smite spell you know. You cast this spell at the lowest level it is available.

Shield of the Sun. You surround your own shield, or create one, with pure sunlight, using your Channel Divinity. Until the end of your next turn, enemies who start their turn within 5 ft of you must make a Wisdom saving throw or be blinded until the end of your next turn. You also gain +5 to your AC for the duration.

Glory of the Sun

At 7th level, your glowing aura grants you or your allies within a 10 ft radius advantage on all saving throws versus necrotic damage while you are conscious. At 18th level, this aura increases to 30 ft. Additionally, you have a glow, about that of a candle light, which illuminates normal darkness in the radius.

Defense from Shadows

When you reach 15th level, you are permanently resistant to cold and necrotic damage.

Searing Sunlight

At 20th level, you may draw upon the spirit of the sun to burn your enemies. Once between long rests, you undergo a transformation and gain the following benefits for one minute:

- Whenever an enemy attacks you within 30 ft, as a reaction you may roll a ranged spell attack at the creature. If successful, a bolt of sunlight streaks out, striking the creature for 3d8 radiant damage.

- All undead creatures in the radius at the start of their turn take 10 damage and are treated as being in sunlight. This effect lasts for one minute.

- If an enemy attacks you with a touch spell attack, they will take 10 radiant damage.



ISHTAR

Goddess of freedom, justice, natural law, outcasts and light

Symbol: A lion, or an eight pointed star

Home Plane: Nivenah

Alignment: Chaotic Neutral

Ishtar is complex and full of contradiction. She is among the oldest goddesses, if not the first. Ishtar has warred with the serpent of the void, Kur, since the beginning of time. She is both good and evil; kind and vengeful. Ishtar is both a warrior goddess and the goddess of love. She is a benevolent mother and a wrathful force of nature. Ishtar is quite possibly the most powerful goddess in existence, capable of creating and unmaking life in a blink.

Ishtar is the goddess of fertility, love, marriage, power, desire, and war; all of mankind's most base instincts. Ishtar is an angry, vengeful goddess who rules over the more dangerous aspects of love, making her very different from Freyja.

She is a wild force of nature that brings war without reason, sometimes driving her followers to kill one another in her name. Ishtar represents all the untamed parts of humankind and unwavering justice. Her name is used to justify every atrocity and justice.

Ishtar is cruel and threatening, exploiting her might over others whenever she does not get her way. Despite not ruling the underworld, she once threatened to release the dead upon the world so that there would be more undead than living.

Ishtar is keenly aware of her sexual independence and yet is a perpetual virgin. She gave birth to her world, but never lost her virginity. This paradox cannot be resolved by human thought. Ishtar is beyond mortal rules. Her followers are not ashamed of their base desires. Ishtar's appetite has no bounds. As such, her followers can have relationships with whomever they like. This openness has attracted her to those whose work is 'comfort,' and those places of the world where rigidity is not welcome.

Ishtar is also warlike, a contrarian attitude for a goddess who brings life into the world. In fact, all monarchs who worship Ishtar dedicate themselves to her first, their military might an extension of Ishtar's blessing. Even those who marry, are joined with Ishtar before their spouse.

DOGMA

Ishtar is angry and wild, like nature itself. No woman is greater than Ishtar and as such, no woman can ever be great without prostrating herself before the temple of Ishtar. Men too are weak without Ishtar's guidance, but they are often given leniency where women are not. A man who makes himself a great warrior without Ishtar is greater than a woman who gives birth without the sacred goddess.

Some followers identify with Ishtar as being the goddess of healing and justice. The followers are almost always clerics and paladins, respectively. Ishtar is a wild force, but a guardian of natural law. She is the bearer of the tablets of

history, recording everything that happens. Her tablets are the true history and the foundation of justice. Only scholars and clerics of Ishtar can read the tablets, however. It is forbidden for anyone else to witness the stone laws.

Ishtar is locked in perpetual battle with the dragon Kur, also known as the first dragon. Kur lives in the empty, astral space between the land of the living and the land of the dead. In fact, all of Ishtar's contemporaries fight Kur, but none of them can defeat the dragon. Their war represents the eternal struggle between life and the unknowable void.

CLERGY AND TEMPLES

There are many shrines dedicated to Ishtar. Each is attended by a member of Ishtar's clergy. They offer healing and divine pleasure for a price to men and women alike. Inside, Ishtar's temples are adorned with hundreds of statues with the goddess' eyes looking back at the worshipper. It is reputed, these eyes can see into the souls of those who've committed injustices.

Ishtar is a wise counselor. Her followers emulate this wisdom, building their courts around her teachings. In fact, merchants and nobles alike come to Ishtar's temples to resolve disputes rather deal with civic courts. Ishtar's clergy are so regarded and respected their rulings are always upheld by the parties in dispute.

■ *ISHTAR DESCENDED THROUGH THE SEVEN GATES TO HER SISTER'S REALM. THE LAND OF THE DEAD. SHE DEMANDED AN AUDIENCE, THREATENING TO UNLEASH ALL OF THE DEAD UPON THE WORLD. HER SISTER SAID SHE WOULD ONLY LET HER ENTER IF SHE REMOVED HER SEVEN POWERS: AUTHORITY, KNOWLEDGE, VOICE, BEAUTY, DIVINITY, SELF, AND LIFE. ONE AT EACH GATE.*

■ *ONCE SHE PASSED THE FINAL GATE, SHE DIED AND HER SISTER PLACED HER BODY UPON A SPIKE. BUT ISHTAR WAS NOT THROUGH. SHE TRADED HER PLACE UPON THE SPIKE WITH HER OWN HUSBAND. AND IN SO DOING, DEFEATED DEATH ITSELF.*

WORSHIPERS

Ishtar's followers are men and women, rich and poor, young and old. But her three most fervent worshippers were mothers, outcasts, and warriors. To mothers, she is the source of all life and thus granted fertility. To outcasts, she represents justice and the hope that life will balance for those who have been touched by calamity and misfortune. To warriors, Ishtar is the force of nature that drives mankind to war.

Her message has spread far and wide, revealing her power to touch lands and people that have never heard of one another. Her missionaries are everywhere. Those who serve her, serve all of mankind. None can be turned away from the message of Ishtar—though, those who speak ill of the great goddess do not speak long.



Ishtar

Medium Deity Avatar, Chaotic Neutral

Armor Class 26 (Natural Armor/Divine)

Hit Points 679 (32d20 + 300)

Speed 30 ft, Flying 120 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	29 (+9)	24 (+7)	28 (+9)	27 (+8)	24 (+7)

Saving Throws Strength +16 Dexterity +19 Wisdom +18

Skills Arcana +19 Insight +18 Persuasion +17

Damage Immunities poison, acid, fire, cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 150 ft, passive perception 18

Languages common, elvish, draconic, celestial; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Ishtar's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels to Ninevah (the underworld), and she is unable to take physical form for a time.

Counterspell (3/day).

Ishtar can innately cast *counterspell* as a bonus action.

Regeneration.

Ishtar is a fount of divine energy. Therefore, she regenerates 20 hit points at the end of every round.

Magic Weapons.

All of Ishtar's attacks are magical.

Combat Casting.

Ishtar does not need to concentrate to maintain spell duration.

Wings.

Ishtar can double her flying speed for 1 hour.

Diplomacy (3/day).

Ishtar has the ability to add +5 to Persuasion Checks (Charisma) for one minute.

Spellcasting.

As a Level 20 Wizard: *light (cantrip)*, *minor illusion (cantrip)*, *true strike (cantrip)*, *chromatic orb (4/day)*, *cloud of daggers (3/day)*, *haste (3/day)*, *fire shield (3/day)*, *cloudkill (3/day)*, *thunderstorm* (2/day)*, *forcecage (2/day)*, *power word heal (1/day)*, *meteor swarm (1/day)*

Spell save DC: 27; Spell attack modifier: 19

*see Appendix for spell description

ACTIONS

Multiattack.

Ishtar may cast one spell and make two melee attacks per round, cast two spells per round, or make four melee attacks per round.

Broadsword.

Melee weapon attack, +16 to hit, reach 5 ft, one target.

Hit 21 (3d6 + 6) slashing damage.

Claws.

Melee weapon attack, +16 to hit, reach 5 ft, one target.

Hit 14 (2d8 + 6) slashing damage.

LEGENDARY ACTIONS

Ishtar can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ishtar regains spent legendary actions at the start of her turn.

Summon Ghost (costs 1 action).

Ishtar can summon up to 2 Ghosts each turn. The Ghosts appear within 10 ft of Ishtar in an unoccupied space. The Ghost disappears after 1 hour, when it drops to 0 hit points, or when Ishtar dismisses it.

The Ghosts are friendly to Ishtar and her companions. Roll initiative for each Ghost, which has their own turns. They obey any verbal command, or telepathically. If no verbal command is given, the Ghost defends itself from hostile creatures, but otherwise takes no actions. If mental connection is somehow broken, the Ghost disappears. There is no limit on how many Ghosts Ishtar can summon.

Death Transposition (Costs 2 actions).

If any creature within 100 ft of Ishtar is reduced to 0 hit points, she may choose another creature within line of sight to instantly exchange all their hit points to the creature who is at 0.

The creature receiving the hit points does not exceed their maximum hit points. The targeted creature who has hit points to give must make a DC 26 Constitution save, or be reduced to 0 hit points themselves. A save results in half the creature's available hit points being transferred.

Displacement (Costs 1 action).

Ishtar is able to rapidly shift between planes of existence. She appears to shimmer slightly, but all attack rolls against her have disadvantage. If she is hit by an attack, the displacement is disrupted until the end of her next turn.

Multiattack (Costs 3 actions).

Ishtar can cast one spell and make two melee attacks, cast two spells, or make four melee attacks.

Life (costs 1 action).

Ishtar may transfer up to half of her own hit points to any creature within line of sight. This life force blast of energy is transferred with such force, that the recipient is knocked prone until the beginning of its next turn. Ishtar regains these transferred hit points at the beginning of her next turn.

Natural Law Domain

Most Clerics of Ishtar are usually outcasts of some kind. Be they criminals, prostitutes, or other kinds of pariah, they serve with the hope that Ishtar will protect them and provide justice and balance to their calamitous lives. They serve the church fervently, no matter what occupation they come from.

They are the advocates of justice for the common people, and the first to support a rebellion against oppressive rulers. Where the people are oppressed, they are there to usurp tyrants, and they stay in the aftermath to rebuild communities in the ways of justice, equality, and liberty for all.

Finally, their focus is also on motherhood, since the future is contained in children. A Cleric of Ishtar will not hesitate to help a mother in need. They are invariably experienced midwives.

Alignments

Any

Domain Spells

1st *comprehend languages*, *sanctuary*

3rd *detect thoughts*, *hold person*

5th *tongues*, *haste*

7th *freedom of movement*, *stone skin*

9th *dominate person*, *wall of force*

Natural Diplomat

The Clerics of Ishtar are renowned for their fair handling of civic duties. You are proficient in negotiation and gain advantage on all Persuasion checks.

The Sun is My Soul

Ishtar is a bringer of light. She is one who chases away the shadows, expelling them from our world. Beginning at 2nd level, you may use your Channel Divinity to conjure a six inch globe of sunlight for one hour. The globe does not require your concentration to maintain, and it can move with you up to a speed of 60 ft. The globe is treated as sunlight for all purposes. It will illuminate an area in a 30 ft radius, and should any undead or fiends enter the area of illumination, the globe may discharge a blast of radiant damage dealing 1d8 plus your wisdom modifier in damage to all undead or fiends. After this blast, the globe disappears.

Told in the Tablet

Once per turn, beginning at 6th level, you may use your reaction to subtract your Wisdom modifier from an enemy's attack roll, or add the same bonus to an ally's saving throw roll. This may be done after you are aware of success or failure and can undo the effects of the roll in question.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Retribution

At 17th level, you are able to immediately rebuke an enemy's attack, giving them damage in turn. Once per day, using your reaction you may reflect an enemy's melee attack or spell attack damage right back at them. The enemy must be within 30 ft and they will make a Constitution saving throw versus your spell save DC, else they will receive radiant damage equal to what they had just dealt to you. If successful, you are healed for the same amount.

Oath of Natural Order

Paladins of Ishtar are rugged adventurers, holy warriors who seek out (and destroy) illegitimate authority.

Legitimate authority never interferes in the daily life and freedoms of individuals, so long as they aren't harming others. To the paladin of Ishtar, "do as thou wilt, so long as it harms no other" is the only law. They call this Natural Law, and it is the ultimate proclamation of Ishtar. Sometimes this edict conflicts with local law, and paladins of Ishtar are unapologetic of this fact.

Just as Ishtar is forever at war with the dragon Kur, it is also the sworn duty of a paladin of Ishtar to rid the world of his evil brethren, dragons.

These warriors roam the world, seeking out quests which help them fulfill these aims.

Those who take the oath adorn themselves with her symbols: a lion standing guard before a gate, an eight-pointed star, a reed gate, a lion with a woman's head, a septagram, bull horns, a crescent moon, or a date palm tree.

Alignments

Any

Tenets

Aid the Oppressed. Never turn away a person or group in need. Your task is to aid them.

Respect Individual Freedom. Allow individuals to make free choices so long as they harm no other.

Compassion for the Meek. Some are not as strong as you. Never take advantage of them and always make an effort to protect them.

Destroy Evil Dragons. They are the enemies of personal freedom and prosperity and must be destroyed at all costs.

Oath Spells

3rd *heroism, wrathful smite*

5th *magic weapon, spiritual weapon*

9th *bestow curse, protection from energy*

13th *guardian of faith, banishment*

17th *dominate person, destructive wave*

In addition to the Paladin Fighting styles, you have a unique choice at 2nd level.

Fighting Style: Dual Wielder

You are able to adopt the Two Weapon fighting style (see Fighter Class).

Additionally, you are +1 to attack dragons and dragonkin. Your attacks are also considered magical against these creatures.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Dealer of Justice. You use your Channel Divinity to frighten your enemies. As an action, you present your holy symbol and speak a prayer to Ishtar. Choose one creature that you can see. That creature must make a Wisdom saving throw unless it is immune to being frightened. Fiends and Dragonkin have disadvantage on this saving throw. On a failed save, the creature is frightened for one minute or until it takes any damage. While frightened the creature's speed is zero, and it doesn't benefit from any bonus to its speed. On a successful save the creature's speed is halved or until the creature takes damage.

Challenger. You boldly challenge an enemy to combat, using your Channel Divinity. You use an action to target a single enemy. For one minute, you gain your Charisma modifier to damage on all weapon attacks against that target, and they are at disadvantage on attack rolls if they do not attack you.

Aura of Agility

At 7th level, your aura of insight grants you or your allies within a 10 ft radius have advantage on all Dexterity saving throws while you are conscious. At 18th level, this aura increases to 30 ft.

Defense from Dragons

When you reach 15th level, you have permanent advantage on saves versus being frightened by Dragons and Dragonkin as well as their breath weapons.

Kur's Nemesis

At 20th level, you are a paragon of dragon slaying. Using a bonus action, you gain resistance to an energy type of your choosing for the rest of the encounter. When fighting dragons and dragonkin, you crit on 18-20 and you gain an extra attack when you take the Attack action against them.

MAZU

Supreme Goddess of the Sea

Symbol: Dragon, Rainbow, or Jade Talisman

Home Plane: Heavenly Planes

Alignment: Lawful Good

Mazu is the most powerful sea goddess in the known pantheons. Her name translates to Heavenly Queen, as fishermen and sailors pray to her for daily protection on the choppy and dangerous seas. She is also known as Daughter of the Dragon and Motherly Matriarch. But mariners refer to her as Mazu (exclusively). Most fear that she will take too long to put on her vestments and descend to earth in order to help others if they pray to the Empress of Heaven.

She is a fearless, simple woman and asks little of her followers. But Mazu's believers are devout and often ascribe additional roles to their Queen—including protection during childbirth and from calamity.

As such, she is now synonymous with kindness and mercy.

But to some people she is more than just the goddess of the sea. She is a protector of women and child, providing them safe passage where they might be harmed. In fact, fanaticism has risen in her name several times throughout history, and whenever another goddess appears to be gaining favor, followers of Mazu destroy those faiths and collect the stories of that goddess into Mazu's. On more than one occasion, entire kingdoms have been destroyed to further the zealotry associated with Mazu.

Mazu is blessed with second sight and an unflinching memory. Each act that has ever happened since her birth is recorded in her mind. She truly is all-knowing. Mazu is also fearless in every regard and capable of fantastic feats of healing.

Despite the specificity of Mazu's domain, she is the most widely-known goddess in the world.

Mazu wears a crown and dragon robe, while carrying a ceremonial tablet. In Heaven, she sits on a throne between two reformed demons—Qianliyan the Clairvoyant and Shunfeng'er ("He with Ears that Follow the Wind")—whom she conquered and then married her.

DOGMA

Mazu's beliefs are simple. She, in fact, does not consider herself a goddess, but rather a devotee of three different ancient religions that all taught peace. Mazu worships another great motherly goddess, whose name is lost to time. Those who show mercy and kindness in their lives are sure to be blessed by Mazu, who in turn is blessed for her mercy.

Oddly, in one part of the world, it is considered blasphemy to worship the goddess and small cults have grown up around her worship. These isolated pockets of worship do not have access to the same teachings as other places, and many of her philosophies have been perverted.

CLERGY AND TEMPLES

The Temple of the Sacred Mound is the holiest place erected in honor of Mazu. Here, mothers and children dance and pay homage to the great goddess. They even claim to see visions of her on a raft, glowing in distance on particularly dark nights.

Clerics and paladins dedicated to Mazu are merciful and kind. They are introspective, having devoted their lives to aiding others. They are not missionaries and do not spread the word of Mazu. All ears have heard her name already, anyway.

WORSHIPERS

Having been born without crying, Mazu is pious and introspective, expecting the same from her followers. But this message has been lost over the centuries and her worshippers often display a lack of understanding for what they are praying for, forgetting that she is the goddess of the sea.

On the 23rd day of the 3rd lunar month, fishermen honor Mazu by going to a seaside temple and pay homage there instead of entering the sea. Women honor the goddess by dressing up and burning incense. Those who wish to bear a female child eat a special flower blossom in the temple to Mazu.

While mariners started the worship of Mazu, her religion has spread around the world.

WITH EYES UPON THE FAR SIDE OF SIGHT,
CONQUEROR OF EVIL, YOU HOLD THE LIGHT!
OH, MISTRESS OF THE SEA,
GUIDE ME TRUE THIS NIGHT,
FOR MY HOME IS CALLING ME;
GRANT ME FREEDOM FROM PLIGHT.

DIVINE SCION

The secret to immortality is preserved for the most pious. Though well-guarded, Mazu's principles lead tenacious clerics and wizards of the faith towards infinite life. But the path is long and arduous, requiring followers devote themselves for months or even years in order to prove themselves worthy of Mazu's divine gift. The defeat of a powerful foe, the rescue of innocents, and the defense of a sea port city may all attune the Seeker to rebirth as an immortal Scion.

For more information and about Divine Scions, see the Appendix.



Mazu

Medium Deity Avatar, Lawful Good

Armor Class 24 (Natural Armor/Divine)

Hit Points 637 (34d20 + 300)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	26 (+8)	26 (+8)	30 (+10)	28 (+9)	28 (+9)

Saving Throws Constitution +18 Wisdom +19

Skills Insight +19 Persuasion +19

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 19

Languages common, celestial, primordial, abyssal

Challenge 30 (155,000 XP)

Discorporation.

When Mazu's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to the Heavenly Planes, and she is unable to take physical form for a time.

Water Walk.

Mazu walks on water as if she is on solid ground. Speed 30 ft.

Amphibious.

Mazu can breathe air and water.

Magic Resistance.

Mazu has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Mazu fails a saving throw, she can choose to succeed instead.

Second Sight.

Mazu can see any creature in their true form, sees all invisible creatures within 120 ft and has *truesight*.

Fear Immunity.

Mazu is immune to all magical and nonmagical fear.

Awe-inspiring Presence.

When a creature first enters the area within 30 ft of Mazu, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Spell Casting. As a Level 20 Sorcerer: *blade ward (cantrip)*, *mage hand (cantrip)*, *ray of frost (cantrip)*, *shield (4/day)*, *levitate (3/day)*, *calm seas* (3/day)*, *ice storm (3/day)*, *sea swell* (3/day)*, *globe of invulnerability (2/day)*, *etherealness (2/day)*, *tsunami (1/day)*, *gate (1/day)*.

Save DC: 27; Spell attack modifier: 19

ACTIONS

Multiattack.

Mazu can cast two spells per round, make two melee attacks per round, or cast one spell and make one melee attack per round.

Short Sword.

Melee weapon attack, +16 to hit, reach 10 ft, one target.

Hit 18 (3d6 + 6) slashing damage.

Summon Lasae (1/day).

Mazu summons a Lasae*

*see Appendix

LEGENDARY ACTIONS

Mazu can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Mazu regains spent legendary actions at the start of her turn.

Paralyzing Sight (Costs 2 actions).

Mazu may choose a single evil creature she can see within 120 ft and paralyze them on a failed Wisdom saving throw (DC 26) for up to one minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Pummeling Wind (Costs 2 actions).

A powerful blast of wind erupts from the heavens in a 30 ft diameter within 120 ft of an area that Mazu can see.

The effect starts 90 ft above the ground, or body of water and lasts for one round. A creature caught in the blast must make a Dexterity save (DC 26). Any creature that fails takes 6d6 bludgeoning damage and is knocked prone. Creatures that save take half damage, but are still knocked prone.

Any flying creature starting their turn within the wind blast will take additional falling damage if they are flying below the effected area.

Flying creatures, or creatures with magical flying abilities that start their turn in the affected area, or enter the area, are forced to the ground, or into a body of water and knocked prone. If the creature strikes an object, such as a wall, or rock, before hitting the surface, the creature takes 1d6 bludgeoning damage for every 10 ft the creature moved within the affected area.

Teleportation (Costs 1 action).

Mazu can magically teleport herself, or any willing creature that she can see, along with any equipment being worn or carried, to any unoccupied space within 20 ft of an ocean.

Saving Throw (Costs 1 action).

Mazu gains advantage on her next saving throw.

Spell Immunity (Costs 1 action).

Seeker of Mazu

A cleric of Mazu is often called a Seeker, since the ultimate service to her is in becoming an immortal Scion. They are merciful and kind, and grant protection to travellers and adventurers. Sometimes being adventurers themselves, they take up quests to defeat evil, and ensure that goodness prevails in the world. These duties are all on the path to becoming a Scion, where the Cleric can ultimately fulfill their goodly purpose. Usually found in seaports, a Seeker will not fail to aid the needy, give blessings to sailors and their ships, or secure the temple against sea storms.

Alignments

Lawful Good

Domain Spells

1st *bless*, *create or destroy water*

3rd *calm emotions*, *misty step*

5th *calm seas**, *water walk*

7th *control water*, *commune*

9th *dominate person*, *sea swell**

*see Appendix for these spell descriptions

Safe Passage

At 1st level, you can use your Channel Divinity action to bless one willing creature. For the next 24 hours, the creature has advantage on saving throws versus death and poison.

Wrath of the Sea

Also at 1st level, you may rebuke an enemy's attack using your Channel Divinity. If a creature that you can see attacks you or an ally within 10 ft of you, you may use your reaction to cause the creature to make a Dexterity saving throw. On a failed save, the creature suffers 2d8 bludgeoning damage from a strong gust of wind and is knocked prone.

The Sweeping and Bountiful Wave

At 2nd level, you may use your Channel Divinity to heal and protect the injured and dying. As an action, you present your holy symbol to request Mazu's grace in healing. You may restore a number of hit points equal to twice your cleric level and divide those hit points among any creatures within 30 ft of you. Any being who is at 0 or less hit points instead is treated as having rolled a 20 on their Death Saving Throw, heals your cleric level + Wisdom modifier in hit points, and may immediately stand and Disengage at their full movement speed. You may not use this feature on undead or constructs.

Shore Up Defenses

Beginning at 6th level, whenever you cast a spell, you and your allies within 30 ft gain temporary hit points equal to your Wisdom modifier, plus the spell's level.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the power of stormy seas. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 wind (bludgeoning) damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Eyes of the Sea Goddess

At 17th level, you are permanently under the effects of the *true seeing* spell.

Oath of the Sea Goddess

Paladins who take this oath are fierce defenders of the peoples of sea towns and ports. Ready at a moment's notice to come to the aid of those in need, they are known the world over for their benevolence, gentleness, and inner strength. They are also well-traveled, and their home is each temple of Mazu that exists in the world. Mazu's paladins are so widespread and varied that there are very few instances of similar heraldry, save for the sea dragon with that adorns their armor.

Alignments

Lawful Good

Tenets

Exemplify Mercy and Goodness. Always behave with benevolence, tolerance, and honor.

Travel Well. Learn all you can about the world and its cultures. It is through knowledge and understanding that good can root out evil.

Conquer Your Fears. Fear takes many forms and it is the destroyer within. As Mazu conquered demons and made them allies, so shall you with your inner demons.

Responsibility. Be responsible for your actions and accept the consequences. Honor your commitments. Protect the weak. Obey those who are in command.

Oath Spells

3rd *bless, thunderous smite*

5th *magic weapon, warding bond*

9th *calm seas**, *elemental weapon*

13th *aura of life, control water*

17th *banishing smite, dispel evil and good*

*see Appendix for this spell description

Optional Fighting style: Defense

While you are wearing armor, you gain a +1 bonus to AC.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Cleansing Waters. You use your Channel Divinity to touch an ally to instantly remove any of the following conditions induced by magic: poisoned, stunned, blinded, or frightened.

Censure the Wicked. As an action, you present your holy symbol and use your Channel Divinity to speak a prayer censuring aberrations and undead. Each aberration or undead that can see or hear you within 30 ft of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 ft of you. It also cannot take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Fortune

At 7th level, you and friendly creatures within 10 ft of you may re-roll any ones on damage dice, keeping the new result.

Stalwart of the Ocean

At 15th level, you gain resistance to cold and poison damage.

Storm of the Cold Sea

At 20th level, you may assume the form of a terrible storm, a mass of wind and waves. You roil with each step and your voice thunders from you.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- Your Strength and Constitution both become 20 if they aren't already 20 or higher. If they are, you are +4 to each.
- You gain advantage on Strength and Constitution checks.
- You gain the ability to fly and swim at a speed of 60 ft.
- Fury of the Storm (recharges 5-6): Using your action, you lash out with water and air in a 20 ft radius any area within 120 ft of you. Each creature in that area must make a Constitution saving throw versus your spell save DC or take 8d6 cold and bludgeoning damage on a failed save, or half as much on a successful one. Those failing the save are knocked prone, and those who are flying fall to the ground.

NAYENEZGANI

Slayer of Alien Gods

Symbol: Two Feathers

Home Plane: Niahgai - Heaven

Alignment: Neutral Good

Nayenezgani (and his twin brother Tobadzistsini—born of water) is the protector of humanity from monsters, spirits, and all manner of evil beings. He stands as a testament to the value of life and opposes any forces from the spirit world who would harm mankind. Both gods wear masks and journey the earth fighting the unseen evils that threaten the world.

Nayenezgani's story is different from most gods. His struggles are ongoing and his place in the pantheon is assured whenever people face problems they do not understand. But when he is needed, there is no monster too great to fend against Nayenezgani's arrows of lightning, rainbow, and sunbeam.

He also carries with him two feathers, which he acquired from a great battle with an eagle. One feather heals and the other controls his enemies.

Nayenezgani's enemies are numerous. He has fought all manner of monsters from the six sacred mountains, defeating the foreign gods who plagued the people. Of all the beasts he fought, none was more powerful than Yeitso. Yeitso was a giant, born from a stone. He stood so tall that a single stride was equal to a single man's walk from sunrise to noon. But through guile and courage, Nayenezgani defeated the rock-covered giant.

Some stories imply that Nayenezgani also appears in times of need against hunger and poverty, especially to aid the old and sick. While there is no proof of this, it does not stop his worshippers from praying for salvation in the hope Nayenezgani will save them.

Nayenezgani wears a black mask and never rests in his fight against the evils of the spirit world. He is without fear and does not understand defeat.



DOGMA

Nayenezgani is a destroyer of monsters, spirits, and evil beings. He values life and teaches his followers to oppose any outside threats, especially those who could corrupt or influence the people. Nayenezgani has a singular focus. He is not above violating social norms to ensure that evil is destroyed.

Nayenezgani demands consistency, honor, and reliability. His followers are the first to carry out his vision. They have an unflinching and unrelenting focus, as any monster, spirit, or evil being must be dealt with accordingly.

If the followers of Nayenezgani deviate from their mission—even if it means being in conflict with the laws of the land on occasion—their reasoning becomes irrelevant. They are dealt with swiftly by higher ranking worshipers. Followers are stripped of their rank, and must atone.

WORSHIPERS

Followers of Nayenezgani are known as the spirit people. They are resolute and proud, turning to their gods for faith and peace. But in times of trouble, worshippers turn specifically to Nayenezgani. They perform ritual dances to beseech his power. They pray for his protection whenever a malady or darkness faces the spirit people.

When a Ranger worships Nayenezgani, they receive a special bonus. Rangers add their Wisdom modifier to attack rolls against their favored enemy.

*TO THOSE WHO SEEK
WANTON DESTRUCTION OF LIFE: BEWARE.
FOR WHEN LIGHTNING CRASHES ACROSS
THE TOPS OF THE SACRED MOUNTAINS,
NAYENEZGANI HAS ARRIVED,
AND THUS EVIL'S DESTRUCTION
MARCHES EVER NEAR.*

CLERGY AND TEMPLES

There are no temples to Nayenezgani. He is worshipped through dance and song, venerated by the people who value his courage and worth. Only tribal elders know the magic of summoning Nayenezgani. The lead prayer, dance, and lengthy rituals to the warrior god. Only through dedication can one hope to learn the ways of elder shamans.



Nayenezgani

Medium Deity Avatar, Lawful Neutral

Armor Class 24 (Natural Armor/Divine)

Hit Points 822 (33d20 + 270)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	30 (+10)	23 (+6)	30 (+10)	28 (+9)	26 (+8)

Saving Throws Dexterity +20 Wisdom +19

Skills Acrobatics +20 Insight +19 Stealth +20

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 200 ft, passive perception 19

Languages common, celestial, abyssal, infernal, sylvan

Challenge 30 (155,000 XP)

Discorporation.

When Nayenezgani's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to the Niahgai, and he is unable to take physical form for a time.

Superior Stealth.

While Nayenezgani is stalking (stealth), creatures attempting to detect him are at disadvantage to Perception checks.

Quickened Step.

Nayenezgani can dash as a bonus action and is immune to opportunity attacks.

Magic Resistance.

Nayenezgani has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Nayenezgani fails a saving throw, he can choose to succeed instead.

Fear Immunity.

Nayenezgani is immune to all magical and non-magical fear.

Missile Deflection.

Normal or magical ranged weapons are at a disadvantage to hit Nayenezgani.

Awe-inspiring Presence.

When a creature first enters the area within 30 ft of Nayenezgani, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

ACTIONS

Multiattack.

Nayenezgani can make four melee attacks per round.

Longbow of the Heavens.

Ranged weapon attack, +20 to hit, range 200 ft, one target.

Hit 19 (4d6 + 10) piercing damage.

Taunt.

Nayenezgani can bait a creature of his choice within 60 ft. The creature must make a Wisdom saving throw, or be compelled to attack only Nayenezgani for one minute. If the creature attacks another target besides Nayenezgani, they will take 4d8 lightning damage. A successful Wisdom saving throw ends this effect.

Feather of Dominance (2/day)*

Life Feather (3/day)*

*See appendix for this magic item.

LEGENDARY ACTIONS

Nayenezgani can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nayenezgani regains spent legendary actions at the start of his turn.

Rainbow Arrow (Costs 2 actions).

Nayenezgani fires an arrow charged with an element of his choice at a single target. The target must make a DC 26 Dexterity saving throw. Choose acid, cold, fire, lightning, or poison damage. The target takes 44 (12d6) damage of the element of choice on a failed save, or half as much on a successful one.

Lightning Arrow (Costs 1 action).

Nayenezgani fires an arrow charged with lightning at a single target. The target must make a DC 26 Dexterity saving throw or take 38 (8d8) lightning damage, or half as much on a successful saving throw.

Arrow of Sunbeam (Costs 1 action).

Nayenezgani fires an arrow charged with the radiance of the sun at a single target. The target must make a DC 26 Dexterity saving throw or take 44 (6d12) radiant damage, or half as much on a success.

Paralyzing Sight (Costs 2 actions).

Nayenezgani removes his mask and blinding white light emits from his eyes. He may choose a single evil creature he can see within 120 ft and paralyze them on a failed Wisdom saving throw for up to one minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Teleportation (Costs 1 action).

Nayenezgani can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to any unoccupied space within five miles.

Saving Throw (Costs 1 action).

Nayenezgani gains advantage on his next saving throw.

Spell Immunity (Costs 1 action).

Nayenezgani may choose to be immune to any spell of level 3 or below until the end of his next turn.

Elder of Nayenezgani

Evil comes in many forms, and the Elders of Nayenezgani are equipped to deal with a more broad array of foes than an ordinary cleric. Their healing skills are also known around the world, rivaling those of the Clerics of Viviane and Freyja. These Elders are also masters of ritual dance, and wield Nayenezgani's sacred lightning for the purpose of destroying evil. Their armor, while limited to light or medium types, is adorned with eagle feathers, the symbol of their god.

Alignments

Lawful Good, Neutral Good, Lawful Neutral

Domain Spells

1st *charm person, cure wounds*

3rd *spiritual weapon, suggestion*

5th *lightning bolt, mass healing word*

7th *dominate beast, guardian of faith*

9th *dominate person, mass cure wounds*

Master of Lightning

At 1st level, you gain the *shocking grasp* cantrip.

Remonstrance

Also at 1st level, you may rebuke an enemy's attack using your Channel Divinity. When a creature within 5 ft of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity Saving throw.

The creature takes 2d8 lightning damage on a failed saving throw, and half as much damage on a successful one.

You may use this Channel Divinity a number of times equal to your Wisdom modifier (minimum one). A long rest restores all expended uses of this ability.

Rejuvenation

At 2nd level, you may use your Channel Divinity to heal and restore an ally. Choose an ally within 30 ft of you. When you use this feature as an action, the ally regains 2d6 + Wisdom Modifier hit points and can end one disease or one of the following conditions affecting it: blinded, deafened, paralyzed, or poisoned.

Ritual Dance

The focus you gain in ritual dance allows you to cast ritual spells with more potency. At 6th level, you may choose to expend spell slots to cast rituals at higher levels.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the power of lightning. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Comeback

At 17th level, if you are reduced to 0 or fewer hit points, you automatically cast *mass cure wounds*. This ability expends a spell slot with the spell centered on yourself. You may use this once between short rests.

Oath Spells

3rd *bles*, *thunderous smite*
5th *magic weapon*, *warding Bond*
9th *calm seas**, *elemental weapon*
13th *aura of life*, *control water*
17th *banishing smite*, *dispel evil and good*

*see Appendix for this spell description

Optional Fighting style: Spirit Dancer

Your faith gives you the speed of lightning. You gain advantage to initiative rolls and gain +1 to AC when wearing Medium Armor.

You are proficient in martial weapons and finesse weapons.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Chromatic Force. You use your Channel Divinity as a bonus action to imbue your weapon with an element of your choice. For the next minute, you add your Charisma modifier to attack rolls made with that weapon (minimum bonus of +1), your weapon and/or ammunition becomes magical, and you may choose a damage type from the following: acid, cold, fire, lightning, or poison.

Turn Abominations. You present your holy symbol as an action and speak a prayer which censures your foes using your Channel Divinity. Each extraplanar fiend or undead that can see or hear you within 30 ft of you must make a Wisdom saving throw. If a creature fails its saving throw, it is turned for 1 minute or until it takes damage, or makes a successful Wisdom saving throw at the end of its turn.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 ft of you. It also can't take reactions. For its action, it can only use the Dash action to try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. At the end of each of the creature's turns, it may make a Wisdom saving throw to end the effect.

Divine Bowman

Beginning at 5th level, your faith in Nayenezgani guides your arrows with deadly purpose. Add your Charisma modifier to all attack rolls with a longbow.

Lightfoot

At 7th level, creatures making opportunity attacks against you are at a disadvantage to hit.

Fleeting Step

At 15th level, you may use the Dash action as a bonus action.

Celestial Archer

Beginning at 20th level, you are blessed with the power of the Celestial Archer.

Using your action, you are charged with holy power, gaining the following benefits for one minute:

- You gain resistance to the following damage types: acid, cold, fire, lightning, and poison.
- You are immune to attacks of opportunity; you trigger them, but they have no effect.
- You choose a damage type: acid, cold, fire, lightning, or poison. Once per round, you deal an extra 3d8 damage of the damage type.

Sacred Mountains Oath

Of all the paladins in the world, those who take this Sacred Oath stand alone in their mastery of the bow. Being skilled monster hunters, they are similar to the rangers of the wild yet they are trained only for one purpose: slaying evil. Otherwise, they lack the intimate knowledge of the natural world that rangers have. They travel the world in search of evil corrupting good, drifting like the winds. With no temples to protect, the Oath-takers are free to continue their important missions. Their moderate armor is adorned with the symbols of Nayenezgani, usually with the symbols of feathers and bows. They are never without their fearsome mask, and some wear twin feathers in their wild hair to signify their devotion to the Oath.

Alignments

Lawful Good, Neutral Good, Lawful Neutral

Tenets

Be Consistent. In all your pursuits, remain logical, orderly, and coherent to the cause of slaying evil. Never deviate, even if your actions go against social customs.

Be Reliable. Your word is part of your sacred honor. Always follow through.

Be Fearless. Never flinch before an enemy. Destroy evil without mercy.

Reprimand Oathbreakers. Oathbreakers of all faiths are immoral and should be punished for transgressions.

SHANGO

God of Thunder and the Sky

Symbol: Double-Axe or Thunderbolt

Home Plane: An immense brazen palace in the sky

Alignment: Chaotic Neutral

Shango is the god of thunder and lightning. He is also the god of the chase and of pillage.

From his palace, Shango hurls red-hot chains of iron (lightning) or rocks from the sky. Born a man, he ascended to the heavens on a chain after his death. As king, he once summoned thunder and lightning to his own palace, which killed his wife and children. Finding favor with another 'to-be-king,' the people chased Shango from the palace and he fled to the forest to hide from his usurpers. But after many days alone, he hanged himself from a tree and became a god. Soon after, Shango brought vengeance on those who tried to destroy him, by raining fire and lightning—indicating his strength.

Though Shango is depicted as having two double axes, he also carries a staff, called Osho Shango, of unpredictable and violent power. His power is creative, fierce, and sometimes sexual in nature. He is incredibly attractive to women, and has had many wives. Shango is also a warning to others about the abuse of military might. At times in the past anger got the better of him, and he fought for the sake of the fight and was chased from his kingdom.

In heaven, Shango is happy. He now lives a full life, brawling, dancing, drinking, and playing drums.

Shango's rival is his brother, Oggun. Their feud began trying to win the affections of the goddess Oshun and have been at odds with each other since. Oggun is the master of metals, labor and warfare.

Shango is the patron god of slaves and those who have been abused. He is sometimes depicted as having six eyes and three heads.

DOGMA

Shango believes in freedom, drink, and the power of a good party. Shango has no patience for those who would control or enslave others. His followers ascribe to this philosophy, taking part in ritual drinking, feasting, dancing, and music every chance they can get. Shango also likes to raid and steal from others. He is not above taking what he needs in order to enjoy his life of revelry, pranks, and an odd sense of humor.

But Shango is also punitive. Those he angers suffer the wrath of the elements—lightning, stones, and chains of fire. Should a follower of Shango find his home struck by lightning, all of his belongings become forfeit and are given to the church or the community. The offender is also forced

to pay a fine, if he can. Any persons killed by the lightning are not allowed to be buried without paying a fine to the cleric (specifically a cleric known as the redeemer).

But not all those who are struck by lightning have offended Shango. Sometimes his drinking gets the best of him and he accidentally drops lightning from the sky. Priests have methods for determining who is right and who is wrong, which is usually determined by wealth.

CLERGY AND TEMPLES

There are two main worship centers dedicated to Shango. One is a small cult house and the other is a special tent (called a palais) where ceremonies and rituals take place, along with healing. Once per year (in early Winter), a major festival is hosted in the Palais. Recitations of Shango's prayers and animal sacrifices (fowl, male dogs, oxen, roosters, sheep, and turtles) are key elements of the festival. On the rare occasion a human sacrifice can be made. At the entrance to the tent, the elegendshango (an entranced acolyte) dances to rhythmic music and waves the oshe staff violently, revealing Shango's might. When a female elegendshango performs this dance it is a manifestation of Shango's sexuality.

The chief priest of Shango is called the Magba (receiver). He wears a coin purse—with a size indicative of his station—to reflect Shango's love of money.

*TO THE WICKED OPPRESSORS GO STONES;
LET SHANGO LAY RUIN TO THEIR ABODES.
FOR WHEN YOU SIT
UPON TIRED AND BENT BACKS, STUFFING MOUTH
WITH FRUITS PICKED BY THE OPPRESSED,
THE HEAVENS OPEN,
AND SHANGO'S LAUGHTER IS WHAT YOU HEAR;
'TIL THE THUNDERBOLT SPLITS YOU TWINE.*

WORSHIPERS

Shango's followers are common folk, especially the downtrodden and weak. They seek justice in the form of Shango's lightning. "May Shango's stone strike you," is a common prayer. Warriors wear Kongo masks to frighten their enemies, while mages employ ritual blood magic to see into the beyond.



Shango

Medium Deity Avatar, Chaotic Neutral

Armor Class 26 (Natural Armor/Divine)

Hit Points 730 (30d20 + 400)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	26 (+8)	24 (+7)	20 (+5)	22 (+6)	30 (+10)

Saving Throws Strength +20 Dexterity +18

Skills Athletics +20 Performance +20 Persuasion +20

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened

Senses darkvision 100 ft, passive perception 16

Languages common, giant, celestial

Challenge 30 (155,000 XP)

Discorporation.

When Shango's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to the heavens, lifted by fiery chains, and he is unable to take physical form for a time.

Battle Rout (3/day).

As a bonus action, Shango casts Fear with a Wisdom save DC 18.

Charmer (3/day).

As a bonus action, Shango can cast Charm Person with a Wisdom save DC 18.

Magic Weapons.

All of Shango's attacks are magical.

Brawler.

Shango is at advantage to attack when fighting with his axe.

Superior Threat.

Shango can make attacks of opportunity on creatures within 15 ft of him.

Intimidating Presence.

When a creature first enters the area within 30 ft of Shango, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. The creature is immune to the presence for the next 24 hours, regardless of save.

ACTIONS

Multiattack.

Shango makes four melee attacks per round.

Double Axe Attack.

Melee weapon attack, +20 to hit, reach 10 ft, one target.

Hit 19 (4d6 + 10) slashing damage.

Osho Shango*

Shango is rarely seen without a magic staff, called Osho Shango. The staff is formed into an image of a voluptuous woman with a double axe at the head.

Osho Shango is a source of wild and unpredictable magic, is semi-sentient, and casts magic on its own turn. Roll initiative separately for Osho Shango and consult the Appendix for the table of spells it may cast once per round, as well as its stats. Shango and creatures friendly to him are unaffected by the staff's effects.

*see Appendix for magic item description

LEGENDARY ACTIONS

Shango can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Shango regains spent legendary actions at the start of his turn.

Grip of Flame (Costs 2 Actions). Shango may grapple using his magical fiery chains which have a Strength of 20 and a reach of 20 ft. On a successful Attack, a Strength (Athletics) check is made by the chains. On a failed Strength check, hit creatures take 4d6 fire damage and 2d8 bludgeoning damage.

On a successful Attack by Shango and a successful Strength check by the chains, he may prevent a grappled creature from moving (speed 0) and the creature will be forced to move with Shango if he moves as well. Shango has a zero penalty of movement speed when using the Grip of Flame and may attack normally as long as one hand is free.

The grapple will succeed up to large sized creatures and smaller. Larger creatures ignore the grapple, but are subject to the damage of the chains if attacked.

While grappled, the creature takes 4d6 fire damage per round. Any creature grappled has advantage on attacks against them. Grappled creatures have disadvantage on attacks. A grappled creature can use an action to escape once per round. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the Strength (Athletics) of the chains.

Clap of Doom: (Costs 1 action). Shango may clap his hands together, causing a wave of thunderous sound in a 30 ft radius. Creatures must make a Strength saving throw (DC 23). On a failed save, any creature in the radius is pushed 10 ft and is knocked prone taking 6d6 thunder damage. Affected creatures are deafened for 1d4 rounds. On a successful save, creatures take half damage.

Lightning Fist: (Costs 1 action). On a successful melee attack, Shango may punch a large creature or smaller with such force that they are pushed 30 ft away from Shango. Creatures must make a Dexterity saving throw (DC 23). On a failed save, a punched creature takes 4d6 bludgeoning damage, plus 4d6 lightning damage and is knocked prone. On a successful save, creatures take half damage.

Saving Throw (Costs 1 action). Shango may choose to succeed on a saving throw until the end of his next turn.

Spell Immunity (Costs 1 action). Shango may choose to be immune to any spell of level 3 or below until the end of his next turn.

Elegunshango Domain

Shango is a god of thunder and lightning, and also of the forces of life which are intensely joyful. It is the duty of a Cleric of Shango to not only bring happiness to the world through boisterous laughter and merriment, but to strike hard when punishing the wicked and to bewilder the souls who do not respect freedom. As such, Clerics of Shango interfere with the plans of oppressors whenever they can, not only with force but with sharp humor, tricks, and wit which exposes selfishness and cruelty. They engage in (sometimes deadly) pranks with purpose. No method is beneath them when it comes to fulfilling their goals.

Alignments

Chaotic Good or Chaotic Neutral

Domain Spells

1st *thunderwave, charm person*
3rd *zone of truth, enthrall*
5th *call lightning, create food and water*
7th *thunderstorm*, thundercloud wall**
9th *dominate person, lightning strike**

Imposing Presence

Shango's traditions are steeped in the art of intimidation and humiliation of the enemy. At 1st level you gain the Intimidation Skill. Once per long rest, you gain advantage on any Charisma check which involves intimidation. At 10th level you may use this ability once per short rest.

Thunderous Rebuke

Also starting at 1st level, when you or an ally within 30 ft are damaged by a foe, you may use your reaction to strike that enemy with a concussive clap of thunder. The enemy must be within 100 ft and cannot be fully concealed. The target must make a Constitution saving throw versus your spell attack modifier. On a failed roll, the target takes 2d6 thunder damage and is shoved 10 ft in a direction of your choosing. This ability can be used once per long rest. At 10th level, it can be used once per short rest.

Shango's Booming Laughter

At 2nd level, you may use your Channel Divinity as a bonus action to cause maximum damage on any of your spell's lightning and/or thunder damage. You must announce this prior to casting the spell. When you do this, a very loud and deep laugh emanates from the spell as it is cast.

Chant of Vigor

As the thrill of battle intensifies, while you strike a shattering blow your chant grants vigor and energy to an ally. At 6th level, when you hit an enemy with a melee attack, the target must make a Constitution saving throw against your spell attack modifier. You do 3d6 additional thunder damage to the target on a failed save, half on a successful save. Simultaneously, an ally of your choice within 60 ft regains 3d6 hit points. You may use this ability a number of times per day equal to your Charisma modifier. A long rest allows you to regain all expended uses.

Shango's Fist

At 8th level, you gain the ability to imbue your weapon with the power of thunder, enabling you to move enemies into advantageous positions for your allies. Once per short rest, when you hit a creature with a weapon attack, you deal an extra 1d8 thunder damage to your target. The creature then makes a Constitution saving throw against your save DC. If it fails, you push it up to 20 ft in a direction you choose and it is restrained until the end of its next turn.

Primal Vitality

At 17th level, you gain resistance to thunder and lightning damage. If you make a save against an effect which causes thunder or lightning caused by an enemy, you gain 5 temporary hit points.

Oath of the Storm

The paladins of Shango are worshipers of a god of primal forces such as storms and life. It is the duty of the paladin to focus his wrath upon murderers, cruel rulers, and thieves. The dishonorable are not safe from them. He is a master of axes and fists. Any show of physical ability proves his worth. A warrior of Shango travels the world righting wrongs, toppling oppressive rulers, and punishing thieves all the while possessing a jovial attitude and a natural charm. It is this charm which makes them so deadly.

This paladin adorns himself with red and white garb, the colors of Shango. The symbol of the double axe is sacred. It is prominently displayed upon helmets and heraldry.

Alignments

Any Good or Neutral Alignment

Tenets

Intimidation is Strength. Dishonorable beings will always run from the storm. Make them fear you.

Life is Joy. Never let yourself or others sink into despair. Preserve the Arts. Art is an expression of intelligence and passion. Always protect it.

Be Unpredictable. The more confused your enemies are, the better chance you'll have at defeating them.

Strike Without Mercy. Show no mercy to those without honor.

Oath Spells

3rd *thunderous smite, thunderwave*
5th *magic weapon, branding smite*
9th *elemental weapon, aura of vitality*
13th *staggering smite, aura of life*
17th *circle of power, destructive wave*

Battle Dance

When striking with a melee weapon, you use Charisma instead of Strength bonuses for both the attack and the damage roll.

In addition to the Paladin Fighting styles, Shango Paladins have a unique choice at 2nd level.

Shango's Fighting Style: Double axes

You are a master of wielding two battleaxes. Starting at 2nd level, you automatically gain the Dual Wielder feat.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Rattling Bones. You use your Channel Divinity to land a thunderous strike against your foe which rattles them, causing them to second-guess their tactics. You deal an additional 1d8 thunder damage on that action and the target is at disadvantage to attack rolls until the end of their next turn.

Mettle of the Storm. You use your Channel Divinity to blast your foe with the power of storms and also embolden your allies. Your allies gain a bonus to their defense and saving throws equal to your Charisma modifier for one minute, and your enemies are at half movement and cannot Disengage within 30 ft of you.

Indomitable Wrath

At 7th level, your aura prevents yourself or your allies within a 10 ft radius from being stunned or dominated while you are conscious. At 18th level, this aura increases to 30 ft. Additionally, if an enemy attempts to stun or dominate you, as a reaction you call upon a clap of thunder to distract your enemy. Your foe must succeed on a Wisdom saving throw or suffer disadvantage on all skill checks and attacks until end of your next turn.

Hardened Elements

At 9th level, when using the *elemental weapon* spell for Thunder and/or Lightning damage, you gain +2 to attack instead of +1.

Breaker of Chains

You are immune to the restrained and grappled condition if you choose, and you have advantage on all Charisma skills involving slaves or the abused.

Vengeful Thunder

Beginning at 20th level, you can spend an action conjuring the power of thunder which surrounds you in a 30 ft sphere for one minute. The sphere moves with you like an aura. While within the sphere, any enemies who cause damage to you or your allies within the aura will take 10 thunder damage and be immediately knocked prone, with no saving throw. You must complete a long rest before using this ability again.

SHIVA

Supreme God of Creation and Destruction

Symbol: Third Eye, lingam

Home Plane: Mount Kailash (where he lives as an Ascetic Yogi)

Alignment: Neutral Good (Neutral Evil; as a force of nature)

Shiva is the supreme God and transformer. Shiva creates, protects, and transforms the universe. He is sometimes seen as a woman, but his power does not change regardless of gender. In fact, even in male guise, Shiva wears makeup and has soft feminine features.

But this does not make him weak.

Shiva is the ultimate destroyer at the end of time. At the highest level, Shiva is formless and limitless. He transcends description. Shiva is whatever the people need at any time. He can take form in a rock, an arrowhead, or even a frail and dying yogi who imparts one final piece of wisdom upon his followers. Shiva is even in our first and final breaths.

Shiva wants for nothing and everything. He is ascetic at times. And at others he is the force of change in the world around us. Flood, hurricanes, and all manner of death are from Shiva's doing. The river Ganges, which floods and bloats twice a year, starts at Shiva's head and hair, and flows down through the world.

As the destroyer, Shiva leads an army of undead spirits. He commands the army to go out and destroy all it comes across, and turns the universe against itself in a cycle of renewal that happens every two billion cycles. When this universe draws towards an end, Shiva will destroy it and start anew.

Shiva is always seen carrying a trident. Each tip of the trident represents the creation, sustainment, and destruction of the universe. He also bears an axe which severs his ties to the material world. But Shiva's most powerful weapon is the third eye at the center of his forehead. Granting him omniscience and wisdom beyond human understanding, it can also incinerate angels and demons when it is fully open.

Nandi the bull is a constant companion, particularly when he is slaying demons who dare enter the celestial realms. His followers follow the same path; demons are an eternal enemy of creation, their destructiveness is without purpose, and must be eliminated.

DOGMA

Shiva's followers believe in the divine. Every living thing is a divine spirit. Unlike other faiths, where people may become divine after death, Shiva's followers are all divine. In this light, the eating of animal flesh is forbidden. As is murder. Any harm to another divine being is seen as a great affront to Shiva and must be atoned. Shiva is merciful at times, but he has limits. Some sins cannot be forgiven and people can be put to death or excommunicated from the community for the greatest sins.

In the great cycle, all divine beings reincarnate. Those who live without sin come back in a better form. Those who are sinful come back as something worse. For this reason, it is cruel to consume meat, as it was once a person who made mistakes and they must instead live out this cycle in contemplation of their sin. Some sinful people return as a rat or even a housefly, the worst thing you can become.

CLERGY AND TEMPLES

Temples to Shiva are golden and ornate, filled with dozens, if not hundreds, of statues to the great god. Yogi masters sit on raised beds, surrounded by flowers and railings that keep the throng of followers at a distance. Those who visit the temple cannot wear shoes and must wash their feet before entering. Once inside, they must make some kind of offering of some kind to the yogis—flowers, food, incense or money. Food is always present in the temple for those who need it. But those who don't are expected to bring food for others.

Clerics and paladins serving Shiva are mostly men, though women do worship the great god of transformation. They cannot eat meat and must abstain from a sinful life. Every act of sin can only be atoned by bathing in the sacred waters that flow from Shiva's locks. At least once a year, a cleric must make the journey to the sacred waters and seek Shiva's blessing. For a paladin, this journey is even more frequent.

*HE WILL BRING AN END TO ALL CREATION
AND DISSOLVE ALL GROSS ELEMENTS;
HE IS THE ONE WHO GIVES MERCY
TO THE MERCIFUL, WISDOM TO THE WISE.
DESTROYER OF DEMONS AND WORLDS,
HE IS LORD SHIVA SUPREME!*

WORSHIPERS

Shiva's worshippers span the entire world. Every person who knows Shiva's story cannot help but be overcome with awe. And most acknowledge, if not outright worship Shiva upon hearing the story. The most common worshippers though are the poor and indigent. People born with nothing or those who have given up everything to embrace Shiva's teachings.

Mahashivaratri, also known as the great night of Shiva, is a one-day festival to celebrate the great moonless night of the powerful god. It is a day of fasting, dance, meditation, and celebration, and it is considered the most important day of any god. The entire world stops to celebrate and recognize Shiva. It is considered the most blessed day to marry or to pray for a spouse. It is a day to honor Shiva and hope he bestows a blessing upon the worshipper. It is a day without equal.



Shiva

Medium Deity Avatar, Neutral Good

Armor Class 29 (Natural Armor/Divine)

Hit Points 1196 (38d20 + 800)

Speed 30 ft (60 ft while mounted)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	26 (+8)	26 (+8)	30 (+10)	28 (+9)	24 (+7)

Saving Throws Strength +19 Dexterity +18 Wisdom +19

Skills Arcana +20 Insight +19 Persuasion +17 Perception +19

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 29

Languages All; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Shiva's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to Mount Kailash, and he is unable to take physical form for a time.

Understand all Languages.

Shiva can innately understand all languages.

All-Seeing Eye.

As a bonus action, Shiva can cast *Identify* (automatic success on DC 25 or lower), *true seeing*, or *legend lore*.

Magic Weapons.

All of Shiva's attacks are magical.

Anti-Magic Aura (3/day).

As a bonus action, Shiva can conjure a 60 ft aura centered on himself in which all magical effects are halved. This includes duration, healing, and damage, rounded up.

Awe Factor.

When a creature first enters the area within 30 ft of Shiva, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a save, the creature cannot be stunned for another 24 hours.

Spell Casting. As a Level 20 Wizard: *chill touch* (cantrip), *mage hand* (cantrip), *shocking grasp* (cantrip), *protection from evil and good* (4/day), *cloud of daggers* (3/day), *slow* (3/day), *confusion* (3/day), *telekinesis* (3/day), *flesh to stone* (2/day), *forcecage* (2/day), *antimagic field* (1/day), *true polymorph* (1/day).

Save DC: 28; Spell attack modifier: 20

ACTIONS

Multiattack.

Shiva can cast one spell and make two melee attacks per round, cast two spells per round, or make four melee attacks per round.

Trident Attack.

Melee weapon attack, +20 to hit, reach 10 ft, one target.

Hit 19 (3d8 + 10) piercing damage.

Destroy (1/day).

Shiva's touch will instantly destroy any single magic item, including artifacts. This requires an attack action if the item is in the possession of a defending creature.

Summon (1/day).

Nandi*

*see Appendix

LEGENDARY ACTIONS

Shiva can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Shiva regains spent legendary actions at the start of his turn.

Summon Undead (Costs 2 Actions). Shiva may summon *any* single type of undead to fight for him, or fulfill a desired action. The undead appears in an unoccupied space within 10 ft of of Shiva. While in service to Shiva, the undead cannot be turned. The undead disappears when it drops to 0 hit points or when Shiva dismisses it.

The undead is friendly to Shiva and his companions for the duration. Roll initiative for the undead, which has its own turns. It obeys any commands telepathically that Shiva issues to it (no action required). If no commands are given to the undead, it defends itself from hostile creatures, but otherwise takes no actions.

If the telepathic connection is broken, the undead disappears immediately. The amount of undead summoned is 1 per round, to a maximum of 8.

Open Third Eye: (Costs 2 Actions). Shiva emits magical, divine energy from his third eye. He may target a single creature that he can see within 100 ft, emitting a ray of energy. The ray penetrates any magic barrier, or effect. Any creature struck by the ray is reduced to half their current hit points. Additionally, any fiend, or angel that is struck by the ray is reduced to 10 hit points.

Any creature hit by the ray that is reduced to 0 hit points or below immediately disintegrates into a pile of ash. Any non-magical equipment is destroyed and any magic items fall to the ground where the creature once stood.

Trident Attack (Costs 1 action) *Melee weapon attack*, +20 to hit, reach 10 ft, one target. Hit 19 (3d8 + 10) piercing damage.

Teleportation (Costs 1 action). Shiva can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space to any place in the known universe.

Saving Throw (Costs 1 action). Shiva gains advantage on his next saving throw.

Spell Immunity (Costs 1 action). Shiva may choose to be immune to any spell of level 6 or below until the end of his next turn.

Vipra Domain

"All will be destroyed by Lord Shiva, and in the end, glittering things will be destroyed along with them."

The clerics of Shiva stand alone in all the pantheons as devoted ascetics. They cast away all wealth and possessions in the service of Shiva. The Cleric of Shiva, also known as Vipra, lives a life of near poverty, relying on the kindness of others to maintain them. They have little use for worldly things. Silver, gems, and gold are of little use to the Vipra, since they can't take anything into the afterlife. They only carry what they need, begging in the streets when necessary. All excess is given to the needy, poor, and hungry, while they gladly go without. For their reward is glory in the next life for devoted service to Shiva.

Alignments

Lawful Good, Neutral Good, Lawful Neutral, True Neutral

Domain Spells

1st *detect magic*, *identify*

3rd *see invisibility*, *shatter*

5th *dispel magic*, *counterspell*

7th *arcane eye*, *banishment*

9th *teleportation circle*, *telekinesis*

The Enemy of Demons

At first level, you gain proficiency with martial weapons and heavy armor. Your weapons are also considered magic weapons against fiends.

Shiva's Reproach

At 2nd level, your Turn Undead feature also works on fiends. At 5th level, you may destroy fiends like you Destroy Undead. Use the Destroy Undead chart to determine which fiends get destroyed by this feature.

Shiva's Toughness

At 6th level, you are at advantage on saving throws versus poison and charms/enchantment. Additionally, you may use your Channel Divinity to become resistant to fire or cold for one minute as a reaction.

Third Eye

You gain the *true seeing* spell as an ability, however it does not take up a spell slot. Beginning at 8th level, you may use this ability once per long rest. At 18th level, you may use this ability twice per long rest.

Shiva's Two Postures: Creation and Destruction

At 17th level, you may choose between two innate abilities: *to destroy or restore life*. You gain both the *power word heal* and *power word kill* spells as abilities. However, once per long rest, you can choose to heal or kill; you cannot do both. Also, this ability permanently occupies your 9th level spell slot.

Oath of the Kshatriya

A Kshatriya is a warrior of Shiva's chosen; they actively seek out and remove devils and demons from the world. Wherever their evil stench sours the air, a Kshatriya is found. Like the cleric of Shiva, their life is ascetic, living in poverty—a reverence to the impermanent nature of existence. They do not hesitate to help the needy. They feed and clothe the poor, and bestow blessings upon any who ask Shiva's assistance.

The Kshatriya wears armor adorned with the partially closed third-eye of Shiva, representative of a meditative state.

Alignments

Lawful Good, Lawful Neutral

Tenets

Uphold the Principle of Ahimsa. *Ahimsa* means non-harm, except in the case of defense of self or others. And even when using force to defend, the least possible to affect the ends of protection should be sought.

Meditation. The mornings of a Kshatriya are to be spent in contemplation of the inevitable destruction of the universe.

Destroy the Destroyers. Devils and Demons, Fiends and anyone of a Chaotic Evil alignment destroy without purpose at worst, destroy for their own gain at best. Both are the enemy of Shiva's natural order.

Abstain from Meat-eating. Unless starvation is imminent, do not eat the flesh of animals.

Murder is a Sin of the Highest Order. Only Lord Shiva may choose to take another life. It is not your place to make that decision, even if the one being killed is a murderer, himself.

Oath Spells

3rd *heroism, wrathful smite*

5th *magic weapon, spiritual weapon*

9th *spirit guardians, crusader's mantle*

13th *guardian of faith, divination*

17th *creation, dispel evil and good*

In addition to the Paladin Fighting styles, you have a unique choice at 2nd level.

Fighting Style: Enemy Premonition

You may spend an action observing one enemy, and you intuitively know what your enemy is going to do. For one minute, they are at a disadvantage to attack you.

Additionally, your weapons are considered magic weapons against fiends, devils, and demons.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Enemy of Fiends. You use your Channel Divinity to censure fiends. This ability works in the same way as Turn Undead.

Shiva's Sight. You use your Channel Divinity to see in all directions. For one hour, you gain advantage on Perception checks and Initiative rolls, and cannot be flanked or surprised.

Sacred Weapon

When you take the Oath at 3rd level, you may use your Channel Divinity to imbue one weapon that you are holding with holy energy. For one minute, you add your Wisdom modifier to attack rolls made with that weapon, and the damage from that weapon becomes radiant. You may end this effect at any time, however, if you drop the weapon or are rendered unconscious during the effect, it will end.

Aura of Insight

At 7th level, your aura of insight grants you or your allies within a 10 ft radius advantage on all Perception and Insight checks while you are conscious. At 18th level, this aura increases to 30 ft.

Defense from Demons

When you reach 15th level, you are permanently under the effects of the *protection from evil and good* spell.

Shiva's Touch

At 20th level, you transform into a representation of Shiva on this mortal plane for one minute, ready to demolish any fiend. For one minute, you gain the following benefits:

- Sprouting two additional arms, your Strength increases to 23 and your Armor Class increases by 2.
- You gain 2 additional bonus offhand attacks on each of your turns due to the extra arms when you take an Attack action.
- You are able to use one-handed weapons with these extra arms.
- You must complete a long rest before using this ability again.



TCHERNOBOG

God of Darkness, Night, and the Underworld

Symbol: Black and White Skull

Home Plane: Bald Mountain

Alignment: Neutral Evil

Note: Attempts have been made to erase Tchernobog's name from history. The following information is based on the surviving followers who have clung to their faith.

Tchernobog is the evil god of darkness, night, and the ruler of the Underworld. He is the source of all people's negative emotions and fears—cold, cruelty, famine, grief, illness, madness, poverty, sorrow, woe, etc. His name literally means “Black God.” He is most powerful in winter, when the sun is disappearing and hope starts to fade. Tchernobog is the force that brings little doubts into the minds of people suffering in the cold and waiting for spring.

His appetite is unquenchable and he is always angry. Horses and humans are sacrificed in his name in the hopes of appeasing him, to stave off his frustration at the world.

Tchernobog exists to destroy anything hopeful or kind-hearted. He obliterates goodness wherever he found it. And not in some meaningless villain way, like a chaotic evil ogre who smashes anything that opposes him. But in a meticulous dictum of unrelenting agony and disgust that rips away at humanity's core. Whenever an innocent child dies of a horrible malady, it was Tchernobog who watched slowly and patiently for the goodness to drain from that child, inch before inch, till there was nothing left.

Tchernobog is believed to have created the first sickness, which took the form of a black snake that covered the entire world. This black snake may have been ice or darkness. The unholy books of Tchernobog are unclear on this. Nevertheless, Tchernobog's evil may be the oldest thing ever recorded.

Tchernobog is depicted as a large, shadowy, brutal demon warrior in black bearing a magical spear. His eyes are scorching red, his mouth a scowl, covered in decaying flesh, and having an aura of pure, ebony-black evil. He is hate personified. The complete and utter collapse of hope follows him like a shroud.

DOGMA

There is no discernible dogma to Tchernobog, beyond a desire to end everything good in the world. Even his followers cannot bring themselves to the full depth of depravity that Tchernobog expects. But they all die trying. Destruction of life and goodness are paramount to a follower.

Blood sacrifices are common.

CLERGY AND TEMPLES

There is no safe, central place to worship Tchernobog. Those who oppose him attempt to destroy all evidence of the god. Therefore, the black god's clerics and paladins must maintain secrecy and gather the flock at the dead of night to safe havens through the world. Abandoned villages and dark forests are prime examples.

Clergy in service to Tchernobog lack a moral compass. While they are not outwardly, or obviously evil, their intentions are always the same: eradicate hope.

*BLACK AS ICHOR ARE THE HEARTS
WHO TURN TO TCHERNOBOG,
FOR THEIRS IS A VENDETTA TOWARDS
ALL GOODNESS AND LIGHT IN THE WORLD.
BY THEIR HAND,
YOU'LL MEET YOUR DESTRUCTION
WHEN YOU HEAR THOSE SOUR WORDS.
MAY THE BLACK GOD DESTROY YOU.*

WORSHIPERS

During sacred rites, followers gather in circle to drink a black ichor in honor of Tchernobog. They share the drink around the circle, spitting the ichor (along with a few curse words) back into the bowl when they are done. All the while, they speak ill of the good gods and speak well of Tchernobog, claiming that all ill-fortune that comes to them, comes because the good gods allow it.

Tchernobog does not believe in any other god. His followers are so dedicated to this belief, that they burn books, destroy temples, and desecrate all idolatry that portrays any god other than Tchernobog.

To those who do not honor Tchernobog, saying his name is bad luck. Or worse. Maladies follow those who use his name in vain. “May the black god exterminate you,” is a common expression among the follower of Tchernobog, but not his detractors.

There are few followers in the faith of Tchernobog. He is not a well-known god. Or even liked. Those who serve him are akin to cultists. Though the secrets of the faith are so well-hidden, some remark that these stories are more fiction than fact. The few peasants who follow the black god honor all the gods, for fear of reprisal.



Tchernobog

Large Deity Avatar, Neutral Evil

Armor Class 25 (Natural Armor/Divine)

Hit Points 727 (28d20 + 430)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	23 (+6)	28 (+9)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Dexterity +16 Constitution +19

Skills Athletics +19 Insight +16 Perception +16

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 150 ft, passive perception 26

Languages common, infernal

Challenge 30 (155,000 XP)

Discorporation.

When Tchernobog's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to The Bald Mountain, and he is unable to take physical form for a time.

Magic Weapons.

All of Tchernobog's attacks are magical.

Action Surge.

Tchernobog can take an extra action twice per day.

Superior Critical.

A roll of 18-20 is a critical, and does triple damage.

Regeneration.

Tchernobog harnesses impure energy. He is able to regenerate 30 hit points at the end of every round.

Legendary Resistance.

If Tchernobog is subjected to an effect that allows him to make a saving throw to take half damage, he instead takes no damage if he succeeds on the saving throw.

Frightful Presence.

When a creature first enters the area within 30 ft of Tchernobog, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Sense Good.

Tchernobog can automatically sense any creature of good alignment within 120 ft of him.

ACTIONS

Multiattack.

Tchernobog makes five weapon attacks per round.

Strength and Will (3/day).

As a bonus action, Tchernobog can draw from the deep well of stamina within to regain 3d20 + 20 hit points.

Spectral Spear.

This spear reappears in Tchernobog's hand after each attack.

Ranged weapon attack, +19 to hit, range 60 ft, one target.

Hit 17 (2d10 + 9) piercing damage.

Crippling Strike (1/day).

On a successful spear attack, Tchernobog can choose to inflict his victim with weakness. The target must make a DC 22 Constitution Saving Throw. On a failure, the target's Strength, Dexterity, and Constitution are all permanently reduced by 5.

Only a wish spell can remove this effect.

LEGENDARY ACTIONS

Tchernobog can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Tchernobog regains spent legendary actions at the start of his turn.

Blackness (Costs 2 Actions). Tchernobog waves his hand and pure blackness emerges and fills a 20 ft cone. Anyone starting their turn, or entering the affected area must make a Constitution save DC 22, or be unable to breathe, as the blackness draws the air out of the creature's lungs. Creatures who successfully save are unaffected. Creatures who do not breathe air are unaffected.

On a failed save, a suffocating creature may survive a number of rounds equal to its Constitution modifier (minimum 1 round). Once the available air is used up by the creature, it begins to take 4d6 damage each round from suffocation until a successful save.

All creatures in the affected area are slowed and are at a disadvantage on all rolls. The area is considered magical darkness. Additionally, no natural or magical healing (including regeneration), can occur within the affected area. Tchernobog can maintain the effect with no concentration and can end it anytime. Friendly creatures to Tchernobog are not harmed in the affected area.

Eyes of Death (Costs 2 actions). Tchernobog uses a gaze attack upon a single creature of good alignment for 1 minute.

His eyes glow red. When a creature that can see starts its turn within 30 ft of Tchernobog, he can force it to make a DC 22 Constitution saving throw. If the saving throw fails by 10 or more, the creature is instantly reduced to 10 hit points.

Otherwise, a creature that fails the save is restrained by the gaze. The restrained creature must repeat the saving throw at the end of its next turn. If the creature fails the saving throw by 10 or more, it is reduced to 10 hit points, otherwise it remains restrained. A successful save ends the effect.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Tchernobog until the start of its next turn, when it can avert its eyes again. If the creature looks at Tchernobog in the meantime, it must immediately make a saving throw.

Deadly Stake (Costs 1 action). Tchernobog may choose to impale one Large target or smaller with his spear. Any creature struck by his spear must make a DC 24 Strength check or be pinned to ground, prone, and unable to move for one round. The *Spectral Spear* continues to pin a creature to the ground until they save. Once pinned, creatures take 2d10 piercing damage each round. Pinned creatures may not take any actions until they save. At the end of the following round a pinned creature may make another Strength check to end the effect. Once a creature is free, the *Spectral Spear* appears back into Tchernobog's hand.

Teleportation (Costs 1 action). Tchernobog can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space within 3 miles.

Saving Throw (Costs 1 action). Tchernobog gains advantage on his next saving throw.

Spell Immunity (Costs 1 action). Tchernobog may choose to be immune to any spell of level 4 or below until the end of his next turn.

Black Cleric

Often called Black Magi or Death Priests, the days and nights of the Black Cleric are spent in service to Tchernobog's never ending vendetta against anything good or hopeful in this world. Black Clerics are the personification of evil, and hate all that is beautiful, pure, unspoiled, or kind in the world.

They are weapons of this madness which, by drinking ichor during the bloodletting rites, has infected their minds with the filth of Tchernobog's demands: destruction, pillage, rape, razing villages. All is on the table for the sake and proliferation of evil in the world. A Black Cleric hunts down anyone of good alignment, and considers anyone of neutral, lawful, or chaotic disposition to be an impediment to their evil.

Alignment
Neutral Evil

Domain Spells

1st *bane, inflict wounds*
3rd *weaken**, *withering ray**
5th *bestow curse, vampiric touch*
7th *blight, tendrils of ichor**
9th *cloudkill, dominate person*

**see Appendix for these spell descriptions*

First Level Proficiency

At first level, you are proficient in heavy armor.

Festering Magic

Also starting at 1st level, your Necromancy spells are more effective. Whenever you use a spell of 1st level or higher to inflict damage to a creature, the creature takes additional damage equal to your Wisdom modifier.

Destructive Touch

Starting at 2nd level, you can use Channel Divinity to destroy another creature's life force by touch. When you hit a creature with a melee attack, you can use Channel Divinity to deal extra Necrotic damage to the target. The damage equals your Wisdom modifier, plus half your cleric level.

Devastation

Beginning at 6th level, your ability to channel the ire of Tchernobog becomes more potent. Any Necrotic damage dealt by your spells and Channel Divinity ignores any Necrotic damage resistance.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 Necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Ruinatation

At 17th level, you have advantage on all Necromancy spell attack rolls. Additionally, when you roll a 1 on any of your damage dice, you may re-roll the die.

Oath of the Black Knight

Black Knights are usually Paladins who have broken their sacred oaths with another god or venture. Rather than being outcasts by a lord or society, these Knights make a conscious choice to hate all life and all goodness in the world. Some have sold their souls to Tchernobog or his agents in their lust for powers that the Knight deems more powerful than any granted by other gods. Regardless of the reasons or methods, these warriors serve Tchernobog as fanatics who wish to extinguish all that is innocent, pure, and good in the world.

Alignment
Neutral Evil

Tenets

Evil Shall Win. Destroy goodness whenever it is encountered.

Serve Only Evil. You must not ever consider yourself worthy of Tchernobog's favor unless you are selfless; only Evil matters.

Embrace Cruelty. Always be savage, vicious, and barbarous for the sake of spreading Evil.

Reject Order And Chaos. Neither contributes to the cause. Use them when convenient, but always remember they are a fool's game.

Cull The Weak. In this world, only the fittest survive and thrive. Crush the decrepit, the frail, and the infirm.

Oath Spells

3rd *hellish rebuke, inflict wounds*
5th *weaken**, *darkness*
9th *bestow curse, fear*
13th *confusion, staggering smite*
17th *destructive smite, cloudkill*

**see Appendix for this spell description*

Fighting style: Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new result. The weapon must be two-handed or versatile.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Terror. You use your Channel Divinity to focus your disdain for goodness into a burst of negative energy. Each creature within 30 ft of you must make a Wisdom saving throw if it can see you. On a failed save, the creature is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 ft away from you, it can attempt another Wisdom saving throw to end the effect.

Enfeblement. As an action, you brandish the symbol of your hatred and direct all of your hate and venom, using your Channel Divinity. Choose one creature within 60 ft that you can see. The creature must make a Wisdom saving throw. On a failed save, the creature is *weakened* for 1 minute or until it makes a successful Wisdom saving throw at the end of its turn. While weakened, all of the creature's melee weapon damage is halved for the duration.

Unholy Aura

At 7th level, you and friendly creatures within 10 ft of you are resistant to Radiant damage.

Supernatural Resistance

At 15th level, you gain resistance to nonmagical weapon damage.

Embodiment of Hate

Beginning at 20th level, you can transform into an avatar of hate and destruction. Your eyes glow a piercing red and you are surrounded by a swirling black fog which seems to leach away the life around it.

Using your action, you undergo a transformation. For the next minute you gain the following benefits:

- All damage against you is halved.
- Healing spells cast within 30 ft of you only restore half.
- You gain one additional attack when you take the Attack Action.
- Enemy creatures within 10 ft of you have disadvantage against your spells and Channel Divinity options.
- You must complete a long rest before using this ability again.

TENGRİ

God of Judgement and all the Elements

Symbol: Pure white goose or a blue sky; the color blue

Home Plane: The Lands of the Eternal Blue Sky

Alignment: Neutral

Tengri is the god of the steppe peoples (Land of Eternal Blue Sky), creator of all things, a master of elements, and the greatest power in all the heavens. He is the father of all celestial and elemental beings as well. Tengri is a pure, white goose who flies over eternity, represented by a vast body of water with no end. He is considered the oldest god, dating back before the use of bronze.

At the beginning of time, the sky and earth were created and in between life was born. Tengri created the sky, the earth, and the sea and all the base elements. But he did not create man. Man was created from the tree of life, along with all the sacred animals. Tengri separates himself from other gods and goddess by not creating life, but instead giving humans the ability to die—a not so obvious gift at first glance. This is a vastly different philosophy from other religions, as Tengri takes back a person's soul upon death.

Tengri rules everything. Tengri is so powerful and all-knowing that his very name means 'divine' and is used to describe anything of amazing beauty and majesty—a mountain, a stream, a tree, and so on.

He is also the judge of all things. Tengri decides who lives and who dies, who wins a battle, and who has children. Tengri guards against spirits that haunt the land, deciding whose home is cursed and who remains unscathed.

And in all of this, the people respect and honor Tengri. He is never blamed for bad fortune, but honored for allowing the people to live 'one more day.' For this, they are always grateful. Tengri does not demand people honor a single faith, either. They are welcome to worship whomever they like, but Tengri still judges who is (and who is not) righteous, regardless of the sacrifices they make to other deities.

Tengri endures, because the earth endures.

Regardless, Tengri has many enemies. His followers are attacked by outsiders who see Tengri's worshippers as infidels. In particular, there is a growing feud between the followers of Tengri and Shiva over which god is supreme. *"There cannot exist a greatest god, for ours is mightiest."* In this way, it is fortunate that Tengri is the god of the steppe people and barbarians, making it difficult to destroy the entire faith in one grand motion.

DOGMA

There is no one true religion, yet the sinful must be punished regardless of faith. Righteousness knows no single tribe or faith. Only Tengri knows who is just. All beings are weak. Shortcomings are not the fault of man, but of the soul.

Tolerance for others is the responsibility of people, but not of Tengri. The evil will be punished.

Unlike organized religions, the tenets of Tengriism are bound to the earth and nature and ruled over by shamans, not priests and books. There is no written word of Tengri's faith, only the

wisdom passed down from shaman to shaman, honoring the earth, sea, and sky. Since Tengri's faith is spread through word of mouth, it morphs from region to region, with different spirits and lesser gods serving under Tengri. There are dozens of different gods, depending on where you are in the steppes. But all of these minor 'cults' of Tengriism serve the same purpose: to honor nature and the life that Tengri will one day take away.

CLERGY AND TEMPLES

Followers believe that Tengri is the one supreme god. He knows everything, but he is difficult to know. Tengri is the power behind all nature. Other demonic and divine spirits and elementals exist in the world, but they are diverse and cannot be contacted or controlled—except by a chosen few. Tengri selects these chosen followers to serve as shamans. They alone talk with the spirit world and commune Tengri's will.

Spirits and elementals also transmit messages from Tengri, providing guidance or prophecy.

Clerics (shamans) and paladins of Tengri have a difficult road ahead of them. While the average follower may honor the god of heaven and earth, the righteous chosen ones must be ever vigilant in their faith. A cleric must commune and seek guidance from Tengri in all things, while a paladin walks the razor's edge between tolerance and justice. She must discern between those who lack character and those who lack morality, dispensing judgment accordingly.

Shamans do not speak with Tengri directly. No matter how powerful, a shaman always speaks with spirits and elementals around her. She may commune with ancestor spirits, animal spirits, nature spirits, elementals, or any of the direct servants of Tengri.

TENGRİ STANDS AT THE HEAD OF THE PANTHEON OF EARTH GODS, FOR NONE ARE HIGHER AND MIGHTIER THAN HE. EVIL DWELLS WITH THE LOWEST ORDER OF BEINGS DEEP BENEATH THE WORLD IN A VOID, AND IS JEALOUS OF THE LIGHT AND GOOD FORTUNE OF TENGRİ AND THE ENTIRE WORLD IN ALL ITS BEAUTY. BETWEEN TENGRİ AND EVIL IS THE WORLD AND WHICH IS HELD TOGETHER BY A CAREFUL BALANCE DETERMINED BY MAN'S ACTION; EVER STRIVING TOWARDS PEACE AND PROSPERITY AMONG THE FORCES OF THE UNIVERSE — MOST IMPORTANTLY IN MAN'S ACTIONS AMONGST MAN.

WORSHIPERS

Tengriism honors the diversity of the steppe people. All are welcome to approach and honor Tengri in their own way. There are thousands of rituals in his name because of this. And because of Tengri's complexity as a god, but simplicity of faith, the people never know what makes him happy and what makes him angry. They only know that Tengri can take a life whenever he deems. His ways are unknowable. The main objective of the faith is to act in harmony with celestial law. Live within one's means and caste, never demanding more than one deserves.

Royalty who worship Tengri serve the god first and the people second, but never their own selfish desires. A khan who has lost power certainly has lost it by straying from heavenly decree.



Tengri

Medium Deity Avatar, True Neutral

Armor Class 28 (Natural Armor/Divine)

Hit Points 1613 (35d20 + 1200)

Speed 40 ft (80 ft on a mount)

STR	DEX	CON	INT	WIS	CHA
34 (+12)	36 (+13)	30 (+10)	36 (+13)	38 (+14)	29 (+9)

Saving Throws Intelligence +23 Wisdom +24

Skills Arcana +23 Insight +24 History +23 Perception +24

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities All

Damage Immunities all elemental damage, magical or normal

Senses darkvision 150 ft, passive perception 34

Languages common, all languages of the plains people, auran, terran, ignan, primordial, elvish, dwarvish, celestial

Challenge Special (350,000 XP)

Discorporation.

When Tengri's Avatar drops to 0 hit points or dies, his body is destroyed but his essence travels back to the heavens, and he is unable to take physical form for a time.

Understand all Languages (3/day).

Tengri can innately cast *Tongues* and *Comprehend Languages* as a bonus action.

Magic Weapons.

All of Tengri's attacks are magical.

Terrifying presence.

When a creature first enters within 60 ft of Tengri, they must make a Wisdom saving throw (DC 18) or be frightened until the end of their next turn. The creature cannot be frightened by Tengri again for 24 hours.

Spell Casting.

As a Level 20 Wizard: *ray of frost (cantrip)*, *shocking grasp (cantrip)*, *true strike (cantrip)*, *fog cloud (6/day)*, *crown of madness (4/day)*, *sleet storm (3/day)*, *banishment (3/day)*, *cone of cold (3/day)*, *chain lightning (2/day)*, *reverse gravity (2/day)*, *mind blank (1/day)*, *meteor swarm (2/day)*.

Save DC: 31; Spell Attack Modifier: 23

Mount.

Tengri is typically encountered with the war horse *Zerleg Khun Moro* as his mount. (see Appendix)

Elemental Companions. The elementals *Agaar*, *Chuluu*, *Gal*, and *Usan* are never far from Tengri. (see Appendix)

ACTIONS

Multiattack.

Tengri can cast one spell and make two melee attacks per round, cast two spells per round, or make four melee attacks per round.

Slash Attack.

Melee weapon attack, +22 to hit, reach 15 ft, one target.

Hit 20 (4d6 + 12) slashing damage.

Zone of Ultimate Truth (3/day).

See Appendix for this Action.

Eternal Earth (1/day).

See Appendix for this Action.

Divine Fire (1/day).

See Appendix for this Action.

Eternal Wave (1/day).

See Appendix for this Action.

LEGENDARY ACTIONS

Tengri can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Tengri regains spent legendary actions at the start of his turn.

Summon Elemental (Costs 1 Action). Tengri may summon one elemental type, once per round, to a maximum of 8 elementals, 2 of each type: Air, Earth, Fire and Water. This is in addition to his elemental companions that are with his avatar at all times.

Tengri may summon elementals to fight for him, or fulfill a desired action. The elemental appears in an unoccupied space within 10 ft of Tengri. The elemental disappears when it drops to 0 hit points or when Tengri dismisses it.

The summoned elemental is friendly to Tengri and his companions for the duration. Roll initiative for the elemental, which has its own turn. It obeys any commands telepathically that Tengri issues to it (no action required). If no commands are given to the elemental, it defends itself from hostile creatures but otherwise takes no actions. If concentration is broken by Tengri to the elemental, the elemental disappears and returns to its home plane, immediately.

Slash Attack (Costs 1 action). *Melee weapon attack*, +22 to hit, reach 15 ft, one target. *Hit 20 (4d6 + 12) slashing damage.*

Teleportation (Costs 1 action). Tengri can magically teleport himself, or any willing creature that he can see, along with any equipment being worn or carried, to an unoccupied space touched by air, earth, fire, or water.

Saving Throw (Costs 1 action). Tengri gains advantage on his next saving throw.

Spell Immunity (Costs 1 action). Tengri may choose to be immune to any spell of level 4 or below until the end of his next turn.

Shamanic Domain

The Shamans of Tengri have a unique place in the world. Often, they come from barbarian tribes or small towns tucked far in the wilderness. Their dress and weaponry reflects this attribute of the steppe people, seen as primitive to some. As such, they rarely adorn themselves with any armor other than studded leather or even splint mail, preferring lighter armor. Blue is the color of the grand sky, and they wear it proudly, signifying their devotion to Tengri.

Throughout the land they are renowned for their elemental abilities, as well as their kinship with elementals and the spirit world. Blessed with a touch of Tengri's all-knowing, they can see the unseen and communicate with the recently deceased. Elementals are naturally amiable towards them.

Alignments

Any Good, Lawful Neutral, True Neutral

Domain Spells

1st *whisper**, *seism**

3rd *frostbolt**, *scorching ray*

5th *call lightning*, *meld into stone*

7th *wall of fire*, *control water*

9th *lightning strike**, *wall of stone*

*see Appendix for these spell descriptions

Guidance

At first level, you gain the guidance cantrip even if you do not already know it. You can also speak primordial and celestial.

Spirit Friends

At first level, you become more amiable to elementals, spirits, and celestials. When interacting with them, you have advantage on Charisma and Wisdom checks.

Psychometry

Starting at 2nd level, you can use your Channel Divinity to receive impressions from an object. The impressions you may receive from an object include:

- General emotional state of mind of object's last owner at the very last moment that object was owned.
- The object's general purpose, whether or not the object is magical and whether or not the object's owner is currently living or dead and his current general location, if alive.

Telepathy

At 6th level, you can use your Channel Divinity to read a creature's thoughts or connect directly to an ally's mind. As an action, choose one creature that you can see within 60 ft. That creature must make a Wisdom saving throw. If the creature succeeds, you can't use this ability on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 ft of you. This effect lasts for one minute.

If you desire, you may instead use your Channel Divinity to form a telepathic bond with a willing ally within 60 ft. For the next minute, you and your ally are telepathically connected, and can share thoughts, including strategic communications, all without the knowledge of those around you.

Second Sight

At 8th level, you and your allies within 20 ft gain advantage on Perception checks. Additionally, you cannot be surprised.

Conduit of Divine Forces

At 10th level when you use the Divine Intervention feature, Tengri's absolute power manifests greatly. If you roll a number on percentile dice equal to or lower than twice your cleric level, Tengri intervenes.

Elemental Summoning

At 17th level, you may cast *conjure elemental* even if you do not know the spell. The ability is identical to the spell, however these special benefits apply: the challenge rating of the elemental is 5, you do not maintain concentration to be in control of the elemental, and it can be any elemental type of your choice. You may use this ability once between long rests.

Oath of the Sky Warrior

Sky Warriors are fierce horsemen from the wild lands. From a very young age, the Sky Warrior is trained in the arts of horsemanship and are skilled in swift combat from the saddle. Some are so accustomed to mounted combat, they even sleep in the saddle. The Warrior is also a master of elements and of truth-seeing. They walk a thin line between justice and mercy, dispensing justice upon the wicked and those, no matter their faith, who do not behave with honor and goodness.

Fiercely devoted to Tengri, their god is the supreme being of the universe, the one who created the heavens, the seas and the earth. Their armor is adorned with a white goose and they always incorporate blue into their attire in some way to identify themselves as Tengri's chosen.

Alignments

Lawful Good, Lawful Neutral

Tenets

Live Within Your Means. Do not live a life of extravagance. Keep only what you need. Give the rest to a worthy cause.

Dispense Justice. If someone has violated another with theft, fraud, or murder, swiftly deliver the justice that you see fit for the circumstances.

Praise Tengri in Victory. Always remember it is he who grants victory. And in defeat, learn the lesson he is giving you.

All Mortals Are Weak and Imperfect. Remember that anything that lives and dies is flawed. Be merciful to others when it is warranted.

Oath Spells

3rd *burning hands, create or destroy water*

5th *thunderwave, magic slingshot**

9th *water walk, elemental weapon*

13th *stone shape, control water*

17th *flame strike, passwall*

*see Appendix for this spell description

Fighting style: Superior Horsemanship

When fighting while mounted, you gain a bonus to initiative equal to your Charisma modifier.

Sacred Mount*

At 3rd level, you become eligible to receive a *Sacred Mount*. The mount is typically a Warhorse of exceptional strength, courage, and intelligence and serves you with steadfast devotion.

*see Appendix for detailed description

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Condemn the Wicked. You use your Channel Divinity to speak a prayer of condemnation against a foe. Choose one creature within 60 ft that you can see. That creature must make a Wisdom saving throw. Mortal beings of evil alignment have disadvantage on this saving throw. On a failed save, the creature is frightened for one minute or until it suffers damage.

A frightened creature must spend its actions moving as far away from you as it can, and it can't willingly move to a space within 30 ft of you. It also can't take reactions. For its action, it can only use the Dash action to try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. At the end of each of the creature's turns, it may make a Wisdom saving throw to end the effect.

Vow of Justice. As a bonus action, you can utter a vow of justice against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Aura of Truth

Beginning at 7th level, you have a permanent aura which surrounds you in a 10 ft radius with the same effects as zone of truth. At 18th level, this aura increases to 30 ft.

Mastery of Elements

At 9th level, when using the Elemental Weapon you gain +2 to attack rolls instead of +1.

Nemesis

At 15th level, you may call out a deserving enemy within your line of sight. The enemy must have committed a deadly sin of some sort in the past year. You automatically know the enemy's sin once they reach within 30 ft. Until the end of the encounter, whenever you are within 10 ft of the target, when you take the Attack action you gain a bonus attack against them which is at advantage. So long as you move towards your enemy, all your opponents taking attacks of opportunity against you do so at disadvantage and may not hinder your movement in any way.

Elemental Form*

Beginning at 20th level, you can use your action to magically assume a shape of an elemental (Challenge Rating 5). You can use this feature once per long rest. You stay in this elemental shape for 1 hour.

*see Appendix for detailed description



TURAN

Goddess of True Love and Seduction

Symbol: Polished Bronze Mirror, Swan or Group of Swans

Home Plane: Terra

Alignment: Chaotic Good

Turan is the goddess of love, fertility, and vitality. Where Ishtar is a heavenly goddess devoted to all life and a number of domains, Turan is more focused on the love between two people, rather than specifically childbirth. However, she is definitely in conflict with Ishtar in places and people rarely honor both goddesses.

Turan is a young, winged woman commonly associated with birds. She surrounds herself with a large retinue of swans and maidens, which she calls lasae. The lasae are spirit guardians who follow people during life and guard their graves after death. Each person has his or her own lasa. They carry mirrors which are used to hold a person's best memories.

Her aim is not to help others procreate, but rather to aid lovers in finding one another. In this regard, she is quite a naive goddess. In a violent world, her aims are almost comical, but this does not stop young men and women from worshipping her, and continuing on until a first child is born.

She is a gossamer lining of silver amongst a world of dark clouds.

But there is a dark, seductive part of Turan that only the wisest rulers have come to understand. In fact, in most cities, Temples of Turan are not allowed within city walls. Young men, women, and even mothers are so enthralled by the goddess' allure, temples must be kept from one's sight, "lest those who are easily beguiled be brought into the temple every day."

DOGMA

Turan's primary duty is to bring lovers together, tempting a heart here and there to make a man or woman fall for their destined love. But she is not above using more powerful magics on the fated, when necessary. In defense of true love she is a fierce guardian. Many tales exhibit her violence against aggressors who stand in the way of who she deems fated for true love.

Another of her darker aspects is seduction, and all followers are secretly knowledgeable about the seductive arts—including tactics and compelling magic.

Once a year prior to spring, Turan's followers engage in rites which encourage coupling. Gifts and sweets are often exchanged during these pairing rituals.

CLERGY AND TEMPLES

The temples of Turan are dominated by female acolytes and priestesses. Their primary goal is to find the proper marriage of a man and woman, based on love and not based on wealth or land acquisitions. They use cards and dice to augur the fates in order to match men and women properly. Afterwards, a magical charm or elixir might be used if one of the parties does not see they are right for one another.

Acolytes of Turan make and sell cosmetics and clothing to help women attract a mate. Paladins of Turan follow similar thinking, but mostly defend the temples from attacks by local authorities who want to see the temples removed far from the cities. Turan's paladins are great diplomats for this very reason, focusing on debate rather than the sword to solve problems.

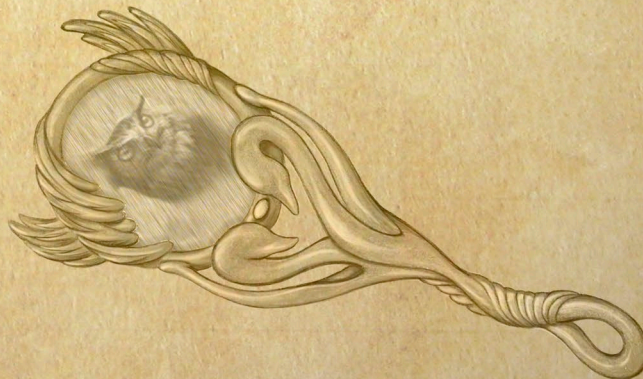
*THE WARM BREATH OF LOVE;
TO DEMOLISH THE MOST STONE OF HEARTS.
OH, TURAN!
MELT THE ICY CRUST
AROUND THE CENTER OF MANKIND;
SO THAT WE MAY FIND EACH OTHER.*

WORSHIPERS

No one grows up worshipping Turan. She is the goddess men and women turn to for aid in finding true love—and later help in making children. But once people find Turan, they find it hard to stop following her. They come to temple daily and make offerings, praying for more and more guidance, perhaps to keep their marriages strong.

Perhaps because they can't pull themselves away.

Families are buried together in underground tombs, which are built to look like living quarters. Paintings adorn the coffins, showing couples in loving embrace (forever).





Turan

Medium Deity Avatar, Chaotic Good

Armor Class 24 (Natural Armor/Divine)

Hit Points 579 (32d20 + 200)

Speed 30 ft, 60 ft flying

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	20 (+5)	24 (+7)	25 (+7)	30 (+10)

Saving Throws Wisdom +17 Charisma +20

Skills Insight +17 Persuasion +20

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 17

Languages common, infernal, celestial; telepathy 100 ft

Challenge 30 (155,000 XP)

Discorporation.

When Turan's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to Terra, and she is unable to take physical form for a time.

Shapeshift.

Turan can shift forms at will between a humanoid and a large white swan. The swan is nearly indistinguishable from other swans. Only a DC 24 Wisdom (Insight) check will reveal that something is special about it. A DC 24 Arcana or Religion check reveals that it is Turan in disguise.

Magic Resistance.

Turan has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/day).

If Turan fails a saving throw, she can choose to succeed instead.

Bestow Charisma.

Turan can choose a willing humanoid within 60 ft. For the next 24 hours, the creature has advantage on all Charisma checks and their Charisma score raises to 22.

Awe-inspiring Presence.

When a creature first enters the area within 30 ft of Turan, they must make a Wisdom saving throw (DC 15) or be stunned until the end of their next turn. On a success, a creature is immune to this effect for the next 24 hours.

Spell Casting.

As a Level 20 Sorcerer: *dancing lights (cantrip)*, *friends (cantrip)*, *minor illusion (cantrip)*, *disguise self (4/day)*, *suggestion (3/day)*, *major image (3/day)*, *Enamor* (3/day)*, *dominate person (3/day)*, *mass suggestion (2/day)*, *etherealness (2/day)*, *dominate monster (1/day)*, *wish (1/day)*. Save DC: 28; Spell attack modifier: 18

*See Appendix for this spell description.

ACTIONS

Multiattack.

Turan can cast two spells per round, make two melee attacks per round, or cast one spell and make one melee attack per round.

Short Sword.

Melee weapon attack, +15 to hit, reach 10 ft, one target.

Hit 14 (3d6 + 5) slashing damage.

Summon Lasae (1/day). Turan summons a Lasae.

(see Appendix)

LEGENDARY ACTIONS

Turan can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Turan regains spent legendary actions at the start of her turn.

Zone of Fate (Costs 3 Actions). Turan may impose her will upon any creatures interfering with whom she considers fated. Turan creates a zone of blinding white light that is pure radiant energy 30 ft in diameter within a 60 ft range of her sight. The zone lasts for one minute.

Affected creatures must make a Constitution saving throw (DC 26). On a failed save, any enemy creature starting their turn inside the zone takes 6d10 radiant damage and are pushed 10 ft away from friendly creatures. The affected creatures must then make a DC 26 Wisdom saving throw or be knocked prone and blinded for 1d4 rounds. Friendly creatures are not affected. Creatures who successfully save take half damage.

Enemies that fail their save who remain in the zone will continue to take 6d10 radiant damage each round until the effect ends. Any creature reduced to 0 hit points or less is immediately destroyed and turned to dust. Any magic items they possess simply fall to the ground.

Additionally, any undead creatures with a challenge rating less than 8 that start their turn in the zone, or enter the zone, are immediately destroyed and turned to dust.

Charm Evil (Costs 2 actions). Any single evil creature within sight of Turan must make a DC 24 Wisdom saving throw. On a failed save, it is friendly to Turan and compelled to follow any directions she commands. While the target is Charmed, Turan has a telepathic link with it as long as the two of them are on the same plane of existence. Turan can use this telepathic link to issue commands to the creature while she is conscious (no action required), which it does its best to obey. Turan can specify a simple and general course of action, such as *Attack* that creature, *Run over there*, or *Fetch* that object. If the creature completes the order and doesn't receive further direction from her, it defends and preserves itself to the best of its ability.

The affected creature is charmed for up to 1 minute. Turan can charm 1 evil creature per round to a maximum of 8 creatures.

On a successful save, the evil creature takes 6d6 radiant damage, but is immune to the charm effect for 24 hours.

Spell Reserve (Costs 1 action). Turan may immediately cast any enchantment spell with a casting time of 1 action. No spell components needed. The spell simply takes effect.

Teleportation (Costs 1 action). Turan can magically teleport herself, or any willing creature she can see, along with any equipment being worn or carried, to any unoccupied space she desires.

Saving Throw (Costs 1 action). Turan gains advantage on her next saving throw.

Spell Immunity (Costs 1 action). Turan may choose to be immune to any spell of level 4 or below until the end of her next turn.

Priestess of Turan

Renowned for their sense of fashion and beauty, the Priestesses of Turan never turn away a person searching for their one true love. They are maker and purveyors of salves and other cosmetics which are used to make people more attractive to a mate. When they are called to adventure, usually it is for the cause of preserving beauty and purity in the world. Sometimes they hear news of a young man or woman being forced to

marry someone they do not love, and immediately intervene, frequently helping them run away or hide them from the family members who “just couldn’t understand”. To them, love is the most important and powerful force in the universe, so naturally, anyone who wishes to destroy or interfere with true love is automatically an enemy.

Alignments

Any Good Alignment

Domain Spells

1st *charm person, disguise self*
3rd *alter self, suggestion*
5th *beacon of hope, major image*
7th *enamor**, *polymorph*
9th *dominate person, seeming*

*see Appendix for this spell description

Enchanter

At 1st level, you may use your Charisma modifier when determining your spell save DC and Spell attack modifier. Additionally, you have advantage on Charisma saving throws.

Blessing of Beauty

At 2nd level, you may use your Channel Divinity to enchant cosmetics. When these cosmetics are applied to a single creature, they have advantage on all Charisma checks and saving throws for the next hour. All subjects of their enchantment spells are at disadvantage on their saves. The power of the makeup fades if not used before you take a rest.

Beguile

Beginning at 6th level, you can use your Channel Divinity to distract and discomfort hostile creatures with a radiant, irresistible aura of stunning beauty. This aura of enchantment extends 10 ft around you and creatures within it are at disadvantage to attack you due to the distraction of your effulgence. All your allies gain +2 to AC while within the 10 ft of you.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with radiance. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Splendorous Beauty

At 17th level, you have no limit on how high your Charisma score can be raised. You also permanently gain 1 point to Charisma. Additionally, targets have disadvantage on saves against your enchantment spells.

Oath of the Beloved

A paladin of Turan takes the Oath with the understanding that they are life-long protectors of the temples and various smaller shrines throughout the lands. Many cities have banned and even destroyed temples in the past, so the organization has taken to arming themselves to keep the few remaining large temples in major cities from being overrun.

Others take the Oath because they have suffered the loss of true love: a husband who mourns the murder of his wife, or a daughter whose father was killed leaving a forlorn wife behind. Whatever the cause, these warriors pledge to prevent these things from happening to others. All the while, these paladins honor the tenets of true love and treat all people justly and lovingly.

Alignments

Any Good Alignment, usually Lawful Good

Tenets

Love is the Most Powerful Force. Love binds people together and gives purpose. Love comes first before all mortal laws. Defend it!

Be Kind and Loving. With very rare exceptions, whoever you meet has loved in one way or another. **Do Not Meddle.** No one but the Goddess herself knows who is fated for true love. Never interfere.

Share and Revere Beauty. A well-placed and sincere compliment, or a flower as a gift can brighten the spirit and ignite the heart’s fires. Never miss an opportunity to share.

Oath Spells

3rd *bles*, *detect evil and good*
5th *magic weapon, suggestion*
9th *aura of vitality, protection from energy*
13th *aura of purity, enamor**
17th *dominate person, geas*

*see Appendix for this spell description

Optional Fighting style: Defense

While you are wearing armor, you gain a +1 bonus to AC.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Commitment. You use a bonus action to grant yourself advantage on all attack rolls against one creature of evil alignment within 10 ft of you. Using your Channel Divinity, you gain this effect for one minute or until it drops to 0 hit points, or falls unconscious.

Turn the Pitiless. Using your action, you present your holy symbol and speak a prayer which censures your foes using your Channel Divinity. Each creature of evil alignment that can see or hear you within 30 ft of you must make a Wisdom saving throw. If a creature fails its saving throw, it is turned for 1 minute or until it takes damage, or makes a successful Wisdom saving throw at the end of its turn.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 ft of you. It also can’t take reactions. For its action, it can only use the Dash action to try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action. At the end of each of the creature’s turns, it may make a Wisdom saving throw to end the effect.

Aura of Devotion

At 7th level, you and friendly creatures within 10 ft of you have advantage on charm and enchantment saving throws.

Faith

At 15th level, you are immune to charms and enchantments.

Form of the Lasae

Beginning at 20th level, you assume the form of the Lasae. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You can turn into a swan as a bonus action. You retain all of your stats and hit points, but assume the form of a swan. A Wisdom (Insight) check versus your spell save DC will reveal that you are in disguise. While in swan form you have a flying speed of 90 ft.
- Your Charisma goes up by 2 with no limit.
- Twice within the hour, you may cast *charm person* as a bonus action on your turn. Your target will not realize they were charmed or had magic used on them.
- Enemy creatures within 10 ft of you have disadvantage against your paladin spells and Channel Divinity options.



VIVIENE (LADY OF THE LAKE)

Queen of Avalon

Symbol: Water Pouring From a Vessel
Maiden Standing In Rushing Water, Sword
Home Plane: Avalon
Alignment: Neutral Good

Vivienne is the ruler of Avalon and the shapeshifting nixie spirit of all rivers and lakes. Though reclusive, she intervenes on the behalf of humankind to ensure good prevails, going so far as to bestow gifts upon humanity to ensure this happens. More than a goddess, Vivienne directly influences the lands of mortals—despite their poor track records. Her intentions are assured, however, by her faith that humans will eventually do what's right.

The Lady of the Lake is mysterious and ambiguous. Her true intentions are never known and she takes great care in how she appears to mortals. Only the purest of heart have ever laid witness to her, or her power. For this reason, she is most often worshipped by paladins. Clerics who do pay homage to the goddess focus their faith on healing magic.

Vivienne has been known to bestow blessing of love upon those who treat her fairly. She also heals the sick with her powerful springs, but only in reclusive places where water starts, not in the polluted rivers near towns and cities.

Numerous fables surround the mysterious Lady of the Lake. She lives with her eight sisters on the island of Avalon. She is a queen. A priestess. An enchantress. A healer. A virgin. A lover. She has fallen in love with men across countless generations and stolen magic from some of history's most powerful magicians.

But none of it can be proved.

There are no written words to trace back to the start of her fables. The Lady of the Lake is a timeless entity of the water that cannot be controlled or defined. She exists where she wants; how she wants—empowering men and women alike to guide humanity with the same wisdom and flexibility she herself possesses.

She appears in dreams, offering guidance or advice through swimming metaphors. Nothing she says or does is ever clear. Why should this be any different? But, so long as it serves to inspire the worshipper, or to set in motion some good in the world, the meanings of her dreams are secondary.

DOGMA

Vivienne can swim into psychic domains and help with inspiration, psychic abilities, dreams, and prophecies. She is also associated with purification and cleanliness, and you can call upon her for a spiritual baptism to relieve you of worries and judgments, and to help you abstain from unhealthy and addictive substances.

CLERGY AND TEMPLES

Clerics and paladins of Vivienne commune with nature. Specifically, pure and unspoiled lakes and streams. They are not fond of cities or overly populated areas. The goddess' hearths and springs must be guarded from mankind's destructive tendencies.

They also understand Vivienne's ideal of a greater good. While other gods and goddess may shy away from cutting away creations that no longer serve a purpose, Vivienne's paladins are specifically dedicated to ridding the world of any abhorrence that harms the well-being of the 'whole.' This is a complicated aspect of the goddess' ideology that only clerics and paladins truly understand.

There is no central temple dedicated to Vivienne. She is worshipped in lakes, ponds, river, springs, streams, and wells. One particular large well named Coventina at is considered the most blessed of all her holy places. Though clerics remind worshippers that The Lady of the Lake can be found throughout nature, this does not stop people from making long journeys to the covered well, once in their lives.

VIVIENE, HOW FEVERED
YOUR SYMPHONY RISES HIGH,
TO ACQUIRE ATTENTION OF JUST AND UNJUST ALIKE,
FOR STILL THE BURDEN OF YOUR EXISTENCE,
LIES WITHIN THE MINDS OF
MAN AND WOMAN.

WORSHIPERS

Vivienne represents abundance, inspiration, and prophecy. So long as the rivers flow, Vivienne lives. So long as the rivers flow, we know the goddess is with us, guiding our thoughts. So long as the rivers flow, the future will continue to rush toward us.

Those who truly believe in Vivienne, seek her counsel and make offerings in clean, clear water—bronze items, brooches, coins, glassware, pearls, pins, pottery, rings, weapons, and so forth. Coins and rings are offered in an attempt to garner her blessings to heal relationships, while other offerings are made to honor her good spirit. Worshipers know to never offer (or sacrifice) animals, food, or wine in her name.

To children, she is the goddess who grants wishes.



Viviene

Medium Deity Avatar, Neutral Good

Armor Class 26 (Natural Armor/Divine)

Hit Points 577 (32d20 + 300)

Speed 30 ft, 60 ft swimming

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	21 (+5)	23 (+6)	29 (+9)	25 (+7)

Saving Throws Dexterity +18 Wisdom +19

Skills Insight +19 Medicine +19

Damage Immunities necrotic, poison, radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, confused, stunned, blinded, deafened, silenced

Senses darkvision 100 ft, passive perception 19

Languages common, infernal, celestial

Challenge 30 (155,000 XP)

Discorporation.

When Viviene's Avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to Avalon, and she is unable to take physical form for a time.

Shapeshift.

Viviene can shift forms at will between a humanoid and a large colorful trout. The trout is nearly indistinguishable from other trouts. Only a DC 24 Wisdom (Insight) check will reveal that something is special about it. A DC 24 Arcana or Religion check reveals that it is Viviene in disguise.

Superior Magic Resistance.

Viviene can choose to have resistance to magic spells.

Legendary Resistance (3/day).

If Viviene fails a saving throw, she can choose to succeed instead.

Water Walk.

Viviene can move across the surface of water as if it is normal terrain.

Breathe Water.

She can breathe normally underwater indefinitely.

Aura of Verity.

When a creature first enters the area within 30 ft of Viviene, they must make a Wisdom saving throw (DC 18) or be compelled to be truthful towards her. On a success, a creature is immune to this effect for the next 24 hours. Viviene usually uses this ability to extract secrets.

Shapeshifter.

Viviene can transform herself into another kind of creature Large or smaller. She assumes the hit points of the new form, and when she reverts to her normal form, she returns to the number of hit points she had before she transformed. Unless the new form is capable of such actions as speech, or performing dexterous tasks with the hands, Viviene cannot perform such actions. She may, however, cast spells without using components, gestures, or vocalizations.

Spell Casting.

As a Level 20 Druid: *resistance* (cantrip) *shillelagh* (cantrip), *create or destroy water* (3/day), *moonbeam* (3/day), *sleet storm* (3/day), *control water* (3/day), *conjure elemental* (3/day), *heal* (2/day), *plane shift* (2/day), *control weather* (1/day), *true resurrection* (1/day).

Save DC: 27; Spell attack modifier: 19

ACTIONS

Multiattack. Viviene can cast two spells per round, make two melee attacks per round, or cast one spell and make one melee attack per round.

Excalibur*. *Melee attack*, +18 to hit, reach 10 feet, one target. *Hit* 16 (2d10 + 8) slashing damage. (see Appendix)

Grace of the Queen (3/day). Viviene can choose to bestow any or all of the following spell effects upon one target: *true resurrection*, *lesser restoration*, *greater restoration*, and *power word heal*. She may not take another action until the following turn.

Entrap (2/day). Viviene may entrap any creature she can see within 30 ft. Creatures must make a Charisma saving throw DC 25. On a failed save, the creature is transformed into a comatose state.

On Viviene's choosing, she may teleport the creature into a dimensional space inside a tree, rock, or cave within 15 ft. The creature is aware of its surroundings and can see and hear, but is unable to move, or speak inside the tree, rock, or cave. The creature does not breathe, eat, or age while under the effect. Divination spells cannot locate or perceive the target.

The effect is permanent until *dispel magic* is cast as a 9th level spell within the range of the creature. A *wish* spell will also end the effect, or until Viviene chooses. When the effect ends, the creature appears in an unoccupied space within 10 ft of the tree, rock, or cave which held them.

On a successful save, the creature is put to sleep for 1d4 rounds. The sleep effect ignores any immunity to enchantments. Sleeping creatures simply fall to the ground harmlessly and are prone. Creatures who successfully save are immune to the entrap effect for 24 hours.

LEGENDARY ACTIONS

Viviene can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Viviene regains spent legendary actions at the start of her turn.

Water Nix (Costs 2 actions). Viviene uses *control water*, *tsunami*, or *wall of ice*.

Divine Word (Costs 2 actions). Viviene uses *divine word*.

Excalibur* (Costs 1 action). *Melee attack*, +18 to hit, reach 10 feet, one target. *Hit* 16 (2d10 + 8) slashing damage.

*see Appendix

Move (Costs 1 action). Viviene moves up to her speed without provoking opportunity attacks.

Teleportation (Costs 1 action). Viviene can magically teleport herself, or any willing creature she can see, along with any equipment being worn or carried, to any unoccupied space she desires within 20 ft of fresh a fresh water, lake, river, or stream.

Spell Immunity (Costs 1 action). Viviene may choose to be immune to or negate any spell of level 4 or below until the end of her next turn

Cleric of Avalon

Clerics of Avalon are renowned healers. In fact, they are so famous that many seek the hidden portal to Avalon in order to uncover the secrets of healing. Attempts to enter the jealously guarded realm of Avalon have been thwarted, ending in the death of the interloper. As a cleric of Avalon, it is a Cleric's duty to heal the sick, aid the downtrodden and banish undead and extraplanar evil from the realm of morals. Most importantly, they are the bearers of the knowledge of healing, and take this job seriously. To allow anyone into Avalon who is impure and unworthy of even standing upon its misty shores would be grounds for expulsion.

Alignments

Any Good Alignment, typically Lawful Good

Domain Spells

1st *sanctuary, cure wounds*

3rd *gentle repose, spiritual weapon*

5th *beacon of hope, remove curse*

7th *control water, guardian of faith*

9th *mass cure wounds, greater restoration*

Blessing of Avalon

At first level, you gain proficiency with martial weapons and heavy armor. While in heavy armor you gain +1 to all saving throws.

Waters of Vivienne

At 2nd level, you may use your Channel Divinity to bless waters for healing purposes. Water is retrieved from a pure water source to be stored in a skin or other appropriate vessel. Water sources can be a small pond or an enormous lake so long as the water is fresh. This water instantly restores 10 hp when consumed.

The amount of full water skins which can be created per day is equal to your wisdom modifier. If the water is not ingested within 48 hours, the magical effects are nullified and the water cannot be re-blessed; only fresh water from a suitable source can be blessed.

Lesser Regeneration

At 6th level, you may use your Channel Divinity to touch a single willing creature. The affected creature will regenerate hit points equal to your wisdom modifier at the end of every one of their turns for one minute. If the recipient is reduced to zero hit points, the spell ends. *Note:* Lesser Regeneration does not grant, or recover temporary hit points.

Divine Justice

Beginning at 8th level, add your Wisdom modifier to all melee and ranged attack damage.

Prayer for the Fallen Warrior

At 17th level, as a reaction once per day, when an ally within 30 ft of you is reduced to 0 or fewer hit points, you may renew the spirit of your ally with the will to fight on. The target regains half of her hit points, and can stand as a free action. Also on her next action, she has advantage on attack rolls.

Knight of Avalon

The Oath of Avalon binds the paladin to the highest order of Avalon; in that he seeks justice for the weak and promotes life and healing throughout the realm. Sometimes called the Knights of Avalon, they consider sentient life to be sacred, and all dark arts to be the antithesis to life. As such, practitioners of Necromancy and harmful beings from other planes shall be mercilessly hunted and destroyed or otherwise neutralized. On the other hand, they are known for their keen sense of justice and equanimity.

They adorn themselves with the symbol of their lady, holding a sword from the still waters of Avalon, as she is the highest model of purity and life.

Alignments

Any Good Alignment, usually Lawful Good

Tenets

Purity of Mind. Just as the waters of Avalon are pure, so must be your mind. Purge it of all avarice and desire.

Life is Sacred. It is the ultimate act of theft to kill another sentient being for one's own gain. An exception to this oath is killing done in self-defense or the defense of others.

Compassion. Aid the weak and have mercy even for enemies from your home plane.

Companionship and Equality. The sentient life of this plane are your equals: treat them with fairness and honesty. Respect others but never allow them to tread upon you.

Never Reveal Avalon to the Unworthy. The location of Avalon is a guarded secret. As such, only invite those of the purest intention to walk upon its sacred ground.

Oath Spells

3rd *heroism, wrathful smite*

5th *magic weapon, misty step*

9th *water walk, crusader's mantle*

13th *guardian of faith, aura of purity*

17th *banishing smite, dispel evil and good*

Optional Fighting Style: Sword and Shield Mastery

When wielding a sword and shield, you may use your reaction in one of two ways:

Parry: You may use your reaction to reduce the amount of an enemy melee or ranged attack damage upon yourself by half.

Shield Bash: You may use your reaction to bash an opponent with your shield. The enemy must have just moved into a position within your reach. The opponent must make a Dexterity saving throw vs 8 plus your proficiency bonus, plus your Strength modifier, or be thrown back 5 ft and be knocked prone.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Sacrifice for the Lady. You can expend your Channel Divinity to grant yourself advantage on melee attacks on your next turn. However in doing so, your targeted enemy (or enemies) gains advantage on attacks against you on its next turn.

Bulwark. You use your Channel Divinity to strike an enemy without mercy and provide strength to an ally of your choice within 10 ft. Upon a successful attack, your ally receives 2d6 hit points and is at a +1 to attack on their next turn. At 8th level, this increases to 3d6 hit points and +2 to attack. 14th level it increases to 4d6 hit points and +3 to attack.

Aura of Sanity

At 7th level, your aura of mental purity prevents yourself or your allies within a 10 ft radius from being enchanted or charmed while you are conscious. At 18th level, this aura increases to 30 ft.

Legendary Sword of the Lady*

At 15th level, you feel compelled to travel to the nearest body of still, pure water larger than a pond. You will be required to pray to the Lady for 24 hours and also fast. On the morning following the day of prayer, the Lady will appear to you and gift you a sacred sword for your devotion. The sword will then require attunement in order to unlock its special properties. This includes giving it a name. **consult with your GM on the legendary sword attributes*

Shroud of Avalon

Beginning at 20th level, you can spend an action conjuring an aura of fog which surrounds you in a 30 ft sphere for one minute. While within the sphere, your enemies and allies will be at a disadvantage to attack with melee or ranged attacks, while you will gain advantage on all melee attacks. Additionally, the fog is imbued with radiant energy, and any enemy who begins their turn inside the mist will take 10 points of radiant damage at the beginning of their turn. You must complete a long rest before using this ability again.



APPENDIX

CREATURES

AGAAR

Large elemental, neutral

Agaar is the air elemental companion that commonly appears with Tengri. It appears as a swirling cloud wearing an ornamental mask.

Armor Class 18

Hit Points 160 (18d10 + 60)

Speed fly 90 ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Con +6, Dex +9, Wis +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft, tremorsense 60 ft, passive perception 11

Languages auran, primordial

Challenge 8 (3,900 XP)

Discorporation.

When reduced to 0 HP, Agaar turns into wisps of clouds then dissolves completely, and cannot take form again for a while.

Air Form.

Agaar can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack.

Agaar makes two slam attacks.

Slam.

Melee Weapon Attack: +6 to hit, reach 5 ft, one target.

Hit: 16 (3d8 + 3) bludgeoning damage.



BYGUL AND TRIGUL

Medium monsters, neutral good

These are the forest cats that Freyja can summon. They appear to be two large Lynx or Bobcats.

Armor Class 16

Hit Points 120 (16d8 + 48)

Speed 40 ft, 90 ft flying

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	16 (+3)	10 (0)	13 (+1)	11 (0)

Saving Throws Con +6, Dex +9, Wis +4

Skills Perception +4, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 60 ft, passive perception 14

Languages common, celestial

Challenge 5 (1,800 XP each)

Discorporation.

When reduced to 0 HP, Bygul or Trigul transform into a falcon shape and then into an essence that goes back to Sessrumnir.

Keen Hearing and Smell.

Bygul and Trigul have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce.

If Bygul or Trigul moves at least 15 ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the cat can then make one bite attack against the creature as a bonus action.

Magic Weapons.

All attacks by Bygul and Trigul are considered magical.

ACTIONS

Multiattack.

The cats make two attacks with claws and one with bite.

Bite.

Melee Weapon Attack: +6 to hit, reach 5 ft, one target.

Hit: 8 (1d10 + 3) piercing damage.

Claw.

Melee Weapon Attack: +6 to hit, reach 5 ft, one target.

Hit: 7 (1d8 + 3) slashing damage.

CHULUU

Large elemental, neutral

Chuluu is the earth elemental companion of Tengri. It appears as a large mass of animated stone/earth wearing an ornamental mask.

Armor Class 19

Hit Points 156 (14d10 + 60)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	22 (+6)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Con +9, Dex +3, Wis +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft, tremorsense 60 ft, passive Perception 14

Languages terran, primordial

Challenge 8 (3,900 XP)

Discorporation.

When reduced to zero HP, Chuluu crumbles into a pile of dirt, and cannot take form again for a while

Earth Glide.

Chuluu can burrow through nonmagical, unworked earth and stone. While doing so, Chuluu doesn't disturb the material it moves through.

Siege Monster.

Chuluu deals double damage to objects and structures.

ACTIONS

Multiattack.

Chuluu makes two slam attacks.

Slam.

Melee Weapon Attack: +9 to hit, reach 10 feet, one target.

Hit: 19 (3d8 + 6) bludgeoning damage.



Elite Hell Hound

Medium Fiend, Neutral Evil

These Elite Hell Hounds serve only Hekate, and will fight to the death for her.

Armor Class 19

Hit Points 70 (9d8 + 40)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	7 (-2)	14 (+2)	7 (-2)

Skills. Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire

Senses darkvision 80 ft, passive Perception 15

Languages understands common and infernal, but can speak neither

Challenge 5 (1,800 XP)

Keen Hearing and Smell.

The hound has advantage on Perception checks that rely on hearing or smell.

Pack Tactics.

The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite.

Melee weapon attack: +7 to hit, reach 5 ft, one target.

Hit: 9 (1D8 + 4) piercing plus 7 (2d6) fire damage.

Fire Breath (Recharge 4-6).

The hound exhales fire in a 20 ft cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much on a successful one.



GAL

Large elemental, neutral

Gal is the fire elemental companion that Tengri can summon. It appears as a large, swirling mass of fire wearing an ornamental mask.

Armor Class 17

Hit Points 146 (14d10 + 50)

Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Con +7, Dex +7, Wis +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft, passive perception 11

Languages ignan, primordial

Challenge 8 (3,900 XP)

Discorporation.

When reduced to 0 HP, Gal dissolves into a puff of smoke which rises to the heavens and it cannot take form for a while.

Fire Form.

Gal can move through a space as narrow as 1 inch wide without squeezing. A creature that touches Gal or hits it with a melee attack while within 5 ft of it takes 12 (2d10) fire damage.

In addition, Gal can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 12 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 8 (2d6) fire damage at the start of each of its turns.

Illumination.

Gal sheds bright light in a 30 ft radius and dim light an additional 30 ft.

Water Susceptibility. For every 5 ft Gal moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack.

Gal makes two touch attacks.

Touch.

Melee Weapon Attack: +4 to hit, reach 5 ft, one target.

Hit: 14 (2d10 + 1) fire damage.

If the target is a creature or a flammable object, it ignites.

Until a creature takes an action to douse the fire, the target takes 8 (2d6) fire damage at the start of each of its turns.

HILDISVINI

Large monster or medium human, chaotic good

Freyja can summon Hildisvíni - "Battle Swine" - which is actually Óttar The Simple in disguise, and is a protégé of Freyja. She may use Hildisvíni as a flying mount, or he can attack separately in both boar form and human form. Óttar's human form is a 10th level paladin.

Armor Class 18

Hit Points 160 (20d8 + 48) in boar form, 95 in human form

Speed 40 ft in boar form (90 ft flying), 30 in human form

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	10 (0)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6

Skills Insight +4, Persuasion +6

Damage Immunities fire, poison

Condition Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive perception 11

Languages common, celestial

Challenge 8 (3,900 XP)

Discorporation.

When reduced to 0 HP, Hildisvíni transforms into a falcon-shape and then into an essence that goes back to Sessrumnir.

Relentless (recharges after a short rest).

If Hildisvíni takes damage which would reduce him to 0, he is reduced to 1 hit point instead.

Charge (boar form only).

If Hildisvíni moves at least 15 ft straight toward a target and then hits it with his tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Magic Weapons.

All attacks by Hildisvíni are considered magical.

Eidrenger Oath Abilities.

In addition to the spells and abilities given in the Eidrenger Oath, Hildisvíni can carry out all Paladin abilities up to 10th level, has the Polearms Fighting Style (see the Eidrenger Oath under Freyja for details). Prepared spells: *Divine Favor, Compelled Duel, Aid, Branding Smite, Crusader's Mantle, Remove Curse.*

ACTIONS

Multiattack.

Hildisvíni makes two attacks with his tusks, or two attacks with his great halberd.

Maul.

Melee Weapon Attack: +8 to hit, reach 5 ft, one target.

Hit: 12 (2d8 + 4) slashing damage.

Tusks.

Melee Weapon Attack: +8 to hit, reach 5 ft, one target.

Hit: 12 (2d8 + 4) slashing damage.

Great Halberd.

Melee Weapon Attack: +8 to hit, reach 10 feet, one target.

Hit: 18 (3d8 + 4) slashing damage.

Shape shift.

Hildisvíni can use an action to shift from human to boar form, or from boar to human form. All damage taken in one form transfers to the other. Should he be in boar form with more than 95 hit points of damage taken, he will be unable to assume his human form until he is healed to at least 66 hit points. For example: In his boar form he has taken 55 hit points of damage and shape shifts to his human form. Hildisvíni will have only 40 hit points remaining in his human form.

HORSEMAN (BLACK, RED and WHITE)

Medium Immortal, Lawful Neutral

Otherwise known as “Dark Midnight”, “Red Sun” and “Bright Dawn”, these are three immortal human servants loyal to Baba Yaga. They will come to her aid once called, and will never turn against her.

Only one Horseman is encountered at a time, unless Baba Yaga is present, where they will all defend her fanatically to the death. They each serve her at morning, day and night.

Armor Class 19 (plate)

Hit Points 180 each (19d8 + 95)

Speed 30 ft, 60 ft mounted

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison, necrotic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive perception 13

Languages celestial, common, sylvan

Challenge 17 (18,000 XP each)

Discorporation.

When reduced to 0 HP, a Horesman dissipates into a fog then disappears, and cannot take form again for a while.

Magic Resistance.

A Horseman has advantage on saving throws against spells and other magical effects.

Weapons.

All Horseman attacks are considered magical.

Regeneration.

A horseman regains 10 hit points at the start of its next turn if it has at least 1 hit point remaining.

ACTIONS

Multiattack.

A Horseman makes three longsword attacks per round.

Longsword.

Melee Weapon Attack: +13 to hit, reach 10 ft, one target.

Hit: 20 (3d8 + 5) slashing damage.

Trampling Charge.

If a Horseman is mounted and moves at least 20 ft straight toward a creature before hitting it with an attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, a Horseman can take a bonus action to direct his mount to make another attack with hooves against the prone target.

Hooves.

Melee Weapon Attack: +13 to hit, reach 5 ft, one target.

Hit: 18 (4d6 + 7) bludgeoning damage.

Elemental Strike (4/day).

A Horesman can imbue their swords with elemental energy for 1 minute. Add the Wisdom modifier (+3) to attack rolls. The weapon's damage becomes any choice of the following damage types: cold, fire, lightning, or thunder. Roll the sword damage and add 3d6 energy damage to each succesful attack.

LEGENDARY ACTIONS

A Horseman can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. A Horesman retains spent legendary actions at the start of his turn.

Energy Drain (costs 2 actions).

Each creature within 10 ft of a Horesman must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is permantly reduced 1d6 hp by this effect each time it fails. A creature can be affected by multiple Energy Drain attacks until reduced to 0.

A creature's hit point maximum may be restored with the *greater restoration* spell or similar magic.

If a creature dies as a result of Energy Drain, it has a 10% chance of turning into a Zombie within 24 hours.

Vile Curse (costs 2 actions).

A Horseman targets one creature he can see within 10 ft of him. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Spell Immunity (Costs 1 action). A horesman may choose to be immune, or negate any spell of level 3 or below within 20 ft of the caster.

Longsword (costs 1 action).

Melee Weapon Attack: +13 to hit, reach 10 ft, one target.

Hit: 20 (3d8 + 5) slashing damage.

Move (costs 1 action).

A Horseman moves up to its speed while on his mount or off his mount without provoking an attack of opportunity.



KOSCHEI BESSMERTNY

Medium Human Undead, Neutral Evil

Koschei is one of Baba Yaga's faithful servants. He appears as a tall and boney evil sorcerer. Some say that he is a powerful Lich.

He is deathless, so long as his soul is buried inside a needle, which serves as his phylactery. The needle is inside an egg, inside a duck, which is inside of a hare which is inside of a locked iron chest, buried beneath an ancient oak tree in the island forest of Buyan.

Should someone somehow attain the needle, they would thus be able to command Koschei's powers as if they were their own.

Armor Class 20 (natural armor)

Hit Points 163 (18d8 + 50)

Speed 30 ft, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
11 (0)	20 (+5)	10 (0)	22 (+6)	17 (+3)	20 (+5)

Saving Throws Con +7, Int +13, Wis +10, Cha +12

Damage Resistances necrotic

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive perception 17

Languages celestial, common, sylvan

Challenge 21 (33,000 XP)

Discorporation.

When reduced to zero HP, Koschei dissipates into a fog then disappears, and cannot take form again for a while.

Avoidance.

If Koschei is subjected to an effect that allows him to make a saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Legendary Resistance (3/day).

If Koschei fails a saving throw, he can choose to succeed instead.

Turn Immunity.

Koschei is immune to effects that turn undead.

ACTIONS

Screech.

Koschei emits a loud, bloodcurdling sound that is so terrifying it can stop a beating heart. Each creature within 30 ft of Koschei must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn, but is immune to the Screech for 24 hours.

Life Drain.

Koschei targets up to three creatures that he can see within 10 ft of him. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage. Koschei regains hit points equal to the total damage dealt to all targets.

Whirlwind

Koschei transforms into a swirling tempest which shoots lightning in a 60 ft radius. Each target in range must succeed on a DC 19 Dexterity saving throw or take 45 (8d8) lightning damage.

Spellcasting.

Koschei is an 18th level spellcaster. His spellcasting ability is Int (spell save DC 21, +13 to hit with spell attacks). Koschei has the following spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, invisibility,*

mirror image, scorching ray

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *coudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

LEGENDARY ACTIONS

Koschei can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Koschei retains spent legendary actions at the start of his turn.

Flight (costs 1 action).

Koschei flies up to half of his flying speed without provoking an attack of opportunity.

Energy Drain (costs 2 actions).

Each creature within 20 ft of Koschei must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is permanently reduced 3d6 hp each time a creature fails a save by this effect. A creature's hit point maximum may be restored with the *greater restoration* spell or similar magic.

A humanoid slain by Energy Drain rises 2 hours later as zombie under the control of Koschei, unless the humanoid is restored to life or its body destroyed. There is no limit on how many zombies Koschei can control using this effect.

Vile Curse (costs 2 actions).

Koschei targets one creature with vile words that he can see within 30 ft of him. The target must succeed on a DC 15 Wisdom saving throw or be cursed (the effects are the same as the *bestow curse* spell without concentration). Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.



KUR

Gargantuan Ancient Black Dragon (wyrm), Chaotic Evil
Kur is the ruler of the void between life and death; and as such he attempts to enslave mortals, thwarting the soul's journey to the underworld, Ninevah. He is diabolical, and has no regard for life, and is probably the most foul-tempered and power-lustful of all the original dragons. It is said that he is as old - if not older - than Ishtar, but that knowledge has been lost to the winds of time.

Armor Class 27 (natural armor)

Hit Points 726 (20d12 + 600)

Speed 30 ft (human form), 60 ft, fly 120 ft, swim 50 ft (dragon form)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	25 (+7)	24 (+7)	23 (+6)	27 (+8)

Saving Throws Con +17, Dex +17, Wis +16

Skills Perception +16, Stealth +17

Damage Resistances necrotic

Damage Immunities acid; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive perception 26

Languages common, draconic, celestial

Challenge 30 (155,000 XP)

Discorporation.

When Kur drops to 0 hit points or dies, his body is destroyed, and he is unable to take physical form for a time.

Amphibious.

Kur can breathe both air and water.

Innate Spellcasting (6/day).

Kur may cast *firestorm* (spell save DC 24). Spell attack modifier +15.

Legendary resistance (6/day).

If Kur fails a saving throw, he can choose to succeed instead.

Magic Weapons.

All attacks by Kur are considered magical.

Regeneration:

Kur regains 30 hit points at the start of his turn.

Limited Magic Immunity.

As a reaction, Kur may choose to be immune to any spell of level 4 or below. Kur has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack.

Kur can use his frightful presence. He then makes three attacks.

Bite.

Melee Weapon Attack: +20 to hit, reach 15 ft, one target.

Hit: 21 (2d10 + 10) piercing damage + 9 (2d8) acid damage.

Claw.

Melee Weapon Attack: +20 to hit, reach 10 ft, one target.

Hit: 17 (2d6 + 10) slashing damage.

Tail.

Melee Weapon Attack: +20 to hit, reach 20 ft, one target.

Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence.

Each creature of Kur's choice that is within 120 ft, and aware of him, must succeed on a DC 24 Wisdom Saving Throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, or the effect ends, the creature is immune Kur's frightful presence for the next 24 hours.

Acid Breath (recharge on 3-6).

Kur exhales acid in a 120 ft line that is 20 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw taking 88 (16d10) acid damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

Kur can take 4 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Kur regains spent legendary actions at the start of his turn.

Detect (Costs 1 action).

Kur makes a Wisdom (Perception) check.

Tail Attack (Costs 1 action).

Kur makes a tail attack.

Bite (Costs 1 action).

Melee Weapon Attack: +20 to hit, reach 20 ft., one target.

Hit: 34 (4d10 + 10) slashing damage, 14 (4d6) acid damage, plus 17 (2d6 + 10) bludgeoning damage.

Wing Attack (Costs 1 action).

Kur beats his wings. Each creature within 20 ft of Kur must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 10) bludgeoning damage and be knocked prone. Kur can then fly up to half his flying speed.

Channel the Void (Costs 2 actions).

Kur magically unleashes void energy. A pulsating wave of cold energy washes over everything within range. Creatures within 60 ft of Kur, including those behind any type of barrier and around corners, cannot regain any hit points until the end of Kur's next turn.

Teleportation (Costs 1 action).

Kur can magically teleport himself, or anyone that he can see, along with any equipment being worn or carried, to an unoccupied space within sight.



LASAE

Medium Celestial, Neutral Good

A Lasae is a guardian of fate which Turan may summon to do her bidding. Whether it is a protector of a family, or a somewhat mischievous spirit playing cupid, a lasae typically stays with the subject of Turan's interest until it is no longer needed, or is dispelled by Turan.

Armor Class 17 (Natural Armor)

Hit Points 126 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	18 (+4)	24 (+7)

Saving Throws Cha +11, Wis +8

Skills Insight +8, Persuasion +11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive perception 14

Languages all; telepathy 60 ft.

Challenge 10 (5,900 XP)

Radiant Weapons.

All of the lasae's weapon attacks are magical. When the lasae hits with any weapon, the weapon deals an extra 3d8 radiant damage.

Innate Spellcasting.

The lasae's spellcasting ability is Charisma (spell save DC 19). The lasae can innately cast the following spells, requiring only verbal components. At will: *detect evil and good*. 1/day each: *dominate person*, *enamor**

Legendary resistance (1/day).

If the lasae fails a saving throw, it can choose to succeed instead.

Amor (1/day).

The lasae can bestow the effects of *enamor* upon one humanoid. The Save DC for this ability is 19. The difference between this ability and the spell, is that the lasae can also choose, instead of itself, who or what captures the target's affection.

Shape Change.

The lasae can use an action to shapeshift into a white swan. Only a DC 19 Wisdom (Insight) check will reveal that something is special about it. A DC 19 Arcana or Religion check reveals that it is a lasae in disguise.

*See Appendix for this spell description.

ACTIONS

Multiattack. The lasae makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) bludgeoning damage + 11 (3d8) radiant damage.

Healing Touch (3/day).

The lasae touches a willing creature and the creature regains 22 (4d8 + 7) hit points and is freed from all enchantments.

Knowing. The lasae can touch a creature and automatically know its emotional state. If the target fails a DC 19 Charisma saving throw, the lasae also knows the creature's alignment.

Charming Gaze. The lasae meets the gaze of a target and it must succeed on a DC 19 Charisma saving throw or be charmed by the lasae for 1 hour, or until the lasae damages the target.

NANDI

Large monster, Neutral Good

Shiva can summon Nandi - the celestial bull. He appears as an enormous white bull, representing purity and justice. He is Lord Shiva's mount, especially while fighting demons and devils.

Armor Class 24 (Natural/Divine Armor)

Hit Points 325 (20d12 + 200)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	16 (+3)	10 (0)	16 (+3)	11 (0)

Saving Throws Con +9, Str +12, Wis +9

Skills Insight +9, Perception +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft, passive perception 19

Languages common, celestial

Challenge 20 (25,000 XP)

Discorporation.

When reduced to zero HP, Nandi transforms into an essence that goes back to the Heavens.

Relentless (recharges on short rest).

If Nandi takes damage which would reduce him to 0, he is reduced to half his current hit point instead.

Divine Bull.

All attacks by Nandi are considered magical.

Sense Impure.

Nandi can automatically sense creatures of evil alignment within 90 ft of him.

ACTIONS

Multiattack. Nandi makes 3 attacks per round.

Horns. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 19 (3d12 + 6) piercing damage.

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 28 (3d10 + 6) bludgeoning damage.

Divine Fire Breath (Recharge 5-6). Nandi exhales divine fire in a 90 ft cone. Each creature in the area must make a DC24 Dexterity saving throw taking 61 (18d6) radiant damage on a failed save, or half as much on a successful one.

Goring Charge. If Nandi moves at least 15 ft straight toward a target and then hits it with his horns on the same turn, the target takes an extra 14 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Trample. If the target is knocked prone, Nandi makes a trample attack (3d10 + 6) with his hooves as a bonus attack

LEGENDARY ACTIONS

Nandi can take 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nandi regains spent legendary actions at the start of his turn.

Teleport (Costs 1 action). Nandi can magically teleport, along with Shiva as his mount, to an unoccupied space he can see within 120 ft.

Blind the Impure (Costs 2 actions). Nandi targets one creature of evil alignment he can see within 30 ft of him. The target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.



QIANLIYAN THE CLAIRVOYANT

Large Fiend (demon), Lawful Good

Consort of Mazu, Qianliyan is a converted demon who serves her loyally. He is rarely seen without his companion, Shunfeng'er. Qianliyan's sharp vision is used to keep watch for sailors at night and other inclement weather such as fog and storms. He can also use this vision to pierce the facade of any mortal, and see a creature's true intentions.

Armor Class 24 (Natural/Divine Armor)

Hit Points 325 (20d12 + 200)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (0)	20 (+5)	17 (+3)	23 (+6)	14 (+2)

Saving Throws Str +13, Dex +6, Con +11, Wis +12

Skills Perception +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned

Senses darkvision 120 ft, passive perception 22

Languages abyssal, celestial, common

Challenge 17 (18,000 XP)

Discorporation.

When reduced to zero HP, Qianliyan dissipates into a fog then disappears, and cannot take form again for a while.

Eyes of Truth.

Qianliyan can automatically detect lies. Creatures first entering the area within 30 ft. of Qianliyan must make a DC 20 Wisdom saving throw. On a failed save, Qianliyan can read the surface thoughts of any creature capable of thought. If the creature is successful on the saving throw, that creature is immune to Qianliyan's Eyes of Truth for the next 24 hours.

Charge.

If Qianliyan moves at least 15 ft straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 ft away and knocked prone.

Magic Resistance.

Qianliyan has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack.

Qianliyan makes three attacks with his fists, or two attacks with his fist and a gore attack.

Fist.

Melee Weapon Attack: +13 to hit, reach 10 ft, one target.

Hit: 20 (3d8 + 7) bludgeoning damage.

Gore.

Melee Weapon Attack: +13 to hit, reach 10 ft., one target.

Hit: 45 (7d10 + 7) piercing damage.

RAINBOW DRAGON

Gargantuan Ancient Polychromatic dragon (wyrn), Lawful Good
The rainbow dragon is a magnificent creature with opalescent scales which glimmer with the varying colors of all metallic dragons. As such, all the colors of the rainbow can be seen in its shimmering appearance. Mazu uses the Rainbow Dragon as a mount when she flies from heaven to the sea.

Armor Class 22 (natural armor)

Hit Points 581 (28d20 + 300)

Speed 40 ft (human form), 60 ft, fly 80 ft, swim 50 ft (dragon form)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	20 (+5)	16 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +10, Persuasion +16

Damage Resistances acid, fire, lightning, cold

Damage Immunities acid; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive perception 20

Languages common, draconic, celestial

Challenge 24 (36,500 XP)

Discorporation.

When the Rainbow Dragon drops to 0 hit points or dies, his body is destroyed, and he is unable to take physical form for a time.

Amphibious.

The Rainbow Dragon can breathe both air and water.

Legendary resistance (3/day).

If the Rainbow Dragon fails a saving throw, he can choose to succeed instead.

Magic Weapons.

All attacks by the Rainbow Dragon are considered magical.

Limited Magic Immunity.

As a reaction, the Rainbow Dragon may choose to be immune to any spell of level 3 or below. The Rainbow Dragon has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The Rainbow Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. If his breath weapon is available, it may attack with it as well.

Frightful Presence. Each creature of the Rainbow Dragon's choice that is within 120 ft, and aware of him, must succeed on a DC 24 Wisdom Saving Throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, or the effect ends, the creature is immune to the Rainbow Dragon's frightful presence for the next 24 hours.

Breath Weapons (recharge on 5-6). The Rainbow Dragon uses one of the following breath weapons:

Acid Breath. The Rainbow Dragon exhales acid in a 60 ft line that is 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage, or half as much damage on a successful one.

Fire Breath. The Rainbow Dragon exhales fire in a 90 ft cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Lightning Breath. The Rainbow Dragon exhales lightning in a 120 ft line that is 10 ft wide. Each creature in the line must make a DC 24 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The Rainbow Dragon exhales repulsion energy in a 30 ft cone. Each creature in that area must succeed on a DC 24 Strength saving throw. On a failed save, the creature is pushed 30 ft away from the dragon.

Sleep Breath. The Rainbow Dragon exhales sleep gas in a 90 ft cone. Each creature in that area must succeed on a DC 24 saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Slowing Breath. The Rainbow Dragon exhales a gas in a 60 ft cone. Each creature in the area must succeed on a DC 24 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

LEGENDARY ACTIONS

The Rainbow Dragon can take 3 Legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Rainbow Dragon regains spent legendary actions at the start of his turn.

Detect (Costs 1 action).

The Rainbow Dragon makes a Wisdom (Perception) check.

Tail Attack (Costs 1 action).

The Rainbow Dragon makes a tail attack.

Wing Attack (Costs 2 actions).

The Rainbow Dragon beats his wings. Each creature within 20 ft of the Rainbow Dragon must succeed on a DC 24 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Rainbow Dragon can then fly up to half his flying speed.

SHUNFENG'ER

Large Fiend (demon), Lawful Good

Consort of Mazu, Shunfeng'er is a converted demon who serves her loyally. He is rarely seen without his companion, Quinliyan. Shunfeng'er keen hearing is used to help sailors distinguish between favorable and unfavorable winds. He can also use this hearing to sense for miles around him; no sound, no matter how quiet, escapes his keen hearing. As such he is often called upon as a witness to oaths and contracts.

Armor Class 19 (Natural/Divine Armor)

Hit Points 371 (24d12 + 200)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (0)	20 (+5)	17 (+3)	23 (+6)	14 (+2)

Saving Throws Str +13, Dex +6, Con +11, Wis +12

Skills Perception +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned
Senses darkvision 120 ft, passive perception 22
Languages abyssal, celestial, common
Challenge 17 (18,000 XP)

Discorporation.

When reduced to zero HP, Shunfeng'er dissipates into a fog then disappears, and cannot take form again for a while.

Sense Oathbreaker.

Creatures first entering the area within 30 ft of Shunfeng'er must make a DC 20 Wisdom saving throw. On a failed save, Shunfeng'er will know if the creature is broken any oath, promise, or contract within the last year. If the creature is successful on the saving throw, that creature is immune to Shunfeng'er's Sense Oathbreaker for the next 24 hours.

Charge.

If Shunfeng'er moves at least 15 ft straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 ft away and knocked prone.

Magic Resistance.

Shunfeng'er has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack.

Shunfeng'er makes three attacks with his fists, or two attacks with his fist and a gore attack.

Fist.

Melee Weapon Attack: +13 to hit, reach 10 ft, one target.

Hit: 20 (3d8 + 7) bludgeoning damage.

Gore.

Melee Weapon Attack: +13 to hit, reach 10 ft., one target.

Hit: 45 (7d10 + 7) piercing damage.



USAN

Large elemental, Neutral

Usan is the water elemental companion that Tengri can summon. It appears as a large mass of water wearing an ornamental mask.

Armor Class 18

Hit Points 137 (14d10 + 48)

Speed 30 ft, swim 90 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Con +8, Dex +6, Wis +4

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft, passive perception 11

Languages aquan, primordial

Challenge 8 (3,900 XP)

Discorporation.

When reduced to zero HP, Usan dissipates into a fine mist then disappears, and cannot take form again for a while.

Water Form.

Usan can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze.

If Usan takes cold damage, it partially freezes; its speed is reduced by 20 ft until the end of its next turn.

ACTIONS

Multiattack.

Usan makes two slam attacks.

Slam.

Melee Weapon Attack: +8 to hit, reach 5 ft, one target.

Hit: 16 (3d8 + 5) bludgeoning damage.

Whelm. (Recharge 4-6).

Each creature in Usan's space must make a DC 15 Strength saving throw. On a failure, a target takes 19 (3d8 + 5) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 16).

Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

Usan can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of Usan's turns, each target grappled by it takes 19 (3d8 + 5) bludgeoning damage. A creature within 5 ft of Usan can pull a creature or object out of it by taking an action to make a DC 16 Strength check and succeeding.

VALKYRIE

Medium celestial, Neutral Good

Valkyrie serve Freyja exclusively, they will even fight to the death for her. They appear as normal human beings, except for the large luminescent wings upon their backs. They use a variety of weapons, but favor polearms and spears.

Armor Class 19 (Natural/Divine Armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft, fly 120 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Perception +11

Damage Immunities radiant; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft, passive perception 21

Languages common, celestial

Challenge 16 (15,000 XP)

Holy weapons.

The valkyrie's weapon attacks are considered to be magical. When they hit with any weapon they wield, the weapon deals an extra 5d8 radiant damage (included in the attacks below).

See dead.

Sometimes Freyja sends a valkyrie to aid a brave warrior who had just died in an honorable way (see *Freyja's description for details*). They are able to see the spirit of the deceased, converse and interact with it as if it were flesh and blood.

Innate spellcasting.

Charisma based (ranged & save is DC 20), at will: *detect evil and good, invisibility (self only)*; 3/day each: *blade barrier, dispel evil and good, flame strike, raise dead*; 1/day each: *commune, control weather, insect plague*

Magic Resistance.

The valkyrie has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack.

The valkyrie makes two melee attacks.

Halberd.

Melee Weapon Attack: +12 to hit, reach 10 ft, one target.

Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing touch (4/day).

The valkyrie touches another creature. The target magically regains 30 (6d8 + 3) hit points and is relieved of fear or stunned effects.



ZERLEG KHUN MORO

Large Beast, Neutral

Zerleg Khun Moro is Tengri's mount, whose name translates to "savage horse".

Armor Class 19 (natural armor)

Hit Points 411 (20d10 + 300)

Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	6 (-2)	16 (+3)	11 (0)

Saving Throws Con +9, Wis +7, Cha +4

Damage Immunities radiant; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities charmed, exhaustion, frightened

Senses passive perception 13

Languages None. Zerleg has a telepathic bond with Tengri and obeys all his commands.

Challenge 10 (5,900 XP)

Discorporation.

When reduced to zero HP, Zerleg dissipates into a fine mist then disappears, and cannot take form again for a while.

Trampling Charge.

If Zerleg moves at least 20 ft straight towards a creature right before hitting it with a hooves attack, the target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, Zerleg can take a bonus action to make another attack with his hooves against the prone target.

Magic Resistance.

Zerleg has advantage on saving throws against spells and other magical effects.

ACTIONS

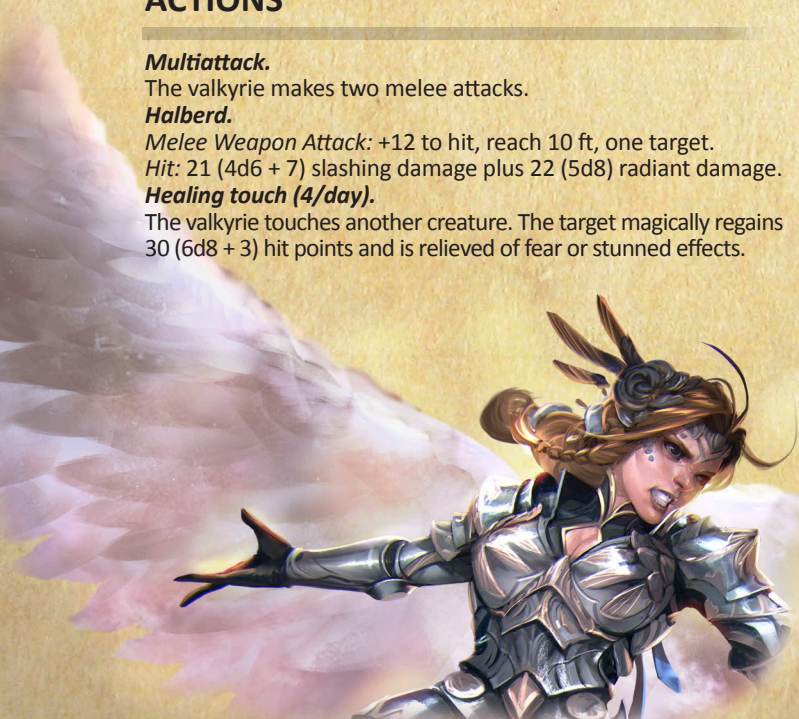
Multiattack.

Zerleg makes two melee attacks with his hooves.

Hooves.

Melee Weapon Attack: +11 to hit, reach 5 ft, one target.

Hit: 18 (4d6 + 7) bludgeoning damage.





SPECIAL ITEMS

Excalibur

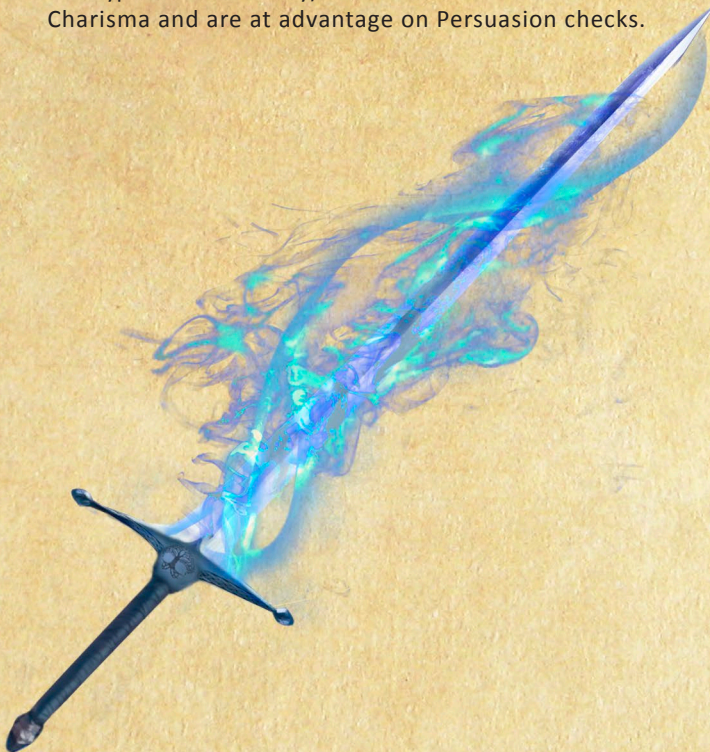
Wondrous Item, artifact (requires attunement)

A legendary longsword, always wielded by Vivienne.

The wielder gains a +3 bonus to attacks and damage rolls made with this magic weapon. Excalibur ignores all resistance to slashing damage.

When you are in possession of the sword, *zone of truth* is permanently active, centered on yourself. The DC Charisma save for the zone is 18.

Also, when you are in possession of Excalibur, you are immune to all slashing and bludgeoning damage (even by powerful beings that bypass such immunity). You also have a +2 bonus to Charisma and are at advantage on Persuasion checks.



Feather of Dominance

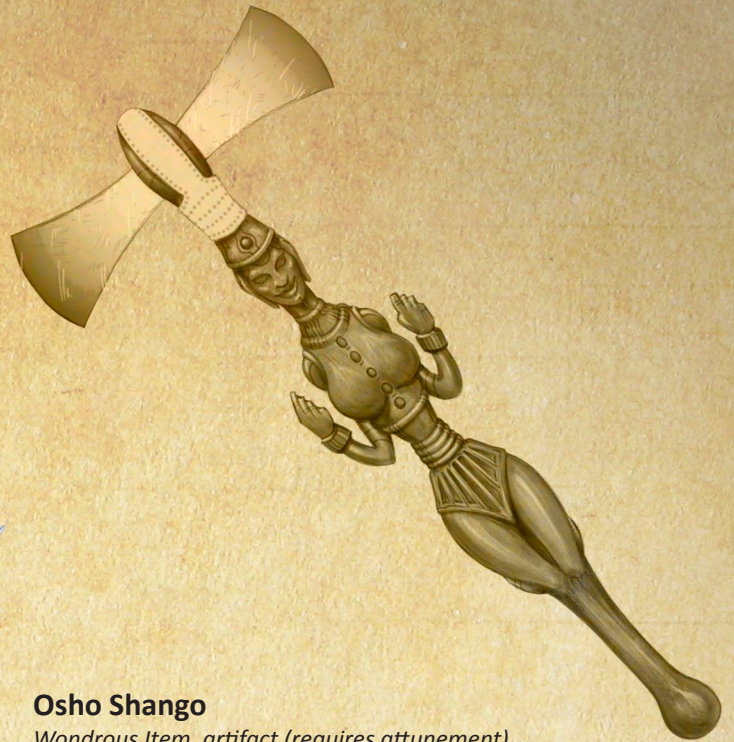
Wondrous Item, artifact (requires attunement)

One of the magic feathers which Nayenezgani blessed, this item has the power to control monsters. The feather has 3 charges per day of the *dominate monster* spell (at the base spell level). Additionally, it may be used to neutralize undead. Twice between long rests, choose a creature that you can see within range. The target must succeed on a DC 18 Wisdom saving throw or be Paralyzed for the Duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Life Feather

Wondrous Item, artifact (requires attunement)

A sacred eagle feather, one of two, that Nayenezgani has blessed with divine energy. Three times between long rests, choose from the following spells to cast on your action upon one target: *true resurrection*, *lesser restoration*, *greater restoration*, and *power word heal*.



Osho Shango

Wondrous Item, artifact (requires attunement)

Osho Shango is the semi-sentient magic staff that Shango carries, possessing wild and unpredictable magic. It casts spells randomly once per round on its initiative. All spells are cast at their original level (base spell level). Roll on the table below to determine which spell it will cast.

Osho Shango's Spell Save DC is 18, Spell Attack Modifier is +10.

Osho Shango's AC is 22 and it has 163 (13d20) hit points. It is immune to all spells 4th level or lower as well as bludgeoning, piercing or slashing damage from nonmagical weapons. +8 to Wisdom and Constitution Saving Throws. Use Shango's Dexterity saving throw (+8).

Any spell cast that requires a saving throw affects or is centered on the closest hostile enemy to Shango.

Osho Shango is released and hovers within 5 ft of the owner. It has a movement speed of 10 ft. If the owner moves away from the space, Osho Shango follows. The staff must be within 5 ft of the owner to cast spells. If the owner is incapacitated or dies, the staff falls to the ground.

When reduced to zero HP, Osho Shango dissipates into a fine mist then disappears, and cannot take form again for 1 day.

Osho Shango Magic table:

d20	Effect	d20	Effect
1	<i>blink</i>	11	<i>mage armor</i> (self)
2	<i>fireball</i>	12	<i>magic missile</i>
3	<i>lightning bolt</i>	13	<i>dimension door</i>
4	<i>seism</i> *	14	<i>fly</i>
5	<i>lightning strike</i> *	15	<i>cloudkill</i>
6	<i>thunderstorm</i> *	16	<i>prismatic spray</i>
7	<i>chain lightning</i>	17	<i>hold person</i>
8	<i>earthquake</i>	18	<i>charm person</i>
9	<i>cloud of daggers</i>	19	<i>fear</i>
10	<i>scorching ray</i>	20	<i>protection from energy</i> (self)

*See Appendix for this spell description.

SPELLS

Calm Seas

3rd-level transmutation

Casting Time: 1 action

Range: 300 ft

Components: V, S

Duration: Concentration, up to 1 hour

Until the spell ends, you are able to calm even the roughest seas in a 100 ft radius around you. In exceptionally rough weather such as during a hurricane, you must make a DC 18 Wisdom check every 10 minutes while attempting to control stormy seas. On a failure, you lose concentration and the spell ends.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, the area affected increases by 100 ft for each slot level above 3rd.

Conjure Fiend

5th-level conjuration

Casting Time: 1 minute

Range: 90 ft

Components: V, S, M (burning sulfur, chalk)

Duration: Concentration, up to 1 hour

You call forth a fiend servant. Choose any fiend with a challenge rating of 6 or lower appearing in an unoccupied space within 10 ft of the caster. The fiend disappears when it drops to 0 hit points or when the spell ends.

The fiend is friendly to you and your companions for the duration. Roll initiative for the fiend, which has its own turns. It obeys any verbal commands that you issues to it (no action required). If no commands are issued, it defends itself from hostile creatures, but otherwise takes no actions.

After each command is carried out by the fiend, roll a Charisma check DC 16 to maintain control of the fiend. If you lose control, the fiend does not disappear. Instead, it becomes hostile to you and your companions, and may attack. An uncontrolled fiend cannot be dismissed by you and it will disappear 1 hour after it is summoned.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the Challenge Rating of the fiend increases by 4. Also, the Charisma check DC required after each followed command increases by 2.

The GM has the fiend's statistics. Fiends may include: Cambions, Devils, Demons, Hell Hounds, Yugoloths, Night Hags and Nightmares.

Destroy Enchantment

6th-level abjuration

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You attempt to disjoin a single enchantment upon a single magic item within range that you can see. On a success, the magic within the item no longer functions and will not function properly until it is crafted again with the same magic effect.

Make a Ranged Spell attack against the item's CR using the following table to determine if successful:

Rarity	Challenge Rating
Common	16
Uncommon	18
Rare	22
Very Rare	24
Legendary	30
Wondrous	No effect

Enamor

4th-level enchantment

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your allies are engaged in combat with it. If it fails the saving throw, the target wholeheartedly falls in love with you until the spell ends or until you or your companions do something harmful to it.

The enamored creature does everything it possibly can to gratify you and will defend you, sometimes to the death if necessary. If the defensive task is perilous to itself, the creature will make a Wisdom saving throw to end the effect. At the end of the duration, the target's memory is fuzzy and they will not know whether or not they were charmed by you.

At Higher Levels. When you cast this spell using a 5th level spell slot, the duration is concentration, up to 10 minutes. When you use a 6th-level spell slot, the duration is concentration, 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

Frostbolt

2nd-level evocation

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Instantaneous

You summon a bolt which consists of magical ice. The bolt does 2d8 cold damage and produces numbing cold. Make a ranged spell attack against the target.

On a successful hit, the target must make a Constitution saving throw versus your spell save DC or be slowed until the end of its next turn at which the target must make another Constitution saving throw. If the target fails this save, they are frozen (immobilized). The target may make a Constitution saving throw at the end of each of its turns to negate this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Lesser Invulnerability

4th-level abjuration

Casting Time: 1 action

Range: Self or one ally within 30 ft

Components: V, S, M (a diamond)

Duration: Concentration, up to 1 minute

You enchant yourself or an ally with moderate invulnerability. For the duration of the spell, all magical damage is halved.

Lava Burst

3rd-level evocation

Casting Time: 1 action

Range: 150 ft

Components: V, S, M (sulphur and a lava rock)

Duration: Concentration, up to 1 minute

A low rumble resounds through the earth at the pointing of your finger. Above the epicenter of the quake, the earth rips open and lava spews up and out, splashing and sticking to nearby creatures.

Each creature in a 20 ft radius sphere, centered on a point of your choosing within range, must make a Dexterity saving throw. A target takes 6d6 fire damage, or half on a successful save. Also, on a failed save, the creature continues to take 2d6 damage at the beginning of each of its turns. A Dexterity save ends the continuous damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (immediate and continuous) increases by 1d6 for each slot level above 3rd.

Lava Field

5th-level conjuration

Casting time: 1 action

Range: 120 ft

Components: V, S, M (a piece of previously molten rock)

Duration: Concentration, up to 10 minutes

You create a 20 ft wide by 5 ft deep square of boiling hot lava centered on a point you choose within range. The lava can spread around corners, however, flammable materials will instantly ignite upon the lava's touch. It lasts for the duration or until submerged in at least ten feet of water. The area is considered difficult terrain for the duration.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Dexterity saving throw. The creature takes 5d8 fire damage, or half as much on a successful save. Creatures that remain in the lava field will continue to take fire damage and be forced to save each round until they leave the area.

At the start of each of each turn, the lava field can be moved in a direction you choose up to 10 ft. Previous lava fields begin to cool immediately, but are still considered difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Lightning Strike

5th-level evocation

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a metal rod)

Duration: Instantaneous

A thunderous crash of divine lightning rains down from the heavens, searing everything in a single location. Each creature in a 10 ft radius, 40 ft high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 lightning damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the lightning damage and the radiant damage increases by 1d6 for each slot level above 5th.

Magic Slingshot

2nd-level evocation

Casting Time: 1 action

Range: 60 ft

Components V, S, M (a small bag of stones)

You magically enchant up to three stones and they become deadly projectiles. The stones, once imbued with magic, float into the air from your hand. Each stone may hit a creature of your choice within range. Declare your targets and make a ranged spell attack roll for each creature. The stones do 1d6+1 force damage each.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage of each stone increases by 1d6 for each level above 2nd.

Sea Swell

5th-level transmutation

Casting Time: 1 action

Range: 300 ft

Components: V, S

Duration: Instantaneous

You call upon the sea to whip up furious waves and potentially damage ships and other man-made floating objects within range.

Choose any point within range to create 30 ft high waves in a 100 ft radius that crash into the objects or creatures that you target.

Ships within the area of effect will sustain damage. Each creature within the affected area that are on deck or otherwise exposed to the waves must make a Strength saving throw, taking 6d8 bludgeoning damage, or half as much on a successful save. Any ships caught within the swell are heavily damaged and will sink in 10 minutes unless repairs are made.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, the radius affected increases by 100 ft, and the damage increases by 1d8 for each spell slot level above 5th.

See the Unseen

3rd-level divination

Casting Time: 1 action

Range: 10 ft

Components: V, S

Duration: Concentration, up to 1 hour

You and your allies within range are able to see creatures which have been rendered invisible either by magic or a natural ability for the duration of this spell.

Seism

1st-level conjuration

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Concentration, up to 1 minute

The earth trembles as you target up to two creatures within 20 ft of one another. The creatures must succeed on a Strength saving throw or be restrained up to their waist as they begin to sink into the earth.

A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. Or if it is still the first round, the creature may still attack with its arms or with appendages above ground.

Upon each failure, the creature takes 1d6 crushing damage and is pulled further into the earth. On the second failure, the creature is completely restrained and cannot attack. When the spell ends, the creatures are released, but must use their move action to get out of the hole in the earth.

Sunray

2nd-level evocation

Casting Time: 1 action

Range: 90 ft

Components: V, S, M (a small, concave mirror or shiny metal)

Duration: Instantaneous

You lift your hand towards your foe and from your fingers shoots a brilliant ray of sunlight. Make a ranged spell attack roll. If you hit, the enemy takes 2d6 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Tendrils of Ichor

4th-level necromancy

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a black ball of wax)

Duration: Instantaneous

You point to an area within range and up from the ground sprouts shadowy tendrils. The tendrils whip at any creature within a 20 ft radius sphere centered on the spot at which you pointed. Each creature in the radius must make a Dexterity saving throw or suffer 6d8 necrotic damage, taking half as much on a success.

At higher levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases 1d8 for each spell level above 4th.

Thunderstorm

4th-level evocation

Casting Time: 1 action

Range: 300 ft

Components: V, S, M (a small drum and an electric eel scale)

Duration: Instantaneous

You summon a violent storm in a 20 ft radius, 40 ft high cylinder centered on a point within range.

Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning (thunder) damage and 4d6 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

Thundercloud Wall

4th-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a drum stick)

Duration: Concentration, up to 1 minute

You create a wall of thunderclouds and lightning on a solid surface within range. You can make the wall up to 60 ft long, 20 ft high, and 1 ft thick, or a ringed wall up to 20 ft in diameter, 20 ft high, and 1 ft thick. The wall is nearly opaque (partial concealment) and lasts for the duration.

When the wall appears, each creature within its area must make a Constitution saving throw. On a failed save, a creature takes 3d8 bludgeoning (thunder) damage plus 2d8 lightning damage or half as much damage on a successful save.

One side of the wall, selected by you when you cast this spell, deals 3d8 force damage plus 2d8 lightning damage to each creature that ends its turn within 10 ft of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning (thunder) damage increases by 1d8 for each slot level above 4th.

Wall of Sunlight

5th level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a candle and several straight sticks)

Duration: Concentration, up to 1 minute

You create a wall of sunlight on a surface within range. You can make the wall up to 60 ft long, 20 ft high, and 1 foot thick. Or you may create a ringed wall, up to 20 ft in diameter, 20 ft and 1 ft thick. The wall glows with the blinding light of the sun and lasts for the duration.

When the wall appears, each creature within its area must make a Wisdom saving throw. On a failed save, a creature takes 5d8 radiant damage, or half as much on a successful save.

Additionally, on a failed saving throw, the creature is blinded until the end of their turn. A Wisdom save ends this effect.

One side of the wall, selected by you when you cast the spell, deals 5d8 radiant damage to each creature which ends its turn within 10 ft of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radiant damage increases by 1d8 for each slot level above 5th.

Weaken

2nd-level necromancy

Casting Time: 1 action

Range: touch

Components: V, S, M (a pinch of dried blood powder)

Duration: 24 hours (curse, no concentration)

Your touch chills the blood of one target. The creature must make a Constitution saving throw. On a failure, the creature's hit point maximum is reduced by 1d6 plus the caster's Wisdom modifier for the next 24 hours. If the reduction results in a creature's hit points reaching zero or below, they are knocked unconscious for the duration. A remove curse spell ends this effect.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, you inflict an extra 1d6 for each spell level above 2nd.

Withering Ray

2nd-level necromancy

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (a desiccated insect)

Duration: Instantaneous

You conjure a blast of chilling, necromantic energy and hurl it at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1D8 necrotic damage and is at a disadvantage to all saving throws until the end of your next turn.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each spell level above 2nd.

Whisper

1st-level evocation

Casting Time: 1 action

Range: Self, 10 ft radius

Components: V, S, M (an empty, sealed jar)

Duration: 10 minutes (concentration)

You manipulate the air surrounding you so that it mutes sounds. By controlling the vibrations of the air itself, you are able to muffle any sound to be as quiet as a whisper. The area of quiet surrounds you and moves with you; while in the radius you and your allies are +5 to Stealth checks. This spell does not affect Somatic spell casting.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, add +1 to Stealth checks, and increase the radius by 5 feet for every spell level above 1st.

WEAPONS

Katana

A *finesse* weapon, characterized by a long, gently curved blade with a small round or squared guard and a two hand grip.

When wielding a katana, you have the choice of using either Strength or Dexterity modifiers to attack and damage. This is a two-handed weapon with 1d8 slashing damage.

Macana Staff

This is a wooden staff with a stone, copper, or other heavy, blunt object at the head. Sometimes the head is shaped like a star to maximise the potential to break bone. Sometimes used for ceremonial purposes, the shafts are plain or ornate. This is a two-handed weapon with 1d10 bludgeoning damage.

POWERS OF TENGRI

Eternal Earth (1/day)

Tengri may summon an earthquake that shakes and loosens the ground in a 300 ft radius within 1000 ft. Any building or structure within the zone is reduced to rubble after 5 rounds unless enchanted or immune to the effects of bludgeoning damage. The effect lasts for one minute.

Any creature in the zone must make a DC 20 Strength save or be knocked prone. While in the zone, movement is reduced by half. All prone creatures in the affected area receive 4d8 bludgeoning damage at the beginning of their turns. Any creature inside a structure, or within 10 ft of a structure takes an additional 4d8 bludgeoning damage at the beginning of their turns from falling debris. A successful DC 20 Dexterity saving throw ends this effect.

The effect is so severe that even flying creatures move at half speed above the affected area (up to 100 feet high), but take no damage unless they are inside a structure.

Divine Fire (1/day)

Tengri may summon an instant, magical, 20 ft tall, 300 ft radius wildfire within 1000 ft of him. If anything in the radius of the magical fire is capable of catching fire, it immediately does so. Any buildings or structures succumb to the flames within 5 rounds, causing total destruction, unless enchanted, or immune to the effects of fire damage. The effect lasts for one minute. Tengri may control the direction of the fire, moving it 20 ft per round. Friendly creatures to Tengri, his elemental companions, and mount are unaffected.

All creatures within 10 ft of the wild fire must make a DC 20 Dexterity saving throw to avoid being engulfed by the flames. Creatures within the magical flame take 8d6 fire damage on a failed save, half damage on a successful one. A failed save also reduces movement by one half and at the beginning of their next turn they will take 4D6 fire damage. A successful save (DC 20 Dexterity) ends the fire damage.

While a creature is within the flames, regardless if they succeeded on the saving throw, visibility is reduced to 5 ft and all attack rolls are at disadvantage.

Eternal Wind (1/day)

Tengri may summon a 500 ft wide tornado within sight. The effect lasts for one minute. Tengri may control the direction of the wind, moving 60 ft per round. Friendly creatures to Tengri and his elemental companions and mount are unaffected, only feeling a slight breeze.

All creatures within 100 ft of the tornado must make a DC 20 Dexterity saving throw, or be pulled into the tornado, taking 4d8 bludgeoning damage and 2d6 slashing damage at the beginning of each of their turns. Creatures starting their turn inside the tornado receive no save. While within the tornado, no creature may cast spells, or continue to concentrate on spells.

All structures within the path of the tornado are immediately destroyed, unless they are enchanted or specifically immune to wind damage. Any creature in a structure when it is destroyed take an additional 4d8 bludgeoning damage.

Any creature within the tornado when the effect ends will take 1d6 falling damage for every 10 ft above the ground they are. To determine distance to the ground when the effect ends, roll 1d10. A roll of 1 is 10 ft, or a roll of 10 is 100 ft, for example. Tengri may end the effect at any time.

Eternal Wave (1/day)

Tengri may summon a 100 ft tall wave of water within any body of water large enough to be affected. The wave is powerful enough to destroy everything in its path, including cities.

The affected area can be up to 1000 ft long, up to 500 ft wide, and up to 100 ft high. Each round the wave's height reduces by 10 ft. All structures within the wave's path are destroyed, unless they are enchanted, or immune to water effects. The wave of water may continue inland for up to one minute.

Each creature in that area must make a DC 20 Strength saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. Prone creatures are swept into the wave of water and must make successful save attempts to avoid further damage. Consult the rules for Suffocating to determine if the creature drowns. Creatures continue to take 4d8 bludgeoning damage at the start of each of their turns until a successful save at the end of their turn. On a success, a creature takes no more damage and they ride the wave until it dissipates.

The wave spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 10 ft of it.

Zone of Ultimate Truth (3/day)

As an action, Tengri can conjure a 120 ft zone around him which reveals the thoughts of any creature within.

A creature must make a DC 29 Wisdom save, else Tengri will be able to read and see all surface thoughts, impressions, or mental images of all creatures with an Intelligence score over 5 in the zone around him.

Sacred Mount

At 3rd level, a Paladin of Tengri (Oath of the Sky Warrior) becomes eligible to receive a sacred mount.

The mount is typically a Warhorse of tremendous strength, courage, and intelligence and serves you with reliability and devotion. The bond is divine, so if you lose favor with Tengri, the mount disappears and you must wait exactly one year from the day it disappears to receive another mount.

Usually, an opportunity to acquire a sacred mount comes soon after reaching 3rd level. Typically, its arrival is marked with drama.

- You may experience a vivid dream about the mount which might be a premonition of an event yet to come.
- The mount might be given by a lord as a reward for good deeds.
- You may need to complete a daunting quest to receive the mount.
- You may come across a sacred ritual of Tengri which will summon the mount.

It is up to the GM to decide the circumstances of your mount's arrival since the acquisition of a sacred mount is a very special event.

- The sacred mount has unquestioned loyalty to you.
- It possesses far above-average Intelligence (add 2d4 to the Intelligence score of the Warhorse) and is exceptionally strong (add 1d4 to the Strength score of the Warhorse).
- The sacred mount comes immediately to your side when called.
- The sacred mount acts independently of you, and is controlled as an NPC by the GM. It strategizes and attacks on its own turn with its own Initiative.

Elemental Form (1/day)

Beginning at 20th level, a paladin of Tengri (Oath of the Sky Warrior) can use their action to magically assume a shape of an elemental with a Challenge Rating 5 (CR 5). You can use this feature once between long rests. You stay in this elemental shape for 1 hour. While you are transformed, the following rules apply:

- When you transform, you gain temporary hit points equal to the elemental of your choice.
- Your game statistics beyond hit points are replaced by the elemental's, but you retain your alignment, personality, also Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throws proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the higher result.
- When you revert to your normal form, you return to the number of hit points you had prior to transforming. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

For example if you take 10 damage in elemental form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You retain all benefits of any features from your class, race, or other source. However you cannot use them. For example, your aura is still in effect, but you can't use your Channel Divinity and spells.
- You gain the features of the chosen elemental for the duration. Magic items work as normal while in elemental form, they are just absorbed by the new form.

DIVINE SCION OF MAZU

The secret to immortality is preserved for the most pious. Though well-guarded, Mazu's principles lead tenacious clerics and wizards of the faith towards infinite life.

The path is long and arduous, requiring followers devote themselves for months or even years in order to prove themselves worthy of Mazu's divine gift. The defeat of a powerful foe, the rescue of innocents, and the defense of a sea port city may all attune the Seeker to rebirth as an immortal Scion.

The Seeking cleric or wizard must complete all of the following quests prior to the rite of becoming a Scion of Mazu:

Gain favor with a king, queen, or lord

Defeat an extraplanar or undead evil creature in solo combat. The Seeker must call out this creature, which may be a fiend, devil, or undead, to one-on-one combat and the creature must accept the challenge. The creature must be equal or near equal in skill and power to the Seeker's. No one may assist the Seeker with this task, even with healing.

Obtain a legendary item and use it only for good.

Maintain a Lawful Good alignment.

Upon the completion of these tasks, the cleric or wizard may perform **The Rite of the Scion**. The Seeker crafts a Focus which powers the transformation from Seeker to Scion. Once transformed, the Scion must keep and protect this Focus, for it is the source of their immortality and power.

The Focus can be a necklace, a ring, or any trinket that can be carried at all times. If the Focus is lost or destroyed, immortality and all Scion benefits are lost. Unless the Focus can be recovered, the Seeker's process begins anew.

When the moon is full and the tide is high, the Seeker travels to the shore of a great ocean and plunges into the sea. The Seeker then drowns himself and, after several hours, is washed up on the shore where he lay dead. The body should not be disturbed. At dawn, the Seeker is resurrected by the power of their Focus and transformed into an immortal Scion of Mazu.

The following benefits are bestowed upon the Scion upon transformation:

- A Divine Scion is immortal, cannot age, is immune to disease and poisons. Additionally, the Scion cannot truly be destroyed unless their body is burned and the ashes are thrown into the ocean. If the Scion is reduced to 0 or fewer hit points and effectively dies, they resurrect, fully restored to their previous state, two days later.
- The Scion chooses two 1st, 2nd, or 3rd level spells they know which have a casting time of 1 action. These spells do not expend a spell slot when cast.
- The Scion is immune to radiant and poison damage. Furthermore, they are resistant to bludgeoning, piercing, and slashing from nonmagical weapons.
- The Scion may cast any cantrip they know as a reaction once per round.



GIFTS OF VALOR

Gifts of Valor are special powers available to PCs 20th level and above. They may be granted by the GM as an award if characters complete an epic quest, or if it fits well within the scope of the current adventure.

Gifts of Valor are a way to provide players more options that would otherwise be unavailable to them. Typically, Gifts of Valor are rewarded every 30,000 XP and after a character has achieved more than 355,000 XP.

Gifts of Valor are considered epic to the character who is awarded these divine powers. To be rewarded a Gift of Valor, it should be centered around an event, as it could potentially transform the character.

Gift of Animal Friendship

You may cast *animal friendship* without expending a spell slot or using components. Additionally, you gain +10 to the spell save DC when charming an animal. You may use this gift once between short rests.

Gift of Persuasion

You can give yourself a +20 bonus to a Charisma (Persuasion) check. Once you do so, you can't use this gift again until you have completed a short rest.

Gift of Effortless Travel

You create an invisible 20 ft diameter disk of force which may be used to transport yourself, any willing creatures, supplies, or gear at a speed of 90 ft per round for up to 2 hours. The disk can float at a height of up to 100 ft and it can move over any terrain, including water. Once you use the gift, you must complete a long rest before using it again.

Gift of Expedient Harvest

You may ripen an area of crops up to one square mile. The crops mature and ripen overnight. Once you have used this gift, you may use it again after completing a long rest.

Gift of Extraplanar Banishment

You may choose to banish an extraplanar creature with a CR rating of 10 or lower that you can see within 120 ft of you, using your action. The target is automatically banished to its home plane and it cannot return for two weeks. You may use this gift once between long rests.

Gift of Mastery

Your proficiency bonus increases by 2.

Gift of Mighty Hale

Your attacks with blunt (bludgeoning) weapons deal maximum damage.

Gift of Nocturnal Vision

You gain darkvision with a range of 60 ft.

Gift of Perfect Shot

Your attacks with ranged weapons deal maximum damage.

Gift of Regeneration

You regenerate 10 hit points at the end of each of your turns. If you are knocked unconscious, or reduced to 0 hit points the regeneration does not function.

Gift of Resurrection

If you die of unnatural causes, and your body is not burned to ash after your death, you will resurrect with 1 hit point on the eve of the next day.

Gift of Sanctuary

You create an extradimensional space, which appears as a doorway before you. When you open the door and step inside, you disappear from the material plane. The door becomes invisible to those on the opposite side.

This space is similar in attributes to the *rope trick* spell, with the following exceptions: Inside is a cozy 15 x 15 ft room with a roaring fireplace and enough food and drink for the day. The sanctuary lasts for 8 hours.

The sanctuary also heals all wounds and diseases, restores hit points to maximum, and nullifies curses. The sanctuary may be summoned again after a long rest.

Gift of Spell Cancelling

You use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you. Once you use this gift, you can't use it again until you have completed a long rest.

Gift of Telepathy

You are able to telepathically communicate with humanoids within 20 ft of you using languages you both know.

Gift of Whirling Blades

You gain the Dual Wielder feat if you do not already know it. Additionally, your attacks with any slashing weapon do maximum damage.

Gift of the Devoted Follower

You gain the service of a 10th level fighter who is your adoring follower. The follower will serve you until death, believing that the fates or your deity have drawn them to you.

Gift of the Doppelganger

You are able to clone yourself. This clone has half of your maximum hit points, otherwise all of its attributes, skills, abilities, and spells are the same as yours. The clone may not create a clone of itself, however. The clone lasts one hour before it disappears in a puff of shadowy smoke. Once you have created a clone, you must complete a full rest before you may summon another one.

Gift of the Nemesis

Choose a creature type from the following list: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You gain one additional melee weapon attack as a bonus action against the creature type.

NPCs

Aldyn Kaern

Age 26, Human, 10th Level Priestess of Turan, Neutral Good

Armor Class 18 (Half Plate/Shield)

Hit Points 71

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	10 (+0)	15 (+2)	18 (+4)

Saving Throws Wisdom +6, Charisma +8

Skills Insight +6, Persuasion +8

Senses passive perception 16

Languages common, elvish

Spellcasting.

Cantrips: *friends, guidance, light, minor illusion, sacred flame.*

1st level: *bless, cure wounds, detect magic, guiding bolt.*

2nd level: *hold person, lesser restoration, spiritual weapon.*

3rd level: *beacon of hope, daylight, dispel magic.*

4th level: *banishment, death ward, guardian of faith.*

5th level: *commune, legend lore, mass cure wounds.*

ACTIONS

Multiattack.

Melee attack, +4 to hit, reach 5 ft, one target.

Hit 1d6 bludgeoning damage.

History

Aldyn is the first-born daughter of a wealthy merchant. Her life prior to her taking on the cloth of Turan was filled with luxury and abundance. Yet her young life did not fail to nourish a sharp mind and a burning curiosity. She is every bit as wise as she is beautiful and charming.

Having schooled herself in the arts of fashion and beauty, and as a practiced seamstress, she found the fantastic allure of Turan's temples to be her higher calling. She will never tell that she is actually a runaway. Her father wanted her to marry a man she did not love, who was far older than she. And her vanity would not allow her to bed a man she does not desire, much less be encumbered with being the docile wife. But that is not the true reason she left home.

The fact is, she is hopelessly in love with a paladin of Inti, Ecran Ceros. She knew she was in love the instant she met him. She swore to follow wherever his faith, or the fates, take him.

Assets

These days, the responsibilities of her faith keep her busy, and she manages to find time to help people in need. Especially if she gets to play match-maker. As a Priestess of Turan, she is beholden to protect the beautiful and innocent of the world, and will not hesitate to use her skills to meet that end. She cares deeply about her friends, and has a profound respect for creative people. Aldyn is strong, she knows what she wants, and she has a refreshing zeal for life. That enthusiasm is a rarity among seasoned adventurers. When faced with evil and ugliness in the world, she is unflinching and serious.

Flaws

Aldyn is manipulative and impulsive at times. She is most definitely self-centered, a problem of hers is not being able to see the world past her own fingers and toes, so to speak.

Obsessed with beauty - particularly her own - causes her to have a streak of vanity. This makes her a jealous admirer, should one be worthy of her affections. She is also tempted by any promise of agelessness, or of any magic or rite which could stop or slow the aging process.

Old age, and the loss of beauty that comes with it, is her greatest fear.

Interactions

When interacting with the party, Aldyn is very nosy. She will meddle in the affairs of the group, particularly in anything dramatic or romantic. Having a middle-rank at her temple, she is privy to information that the temple of Turan may have: rumors about nobility, beauty secrets, and quests in the name of protecting innocence and beauty.

Ecran Ceros

Age 32, Human, 12th Level Paladin of Inti, Lawful Good

Armor Class 19 (+1 Plate)

Hit Points 112

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Wisdom +6, Charisma +7

Skills Athletics +9, Intimidation +7

Senses passive perception 15

Languages common, elvish

Spellcasting.

1st level: *command, compelled duel, protection from evil and good.*

2nd level: *aid, magic weapon, zone of truth.*

3rd level: *aura of vitality, crusader's mantle, elemental weapon.*

ACTIONS

Multiattack.

Ecran makes two attacks per turn, or may cast one spell.

Longsword.

Melee attack, +9 to hit, reach 5 ft, one target.

Hit 1d10 + 5 slashing damage.

History

Ecran was born to a family of farmers in a southern town, far away. His upbringing was stern, measured, and full of responsibilities. The members of his family, like many farmers of the world, are worshipers of Inti. That he had been conscripted into the faith at a very young age was seen as a blessing, even to Ecran. For twelve years he has faithfully served Inti, protected the temples, and gone wherever his elders command. He is well-traveled, as the faith of Inti continues to spread throughout fertile lands.

Along with the local chapter of Inti, Ecran has been in a very bloody and drawn-out conflict with a dark cult, which has spoiled the security of the city. The conflict has been going on since before he was conscripted, and there are very few signs, if any, that it will end any time soon. When one side wins a battle, the other side counters in kind.

He is aware of Aldyn's affections, and he secretly enjoys her attention. Who wouldn't? She's a beautiful, charming woman. Paladins of Inti are allowed to take a wife and start a family. The practice is encouraged as it provides stability and longevity

to the faith, after all. Yet, he hasn't seen anything from Aldyn till now that makes her 'wife material', at least in his eyes. In fact, he sees her as being far too impulsive and flighty for his relationship ideals. Finally, another strike against her is that she clings so stubbornly to a frivolous faith as for Turan.

Assets

He is seen by others as an absolute stoic. Inside is a cool-headed but deeply emotional undercurrent, and it is this wellspring that makes Ecran a pillar of strength and courage. He is reliable and always honors his word. Both a fierce protector of his faith, friends and allies and a merciless opponent, his keen strategy has won many battles. Loyal to the end and generous, his kindness is rarely shown, but when he displays it, it's unforgettable.

Flaws

Ecran is a harsh wielder of justice. Any beings who wield dark magicks or exploit the innocent will find him merciless. Of others he is extremely judgemental, like a stern, disapproving father. He suffers from a tendency to be a tyrant, as he as a deep-seated need to control and dominate others. This attitude is tempered by the oath to Inti. Being aloof towards friends and allies he will rarely be seen at social gatherings, unless there is something in it for him. 'Fun' is the least-used word in his vocabulary, although Aldyn has managed to get him to smile on occasion.

He secretly enjoys instilling fear (either of himself or his god) in others.

Interactions

Being the stern man he is, Ecran gives critiques, sometimes harsh, foregoing compliments for any of the group's achievements. He believes that complements inspire weakness. If the group has given leeway for his poorer aspects, he can be a powerful ally when faced with evil and dark forces. He will appear from time to time to give news and quests, particularly in the case of battling with Tchernobog's followers.

Osad Darum

Age 29, Human, 11th Level Black Knight of Tchernobog, Neutral Evil

Armor Class 20 (Plate/Shield)

Hit Points 94

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	12 (+1)	15 (+2)

Saving Throws Wisdom +5, Charisma +6

Skills Insight +5, Intimidation +7

Senses passive perception 14

Languages common, infernal

Spellcasting.

1st level: *command*, *searing smite*, *shield of faith*.

2nd level: *branding smite*, *locate object*, *protection from poison*.

3rd level: *blinding smite*, *elemental weapon*.

ACTIONS

Multiattack.

Osad makes two attacks per turn, or may cast one spell.

Longsword.

Melee attack, +8 to hit, reach 5 ft, one target.

Hit 1d10 + 5 slashing damage.

History

Osad was once a member of the Church of Inti, yet his time there was fraught with difficulties. All the elders knew that he had a darkness not easily purged, a tumultuous anger welling inside. Osad rarely spoke of his life as an orphan prior to being taken in by the clergy, but everyone knew he had suffered something dark and cruel in his youth. Ecran overlooked several transgressions, wishing to give younger Osad more chances. Ecran was fond of Osad, and thought that he could be shaped into an example of a decent man.

One act of misconduct was entirely too disturbing, and Ecran could not overlook the presence of a malicious rage inside Osad anymore. Ecran found Osad in a darkened chamber with a woman, Osad's hand around her neck. She was crying, for all Ecran could tell, for he only heard muffled gagging noises as her delicate throat caved. Ecran burst into the room and struck Osad with the back of his hand, the force of the angry blow causing Osad to reel back and release the girl. Osad gawked wide-eyed at Ecran, clutching at the reddening skin on his cheek.

Osad admired Ecran and he never expected to disappoint, much less be admonished for something that was clearly the woman's fault. Osad fled, and Ecran discovered that the woman did nothing wrong but give Osad a cross glance. Ecran never saw Osad again.

Osad dwells in the dark forests to the west of town with the band of traitors and murderers who follow Tchernobog. They share a loathing for all life, and Osad found familiarity in darker hearts. As such, he is exposed to occulted knowledge, black magicks, and mind-controlling sorcery. He is but a shadow of the man he could have been.

Osad never shows his face; it was burned to near irrecognition by a black priest who sought to "purify anger into power".

Assets and Flaws

Osad is extremely antisocial. He absolutely cannot relate to feelings of compassion, love, or human connection. Being distorted by the black priests of the deep forest, he is hopelessly lost to the allure of dark power and he frequently experiments in the occult and with black magick. Sometimes these enquiries involve torture and sadistic domination of creatures, particularly children and animals.

He is perceptive and cunning. Also vindictive -- he holds grudges for years. On one hand he loathes goodness, on the other he secretly longs to do good. The lingering flicker of goodness is a contradiction to all his evil and it is the source of Osad's intense self-loathing. He cares little for how his actions affect the world, so long as hope and light and innocence are destroyed in the process. Osad cannot express or feel love or connect with other sentient creatures. He enjoys dominating, intimidating, and punishing others, especially if he feels he has been slighted.

Interactions

Osad will likely never be an ally of the group, unless they are mostly of evil alignments. With that being said, he will prove to be a worthy and devious adversary. Should the group learn about Osad's identity and past and threaten to tell Ecran, Osad will become vindictive and attempt to stop the group by whatever means. He will even enlist his black priest companions to do so.

Vestin Elenum (The Blue Wizard)

Age 43, Human, 16th Level Wizard (Evocation School), Lawful Good

Armor Class 16 (Leather/+1 Amulet)

Hit Points 85

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	20 (+5)	11 (+0)	13 (+1)

Saving Throws Intelligence +10, Wisdom +6

Skills Arcana +10, History +10

Senses passive perception 15

Languages common, elvish, celestial

Spellcasting.

Cantrips: *acid splash*, *blade ward*, *fire bolt*, *light*, *ray of frost*.

1st level: *burning hands*, *color spray*, *detect magic*,

feather fall, *identify*.

2nd level: *frostbolt**

3rd level: *counterspell*, *fireball*, *fly*, *tongues*.

4th level: *arcane eye*, *dimension door*, *ice storm*, *wall of fire*.

5th level: *cloudkill*, *lightning strike**, *telekinesis*.

6th level: *chain lightning*, *globe of invulnerability*.

7th level: *plane shift*.

8th level: *earthquake*.

Dragonthorn.

This is a legendary weapon -- a staff made from the wooden hull of a legendary flying ship, *The Soaring Dragon*.

It grants +2 bonus to attack and damage rolls made with it. While held by Vestin, it grants +3 bonus to spell attack rolls. It has 60 charges.

Additionally, while wielding the staff, Vestin can use his reaction to absorb a spell's magic, so long as the spell only targets him. The staff regains a number of charges equal to the spell's level, and cancels the absorbed spell's effects.

If the levels absorbed brings the staff's total number of charges above 60, the staff explodes, dealing 20d10 damage to all creatures within 30 ft on a failed Dexterity saving throw, or half as much on a successful one.

ACTIONS

Multiattack.

Longsword.

Melee attack, +8 to hit, reach 5 ft, one target.

Hit 1d8 + 4 slashing damage.

Dragonthorn Charges.

While holding the staff, Vestin may expend charges to cast one of the following spells from it, using his spell save DC and spellcasting ability:

conjure elemental: (7 charges), *dispel magic* (3 charges),

fireball (8th level, 7 charges), *flaming sphere* (2 charges),

invisibility (2 charges), *passwall* (2 charges), *web* (2 charges).

History

Vestin was born to an unwed woman at the stroke of midnight on a new moon. The priesthood that later appropriated him deemed him the next true Scion of Mazu. Further confirmation of this fact came when a witch came to slay the infant. She raised Vestin from his crib, and the infant boy made no sound as she pricked him with a long needle smeared with poison. The priest Ober checked in on Vestin at the very moment that the witch made her escape through the window. While the paladins hunted her, the clergy attended to the infant, his pale skin streaked with black. They feared the worst, crestfallen that they had failed to protect something so precious.

Several days passed, and the fever subsided. The boy was healthy again. The priests considered this proof of the child's destiny. He was raised to be a devout follower of Mazu, but he wasn't cut for the cloth of clergy. His mind was sharp and scientific. He displayed a natural talent for evocation. The priesthood recognized this, and sent him to study with the master wizards at the Pillar of Yssen. There he achieved many great deeds, and is well on the way to completing the prophecy and become a Scion of Mazu.

Vestin is drawn to town by the rumors of an evil cult plaguing the citizens. Stories of mutilated livestock and missing children make him suspect that a cult of Tchernobog is near, although he hasn't confirmed this.

Assets

Vestin cares about himself as well as others. Every living thing is a manifestation of Mazu's glory, and they all fall under his protection and guidance. He sees himself as a sort of steward, the end goal of which is to serve Mazu as one of her immortal scions.

The pain of others distresses him greatly, but he knows that emotional anguish can be a great teacher. He's sure to be there when another is in dark times. He is willing to sacrifice himself for the greater cause of goodness, and will not hesitate to put himself in harm's way in order to protect others.

His inner strength grows whenever he is confronted with fears, and he stands up for his beliefs no matter what the cost.

Flaws

He is naive to the disparities between rich and poor in the world, which impedes his vision of harmony among peoples. Extremely strong willed, he is the most stubborn person that one may come to know. He will tell the truth, even if it's harsh. This gets him in a lot of trouble at social events, and many are reluctant to invite him again. Vestin has a curious knack of being able to push people beyond their limits so that they may grow.

Vestin's deepest fear is that he will run out of time to fulfill his destiny.

Interactions

The group may see Vestin as a crazy fool, or at the very least idealistic and out of touch. Or, they may be moved by his message of peace, goodwill, and betterment of all creatures. Either way, Vestin will become aloof to members of the group should they cause disharmony with those around them. But he will always side with them so long as they show that they are good, albeit flawed, creatures. He is the epitome of a magnanimous being.

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