



GODS AND GODDESSES

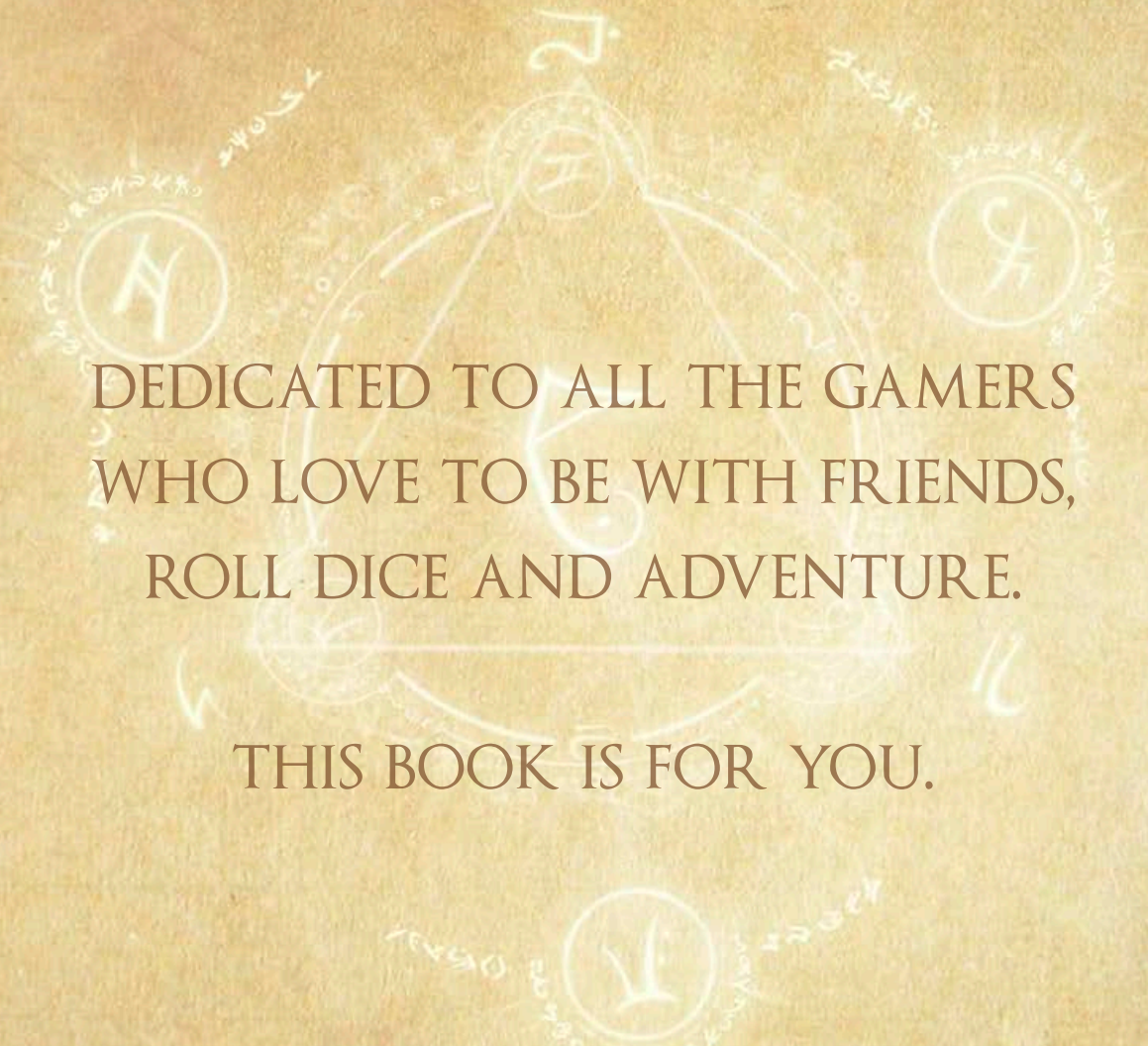
REDUX



A 5TH EDITION SUPPLEMENT



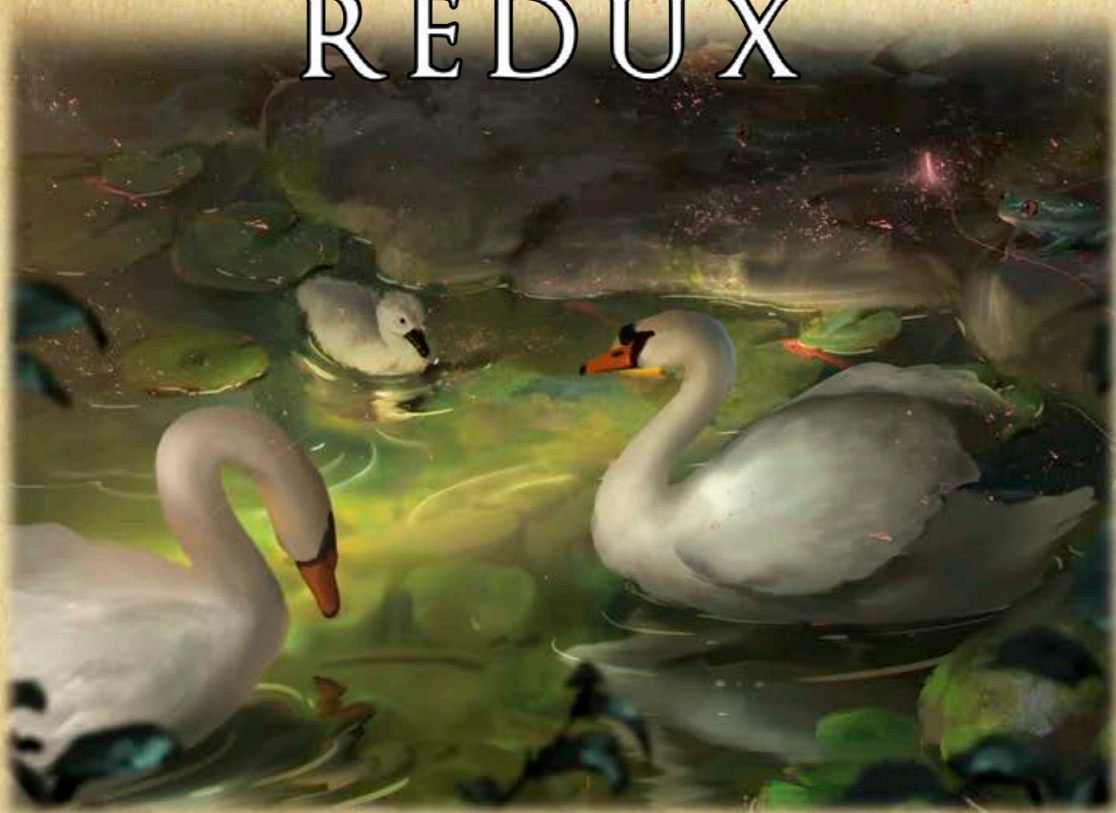




DEDICATED TO ALL THE GAMERS
WHO LOVE TO BE WITH FRIENDS,
ROLL DICE AND ADVENTURE.

THIS BOOK IS FOR YOU.

GODS AND GODDESSES REDUX



A 5TH EDITION SUPPLEMENT

GODS AND GODDESSES REDUX

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Nathaniel Himawan illustrates the epic battle between Thor and the Midgard Serpent.

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CONTENTS

8 KICKSTARTER BACKER CREDITS

11 INTRODUCTION

AVATARS

12 ANANSI

15 ATHENA

18 BABA YAGA

21 BATARA KALA

24 FREYJA

27 FUJI

30 HEKATE

33 INTI

36 ISHTAR

39 MAZU

42 NAYENEZGANI

45 SARASWATI

48 SHANGO

51 SHIVA

54 TCHERNOBOG

57 TENGRI

60 THOR

63 TURAN

66 VIVIENE

69 CLASS FEATURES

107 LOCATION AND MINI-ADVENTURES

122 APPENDIX

123 CREATURES

136 SPECIAL ITEMS

137 SPELLS

140 WEAPONS

140 POWERS OF TENGRI

142 DIVINE SCION OF MAZU

143 GIFTS OF VALOR

144 NPCs

147 LEGAL INFO

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Introduction

Mankind is hardwired for faith. Before the invention of pottery and agriculture, humans had already invented the gods some 25,000 years before. 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 by word of mouth, and nature started to take on anthropomorphic form. A spider spirit morphed into 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, the 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 to 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 many cultures lost their spiritual heritage.

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, arm-chair philosophers trying to make sense of the ancient world from their ivory watchtowers. This book is about the celebration of faiths from all corners of the globe, reimaged in a gaming context.

These gods and goddesses are our nineteen favorites 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 element of faith: respect for heritage. Where a god or goddess comes from is just 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, may 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 you in bringing in new elements to your current campaign setting. Add them 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 over the centuries. The possibilities are virtually endless.

Has there ever been a time when a character could encounter such a divine being? While it would never be recommended to have a conflict with a deity's avatar, the gods' stats and other mechanicals info are provided. These are super-powered entities with which players should take extreme caution, even at levels 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 them when called upon. These companion encounters are more likely for mortals. However, make no mistake—these are the most supreme powers in all of creation, and they 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 characters can be conduits for their deities 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 characters 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, but other times he shares the knowledge with the world so they might become wise.

He acts as a go-between for humans and other gods, and he is the one responsible for tricking the divine into creating night, rain, and other natural phenomena. 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 and expects nothing less from his subjects. However, there is a deeper lesson in Anansi's 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 afraid than dead.

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 in which mortals (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.*

WORSHIPPERS

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, and parents 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, one clearly knows 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 465 (30d20 + 150)

Speed 60 ft.

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

Saving Throws Dex +19, Int +17

Skills Acrobatics +19, Perception +16, Stealth +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 200 ft., passive Perception 26

Languages Celestial, Common

Challenge 30 (155,000 XP)

Awe-inspiring Presence. When a creature first enters the area within 30 feet of Anansi, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

Blindsense. Anansi is aware of the location of any hidden or invisible creatures within 30 feet of him.

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

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 Realm, and he is unable to take physical form for a time.

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.

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

Magic Weapons. All of Anansi's attacks are considered magical.

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

Superior Stealth. While Anansi is using stealth or is invisible, creatures have disadvantage on Perception checks to detect him.

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

ACTIONS

Multiattack. Anansi can make four melee attacks per round.

Short Sword. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) 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.

Premonition (Costs 1 Action). Anansi gains advantage on his next saving throw.

Reflex (Costs 1 Action). Anansi makes a melee attack.

Sneak Attack (Costs 1 Action). Anansi may attack a distracted or flanked creature with a +19 to hit. On a hit, this attack deals 24 (4d6 +10) damage.

Spell Immunity (Costs 1 Action). Anansi may choose to be immune to spells of 3rd level or lower until the end of his next turn.

Spider's Charm (Costs 2 Actions). Any single creature within sight of Anansi must attempt a DC 24 Wisdom saving throw.

On a failed save, the target is friendly to Anansi and compelled to follow any directions he commands. While the target is so 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 one evil creature per round, up to a maximum of eight creatures.

On a successful save, the creature takes 10 (3d6) radiant damage, but it 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.



ATHENA

Goddess of Wisdom, Civilization, and War

Symbol: owl, olive trees, snakes, gorgon's head

Home Plane: Olympia

Alignment: lawful good

Athena sprang forth from the mind of Zeus, cracking open his head as she emerged regal, composed, and gleaming in full armor. Born fully formed from the king of gods, Athena stood stoic and tall as the goddess of war. Athena presented humanity with a gift—the olive tree—from which they reaped wood, oil, food, and prosperity. Thus, Athena became the goddess of civilization and a beacon of all that lends a city its strength: law, justice, craft, courage, war, and wisdom.

Although some gods of war rely on savagery, bloodlust, and destruction, Athena is shrewd and disciplined. She teaches instead calm and cunning tactics, strategic warfare, and keenly honed battle skills. As such, she's recognized as a guardian and ally of warriors, rulers, and heroes. Athena is known to send adventurers with valiant aspirations on quests that test their brilliance and bravery. When heroes thrust themselves into dire straits in the name of justice, Athena might intervene to turn the tides in their favor. At the very least, her presence is believed to bestow or bolster courage among honorable hearts.

Athena appears as a gray-eyed female human warrior cloaked and armed with a spear, feathered helmet, and a shield adorned with the image of a gorgon's head. She is often accompanied by a snowy-white owl whose ability to see through darkness mirrors the insight of Athena's godly wisdom.

Beyond warfare, Athena is a goddess of the arts and crafts. She herself invented the first ship, the flute, the chariot, the plow, the potter's wheel, and other useful tools. She's also patron to metalworkers who forge armor and weapons.

Athena's demeanor is characterized by calm, compassion, and mercy, but the goddess does not tolerate disrespect. Legends say a weaver named Arachne insulted Athena by boasting of her skill and creating a tapestry that displayed the Olympian gods' failings. Athena lauded Arachne's craftsmanship—she is a lawful goddess, after all—and then turned Arachne into a spider.

DOGMA

Followers of Athena know this goddess of war prefers peace whenever possible. War is a tool, and often a last resort, to resolve conflict. Rather than brute strength, Athena teaches the values of ingenuity, invention, and intelligence. Calm, rational thought not only strengthens warriors in battle but furthers civilization.

Athena also taught her followers mathematics and household arts like spinning and weaving fabric. She empowers her followers that through hard work and action they can acquire knowledge and skill.

CLERGY AND TEMPLES

The cults of Athena are led by priestesses who maintain her temples and tend her statues, which are thought to be hallowed artifacts of protection. To honor the goddess of craft, the priestesses weave fabric for sacred robes, which are processed through the city and draped protectively over Athena's statue.

Powerful clerics of Athena are known as "Athena Polias." They are Athena's right hand on the Material Plane and are held in the highest esteem among her followers, akin to incarnations of the goddess herself.

WORSHIPPERS

Athena's worshippers are many and varied. Leaders of military ask for battle strategy and help in war. Artisans pray for guidance in their craft and study. Heroic adventurers request her vigilant guardianship and bolstered courage. Farmers thank her for her wisdom and invention. As goddess of civilization, her domains touch all aspects of life, especially urban life, and she is revered as a primary goddess in regions that worship her.

Worshippers honor Athena with gifts and sacrifice. During festivals, they also honor the goddess with athletic competitions, poetry readings, and musical contests.

*STORM-EYED ONE, ATHENA, WE SING OF YOU;
THIS GODDESS, AN UNRELENTING GUARDIAN OF ALL CITIES.
STRONG-ARMED, FAIR AND JUST, FRESH-BORN AND WISE;
IN GOLDEN ARMOR LIKE THE SUN, BEARING SHARP SPEAR.
HOW THE MOUNTAINS TREMBLED WHEN YOU WERE BORN,
AND HOW SUN ITSELF MARVELED WITH YOUR ARRIVAL.
WE HAIL YOU, ATHENA, TO PROTECT AND ADVISE.*





Athena

Medium deity avatar, lawful good

Armor Class 26 (natural armor/divine)

Hit Points 345 (30d8 + 210)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	24 (+7)	25 (+7)	28 (+9)	30 (+10)	26 (+8)

Saving Throws Int +18, Wis +19

Skills Investigation +27, Perception +28

Damage Immunities bludgeoning, lightning, radiant, slashing

Condition Immunities blinded, charmed, exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception +38

Languages Celestial, Common, Olympian

Challenge 30 (155,000 XP)

Aoe. Athena's owl companion, Aoe, provides Athena with the following benefits when the owl is perched on her shoulder:

Battle Awareness. Athena may not be surprised or ambushed in any manner by an attacker. Athena always has advantage on initiative rolls.

Hunter's Focus. Once per round, Athena chooses a single target that becomes her prey. Athena and her allies have advantage on attacks against the target for that round. Athena's thrown spear does double damage if the selected prey fails a DC 18 Dexterity saving throw.

Superior Darkvision. Aoe blesses Athena with exceptional sight, extending Athena's darkvision range to 120 feet.

Divine Shield. Nonmagical weapon attacks (ranged and melee) made against Athena do no damage her while she holds her shield.

Divine Spear. When Athena makes a successful attack against a target with her spear, the target must succeed on a DC 23 Constitution saving throw or be stunned until the end of the target's next turn.

Legendary Resistance (4/Day). If Athena fails a saving throw, she can choose to succeed instead.

Magic Resistance. Athena has advantage on saving throws against spells and other magical effects.

Rebirth. When Athena's avatar drops to 0 hit points or dies, her body reforms at the next sunrise. Before sunrise, her owl Aoe attacks the one responsible for the destruction of Athena's avatar until it does damage; the target is marked for 48 hours and cannot hide from Athena during this time anywhere on the Material Plane.

Superior Intelligence (3/Day). In combat, Athena examines the tactics of her opponents and may use her Intelligence ability modifier when making her next attack with her spear or shield. On a successful strike, the target must attempt a DC 23 Intelligence saving throw. On a failure, Athena has advantage against that target until combat ends or until the target succeeds on a DC 23 Intelligence saving throw, which it can attempt at the end of each of its turns.

Superior Wisdom (3/Day). In combat, Athena can use her Wisdom to attempt saving throws of any kind. Additionally, at the start of Athena's turn, she may examine the battlefield and select a target. The target must succeed on a DC 23 Wisdom saving throw or its intentions become known; the target's next non-move action is at disadvantage if it is made against Athena or any of her allies.

ACTIONS

Multiattack. Athena may make two attacks with her spear followed by a single Shield Slam. Or Athena may choose to throw her spear once instead, and she throws at advantage. On either a hit or a miss, the spear disappears and reappears in her hand at the start of her next turn.

Spear. Melee or Ranged Weapon Attack: +15 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 41 (10d6 + 6) piercing damage.

Shield Slam. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. *Hit:* 37 (7d8 + 6) bludgeoning damage.

LEGENDARY ACTIONS

Athena 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. Athena regains spent legendary actions at the start of her turn.

Hades' Ally (Costs 2 Actions). Athena requests assistance from her uncle, Hades, in dealing with adversaries in her presence. For two rounds, Hades sends a lich bodyguard that follows her every command.

Medusa's Visage (Costs 2 Actions). Athena's shield turns reflective and displays the sneering face of a medusa. All targets within a 30-foot cone must attempt a DC 24 Constitution saving throw. If a target fails the save by 10 or more, it is petrified. A target may choose to avert its eyes as its only action; this target may take no actions until the end of its next turn when it may safely look in the direction of Athena once again.

Additionally, spectral vipers lash out in all directions at any targets within 10 feet of the shield. Targets must attempt a DC 20 Dexterity saving throw, taking 36 (8d8) poison damage on a failure, or half as much on a success.

Poseidon's Aid (Costs 2 Actions). Athena appeals to her uncle, Poseidon, for his intervention on the battlefield. A wave of water 100 feet long, 10 feet wide, and 10 feet tall forms at a point of Athena's choosing within 100 feet of her (the wave is centered at this point), and it immediately moves away from her in a direction of her choice a distance of 60 feet before dissipating. All non-allies in the water's path must succeed on a DC 20 Strength saving throw or take 36 (8d8) bludgeoning damage and be pushed back 30 feet and knocked prone.

Zeus's Anger (Costs 2 Actions). Athena calls upon her father, Zeus, and directs two bolts of lightning to strike up to two targets. Each target must succeed on a DC 20 Dexterity saving throw or take 45 (10d8) lightning damage per strike and become stunned until the end of the target's next turn. On a success, the target takes half damage and is knocked prone rather than stunned.



BABA YAGA

Goddess of Earth and Nature

Symbol: mortar and pestle

Home Plane: all forests

Alignment: true neutral

Baba Yaga's story starts at the beginning of time—perhaps even before. She was born of stone, or turned to stone by her own magic—this remains a mystery. She comes from a time when mankind was rough but wise and honored their elders, a time when the word “witch” meant “wise” and when grandmothers taught 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 is still rumored to reside in a craggy mountainside in the cold northern lands.

Baba Yaga's power is immense and endless. 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 her “bright dawn, red sun, and 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. Sometimes she haunts stories of children being taken into the forest and baked into bread. But sometimes she is depicted as the helpful old woman who guides lost travelers 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. Unlike most gods, she has no temples nor proselytizers 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 everywhere at once, 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 feared and respected watcher, only revealing herself when necessary.

DOGMA

Whether or not a peasant knows the name Baba Yaga, they all know 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 removed from Hekate, but less primordial and less self-interested. Those who obey Baba Yaga are rewarded, often with wisdom, but sometimes with a more tangible 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 followers, who have taken it upon themselves to serve her. Because she demands nothing, her followers serve her of their own accord out of a sense of their own duty.

*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.*

WORSHIPPERS

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 followers brook offenses against the community. Those who think themselves better than others (and especially nature) are punished accordingly.





Baba Yaga

Medium deity avatar, true neutral

Armor Class 25 (natural armor/divine)

Hit Points 629 (34d20 + 272)

Speed 60 ft.

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

Saving Throws Int +14, Wis +18

Skills Arcana +14, Insight +18, Nature +14, Perception +18

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

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

Senses darkvision 120 ft., passive Perception 28

Languages Celestial, Common, Sylvan, telepathy 100 ft.

Challenge 30 (155,000 XP)

Discorporation. When Baba Yaga's 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 nonmagical, unworked earth and stone. While doing so, she doesn't disturb the materials she moves through.

Element Immunity (3/Day). Baba Yaga is immune to all (including magical) air, fire, earth, and wind damage.

Frightful Presence. Each creature of Baba Yaga's choice that is within 120 feet of her 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 if the effect ends for it, the creature is immune to Baba Yaga's Frightful Presence for the next 24 hours.

Innate Spellcasting. Baba Yaga's innate spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *poison spray*, *shillelagh*

4/day each: *detect magic*, *flaming sphere*, *hold person*, *thunderwave*

3/day each: *call lightning*, *wind wall*

2/day each: *conjure elemental*, *ice storm*, *polymorph*, *wall of stone*

1/day each: *earthquake*, *firestorm*, *move earth*, *storm of vengeance*, *wall of thorns*

Legendary Resistance (3/Day). If Baba Yaga fails a saving throw, she can choose to succeed instead.

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

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

Superior Recovery (3/Day). Baba Yaga can choose to recover a spell slot of 4th level or lower by taking her action to do so.

Wise Crone. Baba Yaga has advantage on ability checks and saving throws that use her Wisdom.

ACTIONS

Multiattack. Baba Yaga can make 4 magic attacks per round.

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

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.

Echoing Cackle (Costs 1 Action). Baba Yaga belts out a hideous cackle. Any creatures within a 30-foot radius of Baba Yaga must succeed on a DC 24 Wisdom saving throw or be wracked with intense pain, taking 24 (4d6 +10) radiant damage. Creatures who remain within 30 feet of Baba Yaga and failed the initial saving throw continue to take 13 (1d6 + 10) radiant damage until they succeed on the saving throw (which they can attempt at the start of each of their turns) or until they leave the area of effect. Creatures that cannot hear are unaffected.

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

Freezing Winds (Costs 2 Actions). Baba Yaga can blast a 30-foot cone of incredibly cold wind, instantly freezing any creature in place. All creatures within the cone must succeed on a DC 20 Dexterity saving throw or be instantly frozen in place, as if turned to stone, until she ends the effect. Affected creatures are in a type of stasis, unaware of their surroundings. Frozen creatures do not age or take damage; the effect can only be ended by Baba Yaga or a wish spell. Creatures who successfully save against Freezing Winds simply suffer a blast of cold air and are immune to the effect for 24 hours.

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 spells of 6th level or lower until the end of her next turn.

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.



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, rude ogre. He is immensely tall, his hair is made of fire, his body is covered in fur, and his fingertips 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 he 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. 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. First, 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. Second, he teaches against 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 of 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.*

WORSHIPPERS

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) to satiate Batara Kala and prevent him from devouring 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.





Batara Kala

Gargantuan deity avatar, chaotic evil

Armor Class 26 (natural armor/divine)

Hit Points 528 (32d20 + 192)

Speed 60 ft.

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

Saving Throws Dex +19, Int +17

Skills Arcana +17, Insight +16, Religion +17

Damage Immunities fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 150 ft., passive Perception 17

Languages Celestial, Common

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 underworld, and he is unable to take physical form for a time.

Fear Immunity. Batara Kala is immune to magical and nonmagical fear.

Innate Spellcasting. Batara Kala's innate spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). He can cast the following spells, requiring no components:

4/day each: *crown of madness*, *detect magic*

3/day each: *confusion*, *fear*, *invisibility*, *silent image*, *suggestion*

2/day each: *seeming*, *telekinesis*

1/day each: *feblemind*, *true seeing*

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.

Superior Invisibility (2/Day). As a bonus action, Batara Kala can cast *greater invisibility*.

Terrifying Presence. When a creature first enters the area within 30 feet of Batara Kala, it must make a DC 15 Wisdom saving throw 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 it cannot take reactions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this trait for the next 24 hours.

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:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage.

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.

Claw Attack (Costs 2 Actions). Batara Kala makes two Claw attacks.

Hateful Stun (Costs 1 Action). Batara Kala casts *power word stun*.

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 spells of 3rd level or lower until the end of his next turn.

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 by the target, to any unoccupied space within his cave.

Zone of Rage (Costs 2 Actions). Batara Kala chooses a 20-foot radius area that he can see within 100 feet of him. 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 succeed on a DC 23 Wisdom saving throw or be at a disadvantage on all attack rolls until the end of Batara Kala's next turn. Creatures that succeed on the save are unaffected by the zone until Batara Kala uses this legendary action again.



FREYJA

Goddess of Love, Fertility, Sorcery, and War

Symbol: falcon

Home Plane: Asgard

Alignment: chaotic good

The divine Freyja is a powerful deity, 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 many other gods, 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 war, 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. 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 a 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 a truth seeker. She bestows insight and teaches her followers to look inward and explore their inner emotions, especially the parts they don't wish to acknowledge. Freyja's magical nature is dualistic, examining positive and dark magics. For some of her followers, this is a difficult balancing act. For others, they take one path over the other.

She harshly punishes those who abandon her teachings. Her followers are the first to exact vengeance based on the number of secrets a follower attempting to abandon the faith knows, going as far as to kill a follower who "knows too much." If the followers are unable to exact justice, Freyja sends 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 surroundings while being keenly aware of her inner self.

The highest-ranking priestess of Freyja is known as the "Mare," and there is only ever one at a time. 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 Eiddrenger ("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.*

WORSHIPPERS

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 males 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 learned 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 592 (32d20 + 256)

Speed 30 ft.

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

Saving Throws Wis +16, Cha +18

Skills Arcana +18, Insight +16, Perception +16, Persuasion +18

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 26

Languages Celestial, Common, Giant, Sylvan, telepathy 100 ft.

Challenge 30 (155,000 XP)

Awe Factor. When a creature first enters the area within 30 feet of Freyja, it must make a DC 15 Wisdom saving throw or be stunned until the end of its next turn.

Brinsingamen (6/Day). When this necklace is activated by using an action, it can cast any of the following spells once per round on a single target: *greater restoration*, *lesser restoration*, *power word heal*, *true resurrection*.

Charming Presence (3/Day). As a bonus action, Freyja has the ability to control a creature of her choosing within 90 feet of her. The creature must make a DC 25 Wisdom saving throw or be under the effects of the *command* spell until the end of its next turn.

Combat Casting. Freyja does not need to concentrate to maintain spell duration.

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.

Flight (3/Day). A cloak of falcon feathers grants Freyja the ability to fly at a speed of 90 feet for 1 hour.

Forbidden Knowledge (3/Day). As a bonus action, Freyja can cast *identify*, *true seeing*, or *legend lore*.

Innate Spellcasting. Freyja's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *acid splash*, *chill touch*, *fire bolt*

4/day: *burning hands*

3/day each: *blur*, *chain lightning*, *creation*, *dominate beast*, *fireball*

2/day: *plane shift*

1/day each: *finger of death*, *time stop*

Magic Weapons. All of Freyja's attacks are magical.

Summon (1/Day Each). Bygul and Trigul (see the Appendix); Hildisvíni (see the Appendix)

Understand All Languages (3/Day). Freyja can innately cast *tongues* and *comprehend languages* as a bonus action.

ACTIONS

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

Halberd. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

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 the Appendix) to fight for her or fulfill a desired action. The valkyrie appears in an unoccupied space within 10 feet of Freyja. The valkyrie disappears when she drops to 0 hit points or when Freyja dismisses her.

The valkyrie is friendly to Freyja and her companions for the duration. Roll initiative for the valkyrie, who has her own turns. She obeys any commands telepathically that Freyja issues to her (no action required). If no commands are given to the valkyrie, she defends herself from hostile creatures but otherwise takes no actions.

If the telepathic connection is broken by Freyja to the valkyrie, she disappears and returns Asgard immediately. The maximum number of valkyries summoned is four at any given time.

Asgardian Burst (Costs 1 Action). Freyja emits magical, divine energy. Each creature of her choice in a 20-foot radius must make a DC 25 Dexterity saving throw, taking 17 (5d6) fire damage and 17 (5d6) radiant damage on a failed save, or half as much on a successful one.

Asgardian Gaze (Costs 1 Action). Freyja targets one creature she can see within 50 feet 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 feet to an unoccupied space she can see.

Spell Immunity (Costs 1 Action). Freyja may choose to be immune to any spells of 3rd level or lower until the end of her next turn.



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 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, cook, and provide 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!*

WORSHIPPERS

Followers of the great fire goddess seek meditation and patience, inner strength and power over themselves. But this power also manifests in physical ways. Most of Fuji's worshippers 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.





Fuji

Medium deity avatar, true neutral

Armor Class 28 (natural armor/divine)

Hit Points 429 (22d20 + 198)

Speed 30 ft.

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

Saving Throws Str +17, Dex +19, Wis +15

Skills Acrobatics +19, Insight +15, Stealth +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 150 ft., passive Perception 16

Languages all, telepathy 100 ft.

Challenge 30 (155,000 XP)

Awe Factor. When a creature first enters the area within 30 feet of Fuji, it must succeed on a DC 14 Wisdom saving throw or be stunned until the end of its next turn.

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.

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

Great Leap (3/Day). When Fuji moves at least 10 feet, she can then leap as a bonus action an additional 40 feet. This movement does not provoke attacks of opportunity.

Innate Spellcasting. Fuji's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

3/day: *seism**

2/day each: *fireball*, *lava field**, *wall of fire*

1/day: *incendiary cloud*

*This spell's description can be found in the Appendix.

Invisibility (3/Day). As an action, Fuji can become invisible for 1 minute with the same effects as the *greater invisibility* spell.

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

Magic Weapons. All of Fuji's attacks are magical.

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

ACTIONS

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

Two Fists. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (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-foot radius must attempt a DC 24 Dexterity saving throw, taking 21 (6d6) fire damage plus 17 (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 24 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.

Spell Immunity (Costs 1 Action). Fuji may choose to be immune to any spells of 3rd level or lower until the end of her next turn.

Two Fists (Costs 2 Actions). Fuji makes two melee weapon attacks.

Whispering Movement (Costs 1 Action). Fuji may move 60 feet in any direction without provoking attacks of opportunity. This movement appears as basic flight parallel with the ground or even into the earth itself. Fuji is unaffected by any terrain. At the end of the movement, she softly lands or appears above ground on a surface.

Way of the Four Elements Monk Feature

Fist of Trembling Earth.

When you choose the Way of the Four Elements tradition at 3rd level, you can spend 2 ki points to cast *seism* (see the Appendix for information on this spell).

Additionally, you add an additional +1 to your Wisdom saving throws and gain another +1 at levels 9 and 18.

Quiet contemplation is the most important tool of the Fuji worshipper. In fact, after years of meditation, most followers gain a small bonus to Wisdom saving throws. These bonuses increase over time, especially among the highest order of priests. The common person who worships Fuji sees a great change in 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-worshipping clerics of the dwarven race are prolific in many parts of the world.



HEKATE

Goddess of Crossroads and the Underworld

Symbol: black dog, crossed keys

Home Plane: Anywhere

Alignment: chaotic neutral

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 care 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's 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.

(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.)

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' beliefs in her change from region to region, even household to household. People pray to her for every manner of ailment, curse, or malady that humankind has ever known. And even the priesthood have a hard time explaining whether 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 is literally unknowable and defined however her followers wish to define her.

The cultlike 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 whether 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's 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 deities?

Clerics of the dark goddess 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. 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.*

WORSHIPPERS

While temples to Hekate are rare, shrines honoring her 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, or widowed women. Oftentimes a woman enters the forest alone at night, find a glade or copse of trees, and beseeches 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 496 (32d20 + 160)

Speed 30 ft.

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

Saving Throws Int +18, Cha +19

Skills Arcana +18, Insight +16, Perception +16, Persuasion +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 26

Languages Celestial, Common, Infernal, 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.

Intercept Prayer (3/Day). As a reaction, Hekate can counter any spell cast by a paladin or cleric within 60 feet. The target must make a DC 26 Wisdom saving throw. 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.

Frightful Presence. When a creature first enters the area within 30 feet of Hekate, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

Living Magic. Hekate does not need to concentrate to maintain spell duration.

Mistress of Spells (Innate Spellcasting). Hekate's innate spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). She can innately cast any spell, requiring no material components.

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

Obfuscation. Hekate has an innate mental haze around her. Any creatures within 15 feet of Hekate are at a disadvantage to attack rolls.

Summon Hell Hounds (1/Day). Hekate summons her pack of nine elite hell hounds. (*This creature's description can be found in the Appendix.*)

ACTIONS

Multiattack. Hekate can cast three spells per round.

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 Actions). Hekate looks at 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 85 (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-foot wide cone of necrotic energy originating from her. All creatures within the cone must make a DC 26 Constitution saving throw. On a success, nothing happens.

On a failure, a creature is reduced to half its hit point maximum and is knocked prone. At the end of the creature's next turn, it must make another DC 26 Constitution save. If the creature fails this second saving throw, it is cursed and cannot be healed by magical means for the next 24 hours.

Additionally, if the target fails a death saving throw during the next 24 hours, it immediately becomes a zombie. A *remove curse* or *greater restoration* spell can remove this curse.

Spell Immunity (Costs 1 Action). Hekate may choose to be immune to any spells of 6th level or lower until the end of her next turn.

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 a reaction, no spell components needed.

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 can see.



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. 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; they 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 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 link 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.

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

WORSHIPPERS

Inti's primary followers are farmers, although royalty worship the sun god along with military leaders and vassals.

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 624 (32d20 + 288)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	28 (+9)	29 (+9)	30 (+10)	34 (+12)	24 (+7)

Saving Throws Str +20, Dex +18, Wis +21

Skills Arcana +19, Insight +21, Perception +21, Religion +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 31

Languages Celestial, Common, Dwarvish, Elvish, 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.

Innate Spellcasting. Inti's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights, light, shocking grasp*

4/day: *burning hands*

3/day each: *arcane eye, darkness, fabricate, sunray**

2/day each: *prismatic spray, sunbeam*

1/day each: *prismatic wall, sunburst*

*This spell's description can be found in the Appendix.

Limited Flight (3/Day). Inti can hover up to 15 feet from the ground and fly at a speed of 40 feet for 1 hour.

Magic Weapons. All of Inti's attacks are magical.

Radiance (3/Day). Inti can summon an aura of blinding light in a 60-foot radius. Those within the affected area must succeed on a DC 25 Wisdom saving throw or be blinded until the end of their next turn.

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.

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 Staff. *Melee Weapon Attack:* +20 to hit, reach 15 ft., one target. *Hit:* 21 (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.

Gravity Zone (Costs 1 Action). Inti creates a zone of zero gravity within a 100-foot radius of him 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 feet per round. A creature can attempt a DC 27 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.

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

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 spells of 3rd level or lower until the end of his next turn.

Supernova (Costs 1 Action). Inti emits magical, divine energy in an explosive burst. Each creature within a 30-foot radius of Inti must make a DC 23 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much on a success. Creatures that fail the saving throw are pushed 30 feet 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.

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.

Touch of the Golden Flame (Costs 2 Actions). Inti may turn his skin into golden, divine flame for 1 turn. Any nonmagical object that touches his skin is immediately disintegrated. On a successful touch attack by Inti, any creature that is hit takes 82 (12d6 + 40) force damage. If any creature is reduced to 0 hit points by this attack, it is immediately 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.

Inti's touch automatically disintegrates a Large or smaller nonmagical object. If the object is Huge or larger, this legendary action dissipates with no result. Magic items are unaffected.



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 basic 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 injustice.

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 Ishtar as 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's eyes looking back at the worshipper. It is reputed that 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 than deal with civic courts. Ishtar's clergy are so regarded and respected that their rulings are always upheld by the parties in dispute.

WORSHIPPERS

Ishtar's followers are male and female, rich and poor, young and old. But her three most fervent types of worshippers are mothers, outcasts, and warriors. To mothers, she is the source of all life and thus is believed to have granted their 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. 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 560 (32d20 + 224)

Speed 30 ft., fly 120 ft.

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

Saving Throws Str +15, Dex +18, Wis +17

Skills Arcana +18, Insight +17, Persuasion +16

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 150 ft., passive Perception 27

Languages all, telepathy 100 ft.

Challenge 30 (155,000 XP)

Combat Casting. Ishtar does not need to concentrate to maintain spell duration.

Counterspell (3/Day). Ishtar can innately cast *counterspell* as a bonus action.

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.

Diplomacy (3/Day). Ishtar has advantage on Charisma (Persuasion) checks for 1 minute.

Innate Spellcasting. Ishtar's innate spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *light*, *minor illusion*, *true strike*

4/day: *chromatic orb*

3/day each: *cloudkill*, *cloud of daggers*, *fire shield*, *haste*

2/day each: *forcecage*, *thunderstorm**

1/day each: *meteor swarm*, *power word heal*

*This spell's description can be found in the Appendix.

Magic Weapons. All of Ishtar's attacks are magical.

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

Wings (2/Day). Ishtar can double her flying speed for 1 hour.

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:* +18 to hit, reach 5 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 + 9) 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.

Death Transposition (Costs 2 Actions). If any creature within 100 feet of Ishtar is reduced to 0 hit points, she may choose another creature within line of sight to instantly exchange all the target's hit points to the creature who is at 0.

The creature receiving the hit points does not exceed its hit point maximum. The targeted creature who has hit points to give must succeed on a DC 26 Constitution saving throw or be reduced to 0 hit points. A successful 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 are made at disadvantage. If she is hit by an attack, the displacement is disrupted until the end of her next turn.

Life (Costs 1 Action). Ishtar may transfer up to half of her own hit points to any creature within line of sight. This blast of life 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.

Multiattack (Costs 3 Actions). Ishtar can cast one spell and make two melee attacks, cast two spells, or make four melee attacks.

Summon Ghost (Costs 1 Action). Ishtar can summon up to two ghosts each turn. The ghosts appear within 10 feet of Ishtar in an unoccupied space. The ghosts disappear after 1 hour, when they drop to 0 hit points, or when Ishtar dismisses them.

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



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 using one of her longer titles.

She is a fearless, simple deity 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.

To some people, she is more than just the goddess of the sea. She is a protector of women and children, providing them safe passage where they might otherwise 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 a dragon robe and carries 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.

DOGMA

Mazu’s beliefs are simple. In fact, she 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 the 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.

WORSHIPPERS

Mazu did not cry when she was born. She 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 about what they are praying for, forgetting that she is the goddess of the sea.

On the twenty-third day of the third lunar month, fishermen honor Mazu by going to a seaside temple and paying 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 of Mazu.

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

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 toward infinite life.

The path is long and arduous, requiring followers to 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 629 (34d20 + 272)

Speed 30 ft.

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

Saving Throws Con +17, Wis +18

Skills Insight +18, Persuasion +18

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., truesight 120 ft., passive Perception 28

Languages Abyssal, Celestial, Common, Primordial

Challenge 30 (155,000 XP)

Amphibious. Mazu can breathe air and water.

Awe-inspiring Presence. When a creature first enters the area within 30 feet of Mazu, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

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.

Fear Immunity. Mazu is immune to all magical and nonmagical fear.

Legendary Resistance (3/Day). If Mazu fails a saving throw, she can choose to succeed instead.

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

Second Sight. Mazu can see any creature in its true form, sees all invisible creatures within 120 feet, and has *truesight*.

Innate Spellcasting. Mazu's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *blade ward*, *mage hand*, *ray of frost*

4/day: *shield*

3/day each: *calm seas**, *globe of invulnerability*, *ice storm*, *levitate*, *sea swell**

2/day: *etherealness*

1/day each: *gate*, *tsunami*

*This spell's description can be found in the Appendix.

Summon (1/Day). Mazu summons Qianliyan and Shunfeng'er to her aid. (See the Appendix for these creatures' statistics.)

Water Walk. Mazu walks on water as if she is on solid ground.

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:* +17 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

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 chooses a single evil creature she can see within 120 feet of her. The target must succeed on a DC 26 Wisdom saving throw or be paralyzed for 1 minute. The creature can attempt another Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Pummeling Wind (Costs 2 Actions). A powerful blast of wind erupts from the heavens in a 30-foot diameter within 120 feet of an area that Mazu can see.

The effect starts 90 feet above ground or a body of water and lasts for 1 round. A creature caught in the blast must make a Dexterity saving throw DC 26. Any creature that fails takes 21 (6d6) bludgeoning damage and is knocked prone. Creatures that save take half damage but are still knocked prone.

Any flying creature starting its turn within the wind blast takes additional falling damage if it is flying below the affected 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 3 (1d6) bludgeoning damage for every 10 feet it moved within the affected area.

Saving Throw (Costs 1 Action). Mazu gains advantage on her next saving throw.

Spell Immunity (Costs 1 Action). Mazu may choose to be immune to any spells of 3rd level or lower until the end of her next turn.

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 feet of an ocean.



NAYENEZGANI

Slayer of Alien Gods

Symbol: two feathers

Home Plane: Niahgai

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 any creature. 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 human'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 worshippers. Followers are stripped of their rank and must atone.

WORSHIPPERS

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, that follower receives 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. They 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 544 (33d20 + 198)

Speed 60 ft.

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

Saving Throws Dex +19, Wis +18

Skills Acrobatics +19, Insight +18, Stealth +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 200 ft., passive Perception 28

Languages Abyssal, Celestial, Common, Infernal, Sylvan

Challenge 30 (155,000 XP)

Awe-inspiring Presence. When a creature first enters the area within 30 feet of Nayenezgani, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

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.

Fear Immunity. Nayenezgani is immune to all magical and nonmagical fear.

Feather of Dominance (2/Day). Nayenezgani uses the Feather of Dominance. (See the Appendix for this item's description.)

Feather of Life (3/Day). Nayenezgani uses the Feather of Life. (See the Appendix for this item's description.)

Legendary Resistance (3/Day). If Nayenezgani fails a saving throw, he can choose to succeed instead.

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

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

Quicken Step. Nayenezgani can Dash as a bonus action and is immune to opportunity attacks.

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

Taunt. Nayenezgani can bait a creature of his choice within 60 feet of him. The creature must succeed on a DC15 Wisdom saving throw or be compelled to attack only Nayenezgani for 1 minute. If the creature attacks another target besides Nayenezgani, it takes 18 (4d8) lightning damage. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

ACTIONS

Multiattack. Nayenezgani can make four melee attacks per round.

Longbow of the Heavens. Ranged Weapon Attack: +19 to hit, range 200 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage.

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.

Arrow of Lightning (Costs 1 Action). Nayenezgani fires an arrow charged with lightning at a single target. The target must make a DC 26 Dexterity saving throw, taking 36 (8d8) lightning damage on a failure, or half as much on a success.

Arrow of Rainbow (Costs 2 Actions). Nayenezgani fires an arrow charged with an element of his choice (acid, cold, fire, lightning, or poison) at a single target. The target must attempt a DC 26 Dexterity saving throw, taking 42 (12d6) damage of the element of choice on a failed save, or half as much on a successful one.

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, taking 39 (6d12) radiant damage on a failure, or half as much damage 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 feet of him. The target must attempt a DC 15 Wisdom saving throw or become paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw, ending the effect on itself on a success.

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 spells of 3rd level or lower until the end of his next turn.

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.



SARASWATI

Goddess of Knowledge, Music, and Art

Symbol: White Lotus

Home Plane: Brahma-Loka

Alignment: lawful good

Without Saraswati, the world would be chaos. This four-armed goddess of wisdom and intellect rules over the cerebral realm where the wild energies of vision, inventiveness, and ingenuity are honed into creation: music, art, gifts to be shared. In fact, wife of the god Brahma, born from his forehead as he created the universe, it was Saraswati who shaped Brahma's bedlam into the sun, moon, and stars.

When she helped forge the cosmos, Saraswati also created intelligent life. She gifted humanoids speech and language, so they could communicate with and teach each other. She invented writing, so their stories and lessons could transcend space and time. She conceived of music and dance, so these stories could be expressed and celebrated with joy and harmony.

Each of Saraswati's four arms represents a crucial aspect of learning: mind, intellect, alertness, and ego. The goddess is often depicted with a white swan and a vibrant peacock waiting dutifully by her side. Saraswati always favors the swan when she requires a mount, a choice that captures her calm, balanced approach to learning. To achieve your limitless potential, Saraswati teaches that clarity of mind, insight, and purity must overcome indecision, delusion, and vanity.

Although Saraswati is known as a goddess of purity and innocence, she is hardly demure. Saraswati is fiercely independent, fearless, quick-tongued, and well-learned. She is both the muse and the creator. While she brought order to the world in the name of creation, Saraswati can also be defiant...

At the start of the cosmos, Brahma grew too enamored by the inspiring, creative, wise Saraswati and chased her in a fit of passion. Shiva, god of destruction, awoke as lord of terror and clawed off one of Brahma's head, subduing him. Still, displeased by Brahma's unacceptable behavior, Saraswati cursed the creation god that their humanoid followers never revere him. To this day, few temples are dedicated to Saraswati's husband.

DOGMA

Saraswati teaches her followers patience, contemplation, calm, and discernment. One must strive for enlightenment and true knowledge.

Symbology surrounding Saraswati reflects her values. She carries a stringed instrument called a veena to represent living in harmony. She carries a rosary to represent discipline, concentration, and meditation. She carries a scroll to represent the power of knowledge. She dresses in white and sits atop a white lotus flower, stretched above muddy waters, to represent pure knowledge untouched by negative influences.

WORSHIPPERS

Saraswati gifts her followers with creativity and imagination, so it is no surprise her worshippers comprise of musicians, dancers, bards, poets, inventors, scholars, scientists, mages, and anyone who seeks true knowledge.

Creatives drawn to a life of flash, fame, and vanity are not welcomed by worshippers of Saraswati. Instead, storytellers and students who crave pure wisdom over material gain are drawn to Saraswati's teachings. These followers commonly worship through meditation, with which they find clarity of mind and inspiration to create.

Saraswati is honored by festivals in the spring, when creative energy is abundant. During these festivals, worshippers wear yellow clothing and flower garlands to inspire artists.

Followers of Saraswati mark their foreheads with a small white dot between the brows as a symbol of her knowledge.

BEFORE SARASWATI, THE UNIVERSE WAS CHAOS. SHE BROUGHT BRAHMA THE WISDOM ORDER ALL THINGS. WITH HER GUIDANCE, SUN, MOON, AND STARS WERE BORN. AND FROM HER LIPS, ALL THINGS OF BEAUTY WERE FORMED FROM HER DIVINE WORDS.

CLERGY AND TEMPLES

Temples of Saraswati are adorned simply and often built from white stone near rivers, ponds, or other bodies of water—filled with lotus flowers—to represent the goddess' pure nature and the flow of knowledge. Inside, garlands of white flowers decorate altars. Saraswati priests conduct festivals, ceremonies, and daily prayers in the form of resonant, musical mantras. Music is sacred, although joyous and not too precious, its vibrations representing communal and internal harmony.

Although Saraswati is worshipped formally at her temples, icons of Saraswati can also be found in places of creation—theaters, studios, workshops, laboratories—or adorning doorways to the homes of artists, poets, musicians, and dancers.





Saraswati

Medium deity avatar, neutral good

Armor Class 26 (natural armor/divine)

Hit Points 465 (30d20 + 150)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	24 (+7)	29 (+9)	28 (+9)	30 (+10)

Saving Throws Dex +18, Cha +19

Skills Acrobatics +18, Arcana +18, Performance +28

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 120 ft., passive Perception 28

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Awe-inspiring Presence. When a creature first enters the area within 30 feet of Saraswati, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

Discorporation. When Saraswati's avatar drops to 0 hit points or dies, her body is destroyed but her essence travels back to the Brahma-Loka, and she is unable to take physical form for a time.

Dispiriting Chant. As a reaction when a creature that Saraswati can see within 60 feet of her makes an attack roll, ability check, or damage roll, roll 1d12 and subtract the result from the creature's roll.

Innate Spellcasting. Saraswati's innate spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, friends, minor illusion, vicious mockery*

4/day each: *charm person, cure wounds, dissonant whispers, hideous laughter*

3/day each: *bestow curse, charm monster, confusion, detect thoughts, enthrall, greater restoration, major image, planar binding, synaptic static, zone of truth*

2/day each: *forcecage, irresistible dance, mass suggestion, mirage arcane*

1/day each: *feblemind, power word heal, power word stun, true polymorph*

Legendary Resistance (3/Day). If Saraswati fails a saving throw, she can choose to succeed instead.

Lotus Curse. Saraswati can reach into the body or mind of one creature she can see within 120 feet of her and bestow a curse on it as an action. The cursed creature has disadvantage on all ability checks and saving throws of one ability of her choice as well as disadvantage on all attack rolls against her and her allies. This curse lasts until the creature completes a long rest or until a *remove curse* spell is cast on the creature.

Magic Resistance. Saraswati has advantage on saving throws against spells and other magical effects.

Magic Weapons. All of Saraswati's attacks are considered magical.

Zone of Divine Inspiration (3/Day). As a bonus action, Saraswati chooses a 20-foot radius area centered on a point she can see within 100 feet of her. The zone fills with a divine chorus. Creatures of her choice within the area are granted inspiration. These creatures gain 6 (1d12) Bardic Inspiration dice each for 10 minutes or until used.

ACTIONS

Multiattack. Saraswati can make four melee attacks with her scimitars or two attacks and cast one spell on her turn.

Talwar. *Melee Weapon Attack (finesse, light):* +18 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

LEGENDARY ACTIONS

Saraswati 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. Saraswati regains spent legendary actions at the start of her turn.

Mother's Allure (Costs 4 Actions). With the chanting of words powered by divine magic, Saraswati can cause a single target she can see within 120 feet of her to swear allegiance to her. The target must make three successful DC 25 Wisdom saving throws to resist the effect of Mother's Allure. The first saving throw is made when Mother's Allure is used by Saraswati; the following saving throws are made at the end of the target's turn each round until it has either succeeded three times or failed three times.

On a failure, the target becomes Saraswati's devout servant and can serve no other. The effect is permanent, and only a *wish* spell may negate this effect. On a success, the target is immune to this ability for 24 hours.

Mother of Magic (Costs 1 Action). Saraswati casts a spell up to 5th level, expending the appropriate spell slot.

Spell Immunity (Costs 1 Action). Saraswati may choose to be immune to any spells of 6th level or lower until the end of her next turn.

Stunning Word (Costs 2 Actions). Saraswati casts the spell *power word stun*.

Talwar (Costs 1 Action). Saraswati makes two melee weapon attacks with her talwar.

Teleportation (Costs 1 Action). Saraswati can magically teleport herself or any willing target that she can see, along with any equipment being worn or carried, to any unoccupied space within 5 miles of her.

Unbound (Costs 2 Actions). Saraswati can choose to dismiss any effect on herself, magical or nonmagical, that reduces her movement speed or causes the restrained or grappled condition.



SHANGO

God of Thunder and 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 “king-to-be,” 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 in a show of extreme 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 when they both tried to win the affections of the goddess Oshun, and they 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 any followers of Shango find their home struck by lightning, all of their belongings become forfeit and are given to the church or the community. The offenders are also forced to pay a fine, if they can. Any persons killed by the lightning are not allowed to be buried without paying a fine to the clergy (specifically a cleric known as a “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 (usually by measuring the wealth or lack thereof of the unfortunate victim).

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, rituals, and healing take place. 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 rare occasion, a human sacrifice is made. At the entrance to the tent, the elegunshango (an entranced acolyte) dances to rhythmic music and waves the oshe staff violently, revealing Shango’s might. When a female elegunshango 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.*

WORSHIPPERS

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 495 (30d20 + 180)

Speed 30 ft.

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

Saving Throws Str +19, Dex +17

Skills Athletics +19, Performance +19, Persuasion +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 25

Languages Celestial, Common, Giant

Challenge 30 (155,000 XP)

Battle Rout (3/Day). As a bonus action, Shango casts *fear* (spell save DC 18).

Brawler. Shango attacks with advantage when fighting with his axe.

Charmer (3/Day). As a bonus action, Shango casts *charm person* (spell save DC 18).

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.

Dual Wielder. Shango uses dual axes. He gains a +1 bonus to AC while he is wielding an axe in each hand.

Intimidating Presence. When a creature first enters the area within 30 feet of Shango, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. The creature is immune to Shango's Intimidating Presence for the next 24 hours, regardless of whether the save was successful.

Magic Weapons. All of Shango's attacks are magical.

Osho Shango. Shango is rarely seen without his 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.

Superior Threat. Shango can make attacks of opportunity on creatures within 15 feet of him.

ACTIONS

Multiattack. Shango makes four melee attacks per round.

Axe. Melee Weapon Attack: +19 to hit, reach 10 ft., one target.
Hit: 24 (4d6 + 10) slashing damage.

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.

Clap of Doom (Costs 1 Action). Shango may clap his hands together, causing a wave of thunderous sound in a 30-foot radius of him. Creatures must attempt a DC 23 Strength saving throw. On a failed save, any creature in the radius is pushed 10 feet, is knocked prone, takes 21 (6d6) thunder damage, and becomes deafened for 2 (1d4) rounds. On a successful save, creatures take half damage but suffer the other ill effects.

Grip of Flame (Costs 2 Actions). **Melee Weapon Attack:** +14 to hit, reach 20 ft., one target. Shango may grapple using his magical fiery chains which have a Strength of 20. On a successful attack, the target is grappled (escape DC 15). On a failure, grappled creatures take 14 (4d6) fire damage and 9 (2d8) bludgeoning damage. A creature that succeeds on a saving throw takes half damage and is not grappled.

On a successful Attack by Shango, he may prevent a grappled creature from moving (speed 0), and the creature is forced to move with Shango if he moves. Shango's movement speed isn't reduced when using the Grip of Flame, and he may attack normally as long as one hand is free.

Huge or larger creatures are immune to the grapple, but are subject to the damage of the chains if attacked.

While grappled, the creature takes 14 (4d6) fire damage per round. Enemies (including Shango) attack the grappled creature with advantage. Grappled creatures have disadvantage to attack. 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.

Lightning Fist (Costs 1 Action). On a successful melee attack, Shango may punch a large or smaller creature with such force that it is pushed 30 feet away. Creatures must make a DC 23 Dexterity saving throw. On a failed save, a punched creature takes 14 (4d6) bludgeoning damage, plus 14 (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 one saving throw until the end of his next turn.

Spell Immunity (Costs 1 Action). Shango may choose to be immune to any spells of 3rd level or lower until the end of his next turn.



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.

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. Floods, hurricanes, and all manner of death are 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 years. When this universe draws toward 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 Shiva's constant companion, particularly when he is slaying demons who dare enter the celestial realms. His devoted follow the same path: demons are an eternal enemy of creation, their destructiveness is without purpose, and they must be eliminated.

DOGMA

Shiva's followers believe in the divine. Every living thing is a divine spirit. Unlike other faiths in which 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 faith 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 temples cannot wear shoes and must wash their feet before entering. Once inside, they must make some kind of offering 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 for 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.

WORSHIPPERS

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, a day without equal.





Shiva

Medium deity avatar, neutral good

Armor Class 29 (natural armor/divine)

Hit Points 703 (38d20 + 304)

Speed 30 ft., 60 ft. mounted

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

Saving Throws Str +18, Dex +17, Wis +18

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

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 28

Languages all, telepathy 100 ft.

Challenge 30 (155,000 XP)

All-Seeing Eye. As a bonus action, Shiva can cast *identify* (automatic success on DC 25 or lower), *legend lore*, *true seeing*.

Anti-Magic Aura (3/Day). As a bonus action, Shiva can conjure a 60-foot 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 feet of Shiva, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a successful save, the creature cannot be stunned for another 24 hours.

Destroy (1/Day). Shiva's touch instantly destroys any single magic item, including artifacts. This requires an Attack action if the item is in the possession of a defending creature.

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.

Innate Spellcasting. Shiva's innate spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chill touch*, *mage hand*, *shocking grasp*

4/day: *protection from evil and good*

3/day each: *cloud of daggers*, *confusion*, *slow*, *telekinesis*

2/day each: *flesh to stone*, *forcecage*

1/day each: *antimagic field*, *true polymorph*

Magic Weapons. All of Shiva's attacks are magical.

Summon (1/Day). Shiva summons his bull Nandi. (See the Appendix for this creature's description.)

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. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

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 a single undead creature to fight for him or fulfill a desired action. This undead may be of any type. The undead appears in an unoccupied space within 10 feet 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 that Shiva telepathically 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 number of undead summoned is one per round, to a maximum of eight.

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 feet, emitting a ray of energy. The ray penetrates any magical barrier or effect. Any creature struck by the ray is reduced to half its current hit points or takes 20 hit points of damage—whichever is greater. Additionally, any fiend or angel that is struck by the ray is immediately reduced to 3 (2d6) hit points.

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

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 spells of 6th level or lower until the end of his next turn.

Trident (Costs 1 Action). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.



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 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 and staving off his frustration at the world.

Tchernobog exists to destroy anything hopeful or kind. He obliterates goodness wherever he finds it. Not in some meaningless villain way, like a chaotic evil ogre who smashes anything that opposes him—Tchernobog destroys with 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 is Tchernobog who watches slowly and patiently for the goodness to drain from that child, little by little, until there is 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 is a scowl, he is covered in decaying flesh, and he has 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 his followers, and blood sacrifices are common among them.

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 in safe havens throughout 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 TOWARD
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.*

WORSHIPPERS

During sacred rites, followers gather in a 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 detests other gods. His followers are so dedicated to this loathing 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 followers of Tchernobog, but not his detractors.

There are few followers in the faith of Tchernobog. He is not a well-known or even a liked god. 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 546 (28d20 + 252)

Speed 50 ft.

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

Saving Throws Dex +15, Con +18

Skills Athletics +18, Insight +15, Perception +15

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 150 ft., passive Perception 25

Languages Common, Infernal

Challenge 30 (155,000 XP)

Crippling Strike (1/Day). On a successful spear attack, Tchernobog can choose to inflict his victim with weakness. The target must succeed on a DC 22 Constitution saving throw or the target's Strength, Dexterity, and Constitution scores are permanently reduced by 5. Only a *wish* spell can remove this effect. On a successful save, the creature suffers two levels of exhaustion.

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.

Frightful Presence. When a creature first enters the area within 30 feet of Tchernobog, it must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

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.

Magic Weapons. All of Tchernobog's attacks are magical.

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

Sense Good. Tchernobog can automatically sense any creatures of good alignment within 120 feet of him.

Strength and Will (3/Day). As a bonus action, Tchernobog can draw from the deep well of stamina within to regain 51 (3d20 + 20) hit points.

Superior Critical. A roll of 18–20 is a critical and deals triple damage.

ACTIONS

Multiattack. Tchernobog makes five weapon attacks per round.

Spectral Spear. *Ranged Weapon Attack:* +18 to hit, range 60 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage. This spear reappears in Tchernobog's hand after each attack.

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). Pure blackness emerges from Tchernobog's hands, filling a 20-foot cone. A creature that starts its turn in the area or enters the affected must succeed on a DC 22 Constitution saving throw or be unable to breathe as the blackness draws the air out of the creature's lungs. Creatures who successfully save or who do not need to breathe are unaffected.

A suffocating creature can 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 14 (4d6) damage each round from suffocation until it makes 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. Creatures friendly to Tchernobog are unaffected.

Deadly Stake (Costs 1 Action). Tchernobog may choose to impale one Large or smaller target with his spear. Any creature struck by his spear must succeed on a DC 24 Strength saving throw or be pinned to the ground, fall prone, and become unable to move for 1 round. The Spectral Spear continues to pin a creature to the ground until it succeeds on the saving throw. Once pinned, a creature takes 11 (2d10) piercing damage each round. Pinned creatures may not take any actions until they succeed on the save. At the end of the following round, a pinned creature may attempt another Strength saving throw to end the effect. Once a creature is free, the Spectral Spear reappears in Tchernobog's hand.

Eyes of Death (Costs 3 Actions). Tchernobog uses a gaze attack upon a single creature of good alignment for 1 minute.

His eyes glow red. When a creature that he can see starts its turn within 30 feet 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 7 (2d6) hit points.

A creature that fails the save by any amount is restrained by the gaze. A 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 7 (2d6) hit points; it remains restrained on a failure by any amount. 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.

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 spells of 4th level or lower until the end of his next turn.

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.



TENGRİ

God of Judgment and All the Elements

Symbol: a pure-white goose, 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, the sea, and all the base elements. But he did not create people. People were created from the tree of life, along with all the sacred animals. Tengri separates himself from other gods and goddesses by not creating life but by 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.

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 relay 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. These paladins 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. A shaman 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, 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 ALL WHICH IS HELD TOGETHER BY A CAUTIOUS BALANCE DETERMINED BY ACTION, EVER STRIVING TOWARD PEACE AND PROSPERITY AMONG THE FORCES OF THE UNIVERSE—MOST IMPORTANTLY, IN ALL ACTION AMONG MORTALS.

WORSHIPPERS

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 and the simplicity of faith, 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 717 (35d10 + 330)

Speed 40 ft. (80 ft. on mount)

STR	DEX	CON	INT	WIS	CHA
34 (+12)	36 (+13)	30 (+10)	36 (+13)	38 (+14)	29 (+9)

Tengri's ability scores go beyond the normal maximum of 30. If choosing to use 30 as a stat, ability modifiers are +10.

Saving Throws Int +23, Wis +24

Skills Arcana +23, Insight +24, History +23, Perception +24

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

Condition Immunities all

Damage Immunities all elemental damage, magical or nonmagical

Senses darkvision 150 ft., passive Perception 34

Languages all, telepathy 100 ft.

Challenge 30+/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.

Divine Fire (1/Day). See the Appendix for this action's description.

Elemental Companions. The elementals Agaar, Chuluu, Gal, and Usan are never far from Tengri. (See the Appendix for these creatures' descriptions.)

Eternal Earth (1/Day). See the Appendix for this action's description.

Eternal Wave (1/Day). See the Appendix for this action's description.

Eternal Wind (1/Day). See the Appendix for this action's description.

Innate Spellcasting. Tengri is a 20th-level spellcaster. His spellcasting ability modifier is Intelligence (spell save DC 31, +23 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *ray of frost*, *shocking grasp*, *true strike*

5/day: *fog cloud*

4/day: *crown of madness*

3/day each: *banishment*, *cone of cold*, *sleet storm*

2/day each: *chain lightning*, *reverse gravity*

1/day each: *meteor swarm*, *mind blank*

Magic Weapons. All of Tengri's attacks are magical. Mount. Tengri is typically encountered with the war horse Zerleg Khun Moro as his mount. (See the Appendix for this creature's description.)

Terrifying Presence. When a creature first enters the area within 60 feet of Tengri, it must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn. The creature cannot be frightened by Tengri again for 24 hours.

Zone of Ultimate Truth (3/Day). See the Appendix for this action's description.

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:* +23 to hit, reach 15 ft., one target. *Hit:* 27 (4d6 + 13) slashing damage.

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.

Saving Throw (Costs 1 Action). Tengri gains advantage on his next saving throw.

Slash (Costs 1 Action). Tengri makes a Slash Attack.

Spell Immunity (Costs 1 Action). Tengri may choose to be immune to any spells of 4th level or lower until the end of his next turn.

Summon Elemental (Costs 1 Action). Tengri may summon one elemental type, once per round, to a maximum of eight elementals (two 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 feet 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 10 minutes. Roll initiative for the elemental, which has its own turn. It obeys any commands that Tengri telepathically 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 Tengri's concentration on this ability is broken, the elemental disappears and returns to its home plane immediately.

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.



THOR

God of Storms, Thunder, and War

Symbol: hammer

Home Plane: Asgard

Alignment: chaotic good

Thor crashes into battle atop a goat-drawn chariot, wheels roaring with thunder as he stampedes across the sky. Lightning flashes in the wake of his mighty hammer's throw, red hair and beard wild in the wind, and scarlet as his enemies' blood. No, Thor is not a subtle god.

Worshipped as a protector of the people and guardian against giants, Thor channels his thunderous might through his magic hammer Mjolnir, which imbues him with the power of lightning. A magic belt, Megingjörð, bolsters his strength, allowing him to wield such a legendary weapon, and magic iron gloves return Mjolnir to his hands when the hammer is thrown. Armed with such artifacts, Thor is a staunch, if savage, defender of Asgard. His rule and judgement are fierce, fast, unforgiving, and, often, violent.

Thor is the son of Odin, god of wisdom and war, and Jord, goddess of earth. Though Thor is a leader among warriors who revere his strength and physical prowess, he defers from Odin as a god of war. While his father is also a god of knowledge, poetry, trickery, rulers, and nobility, Thor is a god of the common people. He prefers decisive, direct action. Once, while challenged to a drinking contest by the giant Skrymir, Thor was tricked, and his drinking horn was filled with the entire sea. He failed to perceive the trickery but, unbelievably, did manage to drop the sea levels with his thirst.

Thor is married to Sif, a goddess of earth, and together they rule the land and sky. The pair are worshipped by farmers for fertile soils and healthy crops. Sif is best known for her hair golden as fields of grain, and her shining locks led to the creation of Thor's famed hammer. When Thor's foster brother Loki, god of trickery, stole Sif's mythical hair, Thor's rage drove Loki to a group of dwarven master craftspeople for a replacement. The dwarves crafted not only Sif's new hair but several godly artifacts, including Mjolnir.

Although seemingly unstoppable, Thor's end is written in Ragnarok, a prophecy that foretells the end of Asgard and its gods. Thor will face the Serpent that encircles the world, Jormungund, and although his hammer will deal the serpent's death blow, Thor is doomed to fall to the serpent's poison soon after.

DOGMA

Trickery runs through the veins of the Aesir, but Thor is better known as a god of straightforward, no-nonsense action. Strength is the solution to all problems, and threats must be dealt with swiftly, decisively, and fully. Thor's ruthlessness in battle and distinct savagery against giants might give some pause, but this quick-tempered god protects at all costs.

Similarly, followers of Thor are expected to be people of action, honor, justice, and industriousness.

CLERGY AND TEMPLES

Worship of this people's god is most often conducted among the family, led by the head of the household. Individual worshippers might also visit an oak grove, the tree representing Thor's immense strength, to ask the god for guidance.

When larger celebrations or festivities bring together an entire village, a community leader called a "gothi" handles these rites. If a village has a temple, which would be decorated with wooden carvings of Thor, the gothi would also maintain this temple.

Rare warriors and paladins are blessed by Mjolnir and are said to wield Thor's thunderous wrath in battle.

WORSHIPPERS

Warriors who wish to protect with the same merciless ferocity characteristic of the god of thunder worship Thor. However, Thor's dominion over the skies—stormy or mild—make him a god of the people. Sailors. Farmers. Everyday people who wish for rain, fair weather, healthy crops, or safe skies honor Thor not only as a god of war but also of agriculture and fertility. Thor's worshippers defy social class.

Worshippers honor Thor with animal sacrifices, which are bled and then cooked and consumed to commune with the god. One day every tenday (a week plus three days) is dedicated to Thor, during which worshippers rest and cast divinations. It's believed followers born on this "Thor's Day" can see ghosts.





Thor

Medium deity avatar, true neutral

Armor Class 26 (natural armor/divine)

Hit Points 465 (30d8 + 330)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	28 (+9)	31 (+10)	30 (+10)	28 (+9)	32 (+11)

Thor's ability scores go beyond the normal maximum of 30. If choosing to use 30 as a stat, ability modifiers are +10.

Saving Throws Str +21 (+25 with belt), Cha +20

Skills Athletics +21, Intimidation +20, Perception +18

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses passive Perception 28

Languages Asgardian, Celestial, Common, Giant

Challenge 30 (155,000 XP)

Discorporation. When Thor's avatar drops to 0 hit points or dies, his body is destroyed but his soul will reform his avatar during a thunderstorm that lasts 24 hours and forms over a 60-mile radius of land where his avatar was killed.

Jarngreipr. The magical gloves of Thor allow him to wield Mjolnir. Without the gloves, the hammer's handle is too short for proper wielding. While wearing the gloves, Thor may use his legendary action to throw the hammer at up to six opponents and have the hammer return to his hand when the attack is completed.

Legendary Resistance (3/Day). If Thor fails a saving throw, he can choose to succeed instead.

Magic Resistance. Thor has advantage on saving throws against spells and other magical effects.

Megingjord. Thor's magical belt increases his Strength to 34. It also allows him to pick up his hammer, Mjolnir.

Missile Deflection. While normal and magical ranged weapons are at a disadvantage to hit Thor, he may choose as a legendary action to simply ignore a hit and take no damage.

Mjolnir. Thor's magical hammer is a +5 weapon (with a uniquely shortened handle) that also provides the following abilities:

Lightning Call. While wielding his hammer, Mjolnir, Thor may cast *call lightning* using a 9th-level spell slot or *chain lightning* using a 9th level spell slot.

Storm Call. Thor may cast *control weather* twice per day and choose the options for precipitation, temperature, and wind. Once per day, Thor may cast *storm of vengeance* that begins fully formed and begins with all effects as if in round 10 of combat.

Superior Strength. Thor is almost impossible to best in tests of strength, and he always has advantage on saves and checks involving Strength. These abilities are enhanced through the wearing of his magical belt, Megingjord, and iron gloves, Jarngreipr.

Thunderous Appearance. Thor can appear and disappear with a flash of lightning and the clap of thunder. The first time he performs this action, any creature within 60 feet of him must make a successful DC 15 Wisdom saving throw or be stunned until the end of its next turn.

Uncanny Strength (2/Day). If Thor fails a Strength check, he can choose to succeed instead.

ACTIONS

Multiattack. Thor may make three attacks with his hammer (if held) and two attacks with his fists if his hammer has been thrown. Damage values assume Thor is wearing his belt and gloves.

Mjolnir. Melee Weapon Attack: +21 to hit, reach 5 ft., one target. *Hit:* 67 (10d10 + 12) bludgeoning damage.

Fist. Melee Weapon Attack: +21 to hit, reach 5 ft., one target. *Hit:* 48 (8d8 + 12) bludgeoning damage.

LEGENDARY ACTIONS

Thor 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. Thor regains spent legendary actions at the start of his turn.

Goat-pulled chariot (Costs 2 Actions). Thor may summon his chariot pulled by his battle goats, Tanngrisnir and Tanngnjóstr, and mount or dismount the chariot as a bonus Action. The chariot and the goats fly at a speed of 90 feet for 1 hour. (See the Appendix for more information.)

Thunder of Asgard (Costs 1 Action). Thor slams Mjolnir to the ground or into a wall, causing a wave of thunderous sound in a 50-foot radius. Creatures must make a DC 23 Strength saving throw. On a failed save, any creatures within the radius are pushed 20 feet and are knocked prone, taking 28 (8d6) thunder damage. Affected creatures are deafened for 2 (1d4) rounds. On a successful save, creatures take half damage and avoid being knocked prone, but they are still deafened for 2 (1d4) rounds.

Mjolnir Ricochet (Costs 1 Action). Thor may target up to six Large or smaller creatures within 120 feet of him within 120 feet. Thor throws Mjolnir, and it automatically seeks out the nearest enemy within range, moving from that enemy to the next closest. Each targeted creature must make a DC 23 Dexterity saving throw. On a failed save, each creature takes 14 (4d6) bludgeoning damage and 21 (6d6) lightning damage and is knocked prone before the hammer moves on to the next target. On a successful save, creatures take half damage and avoid being knocked prone. When the final target is attacked, the hammer returns to Thor's hand. This legendary action requires Thor to use his Jarngreipr gauntlets.



TURAN

Goddess of True Love and Seduction

Symbol: polished bronze mirror, 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 in 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.*

WORSHIPPERS

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., fly 60 ft.

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

Saving Throws Wis +16, Cha +19

Skills Insight +16, Persuasion +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 26

Languages Celestial, Common, Infernal, telepathy 100 ft.

Challenge 30 (155,000 XP)

Awe-inspiring Presence. When a creature first enters the area within 30 feet of Turan, it must make a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, the creature is immune to this effect for the next 24 hours.

Bestow Charisma. Turan can choose a willing humanoid within 60 feet of her. For the next 24 hours, the creature has advantage on all Charisma checks, and its Charisma score raises to 22.

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.

Innate Spellcasting. Turan's innate spellcasting ability is Charisma (spell save DC 27, +19 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, friends, minor illusion*

4/day: *disguise self*

3/day each: *dominate person, enamor**, *major image, suggestion*

2/day each: *etherealness, mass suggestion*

1/day each: *dominate monster, wish*

*This spell's description can be found in the Appendix.

Legendary Resistance (3/Day). If Turan fails a saving throw, she can choose to succeed instead.

Magic Resistance. Turan has advantage on saving throws against spells and other magical effects.

Saving Throw (3/Day). Turan gains advantage on her next saving throw.

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 successful DC 24 Wisdom (Insight) check reveals that something is special about it. A successful DC 24 Intelligence (Arcana) or Intelligence (Religion) check reveals that it is Turan in disguise.

Summon Lasae (1/Day). Turan summons a Lasae. (See the Appendix for this creature's 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 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

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.

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 one evil creature per round to a maximum of eight creatures. On a successful save, the evil creature takes 21 (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 components needed.

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.

Spell Immunity (Costs 1 Action). Turan may choose to be immune to any spells of 4th level or lower until the end of her next 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 feet in diameter within a 60-foot range of her sight. The zone lasts for 1 minute.

Affected creatures must make a DC 26 Constitution saving throw. On a failed save, any enemy creature starting its turn inside the zone takes 33 (6d10) radiant damage and is pushed 10 feet 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 the saving throw and remain in the zone continue to take 33 (6d10) radiant damage each round until the effect ends. Any creature reduced to 0 hit points in the zone is immediately destroyed and turned to dust. Any magic items it possesses simply fall to the ground.

Additionally, any undead creatures with a challenge rating less than 8 that start their turn in the zone, or those entering the zone, are immediately destroyed and turned to dust.



VIVIENE

THE LADY OF THE LAKE

Queen of Avalon

Symbol: water pouring from a vessel, a 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 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 blessings 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.*

WORSHIPPERS

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. Worshippers 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 496 (32d20 + 160)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	21 (+5)	23 (+6)	29 (+9)	25 (+7)

Saving Throws Dex +17, Wis +18

Skills Insight +19, Medicine +19

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

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 100 ft., passive Perception 28

Languages Celestial, Common, Infernal

Challenge 30 (155,000 XP)

Aura of Verity. When a creature first enters the area within 30 feet of Viviene, it must succeed on a DC 18 Wisdom saving throw or be compelled to be truthful toward her. On a success, the creature is immune to this effect for the next 24 hours. Viviene usually uses this ability to extract secrets.

Breathe Water. Viviene can breathe normally underwater indefinitely.

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.

Entrap (2/Day). Viviene may entrap any creature she can see within 30 feet. Creatures must succeed on a DC 25 Charisma saving throw or become comatose.

On Viviene's choosing, she may teleport the creature into a dimensional space inside a tree, rock, or cave within 15 feet. 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 range of the creature. Viviene can choose to end the effect at any time, and a *wish* spell also ends the effect. When the effect ends, the creature appears in an unoccupied space within 10 feet of the tree, rock, or cave which held it.

On a successful save, the creature is put to sleep for 2 (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.

Grace of the Queen (3/Day). Viviene can choose to bestow any or all of the following spell effects upon one target: *greater restoration*, *lesser restoration*, *power word heal*, and *true resurrection*.

She may not take another action until the following turn.

Innate Spellcasting. Viviene's innate spellcasting ability is Wisdom (spell save DC 26, +18 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *resistance*, *shillelagh*

3/day each: *control water*, *conjure elemental*, *create or destroy water*, *moonbeam*, *sleet storm*

2/day each: *heal*, *plane shift*

1/day each: *control weather*, *true resurrection*

Legendary Resistance (3/Day). If Viviene fails a saving throw, she can choose to succeed instead.

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.

Trout Form. Viviene can shift forms at will between a humanoid and a large, colorful trout. The trout is nearly indistinguishable from other trout. Only a DC 24 Wisdom (Insight) check reveals that something is special about it. A successful DC 24 Intelligence (Arcana) or Intelligence (Religion) check reveals that it is Viviene in disguise.

Water Walk. Viviene can move across the surface of water as if it is normal terrain.

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 Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage. (See the Appendix for this weapon's description.)

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). Viviene uses *Excalibur*.

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 feet of any form of freshwater, such as a lake, a river, or a stream.

Spell Immunity (Costs 1 Action). Viviene may choose to be immune to or negate any spells of 6th level or lower until the end of her next turn.





ARCHETYPES, BARD COLLEGES,
CLERIC DOMAINS, MONKS
AND PALADIN OATHS



ANANSI

DEVIOUS SPIDER DOMAIN

Clerics of Anansi are called Spiders, and they take pride in being devious. Those who take up the mantle of Anansi are con artists, thieves, or sometimes they are clever, malevolent tricksters eager to sharpen their skills of deception.

Whatever their motivation, for the greater good or for their own selfish aims, Spiders are a force to be reckoned with. They always have a trick up their sleeves, and the bigger the con, the more favor they show to their god.

Like the paladins of Anansi, his clerics wear few items of clothing or armor that signify their devotion to Anansi.

Alignment

Chaotic good, chaotic neutral

Domain Spells

1st *disguise self*, *silent image*

3rd *pass without trace*, *suggestion*

5th *feign death*, *tongues*

7th *confusion*, *polymorph*

9th *modify memory*, *seeming*

Blessed Deceiver

At 1st level, you gain proficiency in Deception and Performance.

Channel Divinity: Subtle Influence

At 2nd level, you may use your Channel Divinity to influence one creature with an Intelligence of 14 or lower. Creatures immune to the charmed condition are not affected. The creature must succeed on an Intelligence saving throw (DC equal to your cleric spell save DC) or be persuaded to follow your stated course of action (provided it will not result in injury). The effect lasts for 10 minutes or until the subject has completed the desired action, after which the subject will have no memory or suspicion regarding the action taken.

Channel Divinity: Knower of Secrets

Beginning at 6th level, you can use your Channel Divinity to read a creature's immediate surface thoughts without resistance or detection. You may also choose to dig up a secret hidden deep in the creature's mind. A creature of your choice within 60 feet must attempt a Wisdom saving throw versus your spell save DC. On a failed save, you learn a secret about the creature. The secret can be the

location of a hidden object, the creature's hidden agenda, or a lie, for example.

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

Sacred Deception

At 8th level, you have advantage on all Deception and Performance ability checks. In addition, twice per long rest you may convince an injured creature that its injuries are less severe. This has the same effect of casting false life on the creature.

Sly Spider

Starting at 17th level, your Subtle Influence ability becomes permanent, and any creature with an Intelligence score of 12 or lower has disadvantage when attempting the Intelligence saving throw against it.

OATH OF STOLEN KNOWLEDGE

Paladins of Anansi is somewhat of a contradiction. On one hand, they serve their god with the fervent devotion of other paladins. On the other, they are often charlatans, cheats, and devious liars. Their quest is obtaining knowledge at all costs, but never will they go so far as murdering innocents. The more taboo or obscure the information, the more they hunt with zeal. The world makes a fool every minute, and these blessed warriors are sure to swoop in to take advantage of those who are not wise enough to see through their tricks.

Rarely do they adorn themselves with the mark of a spider; usually the sign of their devotion is a bauble of some kind which they carry clandestinely—a ring or a necklace easily hidden—to signify their allegiance to Anansi.

Alignment

Lawful neutral, chaotic neutral

Tenets of Stolen Knowledge

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 your enemy knows you.

Be Unremarkable. Appear inconspicuous whenever possible. When you do, people 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 *bles*, *charm person*

5th *lesser restoration*, *suggestion*

9th *crusader's mantle*, *major image*

13th *aura of life*, *polymorph*

17th *mass cure wounds*, *seeming*



Channel Divinity

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

Battle Ruse. You use your Channel Divinity as a bonus action to assess one combatant and gain knowledge to perform a dastardly attack. Your next successful strike against that enemy is sneaky and low, dealing maximum damage. (For a $2d8 + 3$ strike, for example, use 8 as the result for both dice, and deal a total of 19 points of damage.)

Shared Belief. By using your Channel Divinity and deceptive speech, any non-enemy creatures within 30 feet of your position (whether they understand your language or not) hold true to your cause and have advantage on all attacks until the beginning of your next turn.

Spirit of the Spider

Starting at 7th level, you can innately climb walls as per *spider climb* and gain advantage on all Deception ability checks.

False Target

At 15th level, any spell that targets only you (not an area of effect) has a chance to hit another target. Make a Charisma saving throw equal to the caster's spell save DC. On a successful save, pick another target (friendly or unfriendly); the spellcaster temporarily sees your image swapped with your target's image and attacks the new target. This ability may be used twice per long rest.

Blessings of the Spider

Beginning at 20th level, you gain the following benefits:

You may assume a spider form for up to 1 hour. Your climbing speed is 40 feet. Bite attacks (5 feet) use your Dexterity modifier and deal $3d6$ poison damage plus your Charisma modifier.

Your proficiency bonus is doubled for all Deception ability checks.

You ignore movement restrictions caused by webs or other entanglements.

You may cast *web* at will without expending a spell slot.



HOPLITE ARCHETYPE

Those who study the teachings of Athena quickly realize that a resilient defense is the true path to victory. Hoplites personify Athena's protective nature, allowing them to outlast enemies in battle while setting themselves and allies up to deliver punishment to those who attempt to slay them in combat.

For a Hoplite, the shield is an extension of the body. Guided by Athena's tactical mind, Hoplites find a myriad of creative uses for the shield that goes beyond personal protection. Using their bodies and minds to alter the flow of the battlefield, Hoplites are known for being unstoppable units in large conflicts. Whether it's on the front lines pushing the enemy back or in the back defending those helping from afar, there's rarely a position where a Hoplite's shield and knowledge of tactics isn't sought out.

Formation

When you choose this archetype at 3rd level, your skill with a shield benefits those who fight alongside you. Whenever an ally is adjacent to you while you're wielding a shield, that ally has half cover. In addition, you may use your action to set yourself in a defensive stance. While in this stance, allies adjacent to you have three-quarters cover until the beginning of your next turn.

Absorbing Blows

Starting at 7th level, whenever you take damage from a ranged attack while wielding a shield, you may subtract a number from the total damage roll equal to the AC bonus given by your shield. In addition, you may use your reaction to take the damage of any ranged attack that targets an ally benefitting from your formation.

Tactician

Beginning at 10th level, you gain proficiency in History, you gain advantage on any History checks to discern the nature of a creature's battle tactics, and you gain advantage on Insight checks to discern whom an enemy is most likely to attack.



Charge

When you reach 15th level in this archetype, your shield becomes an offensive weapon. Whenever you move at least 10 feet toward a creature no more than one size larger than you, you may use a bonus action to attempt to knock it prone. The creature must succeed on a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone.

One with the Shield

Beginning at 18th level, your familiarity with your shield makes it feel like a part of your body rather than just a tool. While in combat, you gain temporary hit points equal to your shield's AC bonus at the beginning of each of your turns.

POLIAS DOMAIN

Those who take on the teachings of Athena and attempt to rise to the level of a Polias must practice the goddess's legendary level of patience and discipline, but they must also know the fine line between a gentle hand and an iron fist. Over the course of their training, clerics of Athena gain her understanding of negotiation in times of peace, and they learn her tactics in times of battle. In all ways, however, they seek to grow themselves through diligence and dedication.

Due to the temples of Athena being maintained entirely by priestesses, Polias are usually female. While males can still take the path to become a Polias, it is rare that they find themselves in such a place to curry favor with the goddess. Becoming a Polias is not so simple that one can just give an offering to Athena and pray to her regularly.

A Polias must embody all of Athena's teachings until the time they are second nature. Oftentimes, this is only achieved by consistent proximity to the temples of the goddess so the teachings become ingrained in the very bones of the followers. The priestesses that maintain these temples are prime examples of such followers, hence why most Polias are female.

Those who ascend to the level of a High Polias are rewarded with near-supernatural abilities of negotiation and tactics. They are regularly called upon as envoys, ambassadors, and tacticians. Despite the inevitable accolades that surround High Polias, they remain humble. For them, tasks that garner great fame and renown are mere objectives to be completed. They regard knowledge as the true reward in all of their deeds.

Alignment

Any good

Domain Spells

1st *bless*, *find familiar*

2nd *calm emotions*, *enhance ability*

3rd *aura of vitality*, *haste*

4th *freedom of movement*, *stoneskin*

5th *commune*, *destructive wave*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in heavy armor and melee martial weapons.

Negotiation

Beginning at 1st level, you are blessed with Athena's wisdom for negotiation and avoiding violence. Whenever you attempt a Charisma check to calm an opponent or avoid violence, you may add your Wisdom modifier to the roll's total. You may do this after the roll is made but before the GM declares the result of the check.

You may use this feature a number of times equal to your Wisdom modifier. You regain all uses of this feature after a long rest.

Channel Divinity: *Battle Tactician*

Starting at 2nd level, you gain battle knowledge you can use to bolster your allies' assault. As an action, you may enter a state of increased reflexes and insight in combat. For 1 minute, whenever an ally within 30 feet of you misses with an attack, you may use your reaction to allow your ally to reroll the attack.

Channel Divinity: *Turn Violence*

At 6th level, you learn to use violence to calm the wicked. Whenever a hostile creature within 30 feet of you is reduced to 0 hit points, you may expend a use of your Channel Divinity to leave the creature at 1 hit point instead. The creature must then succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 hour. During this hour, you have advantage on Charisma checks against the creature.

A creature immune to being charmed cannot be targeted by this Channel Divinity option.

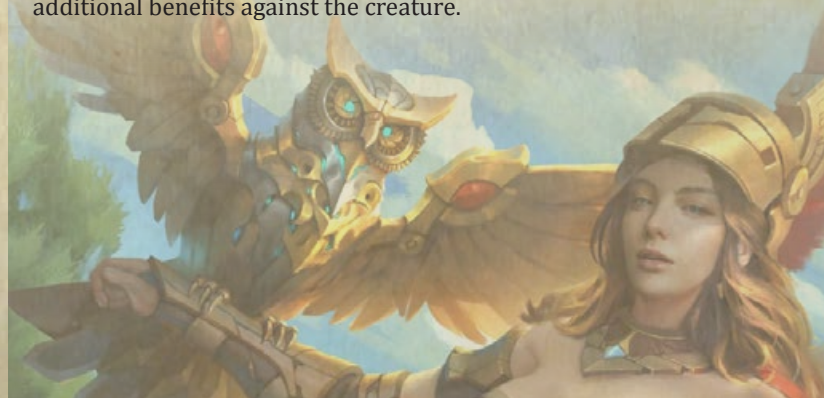
Weapons of War

When you reach 8th level, Athena grants you greater knowledge on how to use your weapons. Whenever you first deal damage with your weapon on your turn, it deals an additional d8 of the weapon's damage type. If the weapon has multiple damage types, you choose the damage type of the additional d8.

High Polias

Starting at 17th level, you have become a scion of the teaching of Athena, embodying her quest for peace and wrath for the wicked. You become permanently affected by the *sanctuary* spell. A creature that attacks you and successfully passes the saving throw against the *sanctuary* spell is immune to this effect for 24 hours. However, for the next minute, you have advantage on attack rolls against the creature, and you may attack twice instead of once when using the Attack action as long as both attacks target the creature.

If you attack or affect a creature with a spell before the creature has successfully attacked you and succeeded on the saving throw against *sanctuary*, the creature becomes immune to this effect for 24 hours, and you gain no additional benefits against the creature.





BABA YAGA

WISE DOMAIN

Clerics of this domain are almost always female and are more like a druid than a typical cleric. These clerics are seldom seen with others of their kind, meting out advice and help to the worthy and punishing the wicked mostly on their own. They are also keepers of wisdom and protectors of the forests in which they reside. Should clerics of the Wise choose the adventuring life, they seek out quests which are aligned with their purpose: protecting and defending nature.

Alignment

True neutral

Domain Spells

1st *animal friendship, disguise self*
3rd *augury, gust of wind*
5th *fear, sleet storm*
7th *arcane eye, conjure minor elementals*
9th *cone of cold, conjure elemental*

Nature's Guardian

At 1st level, you gain the ranger Favored Enemy ability and may choose one humanoid race as your favored enemy. 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 Baba

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.

Elemental Protection

Starting at 6th level, when you or a creature within 15 feet of you takes cold or fire damage, you can use your reaction to grant resistance to the creature against that instance of the damage. You cannot use this ability again until you have finished a short rest.

Potent Spellcasting

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

Elemental Immunity

At 17th level, you gain immunity to cold and fire damage.

OATH OF WISDOM

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

Paladins of Wisdom wear a 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 of local customs and laws, but always remember that your oath to Baba Yaga 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.

Truth First. Do not lie, unless it is to a vile and evil individual.

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*

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 (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 feet 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 the paladin ability Turn the Unholy, but against fiends instead.

Aura of Elemental Resistance

At 7th level, the power of nature lies so heavily upon you that it forms an aura of resistance around you. You and friendly creatures within 10 feet of you have resistance to acid, cold, fire, lightning, and thunder damage. At 18th level, the range of this aura increases to 30 feet.

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 use your action to transform into an avatar of elemental might. Choose one type of elemental to transform into. For 1 hour, you gain the following benefits:

You gain the movement types and speed of the chosen elemental (CR 5).

You gain additional hit points equal to the chosen elemental's hit point total.

You gain resistances, immunities, and senses appropriate to the elemental you chose.

You maintain your equipment and abilities in this form. You may use this feature once per long rest.

BABA YAGA OTHERWORLDLY PATRON

Upon selecting Baba Yaga as your patron, your life will never be the same. Understanding Baba Yaga's will for you can be confusing, and she will bestow her blessings or curses on you whether you have successfully divined her intentions or not. All you can hope for is to try and follow her examples and protect the world around you as well as those who respect nature but are incapable of defending themselves. Study of the elemental nature of Baba Yaga will consume you, but the rewards she can offer for your adherence to her desires are worth the sacrifice.

Baba Yaga Expanded Spells

Spell Level	Spells
1st	<i>entangle, false life</i>
2nd	<i>levitate, pass without trace</i>
3rd	<i>bestow curse, call lightning</i>
4th	<i>control weather, ice storm</i>
5th	<i>teleportation circle, wall of stone</i>

Baba Yaga's Cackle

At 1st level, your patronage to Baba Yaga has rewarded you with an unearthly laugh. When you take your action to cackle, any creature within a 30-foot radius of you who hears the laugh must make a successful Wisdom saving throw (versus your spell save DC) or be stricken with fear until the end of its next turn. A successful save grants immunity to this ability for 24 hours.

Frigid Countenance

Beginning at 6th level, you may take a bonus action to create a frigid mist that surrounds and protects you. The mist extends outward 15 feet in all directions from your space. Any creature that begins its turn in the mist or moves into the mist on its turn must make a successful Constitution saving throw or be at disadvantage on any attack it makes until it leaves the mist. A successful saving throw grants immunity to the effect for 1 hour. A long rest is required before using this ability again.

Baba Yaga's Visage

Starting at 10th level, you may use an action to call upon Baba Yaga to alter your appearance. Select one hostile creature within 60 feet of you. The target must make a successful Wisdom saving throw at disadvantage (versus your spell save DC) or fall prone and be paralyzed until the end of its next turn. Additionally, any creatures within 15 feet of your target must make a successful Wisdom save or be paralyzed until the end of their next turn.

Horseman's Charge

At 14th level, you may take an action to call upon Baba Yaga to send one of her Horsemen to assist you. The Horseman appears in full stride at a point of your choosing with 60 feet of you and charges in the direction of an opponent you select. The Horseman takes its movement and a single attack with its longsword on your turn, imbuing the sword with its Elemental Strike ability. When the charge is completed, the Horseman disappears. You may not use this ability again for 7 days.





BATARA KALA

DESTRUCTION DOMAIN

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

Alignment

Any evil, chaotic neutral

Domain Spells

1st *dissonant whispers, hellish rebuke*

3rd *crown of madness, darkness*

5th *bestow curse, slow*

7th *banishment, phantasmal killer*

9th *destructive wave, planar binding*

Bonus Proficiency

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

Startling Retribution

Also at 1st level, you may rebuke an enemy's attack and lower its defenses. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution saving throw against your spell save DC. 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. You may use this feature a number of times equal to your Wisdom modifier per long rest.

Channel Divinity: 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 cause the attack to deal maximum damage.

Self-Destruction

At 6th level, once per long rest you may choose to deliver a bonus 2d4 + 4 damage with any weapon or spell damage you cause against an opponent in exchange for the loss of 1d4 of your own hit points.

Time's Authority

At 8th level, Batara Kala grants you the ability to alter time to your benefit. You may choose to slow time around a target, granting you and all your allies advantage against the target, or you may speed up time on a single target, allowing the target to double its movement speed and have advantage on all attacks. The effect lasts for 30 seconds and may not be used again for 48 hours.

Permanent Destruction

At 17th level, you may use your action to create a zone of negative energy around you for 1 minute. Creatures within 10 feet of you cannot be healed by magical methods, and regenerative abilities of any creature within range are negated. Additionally, during each round of combat, you may sacrifice 1d4 of your own hit points to add 1d8 + 8 points of force damage to any weapon attack or spell attack you make.

OATH OF RUINATION

Hate and destruction are what drive the champions of Batara Kala. They smite foes without regard for their innocence and do so with the religious fervor of one whose sole desire is to punish life. Whatever transgressions someone 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.

Alignment

Any evil, chaotic neutral

Tenets

Evoked Cruelty. For something to live, it must destroy 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 hatred and the will to destroy all life.



Oath Spells

3rd *hellish rebuke, thunderous smite*

5th *cloud of daggers, enhance ability*

9th *calm seas*, fear*

13th *black tentacles, wall of fire*

17th *banishing smite, dispel evil and good*

**This spell's description can be found in the Appendix.*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

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 also proficient with finesse 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 feet of you that you can see. Unless the target is immune to being frightened, it must make a Wisdom saving throw versus your spell save DC. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature is at disadvantage on all attack rolls.

When you take the Attack action on your turn, you may make one additional attack as part of that action with a flurry of bites and claws. This additional attack is treated as a melee weapon attack and deals 2d10 piercing damage. This is considered a magical weapon attack.

Aura of Terror

At 7th level, all enemy creatures within 30 feet of you must make a Wisdom saving throw versus your spell save DC. On a failed save, a creature must use its reaction to move its full movement speed away from you.

Hate Is the Way

At 15th level, your determined fury is so great that you are immune to being charmed and frightened. When a creature attempts to charm or frighten you, your next attack against that creature is at advantage, and on a successful hit the target is frightened until the end of its next turn.

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 a flurry of bites and claws. This additional attack is treated as a melee weapon attack and deals 2d10 piercing damage. This is considered a magical weapon attack.

You may transform using this feature once per long rest.

DEVASTATOR ARCHETYPE

Many people take up the blade to defend their homes, fighting fire with fire. Some do it for the coin. Others for fame and glory. But a rare few believe a weapon has only one purpose: concentrated violence.

Batara Kala is far from what anyone would call a kind being. He's vengeful, efficient, and eagerly punishes those who have wronged him. The majority see his methods as cruel and unnecessary, but a small group finds a beautiful path hidden in his chaos.

While most would take an oath to the god and be given divine strength to destroy those Batara Kala sees as guilty, some require no such assistance. Batara Kala sees individuals such as this and blesses them with the ability to augment their onslaughts with demonic levels of efficacy. No such boon comes without a price, however, and the vengeful god is happy to weigh risk with reward. People who receive this boon are naturally cruel and violent, a sin in itself. Batara Kala sees them as a tool to further his plans, but not a tool to work unchecked. Those who receive the god's tainted blessing find themselves with horrific strength alongside terrifying effects.

Batara Kala happily rewards those who survive long enough to master his curse, but so few have that the god never feels threatened by his misguided pupils.

Demon Strike

Beginning at 3rd level, you gain the ability to strengthen your blows against a foe at the cost of weakening yourself to theirs. Once per turn, you may declare an attack of yours to be a demon strike. If this attack hits an enemy, your target becomes vulnerable to the attack's damage. If it had resistance to the damage, it instead loses resistance to the damage. In addition, you gain vulnerability to the target's next weapon attack that hits you. This vulnerability ends after you take the damage or at the start of your next turn, whichever comes first.

Tolerance

At 7th level, whenever you hit an enemy with Demon Strike, you gain temporary hit points equal to your Constitution modifier until the start of your next turn.



Relentless

Beginning at 10th level, landing a decisive blow helps knit the injuries you've sustained. Whenever you reduce a hostile creature to 0 hit points, you may immediately expend a Hit Die and regain hit points as if you had completed a short rest.

Vengeance

Starting at 15th level, you gain the ability to rebuke your enemies when they harm you. Whenever a creature strikes you with a weapon attack, you may use your reaction to deal damage to your attacker equal to half the damage it dealt to you. If the attack would knock you unconscious, your attacker instead takes damage equal to the total damage it deals to you.

You may use this feature a number of times equal to your Constitution modifier (minimum 1). You regain all expended uses at the end of a long rest.

Improved Demon Strike

When you reach 18th level, your Demon Strike becomes more potent. When you use this feature, you add your proficiency modifier to the damage if the attack hits.



FREYJA

SPAEKONA DOMAIN

The clerics of Freyja are nature lovers as well as travelers who seek to spread the values of their goddess. They help those in need, often working as midwives or blessing and supporting 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 magic. When a Spaekona learns magic, she isn't limited by her alignment. She may utilize both light and dark magic with care. Many strike this balance effortlessly, yet some do not.

Alignment

Any good, neutral

Domain Spells

1st *bless, shield of faith*

3rd *animal messenger, lesser restoration*

5th *beacon of hope, revivify*

7th *faithful hound, lesser invulnerability**

9th *legend lore, mass cure wounds*

**This spell's description can be found in the Appendix.*

First Level Proficiency

At 1st level, you are proficient in heavy armor and martial weapons.

Battle Healer

At 1st level, when you heal an ally during battle, you gain advantage on your next attack. The healing of the ally also cures the following conditions: paralyzed, petrified, poisoned, and frightened.

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 before the GM has declared it a hit or miss. Additionally, when you use this ability and it successfully hits, your allies within a 30-foot radius are granted hit points equal to your cleric level plus your Wisdom modifier.



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 Presence

At 8th level, you gain the ability to infuse your allies' weapons and your own with divine energy until the end of your next turn. When an infused weapon hits a creature, the attack deals an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8. You can use this ability once per long rest.

Healing Wave

At 17th level, if you are reduced to 10 or fewer hit points, you may cast *mass cure wounds* centered on yourself as a reaction. This uses a normal 1st-level spell slot. You may use this ability once per short or long rest.

OATH OF THE EIDRDRENGER

Eidrengers (*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 are 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 Fòlkvangr. 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 Eidrengers, 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 their armor and weapons, especially the glaive or other polearm that is given to them by the sect.

Alignment

Any good, lawful neutral

Tenets

Know Yourself. Self control is important. To defeat your 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*, *vicious mockery*

5th *gentle repose*, *zone of truth*

9th *dispel magic*, *see the unseen**

13th *aura of life*, *banishment*

17th *hallow*, *mass cure wounds*

*This spell's description can be found in the Appendix.

Fighting Style: Polearms

At 1st 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 fey are the eternal enemies of Freyja. When you take this oath at 3rd level, you may use your Channel Divinity to gain advantage on all attack rolls against giants and fey for 1 minute. On any critical hit, the creature is knocked prone and must make a successful DC 18 Constitution saving throw or also be frightened until the end of its next turn.

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. Roll once for the attack on both targets, adding your Wisdom modifier to the damage for each on a successful strike. Your weapon's damage becomes radiant.

Fearless

At 7th level, your aura prevents you or your allies within a 10-foot radius from being frightened while you are conscious. At 18th level, this aura increases to 30 feet. Any allies beyond the protective radius gain advantage on later rolls to remove the condition after becoming frightened.

Battle Ready

At 15th level, you and all allies within 30 feet 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 1 hour:

Wings sprout from your back and you gain a flying speed of 90 feet.

If you roll a 9 or lower on a death saving throw, your roll becomes a 10.

You may take one attack as a bonus action.





FUJI

SORAYAMA DOMAIN

“Sorayama” means “the domain of the Sky Mountain,” epitomized by Fuji. 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 tend to mind the laws and traditions of the local principality so long as they are not unjust.

Alignment

Neutral good, lawful neutral, true neutral

Domain Spells

1st *burning hands*, *seism**

3rd *misty step*, *scorching ray*

5th *lava burst**, *meld into stone*

7th *dimension door*, *stone shape*

9th *lava field**, *wall of stone*

*This spell's description can be found in the Appendix.

The Fires of Fuji

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

Molten Skin

At 1st 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 glowing lava beneath. You gain 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 long rest. At 15th level, a short rest restores all uses of this ability.

Channel Divinity: 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 feet 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 resistance to fire damage.

Blessing of the Fire Mountain

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

Fuji's Iron Skin

At 8th level, if you or an ally within 20 feet of you 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 stonework 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 immunity to nonmagical piercing, bludgeoning, and slashing damage for the next two rounds, ending at the beginning of your third turn. This ability recharges after a long rest.

OATH OF THE SHOBO-SHI

Fire is tumultuous yet simple and pure. When a paladin takes this oath, one 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 a force to be mastered. Shobo-shi paladins 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 depicted as erupting.

Alignment

Neutral good, lawful neutral, true neutral

Tenets

Fire Is Powerful and Must Be Respected. Never take your abilities for granted, and always be sure the use of them is 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 for which all life strives.

Master of Calm. Mastery is attained by knowing 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: *daylight, lava burst**

13th: *stone shape, stonесkin*

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

**This spell's description can be found in the Appendix.*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Katana Mastery. While wielding a katana, you may not use a shield, but you gain +1 to your AC. You also gain advantage on Wisdom saving throws. Additionally, you gain an additional +1 bonus to damage at levels 4, 11, and 17.

**This weapon's description can be found in the Appendix.*

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 1 minute when you spend one action chanting.

Lava Weapon. You use your Channel Divinity as a bonus action to imbue your weapon with divine energy. It becomes a magical weapon (fire damage) and adds a bonus to your attack rolls (to hit) equal to your Wisdom modifier. This effect lasts for 1 minute.

Aura of Fire Resistance

Beginning at 7th level, you and friendly creatures within 10 feet of you are resistant to damage caused by normal or magical fire. At 18th level, this aura extends to 30 feet.

Fuji's Celestial Gate

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

Lava Warrior

At 20th level, you may use your action to transform into Fuji's lava warrior. For 1 minute, you gain the following benefits:

You emanate heat and radiant light in a 30-foot radius. Enemies take 10 fire damage and 10 radiant damage when they begin their turn within the aura. Any hostile enemies that remain in the aura continue 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 once per long rest.

WAY OF THE VOLCANO

Priests and paladins who follow Fuji are numerous, but not much is known about the much smaller group of monks who have dedicated their lives to her by following the Way of the Volcano. After staying sequestered and in contemplation for a number of years at monasteries found in the shadows of active volcanoes, monks receive an undeniable calling from Fuji that it is time to leave the group and venture out to spread their teachings not by word but by action.

Pressure Charge

Starting when you choose this tradition at 3rd level, you may choose to store your ki and allow it to simmer and gain pressure until it explodes with much more power. For each consecutive round that you choose to move one ki point to your Pressure Charge and use no other ki abilities, the ki charge stored up in the Pressure Charge doubles. (At the end of round 1 the Pressure Charge will have 2 ki points; at the end of round 2 the Pressure Charge will have 6 ki points; at the end of round 3 it will have 14 points, and so on.) After 3 or more rounds, as an action you may choose to release the Pressure Charge, adding 1 point of force or fire damage to a successful attack against one opponent for every 2 ki points stored in the Pressure Charge.

Volcanic Mist

Beginning at 6th level, you may choose to expend ki points to create a cloud of fiery ash at a point of your choosing you can see. The spherical cloud will have a radius of 5 feet for each ki point spent and deal 1d10 fire damage to any enemy creature that begins its turn inside the cloud.

Pressure Wave

At 11th level, as an action you may use all ki points stored in the Pressure Charge to generate an explosive wave that affects all enemy creatures within a 15-foot radius sphere with you as the point of origin. All targets that fail your ki save DC take 1 point of force damage for every 2 points of ki stored in the Pressure Charge. Additionally, all enemy creatures that take damage from the wave are stunned and knocked prone until the end of their next turn.

Fuji's Eruption

At 17th level, you have become a walking embodiment of the power of the volcano. You may expend ki points to use Pressure Charge, Volcanic Mist, and Pressure Wave simultaneously as an action.

Use Pressure Charge and Pressure Wave together as an action. For each ki point dedicated to this dual attack, you add 2 points of force or fire damage to a successful attack on a single target and generate an explosive wave that affects all enemy creatures within a 15-foot radius sphere with you as the point of origin. All targets that fail your ki save DC take 1 point of force damage for every point of ki stored in the Pressure Charge.

Use Volcanic Mist immediately. The spherical cloud has a radius of 5 feet for each ki point dedicated to Volcanic Mist and deals 1d10 fire damage to any enemy creatures that begin their turn inside the cloud.





HEKATE

SELF DOMAIN

Clerics of Hekate are 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 since the goddess asks for little in exchange for her divine blessings, the faith is rife with egotistical, narcissistic, self-seeking, and miserly followers, mostly female. At the many tiny shrines dotting the landscape, should a cleric of Hekate be there, they offer counsel on both literal and metaphorical crossroads, usually a decision between good and evil. They are happy to dispense advice, 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. Despite the ambiguity of their actions, their philosophy is a nihilistic expression of a holistic maxim: that the self is existence. Without the self, no one would witness the constant change of 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. Even so, clerics of Hekate are not innocent lambs. They are usually the perpetrators of misfortune 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, yet another reason they keep their practices secret.

Alignment

Any chaotic

Domain Spells

1st *bane*, *bless*

3rd *misty step*, *withering ray**

5th *counterspell*, *spirit guardians*

7th *blight*, *greater invisibility*

9th *cloudkill*, *conjure fiend**

*This spell's description can be found in the Appendix.

First Level Proficiency

At 1st level, you gain proficiency in Charisma saving throws and ability checks, heavy armor, and martial weapons. In addition, there is a random chance that Hekate will show interest in your new fealty and bless you with protection. Once every 24 hours, make a DC 15 Charisma saving throw. On a success, Hekate heals you for 1d8 damage.

Master of the Crossroads

At 1st level, you gain advantage on Wisdom (Survival) checks.

Channel Divinity: Communicate with Dead. At 2nd level, you may use your Channel Divinity to sense the recently deceased within a 30-foot radius. The creature must have died within the last year. If a spirit is present, you may ask it one yes-or-no question. The spirit is not compelled to answer correctly or answer at all, and it is not omniscient. After the question is answered, the connection to the spirit is broken. Only you hear the answer to the question.

Channel Divinity: 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 feet around you, and enemy creatures within the aura are at disadvantage to attack.

Hekate's Wrath

At 8th level, you may appeal to Hekate once every 48 hours for her divine assistance. You may choose to have Hekate imbue your weapon with her arcane energies that will deliver an additional 2d8 force damage on your next successful attack, or you may direct Hekate's anger to one or more creatures that are within 30 feet of you; each creature must make a successful DC 15 Constitution saving throw or take 1d8 force damage and fall prone.

Antimagic Field

At 17th level, you can use your action to activate an aura of antimagic that lasts for 30 seconds or until you dismiss it using another action. You emit an eerie, yellowish-green glow which extends 60 feet from you as dim light. Enemies within this field are at disadvantage to all spell attack rolls, and you gain resistance to acid, cold, fire, lightning, poison, or thunder damage for the duration (your choice).



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 follower 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 versus their own personal code.

Alignment

Any chaotic, 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 has 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 judgment of others for they are simply narrow-minded and thus unimportant.

Oath Spells

3rd *detect evil and good, protection from evil and good*

5th *magic weapon, misty step*

9th *dispel magic, see the invisible**

13th *banishment, staggering smite*

17th *circle of death, scrying*

**This spell’s description can be found in the Appendix.*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

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:

Advantageous Smite. You may, instead of using a spell slot, use Channel Divinity to cast *searing smite* (even if you haven’t selected this spell). You may only cast this spell at 1st level.

Beguile Undead. You use your Channel Divinity to control undead for a short period of time. Any undead creatures within 30 feet of you must succeed on a Wisdom saving throw versus your spell save DC or be under your control for 1 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 feet of you are resistant to radiant and necrotic damage. In addition, you may choose to leave combat without provoking opportunity attacks once per long rest.

Supernatural Resistance

At 15th level, Hekate blesses you with resistance to nonmagical weapon damage. Once per long rest, you may choose to redirect an attacker’s nonmagical attack damage back and deal a bonus 1d8 force 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 feet of you have disadvantage against your spells and Channel Divinity options.





INTI

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.

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

Alignment

Any good

Domain Spells

1st *animal friendship*, *faerie fire*

3rd *flaming sphere*, *sunray**

5th *daylight*, *speak with plants*

7th *fabricate*, *fire shield*

9th *creation*, *wall of sunlight**

*This spell's description can be found in the Appendix.

Master of Light

At 1st level, you automatically gain the *light* cantrip if you do not already know it. You may also use your special knowledge to create one potion of healing once per week.

Channel Divinity: 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 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must succeed on a Wisdom saving throw against your spell save DC or take radiant damage equal to 2d8 + your cleric level. 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 feet of you. At the start of each of their turns, they can attempt a Constitution saving throw against your spell save DC, ending the ongoing effect on a success.

Inti's Blessing

Beginning at 6th level, when an ally takes acid, cold, fire, lightning, poison, or thunder damage, you may use your reaction to grant resistance to a single ally against that instance of the damage. Additionally, when you use this ability, you may redirect the unallocated damage to a target of your choice within 30 feet of you.

Inti's Wrath

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. If this attack reduces a creature to 0 hit points, that creature is disintegrated; only a *true resurrection* or *wish* spell can restore the target to life.

Inti's Warmth

At 17th level, once per day you may summon a 20-foot aura of sunlight for 10 minutes. Your enemies have disadvantage on saving throws versus fire or radiant damage (your choice) 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 chests, front and center: a gold disk of the sun with the face of Inti. This is a warrior of light.



Alignment

Any good, usually lawful good

Tenets

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

Tithing. One-third of your income, spoils, and treasure 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 toward others by making charitable gifts and gestures of kindness.

Oath Spells

3rd *detect evil and good, heroism*

5th *continual flame, spiritual weapon*

9th *beacon of hope, daylight*

13th *aura of life, guardian of faith*

17th *dispel evil and good, flame strike*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

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 death saving throws. You are proficient in heavy armor, and your favored weapon is the manaca staff (see the Appendix for this weapon's description).

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 feet of you must succeed on a Wisdom saving throw against your spell save DC or be blinded until the end of your next turn. You also gain +5 to your AC until the end of your next turn.

Glory of the Sun

At 7th level, your glowing aura grants you or your allies within a 10-foot radius advantage on all saving throws versus necrotic damage while you are conscious. At 18th level, this aura increases to 30 feet. Additionally, you glow with a dim light which illuminates normal darkness in the radius. In addition, any health potions used by you or an ally within the aura provide double the rolled value.

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 1 minute:

Whenever an enemy within 30 feet of you attacks you, as a reaction you may roll a ranged spell attack against the creature. If successful, a bolt of sunlight streaks out, striking the creature and dealing 3d8 radiant damage.

All undead creatures in the radius at the start of their turn take 2d10 radiant damage and are treated as being in sunlight. This effect lasts for 1 minute.

If an enemy attacks you with a touch spell attack, it takes 2d10 radiant damage.





ISHTAR

NATURAL LAW DOMAIN

Most clerics of Ishtar are outcasts. 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. 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 children are the future. A cleric of Ishtar does not hesitate to help a mother in need. They are invariably experienced midwives.

Alignment

Any

Domain Spells

1st *comprehend languages, sanctuary*

3rd *detect thoughts, hold person*

5th *counterspell, haste*

7th *death ward, stonewall*

9th *dominate person, wall of force*

Natural Diplomat

The clerics of Ishtar are renowned for their fair handling of civic duties. When you choose this domain, you gain proficiency in negotiation and gain advantage on all Persuasion checks. Additionally, twice per day you may cast *guidance* if you do not already have the ability to use that cantrip.

Channel Divinity: 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 6-inch globe of sunlight for 1 hour. The globe does not require your concentration to maintain, and it can move with you up to a speed of 60 feet. The globe is treated as sunlight for all purposes. It will illuminate an area in a 30-foot radius, and should any undead or fiends enter the area of illumination, the globe may discharge a blast of radiant energy, dealing 1d8 + your Wisdom modifier of radiant damage to all undead or fiends. After this blast, the globe disappears.

Told in the Tablet

Beginning at 6th level, once per turn, 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. This may be done after you know whether the roll is successful or not. If your addition to the attack roll against you causes it to miss, or if your addition to an ally's saving throw causes it to succeed, you are blessed by Ishtar with a +1 bonus to your Wisdom modifier. This effect lasts for 24 hours.

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. At 20th level, Ishtar blesses your weapon after a successful strike, stunning your opponent until the end of its next turn.

Retribution

At 17th level, you are able to immediately rebuke an enemy's attack, giving your target damage in turn. Once per day using your reaction, you may reflect an enemy's melee attack or spell attack damage. The enemy must be within 30 of you. The enemy must succeed on a Constitution saving throw versus your spell save DC or take radiant damage equal to the damage you would have taken from the enemy's attack. In addition, 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. So long as individuals aren't harming others, legitimate authority never interferes with their daily lives or restricts their freedoms. 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. Even when this edict conflicts with local traditions, paladins of Ishtar remain unapologetic about this belief.



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 their aims.

Those who take the oath adorn themselves with Ishtar's 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.

Alignment

Any, usually good or neutral

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 others.

Compassion for the Weak. 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 *banishment, guardian of faith*

17th *destructive wave, reincarnate*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Dual Wielder. You are able to adopt the Two Weapon fighting style.

Additionally, you gain a +1 bonus to attack dragons and dragon kin, and you gain the ability to speak Draconic. 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 against your spell save DC 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 1 minute or until it takes damage. While frightened, the creature's speed is 0, and it doesn't benefit from any bonus to its speed. On a successful save, the creature's speed is halved 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 1 minute, add your Charisma modifier to your damage rolls on all weapon attacks against that target, and the target is at disadvantage on attack rolls if it targets anyone but you.

Aura of Agility

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

Defense from Dragons

When you reach 15th level, you have permanent advantage on saving throws versus being frightened by dragons and dragonkin as well as against their breath weapons. In addition, once per long rest you are able to redirect any successful attack from a dragon against allies within 10 feet of you so it deals half damage rather than full damage.

Kur's Nemesis

At 20th level, you are a paragon of dragon slaying. You may use your bonus action to gain resistance to an energy type of your choosing (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder) for 1 minute. When fighting dragons and dragon kin, you score a critical hit on a roll of 18–20, and you gain an extra attack when you take the Attack action against dragons or dragon kin. On a successful attack against a dragon or dragon kin, you are blessed by Ishtar momentarily, gaining an extra bonus action.





SEEKER DOMAIN

Clerics of Mazu are often called seekers, since the ultimate service to her is in becoming an immortal scion. They are merciful and kind and grant protection to travelers 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, at which point the cleric can ultimately fulfill Mazu's purpose. Usually found in seaports, a seeker does not fail to aid the needy, give blessings to sailors and their ships, or secure Mazu's temples against sea storms.

Alignment

Lawful good

Domain Spells

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

3rd *calm emotions*, *misty step*

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

7th *commune*, *control water*

9th *modify memory*, *sea swell**

*This spell's description can be found in the Appendix.

Channel Divinity

At 1st level, you gain the following two Channel Divinity options:

Safe Passage. 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 feet of you, you may use your reaction to cause the creature to attempt a Dexterity saving throw. On a failed save, the creature suffers 2d8 bludgeoning damage from a strong gust of wind and is knocked prone.

Channel Divinity: 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 feet of you. Any creature who has 0 hit points is instantly stabilized, heals a number of hit points equal to your cleric level + your Wisdom modifier, and may immediately stand and Disengage at its 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 feet of you gain temporary hit points equal to your Wisdom modifier + plus the spell's level. Additionally, you gain the ability to cast *counterspell* against any attacks involving wind or water. Casting *counterspell* in this way requires a spell slot.

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 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Instead of striking with your weapon to cause damage, you may choose to swing your weapon over your head to cast *gust of wind* (all targets have disadvantage on the Strength saving throw).

Eyes of the Sea Goddess

At 17th level, you are permanently under the effects of the *true seeing* spell. In addition, you may strike a body of water with your weapon once per week to cast *tsunami*.

OATH OF THE SEA GODDESS

Paladins who take this oath are fierce defenders 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 that adorns their armor.

Alignment

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.

Power to the Powerless. Protect the weak whenever you can.

Comply. Obey those who are in command.

Oath Spells

3rd *bless, thunderous smite*

5th *gust of wind, magic weapon*

9th *calm seas*, elemental weapon*

13th *aura of life, control water*

17th *banishing smite, dispel evil and good*

*This spell's description can be found in the Appendix.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Greater Defense. While you are wearing armor, you gain a +1 bonus to AC and do not suffer the loss of speed when using heavy armor.

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 one of the following conditions induced by magic: blinded, frightened, poisoned, or stunned.

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 feet of you must attempt a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. The effect is doubled if the target is standing in water or surrounded by water (on an island or ship, for example).

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 feet of you. It also cannot take reactions. For its action, it can only use 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 feet of you may reroll any results of 1 on damage dice, keeping the new result.

Stalwart of the Sea

At 15th level, you gain resistance to cold and poison damage. This becomes immunity when you are surrounded by water (such as when on a ship or on an island).

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 the sky.

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 already 20, they become 24.

You gain advantage on Strength and Constitution checks.

You gain the ability to fly and swim at a speed of 60 feet.

Fury of the Storm (Recharge 5–6). Using your action, you lash out with water and air in a 20-foot radius centered on a point within 120 feet of you. Each creature in that area must succeed on a Constitution saving throw versus your spell save DC or take 8d6 cold and 8d6 bludgeoning damage on a failed save, or half as much on a successful one. Creatures who fail the save are knocked prone, and those who are flying fall to the ground.





NAYENEZGANI

ELDER DOMAIN

Evil comes in many forms, and the Elders of Nayenezgani are equipped to deal with a more broad array of foes than ordinary clerics. Their healing skills are also known around the world, rivaling those of the clerics of Vivienne 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.

Alignment

Lawful good, neutral good, lawful neutral

Domain Spells

1st *cure wounds*, *shield*

3rd *misty step*, *spiritual weapon*

5th *lightning bolt*, *mass healing word*

7th *freedom of movement*, *guardian of faith*

9th *hold monster*, *mass cure wounds*

Master of Lightning

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

Additionally, if you are armed with a light crossbow, you may enchant a single arrow once per long rest that deals a bonus 1d8 lightning damage.

Channel Divinity: Remonstrance

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

Channel Divinity: Rejuvenation

At 2nd level, you may use your Channel Divinity to heal and restore an ally. Choose an ally within 30 feet of you. When you use this feature as an action, the ally regains hit points equal to 2d6 + your Wisdom modifier 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 a spell slot and cast a ritual spell instantly. You can use this ability once per long rest.

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. If the weapon is a light crossbow, on a successful attack, your target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Comeback

At 17th level, if you are reduced to 0 hit points, you automatically cast *mass cure wounds*. This ability expends a spell slot with the spell centered on yourself. If you do not have a spell slot available, the spell is not cast. You may use this ability once per short or long rest.

OATH OF THE SACRED MOUNTAIN

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, these paladins are free to continue their important missions. Their moderate armor is adorned with the symbols of Nayenezgani, usually 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 of the Sacred Mountain.

Alignment

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.

Oath Spells

3rd *bleed*, *thunderous smite*

5th *magic weapon*, *misty step*

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

13th *aura of life*, *banishment*

17th *banishing smite*, *dispel evil and good*

*This spell's description can be found in the Appendix.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Spirit Dancer. Your faith gives you the speed of lightning. Once per long rest, you can use your action to gain advantage on one initiative roll and gain +1 to your AC for 1 hour when wearing medium armor.

Additionally, you gain proficiency with 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 your weapon attacks deal one of the following damage types of your choice: acid, cold, fire, lightning, or poison. If your weapon is a bow, on a successful attack, a target of evil alignment must succeed on a DC 10 Constitution saving throw or be stunned until the end of its next turn.

Turn Aberrations. You present your holy symbol as an action and speak a prayer which censures your foes using your Channel Divinity. Each aberration that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw against your spell save DC or be turned for 1 minute or until it takes damage. A turned creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

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 feet 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.

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. On a successful attack against a target of evil alignment, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

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. If you move into combat during this bonus action, you have advantage on your first attack.

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 1 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 from the following list: acid, cold, fire, lightning, or poison. Once per round, you deal an extra 3d8 damage on your weapon attacks of the chosen damage type.

If your target is of evil alignment, it must make a successful DC 20 Constitution saving throw or be stunned until the end of its next turn.



SARASWATI



THE COLLEGE OF ILLUMINATION

Bards of the College of Illumination adopt Saraswati's teachings of improving oneself and others. Many are practiced musicians, poets, actors, orators, and scribes, but all practice the skills of combat. Yet it is improper to say the sole reason for this is that they are warriors. Members of the College of Illumination believe that a healthy understanding of a variety of subjects leads to a better version of oneself. Seeking enlightenment does not follow a singular path. There are many rivers that lead to the ocean, and practitioners of Saraswati's teachings intend to sail them all.

The bards of the College of Illumination know that true strength comes from within, and through the teachings of Saraswati they enhance this higher power in themselves and their allies. Having a bard from the College of Illumination as an ally means you will always be in the company of one who is seeking to improve oneself and empower one's allies to do the same.

Enlighten

When you choose this college at 3rd level, you learn the *guidance* cantrip if you don't know it already. This cantrip doesn't count against your number of cantrips known.

Encouraging Resonance

Beginning at 3rd level, your Bardic Inspiration fills individuals with vigor and helps them carry on in battle. When you give a creature a Bardic Inspiration die, it may use a bonus action to expend it and immediately roll one of its Hit Dice and regain hit points as if it had completed a short rest. The creature also gains temporary hit points equal to the number rolled on the Bardic Inspiration die.

Extra Attack

When you reach 6th level in this class, you may attack twice instead of once when you take the Attack action.

Inspiring Prowess

At 10th level, your skill with a weapon begins to bolster those around you. If both of your attacks granted by the Attack action hit one or more hostile creatures on your turn, you may expend a use of your Bardic Inspiration to grant a number of creatures equal to your Charisma modifier (minimum one creature) within 30 feet of you temporary hit points equal to the number rolled on the die.

Surety of Form

Starting at 14th level, whenever you deal critical damage when making a weapon attack, you may use your bonus action to grant a creature within 60 feet of you a d6 Bardic Inspiration die that does not count against your total available uses of Bardic Inspiration. That creature may use this die for your Encouraging Resonance feature.





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.

Alignment

Chaotic good or chaotic neutral

Domain Spells

1st *charm person, thunderwave*

3rd *enthral, gust of wind*

5th *call lightning, fear*

7th *thundercloud wall*, thunderstorm**

9th *dominate person, lightning strike**

*This spell's description can be found in the Appendix.

Imposing Presence

Shango's traditions are steeped in the art of intimidation and humiliation of the enemy. At 1st level, you gain proficiency in Intimidation. Once per long rest you gain advantage on Charisma (Intimidation) checks for 1 hour. At 10th level, you may use this ability once per short rest.

Thunderous Rebuke

Also starting at 1st level, when you 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 feet of you and cannot be fully concealed. The target must make a Constitution saving throw versus your spell save DC. On a failed roll, the target takes 2d6 thunder damage and is shoved 10 feet 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 spells' lightning and/or thunder damage. You must announce this prior to casting the spell. When you do this, a 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 save DC. You deal an additional 3d6 thunder damage to the target on a failed save, or half as much on a successful one.

Simultaneously, an ally of your choice within 60 feet of you regains 2d6 hit points. You may use this ability a number of times per long rest equal to your Charisma modifier.

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 spell save DC. If it fails, you push it up to 20 feet 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 successful save against an effect which causes thunder or lightning damage from an enemy, after the damage is applied you are healed an additional 1d8 hit points.

OATH OF THE STORM

The paladins of Shango are worshippers of a god of primal forces such as storms and life. It is the duty of these paladins to focus their wrath upon slavers, murderers, cruel rulers, and thieves. The dishonorable are not safe from them. They are masters of axes and fists, and any show of physical ability proves their worth. A warrior of Shango travels the world righting wrongs, toppling oppressive rulers, and punishing evil-doers all the while possessing a jovial attitude and a natural charm. It is this charm which makes them so deadly.

They adorn themselves 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.

Alignment

Any good or any neutral

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 *branding smite, magic weapon*

9th *aura of vitality, lightning bolt*

13th *aura of life, staggering smite,*

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.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Double Axes. You are a master of wielding two battle axes. 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 foes that rattles them, causing them to second-guess their tactics. You deal an additional 1d8 thunder damage on that attack, and the target is at disadvantage to attack until the end of its 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 AC and saving throws equal to your Charisma modifier until the end of their next turn, and your enemies' speed is halved until the end of their next turn.

Indomitable Wrath

At 7th level, your aura prevents you and your allies within a 10-foot radius of you from being stunned or dominated while you are conscious. At 18th level, this aura increases to 30 feet. Additionally, if an enemy attempts to stun or dominate you, as a reaction you call upon Shango to deliver

a clap of thunder to distract your enemy. Your foe must succeed on a Wisdom saving throw against your spell save DC or suffer disadvantage on all skill checks and attacks until end of your next turn.

Hardened Elements

At 9th level, when using the lightning bolt spell, you gain an additional 1d6 to damage.

Breaker of Chains

At 15th level, you are immune to the restrained and grappled condition if you choose. You also have advantage on all Charisma skills involving slaves or the abused. Once per short rest, you may cast hold person or hold monster as if using a 6th level spell slot.

Vengeful Thunder

Beginning at 20th level, you can spend an action conjuring the power of thunder which surrounds you in a 30-foot sphere for 1 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 1d10+5 thunder damage and be knocked prone on a failed DC 18 Dexterity save. You must complete a long rest before using this ability again.





SHIVA

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, live a life of near poverty and rely upon the kindness of others to maintain them. They have little use for worldly things since they can't take anything into the afterlife. They only carry what they need, and sometimes beg in the streets when necessary. All excess is given to the needy, poor, and hungry, while they gladly go without. Their reward is glory in the afterlife for this life's devoted service to Shiva.

Alignment

Lawful good, neutral good, lawful neutral, true neutral

Domain Spells

1st *disguise self, identify*
3rd *misty step, see invisibility*
5th *counterspell, dispel magic*
7th *arcane eye, banishment*
9th *scrying, teleportation circle*

The Enemy of Demons

At 1st 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 1 minute as a reaction or to enhance your armor with Shiva's Toughness that grants it +1 against all evil-aligned creatures for 1 minute.

Third Eye

At 8th level, you may cast *true seeing* without using a spell slot once per long rest. At 18th level, you can 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. Once per long rest, you can choose to heal or kill; you cannot do both. 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 clerics of Shiva, their lives are 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.

Alignment

Lawful good, lawful neutral

Tenets

Uphold the Principle of Ahimsa. Ahimsa means non-harm, except in the case of defense of self or others. Use the least possible violence to affect your goals in this world.

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

Destroy the Destroyers. Devils, demons, fiends, and anyone of chaotic evil alignment destroy without purpose at worst or destroy for their own gain at best. Both are the enemy of Shiva's natural order.

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

Oath Spells

3rd *heroism, wrathful smite*
5th *magic weapon, spiritual weapon*
9th *crusader's mantle, spirit guardians*
13th *divination, guardian of faith*
17th *creation, dispel evil and good*



Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

Enemy Premonition. You may spend an action observing one enemy, and you intuitively know what your enemy is going to do. Until the end of that enemy's next turn, it is at 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 1 hour, you gain advantage on Wisdom (Perception) checks and initiative rolls, and you cannot be flanked or surprised.

Sacred Weapon

When you take this oath at 3rd level, you may use your Channel Divinity to imbue one weapon that you are holding with holy energy. For 1 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 ends..

Aura of Insight

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

Defense from Demons

When you reach 15th level, you are permanently under the effects of the *protection from evil and good* spell. This permanent effect applies to fiends only.

Shiva's Touch

At 20th level, you transform into a representation of Shiva on this mortal plane, ready to demolish any fiend. For 1 minute, you gain the following benefits:

You sprout 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

DEATH PRIEST DOMAIN

Often called “black magi” or “black clerics,” death priest clerics spend their days and nights in service to Tchernobog’s never-ending vendetta against anything good or hopeful in this world. Death priest 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, pillaging, raping, 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*, *counterspell*

7th *blight*, *tendrils of ichor**

9th *cloudkill*, *dominate person*

**This spell’s description can be found in the Appendix.*

First Level Proficiency

At 1st level, you gain proficiency with heavy armor.

Additionally, if you take a spear as your primary weapon, it attacks at advantage once per long rest.

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.

Channel Divinity: 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 + half your cleric level. If the creature attacked is of lawful good alignment, it must also succeed on a DC 10 Constitution saving throw or be knocked prone until the end of its next turn. If you have a spear dedicated to Tchernobog, it delivers a bonus 1d4 necrotic damage on any successful attack.

Channel Divinity: 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 resistance to necrotic damage. If the creature attacked is of any good alignment, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn. If you have a spear dedicated to Tchernobog, it delivers a bonus 1d8 necrotic damage on any successful attack.

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.

Additionally, if the creature attacked is of any non-evil alignment, it must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn. If you have a spear dedicated to Tchernobog, it delivers a bonus 1d10 necrotic damage on any successful attack.

Ruination

At 17th level, you have advantage on all necromancy spell attack rolls, and any successful attack you make is imbued with a spark of Tchernobog’s evil will, dealing an additional 1d10 necrotic damage. If your spear is used in a successful attack, it deals an additional 1d10 necrotic damage and the target must succeed on a DC 18 Dexterity saving throw or be pinned until the end of its next turn.

Additionally, when you roll a 1 on any of your damage dice, you may reroll the die, keeping the new result. If you have a spear dedicated to Tchernobog, it deals necrotic damage equal to 1d10 + your Wisdom modifier on any successful attack.



OATH OF THE BLACK KNIGHT

Black knights are paladins who have broken their sacred oaths with another god or venture. Rather than accepting life as outcasts, these paladins 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 abilities that are deemed 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 *darkness, weaken**

9th *bestow curse, fear*

13th *banishment, staggering smite*

17th *cloudkill, destructive smite*

*This spell's description can be found in the Appendix.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. If you choose Great Weapon Fighting as your style, you gain the style's normal benefits, plus the following: You may elect to carry a spear dedicated to the evils of Tchernobog and may strike at advantage with the dedicated spear once per long rest.

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 feet of you that can see you must succeed on a Wisdom saving throw versus your spell save DC or become frightened of you until the end of its next turn. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect. Any creature that was hit by your spear prior to using this ability and is within 30 feet of you when this ability is used takes a bonus 1d6 necrotic damage.

Enfeeblement. 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 feet of you that you can see. The creature must succeed on a Wisdom saving throw versus your spell save DC or suffer the effects of the *weaken* spell (see the Appendix for more information). The creature may not shake off the effect until it succeeds on the Wisdom saving throw, which it can attempt again at the end of each of its turns.

While weakened, all of the creature's melee weapon damage is halved for the duration. If the creature that is weakened was also hit by your spear prior to using this ability and is within 60 feet of you, it takes an additional 1d8 necrotic damage.

Unholy Aura

At 7th level, you and friendly creatures within 10 feet of you are resistant to radiant damage. If you use your spear while under the effects of Unholy Aura, the spear deals a bonus 1d10 necrotic damage on a successful attack.

Supernatural Resistance

At 15th level, you gain resistance to nonmagical weapon damage. If you use your spear while under the effects of Supernatural Resistance, the spear deals bonus necrotic damage equal to 1d10 + your Wisdom modifier on a successful attack.

The 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 feet of you only restore half.

You gain one additional attack when you take the Attack action.

Tchernobog imbues your spear with necrotic energies. Any non-evil creatures hit by the spear must succeed on a DC 18 Wisdom saving throw or be frightened until the end of their next turn.

Enemy creatures within 10 feet of you have disadvantage against your spells and Channel Divinity options. You must complete a long rest before using this ability again.



THE WAY OF CRUELTY

Monastic traditions teach their students how best to understand their bodies. Those diligent enough to call themselves monks find their physical and mental health to be unaffected by age and disease based solely upon their ability to mitigate the chronic damage of time. These teachings have given monks an incredible method of upkeep for their bodies that helps ease pain and ebb harm so they may continue to study and improve their personal abilities.

If altruism were universal, the knowledge gained from such discipline would only be used for healing and personal growth, but that's simply not the case. A sect of monks realized that their knowledge of the body and its optimization also came with the forbidden knowledge of how to harm it. Sadistic curiosity was greatly rewarded with macabre discoveries on the nature of pain and suffering. It was only a matter of time before the heretical monks were discovered and hunted for their blasphemies and crimes against life. Fleeing from the many who hated them, the monks thought their extinction was near.

That was until they found refuge with the Black Order of Tchernobog. Given protection by the god of all that is unholy, the ostracised monks were finally able to build their own discipline. And thus the Way of Cruelty was born.

First Level Proficiency

When you select this tradition at 1st level, you gain proficiency in the Intimidation skill. In addition, if you deal damage to your target as a part of the skill check, you add double your proficiency bonus.

Sadism

At 3rd level, you gain the ability to subdue your foes' will as you overpower them with your attacks. If you hit a creature with both strikes from your Flurry of Blows ability, it must succeed on a Wisdom saving throw against your ki save DC or be frightened of you until the start of your next turn.

Exploitation

Beginning at 6th level, whenever you hit a creature that's stunned from your Stunning Strike ability, that creature takes additional damage equal to your Wisdom modifier.

Masochism

At 11th level, whenever a creature hits you with a critical hit, you may expend 2 ki points as a reaction to turn it into a normal hit.

Cruelty Incarnate

When you reach 17th level in this class, you may spend 5 ki points as an action to become an avatar of cruelty for 1 minute. While in this state, you gain the following benefits:

Your first Stunning Strike on your turn costs no ki points.

Creatures must succeed on a Wisdom saving throw equal to your ki save DC whenever they attack you or be frightened of you until the start of their next turn.

You may move an additional 20 feet on each of your turns as long as you end your movement closer to a hostile creature.





TENGRİ

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 knowing, they can see the unseen and communicate with the recently deceased. Elementals are naturally amiable toward them.

Alignment

Any good, lawful neutral, true neutral

Domain Spells

1st *seism**, *whisper**

3rd *frostbolt**, *misty step*

5th *call lightning*, *dispel magic*

7th *control water*, *wall of fire*

9th *lightning strike**, *wall of stone*

*This spell's description can be found in the Appendix.

Guidance

At 1st level, you gain the guidance cantrip if you do not already know it. You can also speak Primordial and Celestial.

Spirit Friends

At 1st level, you become more amiable to elementals, spirits, and celestials. When interacting with them, you have advantage on Charisma and Wisdom checks. You may also choose one type of elemental damage and gain resistance to that type of damage for 1 minute once per long rest.

Channel Divinity: 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 the object's last owner at the last moment that object was owned.
- The object's general purpose and whether or not the object is magical
- Whether or not the object's owner is currently living or dead, and the owner's current general location (within 10 miles).

Additionally, you choose a second type of elemental damage and gain resistance to that type of damage for 1 minute once per long rest.

Channel Divinity: 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 feet of you. That creature must make a Wisdom saving throw against your spell save DC. 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 feet of you. This effect lasts for 1 minute.

You may instead use your Channel Divinity to form a telepathic bond with a willing ally within 60 feet of you. 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. This provides you and your ally advantage on all attacks against the target.

Second Sight

At 8th level, you and your allies within 20 feet of you have advantage on Perception checks. Additionally, you cannot be surprised. Choose a third type of elemental damage and gain resistance to that type of damage for 1 minute once per long rest.

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. Choose a fourth type of elemental damage and gain resistance to that type of damage for 1 hour once per long rest.

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 except for the following additional benefits: the challenge rating of the elemental is 5, you do not need to 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 per long rest.



OATH OF THE SKY WARRIOR

Sky warriors are fierce horsemen from the wild lands. From a very young age, sky warriors are trained in the arts of horsemanship and are skilled in swift combat from the saddle. Some are so accustomed to mounted combat that they even sleep in the saddle. Sky warriors are also masters 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.

These paladins are 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.

Alignment

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, comprehend languages*

5th *magic slingshot*, thunderwave*

9th *dispel magic, elemental weapon*

13th *conjure minor elementals, stone shape*

17th *conjure elemental, flame strike*

*This spell's description can be found in the Appendix.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

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. Your bond with it is divine, so if you lose favor with Tengri, the mount disappears and you must wait exactly 1 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 ruler 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.
- The mount may, once per long rest, insert itself between you and your attacker to take damage. If the attack succeeds, the mount takes the damage instead of you.

It is up to the GM to decide the circumstances of your mount's arrival since the acquisition of a sacred mount is a special event. Once acquired, your mount has the following features:

- The sacred mount is unquestionably loyal 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.

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 feet of you that you can see. That creature must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until the end of its next turn 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 feet 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.

Mortal beings of evil alignment have disadvantage on this saving throw.

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 until the end of your next turn 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-foot radius with the same effects as *zone of truth*. At 18th level, this aura increases to 30 feet.

Mastery of Elements

At 9th level, when using a weapon under the effects of the elemental weapon spell, you gain +2 to attack rolls instead of +1. Additionally, your sacred mount gains resistance to the same elemental damage you deal with this weapon.



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 it is within 30 feet of you. For 1 minute, whenever you are within 10 feet of the target, when you take the Attack action you gain a bonus attack against the target which is made at advantage. So long as you move toward 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 the 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.





THOR

OATH OF THE AESIR

The Oath of the Æsir binds a paladin to the ideals of strength, decisive action, and protection of the innocent. These paladins believe that through physical prowess comes the ability to defend innocent lives and apply swift judgement to those deemed deserving. The lack of subtlety in their methods is sometimes viewed as recklessness. Though their actions may raise concern with some, there is no doubt that their power and relentlessness will eliminate any threat set before them.

Alignment

Any good

Tenets

Protect the Innocent. Strike down without mercy those who threaten innocent lives.

Do Not Hesitate. Evil strikes without hesitation; so must you.

Strength above All. With true strength, no evil may stand in your way.

Oath Spells

3rd *compelled duel, thunderous smite*

5th *aid, shatter*

9th *blinding smite, call lightning*

13th *aura of life, staggering smite*

17th *banishing smite, destructive wave*

Charged Smites

When you take this oath at 3rd level, you gain the ability to channel Thor's power through your weapon. Each time you use a Divine Smite, you may choose to deal lightning damage instead of radiant.

Channel Divinity

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

Blessing of Mjölfnir. As a bonus action, you may grant yourself the Blessing of Mjölfnir for 1 minute. If you are wielding a light weapon, it gains the thrown property to a range of 20/60 feet, and you are proficient with the attacks. During this minute, your weapon attacks deal bonus lightning damage equal to your Charisma modifier. When you make a ranged attack in this way, the weapon immediately returns to your hands upon hitting or missing the target. You may use Divine Smite with these thrown attacks, but the extra damage is instead 2d6 for a 1st-level spell slot plus 1d6 for each spell slot higher than 1st, to a maximum of 5d6.

Hand of Lightning. When an ally within 30 feet of you that you can see makes a melee attack against a creature, you may enhance your ally's attack with the lightning of Thor. You may use a reaction to add a +5 bonus to the attack roll. You may do this after you see the roll but before the GM tells you whether it hits. If the attack hits, the target must succeed on a Constitution saving throw against your spell save DC or take an additional 1d10 lightning damage and be blinded for 1 minute. At the end of each of the creature's turns, it may repeat the saving throw, ending the effect on itself on a success. On a success, it takes half damage and is not blinded. This damage increases at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Thundergod's Aura

At 7th level, your powerful presence creates an aura of thunderous retribution extending 10 feet from you. When a creature hits you or an ally within your aura with a melee weapon attack, that creature takes thunder damage equal to your Charisma modifier.

At 18th level, the radius of this aura increases to 30 feet.

Spirit of Battle

At 15th level, the Blessing of Mjölfnir allows you to thrive in a winning battle. When you successfully hit with two weapon attacks while under the effects of the Blessing of Mjölfnir, you may make an additional attack at advantage using your bonus action, dealing maximum damage on a hit.

Hand of Asgard

At 20th level, you may use your action to take the form of a guardian of Asgard. For 1 hour, you gain the following benefits:

You are constantly under the effects of the Blessing of Mjölfnir.

Your attacks deal an additional weapon die of damage.

Any time a creature successfully hits you with a melee attack, it takes 1d8 thunder damage.





TURAN

BEAUTY DOMAIN

Renowned for their sense of fashion and beauty, the priestesses of Turan never turn away a person searching for true love. They are makers and purveyors of salves and 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 the beauty and purity in the world. Sometimes they hear news of someone being forced to marry someone they do not love, and they immediately intervene, frequently helping them run away or hiding 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 deemed an enemy.

Alignment

Any good

Domain Spells

1st *charm person, disguise self*

3rd *alter self, suggestion*

5th *beacon of hope, major image*

7th *enamor*, polymorph*

9th *dominate person, seeming*

**This spell’s description can be found in the Appendix.*

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 (Persuasion) checks.

Channel Divinity: Blessing of Beauty

At 2nd level, you may use your Channel Divinity to enchant cosmetics. When these cosmetics are applied to a single creature, that creature has advantage on all Charisma checks and saving throws for the next hour. All subjects of the creature’s enchantment spells are at disadvantage on the first saving throw they must make. The power of the makeup fades if not used before you take a long rest.

Channel Divinity: 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 feet around you, and creatures within it are at disadvantage to attack due to the distraction of your effulgence. All your allies gain +2 to AC if they are within 10 feet of you. The effect lasts for 1 minute and cannot be used again until after a long rest.

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, you may appeal to Turan once per long rest to guide your spellcasting; targets are at disadvantage on saves against your enchantment spells.

OATH OF THE BELOVED

Paladin of Turan takes the oath with the understanding that they are life-long protectors of her 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.

Alignment

Any good, usually lawful good



Tenets

Love Is Powerful. Love binds people together and gives purpose to life. 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 in any love affair.

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 *bless, detect evil and good*

5th *magic weapon, suggestion*

9th *aura of vitality, hypnotic pattern*

13th *aura of purity, enamor**

17th *dominate person, geas*

*This spell's description can be found in the Appendix.

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 feet of you. Using your Channel Divinity, you gain this effect until the end of the creature's next turn 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 feet of you must make a Wisdom saving throw versus your spell save DC. If a creature fails its saving throw, it is frozen with fear until the end of its next turn or until it takes damage.

A frightened 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 feet 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.

Aura of Devotion

At 7th level, you and friendly creatures within 10 feet of you have advantage on charm and enchantment saving throws.

Faith

At 15th level, you are immune to charms and enchantments. Additionally, when an attempt to charm or enchant you is made, the spell or effect is reversed and applied to the creature who attempted to charm or enchant you, unless the target succeeds on any required saves.

Form of the Lasae

Beginning at 20th level, you assume the form of a 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 reveals that you are in disguise. While in swan form you have a flying speed of 90 feet.

Your Charisma goes up by 2 with no limit.

Twice per hour you may cast *charm person* as a bonus action on your turn. Your target does not realize it was charmed or had magic used on it.

Enemy creatures within 10 feet of you have disadvantage against your paladin spells and Channel Divinity options until the transformation ends.





VIVIENE LADY OF THE LAKE

AVALON DOMAIN

Clerics of Avalon are renowned healers. In fact, they are so famous that many seek the hidden portal to Avalon in order to uncover their secrets of healing. Thus far, all attempts to enter the jealously guarded realm of Avalon have been thwarted, always ending in the death of the interloper. The duties of a cleric of Avalon are to heal the sick, aid the downtrodden, and banish undead and extraplanar evil from the realm of mortals. 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.

Alignment

Any good, usually lawful good

Domain Spells

1st *cure wounds, sanctuary*

3rd *gentle repose, spiritual weapon*

5th *beacon of hope, remove curse*

7th *control water, guardian of faith*

9th *greater restoration, mass cure wounds*

Blessing of Avalon

At 1st level, you gain proficiency with martial weapons and heavy armor. While in heavy armor you gain +1 to all saving throws. You may also choose to place a weapon in a clear, non-polluted source of water (such as a river or lake) and appeal to Vivienne for a blessing on the weapon. This weapon will become a source of inspiration and power as you gain experience.

Channel Divinity: 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 1d10 + 5 hit points when consumed.

The number of full water skins you can create 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.

Additionally, you may place your chosen weapon in another pure source of water and appeal to Vivienne for an additional blessing, making it a magical +1 weapon.

Channel Divinity: Lesser Regeneration

At 6th level, you may use your Channel Divinity to touch a single willing creature. For 1 minute, the affected creature regenerates hit points equal to your Wisdom modifier at the end of each of its turns. If the target is reduced to 0 hit points, the spell ends. Lesser Regeneration does not grant or recover temporary hit points.

Your weapon blessed by Vivienne is further enhanced to a +2 magical weapon.

Divine Justice

Beginning at 8th level, add your Wisdom modifier to all melee and ranged attack damage you deal. Additionally, if you successfully attack with your blessed weapon, add an additional 1d8 + 4 radiant damage. The target must make a DC 15 Constitution save or be stunned until the end of its next turn.

Prayer for the Fallen Warrior

At 17th level, as a reaction once per day, when an ally within 30 feet of you is reduced to 0 hit points, you may renew the spirit of your ally with the will to fight on. The target regains half its hit points and can stand as a free action. Also on its next action, your ally has advantage on attack rolls.

Your weapon blessed by Vivienne becomes a divine weapon once it is placed in a non-polluted source of water and a ritual is performed. The weapon provides advantage on all saving throws to you and any allies within 15 of you. Undead and fiends are vulnerable to damage dealt by this weapon.

KNIGHT OF AVALON

The Oath of Avalon binds paladins to the highest order of Avalon, in that they seek 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 are mercilessly hunted and destroyed or otherwise neutralized. On the other hand, they are well 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, and they regard her as the highest model of purity and life.



Alignment

Any good, 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 *lesser resistance, magic weapon*

9th *crusader's mantle, water walk*

13th *aura of purity, guardian of faith*

17th *banishing smite, dispel evil and good*

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. In addition to the standard paladin fighting style choices, you have the following unique option.

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's 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 target must attempt a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failure, the target is thrown back 5 feet and 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. When you do 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 feet. Upon a successful attack, your ally receives 2d6 hit points and receives a +1 attack on its next turn. At 8th level, this increases to 3d6 hit points and +2 attack. At 14th level, it increases to 4d6 hit points and +3 attack.

Additionally, you may choose a shield or helmet as your Blessing of Vivienne. Place the item in a sacred source of water and Vivienne will bless the object, converting it to a +1 magical item.

Aura of Sanity

At 7th level, your aura of mental purity prevents you and your allies within a 10-foot radius of you from being enchanted or charmed while you are conscious. At 18th level, this aura increases to 30 feet.

Placing your Blessing of Vivienne in a non-polluted lake will convert the magical item to +2 and provide resistance to one type of damage of your choice. Once per long rest, you may also use the item to cast *healing word* at 4th level.

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.

Additionally, your Blessing of Vivienne will now cast *healing word* at 8th level once per long rest.

**Consult with your GM about the legendary sword attributes.*

Shroud of Avalon

Beginning at 20th level, you can spend an action conjuring a stationary aura of fog which surrounds you in a 30-foot sphere for 1 minute. While within the sphere, your enemies are at a disadvantage to attack with melee or ranged attacks, while you and your allies gain advantage on all melee attacks.

Additionally, the fog is imbued with radiant energy. Enemies who begin their turn inside the mist take 10 radiant damage at the beginning of their turns. You must complete a long rest before using this ability again.

Finally, Vivienne blesses one additional armor item (helmet or shield). When wielding the helmet, shield, and sacred sword against any evil creature, you deal an additional 2d10 + 5 radiant damage.





LOCATION
AND
MINI-ADVENTURES

A TRICKY SITUATION

ANANSI MINI-ADVENTURE

The following adventure is intended for a group of four to six characters of 1st to 2nd level. A good mix of classes is recommended.

Summary

The logging town of Snapped Oak provides lumber for a number of regional towns and cities, and the residents have enjoyed a comfortable lifestyle for years. They have a reputation for good humor, kind-heartedness, and generosity, and travelers and adventurers who spend a night or two usually leave the town with a desire to return someday.

The charity of the town has not gone unnoticed, however, by those with a less caring nature. For the last few months, the town has been quietly under siege. A band of thieves posing as a traveling carnival has found a new mark. Discreet threats, blackmail, and other forms of subterfuge have directed a steady flow of coins to the criminals; residents are unaware that they are all being targeted individually, and thus no one has complained for fear of direct retaliation.

Only the local priestess, a follower of the trickster god Anansi, is aware of the troubles to her town. True to her worship of Anansi, she has a plan to turn the tables on the thieves that will honor her god and end the threat to Snapped Oak.

Adventure Hooks

There are any number of reasons for the adventurers to stop in Snapped Oak, but below you will find two potential adventure hooks that may be used to grab their attention and send the party to the little logging town.

#1: A wounded young man approaches the party and tells a story about an evil priestess in a nearby town called Snapped Oak who has the town's residents under her control and steals their wealth. The young man states he is a member of a carnival group that was ambushed after it discovered the truth, and he escaped the town during the previous night.

Truth: Anansi has sent the young man (a spirit guide) after a plea from the priestess for help. He makes his way to a nearby temple after telling his tale and cannot be found again. A party member can attempt a DC 5 Charisma (Persuasion) or Wisdom (Perception) check to gain more information or to determine if he is telling the truth. A success reveals that the priestess keeps her treasure horde hidden in a chest buried in a field beneath the carnival leader's wagon, and she could not access her stolen goods. (In truth, that is where the chest is hidden, but it was buried there by the carnival leader.)

#2: On the outskirts of Snapped Oak, a wounded acolyte named Isanan collapses on the road. If provided assistance, she tells a story of betrayal. She explains that the townsfolk are under the spell of a dark god, and she

and the town's priestess have felt a desire to uncover the truth. The evil god has sent a traveling carnival to distract and befuddle the residents' minds. The source of the evil god's power rests inside the carnival leader's wagon. If it is found and destroyed, the spell over the town can be removed. The acolyte cries, wails, and makes every attempt to avoid returning to the town.

Truth: There is no dark god—just greed. The carnival's leader has a chest of treasure buried beneath his wagon, and any attempt at investigating inside or around the wagon results in an attack by the carnival's members and reveals their true intentions. On a successful DC 15 Wisdom (Perception) check, the party believes the acolyte's tale but senses there is something she is not sharing with them. The acolyte is a spirit guide sent by Anansi on the priestess's behalf.

Arrival

There are three areas for the players to explore: the town, the chapel, and the field. As the players explore, they may gain additional information that helps them discover the truth.

The Town

The town of Snapped Oak has all the furnishings of a medium-sized town of modest wealth. The inn and tavern are in excellent condition, and the customers are friendly but reserved and avoid discussion of the carnival or the priestess. The modest homes hold no secrets, and the local business folk put on smiling faces, but any successful DC 10 Wisdom (Perception) check during a discussion with any townsfolk reveals fear.

However, the children of the town are unafraid to speak their minds. If a child ever talks about the carnival or the priestess, that child reveals the following:

Roll 1d4 (roll again on a duplicate result) for Carnival or Priestess.

Carnival

- 1: "That man from the circus comes every week to Mommy and Daddy. He always smiles because they give him money."
- 2: "The carnival isn't very fun. All they do is juggle and throw knives. But we have to go every night to watch them."
- 3: "My friend, Kilp, lives in the house near the field. He said he saw some of the jugglers burying something beneath one of the wagons."
- 4: "Father said the circus should have left a month ago, but I think they like our town and want to stay."

Priestess

- 1: "I like Priestess Fynnri. She is funny and always brings Mommy a few extra coins each week since Daddy got injured."
- 2: "She argues a lot with the circus people. I saw the circus leader hit her once. No one believed me though."
- 3: "Miss Fynnri gave me my doll. Her name is Ana. Isn't she pretty?" (Characters with a passive Wisdom (Perception) score of 15 or higher notice a holy symbol on the doll. A successful DC 18 Intelligence (Arcana) or Intelligence (History) check reveals the symbol to be of Anansi, god of trickery.)
- 4: "Mommy and Daddy don't go to the chapel any longer. Mommy says they don't have any money to give anyway."



The Chapel

The chapel is a simple affair, and anyone approaching who makes a successful DC 18 Intelligence (Arcana) or Intelligence (History) check spots the symbol of Anansi on various items inside. The chapel is in excellent condition but is completely empty, with the exception of Priestess Fynnri.

Priestess Fynnri (use cult fanatic stats, chaotic good alignment) feigns concern and greets the adventurers with caution. (She is aware of Anansi's spirit guide if that particular adventure hook is used.)

Fynnri avoids answering any questions about the carnival, only stating that they have provided entertainment to the townsfolk. She excuses herself after a short discussion, explaining she has a visit planned with a local family. She invites the adventurers to rest in the chapel and leaves the doors unlocked.

If the adventurers investigate the chapel, roll twice on the following list for clues found:

Roll 1d4:

1: The chapel has a living area in the back containing one bed, a desk (nothing of interest inside), and a journal. A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check after examining the journal reveals one mention of the carnival along with the words "noticeable drop in donations." (The single bed could possibly be a clue that the acolyte was not who/what she said she was.)

2: A prayer book of Anansi is located behind the pulpit. Anyone examining the prayer book may attempt a DC 18 Perception check. On a success, the party knows that followers of Anansi frequently use tricks to get others to do their work, good and bad.

3: A letter to Fynnri from a woman in town is discovered in the donation box. The letter mentions "one of the carnival members threatened to kill my grandson if I tell anyone about the silver piece I pay them each week."

4: The group finds a secret compartment beneath the floorboards of the first pew. Inside is a small pouch containing 12 sp, a single gem worth 5 gp, a gold spider worth 50 gp, and a letter from a high priestess praising Fynnri's "*good work in the town.*" Characters with a passive Wisdom (Perception) score of 12 or higher understand that this simple bit of treasure seems consistent with the offerings to a small chapel.

The Field

A nearby field (visible from the majority of the town's structures) contains eight wagons. A large banner hanging between two wagons declares the group to be Hantric's Traveling Carnival.

If any adventurers observe the field from afar, day or night, roll twice on the following list:

Roll 1d4:

1: There is a central wagon that is never left unattended. It appears to be the wagon of the leader, Hantric.

2: The only carnival-like behaviors seem to be lots of juggling and knife throwing at targets.

3: Just before sunset, six of the carnival members leave the field. They travel in pairs, visit various houses, and never spend longer than a minute at each.

4: The leader, Hantric, is only seen at night during the one-hour performance of knife throwing and juggling. He then reenters his wagon until the next evening.

If the adventurers approach the field at any time except for the evening show, they are confronted by a number of carnival members that exceeds the party number. If any questions are asked by the adventurers that seem remotely suspicious to the thieves, the adventurers are asked to follow them so that Hantric can explain the "delicate situation." If the adventurers follow, they are taken to a spot behind the wagons that is difficult to see from the town and attacked. If they choose to leave, Hantric is notified and the players are ambushed at a time that is most advantageous to the thieves.

There are twelve carnival members (use the bandit stats, lawful evil) plus Hantric (use the bandit captain stat, chaotic evil).

Resolution

Fynnri observes the adventurers from afar at all times. When the adventurers are attacked by the thieves, she provides healing assistance if the fight seems to be going well for the adventurers.

Hantric only exits his wagon if the fight is not going well for the thieves and their number is reduced to half.

Once Hantric arrives, Fynnri also makes her appearance if she has not already done so. At this point, the adventurers must make a decision, because Hantric attempts to convince them that Fynnri has been stealing from the town and they are protecting the townsfolk's money until they can run her out of town. He tells the adventurers that his carnival goes from town to town, searching out evil and using the carnival to hide their true intentions. He explains his soldiers believed the adventurers to be agents of Fynnri. A successful DC 18 Wisdom (Insight) check reveals the deception.

Fynnri appeals to the players, telling them that the carnival has been blackmailing and threatening the townsfolk with harm if they don't pay up each week. If the adventurers ask any questions of Fynnri about their being tricked or coerced into coming to Snapped Oak, a successful DC 18 Wisdom (Insight) check reveals deception on her part.

The adventurers need to make a decision about whom to believe based on any evidence they have discovered during their investigations of the town.

If the adventurers choose to believe Fynnri and confront Hantric and his crew, Hantric and his crew fight. When Hantric drops to half his hit points, he attempts to flee along with any of his fellow thieves. At the conclusion of this confrontation, the adventurers discover a chest buried beneath his wagon containing coins, jewels, and heirlooms that the townsfolk immediately declare to be stolen goods.



Reward

A reward of 10 gp is provided by the townsfolk to each adventurer. If the heroes are grateful and show kindness to the townsfolk, Anansi places a gold spider worth 25 gp beneath each adventurer's pillow during the night. Reward each adventurer with 800 XP.

If the adventurers choose to believe Hantric, the thieves detect the uncertainty and immediately attack the priestess, yelling phrases such as “*purge this evil!*” and “*death to those who lie to their flock!*”. Fynnri fights to the death.

Punishment

Hantric and his associates turn on the adventurers immediately after the death of the priestess. If the adventurers defeat the thieves, the townsfolk inform them of the truth, digging up the chest and explaining how the carnival has been extorting money. Reward the players with 500 XP for defeating Hantric, but Anansi immediately places a curse on a random member of the party that can only be removed with a *remove curse* spell. Until removed, any ally within 30 feet of the cursed character has disadvantage on all saving throws. Adventurers who research Anansi may attempt to gain his favor and have the curse removed by appealing to the god for a special quest.

OUT OF THE FRYING PAN

FUJI MINI-ADVENTURE

This following adventure is intended for a group of four to six characters of 17th to 20th level.

Summary

In a great caldera sits a temple untouched by the lava and flames surrounding it. This temple is devoted to Fuji, goddess of fire and volcanoes. Normally, reaching this volcano is a test of her followers' strength and will to succeed. Those who cross the perilous caldera are rewarded with a place of refuge and safety where they can reflect on Fuji's teachings and grow as individuals.

Unfortunately, an ancient red dragon has taken up its lair within the temple. This has brought about Fuji's wrath, and she intends to cause the caldera to erupt violently, destroying everything within a large radius unless her followers are able to defeat the dragon within and return the temple to its former glory.

While normally the goddess's patience is strong, it grows thin with her anger. The adventurers have a very limited time to infiltrate the new dragon lair and defeat the creature within. Should they fail, all the surrounding area will perish in addition to the party.

Adventure Hooks

#1. A cleric of Fuji approaches the party begging for their help. The cleric speaks of the horrors of Fuji's wrath and entreats the party for aid in ebbing her fury.

#2. All volcanoes begin spouting black smoke signaling Fuji's anger. A brief investigation reveals the cause.

#3. The party witnesses an ancient red dragon soaring through the sky in the distance. Upon following it, they discover its lair and the dangers that arise by allowing it to remain.

Boiling Anger

Fuji's patience is reaching its limits by the time the party sets off to defeat the ancient red dragon residing in her temple. Whenever the party takes a short or long rest, the time it takes to complete the rest angers Fuji further. When they take their first rest, read them the following passage when they're ready to proceed:

The lava around the temple begins to bubble and hiss more aggressively. You feel Fuji's rage at the sacrilegious dragon rising with the caldera's heat.

If the party takes a second rest, read them the following passage:

The heat begins clawing at your skin, permeating your robes and armor. It appears to be watching you, prodding you, insisting you move forward. Fuji's rage rises to greater heights, and her patience dwindles further.

If the party takes a third rest, read them the following passage:

You feel the ground beneath your feet begin to shake. The heat is almost unbearable. The caldera is approaching its eruption! Make haste! The goddess's patience has reached its limit!

If the party takes a fourth rest, the caldera erupts in a violent, epic explosion. Each party member takes 210 (20d20) bludgeoning damage and 210 (20d20) fire damage. After the explosion, the lava and fiery brimstone rain from the sky, submerging the party. For each round that a creature remains submerged in lava, it takes 99 (18d10) fire damage.

Approaching the Temple

As the party approaches the caldera that houses the temple to Fuji, they are met with a highly dangerous path to cross before they can even enter the temple itself.

In lieu of a standard bridge, the path to the temple is crossed by leaping from floating rock to floating rock in the sea of lava that surrounds the temple. The party must make this leap six times before reaching the temple. To determine the distance between each rock, roll a d20 and refer to the following table.

d20 Roll	Distance
15–20	5 feet
10–14	10 feet
5–9	15 feet
1–4	20 feet

The rocks shift every 2 rounds. If the party waits longer than that, reroll to determine the new distance of the nearest rock to which the party can jump.

A creature that attempts to jump beyond its jump distance must succeed on a Strength or Dexterity saving throw (creature's choice) with a DC equaling 10 + the number of feet exceeding its jump distance or fall into the lava. A creature who fails this save is subject to 49 (9d10) fire damage before it can escape the lava.



*Note that any creature that uses a form of flight, magical or otherwise, will be swept up by the massive updrafts created by the caldera's heat. A creature subject to this must succeed on a DC 20 Strength saving throw or be forcibly pushed 100 feet up in the air and 30 feet in a random direction. A creature repeats this save every round until it stops attempting to fly or reaches 500 feet in the air.

Any creatures under the effects of a *feather fall* spell are not pushed higher into the sky, but if it is already in the air, it merely floats in place until the spell ends.

The caldera itself is a volatile death trap. For every minute that the party spends attempting to cross the lava surrounding the temple, roll a d20. On a roll of 2 or lower, the lava around the party bubbles and erupts, flinging large boulders and swaths of lava at the party. Have each of them attempt a DC 15 Dexterity saving throw, taking 35 (10d6) bludgeoning damage and 45 (10d8) fire damage, or half as much on a successful save.

Once the party reaches the entrance to the temple, they notice no lava or rocks seem to be falling around them. They may make use of the area outside the entrance to the temple as a safe location for a short rest without any further consequences from Fuji.

Entering the Temple

Once the party enters Fuji's temple, it becomes evident that the ancient red dragon's presence has already begun affecting the environment. Fissures belching sulfuric gas have begun opening along the ground, and fire elementals have begun emerging from them.

When the party fully enters the first area, they immediately see 2d4 + 2 fire elementals begin to emerge from the fissures in the ground. If the party wishes to remain unseen, have them roll Dexterity (Stealth) checks contested by the fire elementals' passive Perception. The fire elementals are empowered by the ancient red dragon's presence. Whenever they roll damage dice, increase the size of the dice by one up to a maximum of a d12 (for example, an attack that would deal 2d6 damage would instead deal 2d8 damage, but an attack that deals 3d12 damage would remain 3d12).

Diving Deeper

Seeing the ancient red dragon soar through the skies to claim Fuji's temple as its own inspired several giants to follow the great drake and pledge their service to it.

As the party advances to the next section of the temple, they come across 1d4 + 1 fire giants in a spacious room with a large set of double doors leading to the primary chamber of the temple.

The giants aren't initially hostile to the party if they spot them, because they can't figure out how to open the doors to approach the dragon beyond. They have no reason to believe the party is there to fight the dragon unless they speak about it, in which case a DC 20 Charisma (Deception) or Charisma (Persuasion) check is required to stop the giants from attacking the party.

If the party is able to talk their way out of a fight, or after the giants have been slain, they have more time to take in the room. Once the party is able to fully observe the chamber, read them the following passage:

The chamber you reside in stretches forty feet up to a ceiling made of volcanic rock. The chamber is sixty feet long and forty feet wide with two motes of lava running along the length of the walls. On the opposite end sits a large set of double doors sealed shut by hardened lava. On both sides of the doors sit two large, stone bowls. Both appear empty but are warm to the touch. Inscribed in Common above the door are the words, "Enter here only if your body and mind are ready to be tempered by the goddess's mighty flame."

The trick to opening the door is to fill both the bowls with lava from the motes. Using magic or an instrument to attempt to move the lava into the bowls runs the risk of lava splashing onto the user. Roll a d20. On a roll of 10 or lower, the lava bubbles and splashes on the wielder of the instrument or caster of the magic, dealing 27 (5d10) fire damage.

If a creature attempts to scoop up the lava with bare hands and put it into the bowls, the lava doesn't burn them or bubble and splash onto the rest of the party.

Once the bowls are full of lava, the hardened lava on the double doors crumbles and falls off allowing the party to advance farther into the primary chamber of the temple.

If the fire giants are still friendly to the party when the doors open, they immediately combust into flames when they enter the primary chamber and die. Despite their immunity to fire damage, Fuji's raw anger at their worship of the dragon burns them away regardless.

The Great Dragon's Lair

As the characters enter the primary chamber of the temple, they are met with a stunning statue in the perfect likeness of Fuji herself. The statue's eyes are constantly burning and appear to be looking at every party member individually at the same time.

It takes a combined Strength score of 50 to push over the statue, which is otherwise completely impervious to damage. Should the party do this, the caldera immediately erupts as described in the "Boiling Anger" section.

At the base of the statue, a huge hole has been melted into the ground leading far below the surface. The ancient red dragon has created a bubble beneath the lava, and Fuji's temple, that it now calls its lair.

Upon finding this, the party knows where they must go to defeat the object of Fuji's ire. The hole in the ground descends 40 feet at an angle until it opens into a roughly spherical chamber with a 40-foot-high ceiling. The chamber is 100 feet in diameter with lava motes running in an X pattern on the floor.

At the back of the chamber, the ancient red dragon sits upon an impressive hoard of treasure and is immediately angered by the party's presence. When the dragon sees the party, have them roll initiative.

The ancient red dragon employs a tactic of trying to push the party into the motes of lava running through its chamber. When the dragon falls to 125 hit points or fewer, it spends its actions attempting to flee the chamber. If it succeeds, it flies out into the primary chamber of the temple and attempts to topple the statue of Fuji. It takes the dragon two full turns of spending its action pushing the statue over before it collapses. If the dragon succeeds, the caldera erupts as described in the "Boiling Anger" section.



Conclusion

Success. If the party successfully defeat the ancient red dragon, its air bubble beneath the temple immediately collapses. If the party is still within, they are completely submerged in the lava. However, it does them no harm, and they find that they are still able to breathe normally.

After a moment, they are pushed toward the surface of the lava and resurface at the base of the Fuji statue. Its eyes still burn, but the flame has softened.

Any gold or gems in the dragon's horde is melted down to join the lava around Fuji's temple, but she does allow any magic items the dragon had in its possession to surface with the party for them to take as they wish.

From this day forth, the party gains immunity to fire damage whenever they visit a location dedicated to Fuji. This immunity fades as they leave the location after 1d4 hours.

Failure. If the party fails to defeat the dragon, if the statue is toppled, or if they rest too many times on the way to defeat the dragon, the caldera erupts in a massive, awe-inspiring explosion.

This eruption obliterates the land around the temple in a 2-mile radius, destroying any settlement or wildlife unfortunate enough to be caught in the blast.

Any party member that survives the explosion gains a permanent vulnerability to fire damage. While vulnerable to fire in this way, a character can not gain resistance or immunity to fire damage from any source. This can only be removed by a *wish* spell or comparable magic.

AN ELECTION IN QUESTION

HEKATE MINI-ADVENTURE

The following adventure is intended for a group of four to six characters of 8th to 10th level.

Summary

In the city of Lybras, an endless cloud cover has appeared at the same time that an election for a new governing body has begun. In order for one to become elected, the hopeful needs the majority of eight votes from the city's nobles. Some of these nobles have begun to show strange and uncharacteristic favor toward a new candidate, causing confusion to spread.

What the general populace doesn't know is that a vampire by the name of Countess Vilrana is secretly swaying the opinions of the nobles with her beguiling charm. It's up to the party to investigate and uncover Vilrana's meddlings and put a stop to her influence.

Adventure Hooks

1. The party enters the city of Lybras with a public election drawing near. However, they soon begin to hear whispers of confusion and rigged elections leading to an investigation.
2. A dark cloud is hanging over a city on the horizon. Any members of the party familiar with magic can tell it's no natural storm.

3. The party hears tell of a strange, hooded figure who's suddenly become the primary opposition to a political figure despite having very little public interaction.

A Game of Names

There are eight nobles responsible for the outcome of the upcoming election for mayor of Lybras. Five of these nobles, unbeknownst to the party and city's populace, are under the influence of Countess Vilrana's vampiric charm and will vote as she instructs.

The names of the eight nobles are publicly known. Read the following to your players when they begin to inquire about the election and its workings:

***Jeremiah Corgrav.** Human male known for having great influence over the fur trade in the city and beyond.

Tylese Iredosa. Half-elven female responsible for dealing with arcane items and magical tasks associated with the city.

***Greylin Lockhammer.** Dwarven male who owns 90 percent of the smiths in Lybras and is responsible for most of the city's armor and weapons distribution.

***Heward Dragskit.** Gold dragonborn male who's an expert in negotiation with neighboring cities and represents Lybras on all foreign affairs.

Sheihial Merymond. Half-orc female who maintains and trains Lybras's militia. Her leadership has kept the city safe from threats for nearly a decade.

***Killytong Ringletingle.** Rock gnome female responsible for keeping Lybras's treasury in order as well as being the primary consultant for all of the city's financial decisions.

***Tad Gundersen.** Human male who owns a grand vineyard just outside the city's limits. He's less of a political figure and more of a celebrity but holds influence all the same.

Mariah Gundersen. Human female and wife of Tad. While not responsible for many of Lybras's inner workings, Mariah is the leading charitable figure in the city due to her and Tad's massive fortune and generous nature.

A * next to the name of a noble denotes them being influenced by Countess Vilrana. While no one in the city knows the specifics, suspicious behavior has been reported about each of these individuals and their sudden interest in this new candidate for mayor.

Confronting the Nobles

Each noble can be confronted individually by the party in specific locations around the city. Each one reacts differently to different forms of questioning as well. If the party fails two or more Charisma checks with an individual to learn the noble's opinions of the candidates, the noble they are speaking to closes off and doesn't reveal any more information to them. Refer to the descriptions below on where to find each noble and how they react to the party's questioning/interrogation.



Jeremiah Corgrav. He can be found near the eastern entrance to the city looking over a shipment of furs that are about to be exported. Jeremiah is a proud man and unafraid of anyone. A successful DC 15 Charisma (Intimidation) or Charisma (Persuasion) check is required to get him to speak about who he'll be voting for in the upcoming election. Due to his nature, all Charisma (Intimidation) checks against him are made at disadvantage. If Jeremiah does reveal whom he's voting for and why, he speaks with an almost odd zeal in regards to this new woman running for mayor despite never revealing her name.

Tylese Iredosa. She can be found within her store where she identifies magic items and sells uncommon potions. Tylese speaks freely about her decision to vote for the current mayor. When questioned about the new candidate, Tylese lacks any formal opinion as she has never seen this woman but believes if she's meant to be the mayor then she will be. Tylese shows no sign of suspicion or distrust regarding the upcoming election.

Greylin Lockhammer. He can be found enjoying a drink at a popular tavern within the city making plenty of conversation and jokes with the locals. A successful DC 15 Charisma (Intimidation) or Charisma (Persuasion) check is required for Greylin to reveal his thoughts toward both candidates. If the party buys Greylin a drink, they make this check at advantage. If the party buys him three drinks, he openly speaks his mind about the candidates with no check required. If the party buys him five drinks, he passes out and won't wake up by any nonmagical means. If Greylin does reveal his opinions, he speaks of his love for the current mayor of Lybras but how he just can't help voting for this new woman, whose name he doesn't reveal.

Heward Dragskit. He can be found in his public office in Lybras where he's looking over contracts made with other surrounding settlements. He freely invites the party inside if they have any questions or concerns. A successful DC 15 Charisma (Intimidation) or Charisma (Persuasion) check is required for him to reveal his thoughts toward the current candidates. Heward is a shrewd man who sees himself as a cut above the rest. Due to this, any Persuasion checks against him are made at disadvantage. If Heward reveals his thoughts to the party, they learn that he has actually met with this unnamed woman who is competing for mayor. He reveals that she invited him into her home, a humble two-story house toward the center of Lybras. He also reveals his favor toward her and how he intends to cast his vote her way.

Sheihial Merymond. She can be found training soldiers and guards at Lybras's barracks toward the edge of the city. Sheihial is an open book but is obviously annoyed when questioned about the election. If approached, she quickly waves off anything the party asks about while simply stating that she's voting for the current mayor and doesn't trust this new candidate. If pressed further, Sheihial says that the one time she met with this woman, her obvious disinterest left the woman visibly annoyed, but otherwise their meeting had no progress in any direction.

Killytong Ringletingle. She can be found in her office inside Lybras's City Hall. Killytong is a ferocious worker and views working as a fun game where the more work she completes, the higher she scores for the day. No one holds her to this, and it is an entirely self-imposed work ethic. A successful DC 15 Charisma (Intimidation) or Charisma (Persuasion) check causes her to reveal her thoughts on the candidates. She loves the current mayor and thinks he listens to her council about money very intently. In addition, she has nothing negative to say about the current mayor, while nothing positive to say about this new woman in the running. When pressed further, she realizes she knows nothing about her or her political ideas. Despite this, she claims to be voting for her anyway and adamantly defends this idea despite having no facts or opinions to support it.

Tad Gundersen. He can be found working outside in his vineyard. Tad is a jolly fellow who welcomes all onto his property. A successful DC 15 Charisma (Intimidation) or Charisma (Persuasion) check is required to learn what Tad knows about the candidates. Due to Tad's trusting nature, Persuasion checks made against him are made at advantage. If Tad reveals what he knows to the party, he relays to them that he's been visiting the woman in the evenings at her house to talk about politics and excitedly states that this new candidate has his vote. However, if asked where the house is or what they discussed, Tad becomes confused and admits he remembers nothing. The one piece of useful information Tad has to offer is that the woman's name is Countess Vilrana.

Mariah Gundersen. She can be found inside her house on the property of the Gunderson Vineyard. Mariah is no fool, and when she discovered her husband sneaking away at night she had him followed. Mariah keeps her information to herself no matter what, unless she believes the party distrusts this new woman running for mayor. If she realizes this, she takes the party into a private room inside her house. There she reveals that she thinks her husband is having an affair with this new candidate but can't be sure. She tells the party the location of the woman's house and that Tad regularly goes there in the evening and doesn't return for several hours. She knows nothing else but implores the party to investigate so she can learn the full story of her husband's late-night escapades.

Completing the Puzzle

Once the party learns enough information about Countess Vilrana, they may approach her house in the city.

Oddly enough, the house seems abandoned when they reach it, though it hasn't fallen into disrepair. It appears well kept but empty.

The door is locked, but anyone who succeeds on a DC 14 Dexterity (Thieves' Tools) check opens it. Breaking in or entering the house in such a way that generates loud noises alerts anything inside. Upon entering the house, if the party wishes to remain hidden, have them attempt a DC 18 Dexterity (Stealth) check. If the majority of the party passes this check, it's considered a success.



The interior of the house is well maintained and richly furnished with several pieces of macabre art hanging on the walls, fine furniture filling the room, and a wine cabinet full of exotic bottles of wine.

A successful DC 13 Wisdom (Medicine) check reveals the wine bottles to be filled with blood instead of wine. If the party continues to search the house, have one of them make a DC 16 Intelligence (Investigation) check at advantage if others are searching with them. On a success, they find that one of the wine bottles cannot be lifted from where it sits in the cabinet. If they try to move it again, it tilts to the side as if it's been pulled like a lever, and the cabinet silently shifts to the side revealing a hidden stairwell going down into a basement. Depending on whether the party has been noticed, one of the following will happen:

If the party succeeded on their Stealth check, have them descend the staircase into a large square room with a coffin in the center of it and a shrine of Hekate set up against the far side of the room. Countess Vilrana and 1d4 + 2 vampire spawn sit there speaking softly in prayer. Read the following to your players as they here Vilrana's prayer:

Great Hekate, we give you our thanks and praise you for the clouds that allow us to walk in the light. We will continue to serve you and make sacrifices to you for your glory until this entire city bows to you, be it by their will or ours.

If the party immediately attacks, Countess Vilrana and her vampire spawn are considered surprised for the first round of combat. Otherwise, the Countess and her minions attack the party once they realize they're in the room with them.

If the party failed on their Stealth check, have them descend the staircase in the large square room where Countess Vilrana is sitting lazily on her coffin. She greets the party casually while 1d4 + 2 vampire spawn hide on the ceiling above the entrance to the basement. The moment the full party enters the basement room, the vampire spawn attack.

Any character with a passive Perception of 16 or higher notices the vampires and rolls initiative normally. Any character with a passive Perception of 15 or lower does not and is considered surprised for the first round of combat.

Conclusion

If the party uncovers Countess Vilrana's scheme and destroys her in her home, the five nobles that were beguiled by her charm regain their senses and remember Vilrana forcing them into her favor. Their testimony, along with the coffin and shrine to Hekate in her basement, is evidence enough to reveal sabotage in the upcoming election.

With the nobles back to their senses, the election continues as normal, and the current mayor is reelected. In addition, the constant cloud cover over Lybras begins to immediately fade, revealing the sun for the first time in weeks. For their deeds and aid to the city, the party is rewarded 600 gp each as well as the trust of Lybras and access to all their resources at a discounted price.

If the party fails to discover Vilrana's location and her true nature, or if the party is defeated by her, she wins the upcoming election and slowly begins turning the citizens of Lybras into cattle for herself and her vampire spawn.

Shrines to Hekate begin adorning the city as the vampires give praise to the goddess for giving them this opportunity and how fruitful it has become for them.



THE TOWER'S SECRET

ISHTAR MINI-ADVENTURE

The following adventure is intended for a group of four to six characters of 3rd to 4th level.

Summary

This adventure follows the party pursuing the rescue of a merchant from ogres. The ogres have stolen the merchant away to the top floor of a tall and decrepit tower. What the party doesn't know is that the merchant is the orchestrator of the kidnapping and is doing this to garner notoriety for his personal business. Should the party uncover the merchant's secret by succeeding in rescuing him, he tries to silence the party so his secret dealings with the ogres don't get out.

Adventure Hooks

This adventure has the party delving into secluded ruins to climb a crumbling tower to rescue a merchant. There are several ways the party can hear about the kidnapping and choose to pursue it.

1. When the party is in a tavern or city, one of the party members hears about a merchant being kidnapped by local ogres. Since he's a merchant, rescuing him would surely mean a reward.
2. The party comes across a destroyed merchant cart with ogre tracks leading away from it.
3. The party stumbles upon a skittish goblin that immediately divulges information about a captured merchant in a tall tower nearby so the party won't hurt him. He gives this information regardless of the party's actions.

Finding the Tower

However the party begins to pursue the adventure, they eventually discover a location deep in the woods where the ruins of a forgotten keep have crumbled to time and are being reclaimed by nature.

Once the party begins to approach the ruins, have one of them make a DC 13 Perception (Wisdom) check. On a success, they spot two goblin guards keeping a lookout around the base of the old tower. These goblins run toward the tower and raise an alarm with a bell hanging outside the door if they spot the party.

If the party engages in combat with them, they use their actions to attempt to run to the bell and raise the alarm. It takes the goblins two rounds of combat to make it to the door and ring the bell. Barring spells that specifically make loud noises out to 100 feet or more, combat with the goblins doesn't alert the creatures inside the tower.



First Level

The first level of the tower is inhabited by 1d4 bugbears and one ogre. They sit in a circular room around a makeshift table.

If the alarm hasn't been raised, a group DC 10 Stealth (Dexterity) check keeps the party unnoticed. As long as a majority of the party passes the check, they remain unseen. If the party decides to attack and are unnoticed, they are granted a surprise round against the creatures.

If the alarm has been raised or the party fails their Stealth check, the bugbear(s) and ogre wait ready to attack the party when they enter.

Once the party defeats the creatures, if they look around, have one of them make a DC 12 Intelligence (Investigation) check. On a success, a fresh inkwell and several sheets of fine paper are found, something that is not very common among ogres and bugbears.

Note to the party how odd this seems considering the rest of the clutter and mess in the room.

Second Level

Upon reaching the second level, the party is met with a bare room with rectangular dimensions as opposed to the circular dimensions of the room beneath it.

If the party asks whether the tower looked like this from the outside, inform them that the outside of the tower appeared to be completely cylindrical and no structural anomaly could be seen from the outside.

The room appears to be comprised of six rows of four 5-by-5-foot square slabs. A successful DC 15 Wisdom (Perception) check reveals arrow-sized slots in the walls denoting a trap. The floor here is rigged to trigger arrows to shoot at anyone that crosses the room. Each row, no matter what block a creature stands on, triggers arrows to fly at everyone in that row.

Each creature caught in this trap must attempt a DC 13 Dexterity saving throw, taking 4 (1d8) piercing damage on a failure, or half as much on a success.

What the party doesn't know is that second, third, and fifth rows do not function properly and therefore do not set off the trap. The castle hasn't been properly maintained in decades, causing many of its mechanical traps to malfunction.

At the end of the rectangular room, the party goes through an old door that reveals stairs to the next level in addition to a rusty lever that is pulled down.

A combined Strength score of 25 is needed to reset the lever to the up position and disarm the traps. Once it's set, have one character in the party attempt a DC 13 Wisdom (Survival) check. A success reveals that the lever was in the up position until fairly recently, meaning the traps were armed recently as well.

Third Level

The third level's room returns to the circular dimensions of the first level and appears to match what the party perceived from the outside. However, what makes this room odd is that it's fully furnished.

Inside is a bed on a small bed frame, a standing closet, a small vanity with a chair, and a small table with two chairs around it. A successful DC 13 Intelligence (History) or Intelligence (Investigation) check reveals each of these pieces of furniture are marked with a merchant's sigil and appear to be brand new.

If the party didn't raise the alarm when they first arrived, there are three bugbears inside that are meticulously tidying the room. While they appear disgruntled, they are focused and suffer disadvantage on all Wisdom (Perception) checks to notice the party when they enter.

If they fail to notice the party, the party gains a surprise round against the bugbears. After defeating them, this room can be used as a location for a short rest before proceeding.

If the party did raise the alarm when they first arrived, the bugbears are hiding around the room waiting to ambush the party. A successful DC 16 Wisdom (Perception) check is required to spot the bugbears. If the party fails to spot the bugbears, they get a surprise round against the players.

The three bugbears, if hidden, can be found under the bed, in the standing closet, and behind the vanity. If a player checks one of these three locations before someone has made a successful Perception check to notice the bugbears, this discovery begins combat with the bugbears receiving a surprise round.

If the party attempts to short rest in this room before discovering the bugbears, they are attacked with a surprise round by the bugbears before the completion of their short rest. After combat has been resolved, the party may complete their short rest before moving to the final level of the tower.

Fourth Level (Roof)

Upon reaching the roof of the tower, the party comes across one of two sigils.

If the party raised the alarm, they find the missing merchant (use the commoner stat block for him) tied to a chair being guarded by two ogres. He begs for help, but the ogres only offer the party the merchant for 100 gp. If the party disagrees, the two ogres attack them immediately.

If the party didn't raise the alarm when they first arrived at the tower, they see the merchant ordering the two ogres around and instructing them to bind him to the chair to make it look like he's being held captive. He assures them that whoever comes won't be foolish enough to fight two ogres and will gladly pay them each 100 gp instead of fighting them, as he's done this many times in the past.

Once the party hears this piece of information, the merchant sees them, unless they succeed on a DC 13 Dexterity (Stealth) check. Upon his ruse being revealed, he orders the two ogres to kill the party so his secret doesn't get out.

Conclusion

This adventure can end in multiple ways depending on the party's Stealth, Perception, and Insight in regards to the clues they've found while attempting to rescue the merchant. The resolution will vary depending on several factors.

If the party found no clues and came upon the merchant seemingly tied up by the ogres, they are inclined to believe his ruse. The party suffers disadvantage on any Wisdom (Insight) checks to determine whether the merchant had anything to do with his kidnapping or whether he lies at all about his predicament.



If the party discovered one or all of the clues on the way up the tower but raised the alarm and had to “rescue” the merchant, they can press him on the evidence they’ve found. They gain advantage on all Wisdom (Insight) checks to discover if the merchant is lying to them about his capture and his dealings with the ogres.

If the party sees the merchant ordering the ogres around and obviously in control of the situation, they immediately know everything he’s said has been a lie and this whole kidnapping was staged. With this knowledge, they may take the merchant to the nearest settlement and have him arrested for attempted murder and conspiring with criminal monsters. They may also kill him and bring him to the nearest settlement and reveal all of his tricks postmortem.

Experience and Rewards

If the party was unable to uncover the merchant’s hidden scheme, they are rewarded with 10 gp each but nothing more as the merchant says the recent kidnapping has hit his business rather harshly, and he will need time to recover from his losses.

If the party uncovers the ruse but decides not to turn the merchant in, he gives each member of the party 50 gp and one diamond worth 50 gp for the party to buy their silence. He assures them that he’ll never do it again, but he’d like to maintain his reputation.

If the party turns in the merchant (dead or alive) and reveals his trickery to all, they are given a 300 gp reward to be split among them and a point of inspiration for each party member in the form of a blessing from Ishtar for so thoroughly defeating their opponent at his own game. They each also receive 200 additional experience points in addition to the experience they receive from defeating the goblins, bugbears, and ogres.

LOCATION

THE TEMPLE OF ISHTAR

Outside Description

Ascending the hill is a stone staircase flanked by smooth stone pillars with prayers to Ishtar engraved upon them. Tiered gardens with various flora branch out in all directions covering the rest of the hillside, creating a patchwork of colorful vegetation. At the top of the stairs, five beautiful, domed buildings of white marble with gold trim occupy the top of the hill, with the largest centered between the other four. Each structure has a golden obelisk on top, reaching toward the sky.

1. Sacarium of Adjudication (Center)

An open archway flanked by a pair of enormous golden lion statues welcomes those seeking Ishtar’s rulings. Inside, the walls are adorned with hundreds of Ishtar statues with the goddess’s eyes looking back at those within. Occupying the middle of the room is a circular dais with a wooden defendant’s stand at the center. Brilliant yellow rays of sunlight beam down from a hole in the center of the ceiling, illuminating the dais. White marble benches surround the dais, encompassing the rest of the room. Four archways lead out toward the other structures.

2. Sanctum of Divine Pleasure (Northwest)

Colorful beads shield the archway from the outside; scents cinnamon, lilac, and sandalwood filter out from between the rows of beads. Harp sounds accompanied by stringed instruments radiate from within. Red, yellow, and golden carpets line the floors, and matching cushions of various sizes lay scattered about. Tapestries of individuals engaged in acts of pleasure hang from the walls.

3. Sanctum of Healing (Northeast)

Chimes, drums, and chanting can be heard coming from the open archway. Inside, multiple followers of Ishtar attend to those in need. Several beds and chairs made of dark-red rosewood covered with gold pillows and blankets occupy most of the area within. Painted on the walls are worshippers of Ishtar praying before her as she grants them her divine power to aid in their healing.

4. Sanctum of Combat (Southeast)

The sounds of combat can be heard echoing from within. The smell of blood and sweat permeates the interior of this sanctum. Training dummies constructed of wood and iron line the walls. The floor is covered in beautiful yellow sand to make movement easy, and soft, reducing the impact of falling combatants. The walls are lined with battered weapons and shields for practice.

5. Sanctum of Worship (Southwest)

Soft green grass carpets the floor within the sanctum. The sounds of a small stream reverberate off the inner walls, creating a sense of peace and calm. The smell of spring floats gently in the air as worshippers surround a lifelike statue of Ishtar placed in the center. Reddish-yellow rugs mark the locations for her followers to rest or pray during their time here. Prayers beseeching Ishtar are written on the walls in chalk, hoping that she will see their requests and provide them with answers.



THE TEMPLE OF ISHTAR



PERFECT STORM

THOR MINI-ADVENTURE

This adventure is balanced for four characters of 10th level. It takes place in the town of Auonar, which could feature in any setting with a similar environment. If the climate in your world is radically different, substitute the giant types as necessary.

Summary

Loki is up to his usual tricks once again. This time the god of trickery has enacted a plot to separate Thor from his prized belt Megingjörð, rendering the god of thunder incapable of wielding the hammer Mjolnir. Loki convinced Thor to remove his belt, then gifted the prize to a giant named Gyrnjirn.

Thor discovered the deception too late, and as he tried to lift his hammer to pursue the trickster Loki, Mjolnir proved too heavy for his grasp and crashed to earth outside the town of Auonar.

Rumors of the hammer's fall spread like wildfire, and bold heroes from across the land began to arrive in Auonar, hoping they were strong enough to claim Mjolnir as their own.

The local gothi (a community religious leader) named Bergunn has begun to receive divine visions warning that the belt must be retrieved from Gyrnjirn to appease the thunder god.

The heroes arrive in Auonar and hear Bergunn's warnings. They must retrieve the belt from the giant or face catastrophic destruction in the wake of Thor's wrath.

Adventure Hooks

Here are some suggested hooks to involve your party in this adventure:

1. The party hears a rumor that a godly artifact has fallen to earth in the town of Auonar. Heroes are assembling there to try and claim the legendary prize.
2. Unnatural storms blustering with lightning are plaguing the region. The party is urged to investigate the cause by traveling to the closest temple of Thor. This temple lies in the small town of Auonar.

Heavy Metal

This adventure begins as the party arrives in the coastal town of Auonar. As they walk into town, they see a large number of adventurers camped around the small village and the gothi Bergunn walking among them.

Auonar

The quaint village of Auonar rests between the ocean and rolling hills of green. It is home to about 200 citizens. The majority of these citizens are farmers, herders, and fishers, who reside in a series of longhouses scattered across the hills.

The village is mainly unremarkable, but the people who dwell in Auonar are good-natured. They prize strength, tenacity, and devotion to the gods. A few notable village locations are listed below.

Village Square

The longhouses built close to the shore are arranged in a rectangular pattern around a centralized square. This square is the site of town gatherings, and where seasonal festival rites are held.

Shrine of Thunder

The village of Auonar is home to a shrine to Thor, the god of thunder. The villagers of Auonar worship Thor and his wife, Sif. They carefully observe seasonal rites and traditions to the pair, to ensure continued prosperity. The shrine is humble but lovingly maintained by the village gothi named Bergunn.

The shrine is a small longhouse that contains a few benches, an altar, and a carved wooden statue of Thor. The ceiling possesses a large cut skylight, so the icon bathes in rainwater when Thor trembles the skies with stormy weather.

Boats

A rudimentary dock sits upon the shore of Auonar, a series of fishing boats tether to it.

Trading Post

A set of fraternal human twins named Orvar and Brynja (NG human commoners) run a trading post just off the town square. The twins frequently travel to surrounding settlements, bringing back a wealth of both supplies and curious trinkets. The majority of the villagers barter for goods, but the twins also accept gold.

Most basic equipment listed is available for sale here, though limit available quantities and items as appropriate to your campaign.

One Tree Hill

About twenty minutes outside of Auonar stands a flat-topped hill crowned by an ancient oak tree. This ancient tree is a sacred site for the god Odin.

A couple days ago, Mjolnir fell from the sky upon this hill, splitting the oak and burying itself deep in the bark. The destruction caused to the tree has angered Odin.

The adventurers camped around Auonar travel to this tree daily to try and pull the hammer free from the twisted trunk. At any given moment, as many as ten adventurers can be found atop the hill.

Holding Out for a Hero

As the party nears the town of Auonar, read or paraphrase the following:

As you crest the nearest ridge, a small coastal village comes into view. Twenty or so mismatched tents surround the perimeter. As you draw closer, you spot an assortment of adventurers lounging about the makeshift camp. Drifting among the tents, you spot a woman dressed in simple robes of white hemmed with gold. As you see her, you find yourselves caught by her electric stare.



The woman moving through the camp of adventurers is the local gothi named Bergunn (NG human priest). As gothi, Bergunn is in charge of maintaining the temple of Thor and overseeing the seasonal rites of praise to the god of thunder. Bergunn makes her way to the party and pleads they heed her warning. If the party seems receptive, read or paraphrase the following:

Just days ago, an unseasonable storm descended on the countryside. A vicious crack echoed through the hills as something gleaming crashed to earth. The next morning, we found it...the lord of thunder's hammer buried in an ancient oak. I began to dream of a raven, who whispered that a band of heroes would arrive to aid us in these dark times. You are the heroes the raven described.

Bergunn has experienced a series of troubling dreams since the hammer Mjolnir fell from the sky. Bergunn believes that these dreams are messages from the gods. She also shares the raven's other message: a powerful frost giant named Gyrnjirn has come into possession of Thor's magical belt Megingjörð. Bergunn implores the characters to retrieve the belt and return it to the god of thunder to restore cosmic balance.

If the party asks for compensation, Bergunn assures them that currying favor from Thor is rewarding enough. If they press further, she offers the community tithes totaling 47 gp. She also offers a golden ring that has been passed down between the gothis of Auonar (unbeknownst to Bergunn this is a *ring of shooting stars*). The town does not have more wealth to offer.

If questioned further, here is what Bergunn knows:

1. The magical belt Megingjörð allows Thor to wield the hammer Mjolnir. Only his godly strength, coupled with the belt's power enables Thor to lift the hammer.
2. The frost giant Gyrnjirn lives in a mountain hall a few hours ride away.
3. The raven is often a messenger of the gods, particularly the god Odin, who is the god of wisdom and magic. The giants consider Thor a hated enemy, so whatever plans Gyrnjirn has for the belt cannot be good.

Travel to the Hall

Gyrnjirn's hall is six hours ride from the town of Auonar. Horses and wagons are both available for purchase from the trading post. The journey takes half a day on foot.

The majority of the journey covers the gently rolling hills before the elevation begins to increase, leading into the snowy mountain range. The giant's hall is not too far up the mountainside, and a wary party can reach it after winding through the mountain trails for an hour.

If you would like to increase the difficulty of the journey through the mountains, consider rolling on the following encounter table once per every 10 minutes of travel:

Mountain Trail Encounter

D20 Location and Tactics

- | D20 | Location and Tactics |
|------|---|
| 1-15 | No encounter occurs. |
| 16 | The party encounters a traveling ale merchant hiking up the mountain. The man is named Gustav, and he is happy to share that he is delivering two large casks to a party the giants are throwing up the mountain. If the party offers to help Gustav with his labors, they do not have any further encounters on the path to Gyrnjirn's hall. |
| 17 | A swarm of ravens begins to follow the party through the mountains. The ravens fly out of range if attacked but continue to tail the party. A successful DC 14 Wisdom (Nature) check identifies their behavior as entirely unnatural. These ravens have been sent by the god Odin to observe the party's progress. |
| 18 | A character with a passive Perception of 17 or higher spots a strange shape buried in the snow. If the party investigates, they find a frozen female dwarf. Clutched, in her icy grasp, is a silver <i>horn of Valhalla</i> . |
| 19 | Around the next bend, the party encounters six orcs blocking the narrow path forward. The orcs demand a toll of 15 gp. If the party doesn't act, the orcs grow hostile and attack. |
| 20 | A disgruntled troll ambushes the party. A successful DC 15 Wisdom (Perception) check allows a character to spot the troll's hiding place before it leaps to attack. |

Giant Problems

Heeding Bergunn's warning leads the characters to travel to the nearby snow-covered mountains. There, they must find the hall of the giant Gyrnjirn and retrieve Thor's belt from his grasp.

Into the Hall

Once the party has completed their journey through the mountains, read or paraphrase the following:

The howling mountain winds die down as gentle snow begins to fall. Just atop the next slope, you see an enormous building carved into an icy cliff face. Warm, cheerful light pours from the windows, and even from this distance, you hear echoes of booming laughter.

This building is Gyrnjirn's hall. Traveling the path to the enormous structure is simple. The oaken double doors are locked when the party arrives, a character proficient with thief's tools can attempt to open the lock with a DC 18 Dexterity check. Characters can also attempt a DC 15 Strength (Athletics) check to climb in through the windows of the hall.

Gyrnjirn is currently holding a feast to celebrate his newfound power as the wearer of the belt Megingjörð. Loki gifted the belt to Gyrnjirn just days ago, and the local giants have been celebrating ever since.



As the party enters the hall, read or paraphrase the following:

As you pass through the doors of the hall, another crash of jovial laughter rattles the stones of the building. A grand feast hall looms before you, smells of roasting meat and wine fill your nose. Music plays from somewhere in the room, and the giants seated around the table are enjoying their celebration. At the head of the table sits an impressive blue-skinned giant, you see a sparkling golden belt adorns his waist.

The frost giant Gyrnjirn sits at the head of the feast table wearing the magical belt Megingjörð. Two additional frost giants named Jamwar and Colto are seated to Gyrnjirn's left and right.

The giants are quite drunk and merry, so they do not notice the adventurers until they call attention to themselves.

There are a couple ways the party can retrieve the belt from the giants:

Fight Them Off. If the party attacks any of the giants, they all immediately begin to retaliate. If the party is rude or attempts to threaten any of the giants, Gyrnjirn commands the other giants to fight alongside him to destroy the party. Both Jamwar and Colto are heavily inebriated and roll all attacks with disadvantage.

While Gyrnjirn wears the belt Megingjörð, his Strength score is increased to 30, adjust his attack bonuses and damage accordingly. The giants are prideful and fight to the death once combat is engaged.

Diplomatic Option. It is possible to reason with Gyrnjirn and convince him to hand over the belt peacefully. If the party attracts the attention of the giants by opening a dialogue with them, their audacity amuses Gyrnjirn, and he listens to their case.

If a character presents a logical case as to why the giant should let them leave with the belt, the character may roll a DC 15 Charisma (Persuasion) check. If the character's reasoning is excellent, consider allowing them to roll this check with Advantage.

Here are some example arguments that Gyrnjirn considers:

A warning. The party can successfully convince the giant that even without his belt, Thor would prove a deadly foe when he learns the location of the belt.

A challenge. The party can appeal to the giant's hubris and challenge him to a fight. Gyrnjirn accepts a contest of combat. He agrees to fight the party without the aid of the other giants. If the characters defeat him (which occurs when he drops to 30 hit points or fewer), he hands over the belt.

If the party finds a different case besides these, reward ingenuity and allow a Persuasion check.

However, they acquire the belt, and once it is in their possession, the party is free to leave Gyrnjirn's hall and return to Auonar.

Stealing from Thieves

After collecting Megingjörð from the giants, they may choose to forsake Bergunn and the village of Auonar to keep the treasure for themselves.

If they do so, Thor eventually destroys Auonar in his wrath. Shortly after, Thor learns of the party's actions and descends upon them from the skies to punish them for their crimes.

Cry Thunder

With the belt in hand, the party returns to the village of Auonar to appease the thunder god. They must reunite Thor with his equipment before his stormy wrath destroys the town entirely.

Bolt to Earth

As the party draws near the site of Mjólnir's fall, read or paraphrase the following:

As you pull near the hilltop, you notice a drastic shift in weather. Thick black clouds blot all light from above, and the tell-tale scent of storm hangs thick in the air. The swirling vortex of clouds hangs thickest over the ruined tree.

In the god's frustration, Thor is preparing to unleash a devastating storm upon the land surrounding Auonar, and all the greedy adventurers who seek to claim Mjólnir for themselves. As they reach the tree, they find Bergunn, staring up at the doom-filled sky.

If the party is intent on reuniting Thor with his belt, she breathes a prayer of relief and tells them to stand ready while she attempts to commune with the thunder god. When Bergunn begins the attempt, read or paraphrase the following:

Bergunn gives you a firm nod. She eyes the coming storm once more before placing her hands upon the oak tree and crying to the skies: "I beg you to stay your wrath, oh god of might. For while your fury is warranted, there are heroes here who wish to honor you with a gift.

As she speaks the final words, a roaring peal of thunder issues through the sky. Storm winds begin to howl, and a lightning bolt strikes the oak tree. As your eyes recover from the light, you spot something flying towards you. A bearded figure soars toward the earth in a cart pulled by a pair of goats.

Bergunn's prayer reached Thor's ears, and he now descends to meet these 'heroes' who have a gift to offer.

Success. If the party is respectful and gives Thor Megingjörð without condition, the god's stormy mood lifts immediately. The skies grow clear in a matter of moments, and he thanks the adventurers warmly. He will then extend his challenge (by way of the reward). *see Worthy Challenge*

Failure. If the party is disrespectful or tries to curry additional rewards before handing over the belt, Thor unleashes his wrath upon the party and any other people present on the hill. The storm begins in full swing, and Thor attacks the party until they are unconscious. He then takes his belt and returns to the skies. The devastation destroys large swathes of farmland, causing Auonar to face economic crisis.



Worthy Challenge

If Thor is pleased with the behavior of the characters, read or paraphrase the following:

The god strides to the oak tree and reaches to pull the hammer free. He looks skyward in surprise as Mjolnir does not budge.

Thor turns to face you, his eyes sparkling with electric current as he speaks:

It seems Odin thinks I must also prove my worth. Let us honor the all-father with a trial by combat.

Intent on teaching his son a lesson in humility, Odin has trapped Mjolnir in the sacred tree. Thor equips his belt and battles the party without the hammer. Thor battles for three rounds, before deeming the party worthy of his gift. At the end of the third round, he claps any conscious characters upon the back and thanks them for reminding him a warrior is more than his weapon. He then bestows *Favor of the Storm* upon all party members (even the unconscious ones) and is finally able to pull Mjolnir free from the oak.

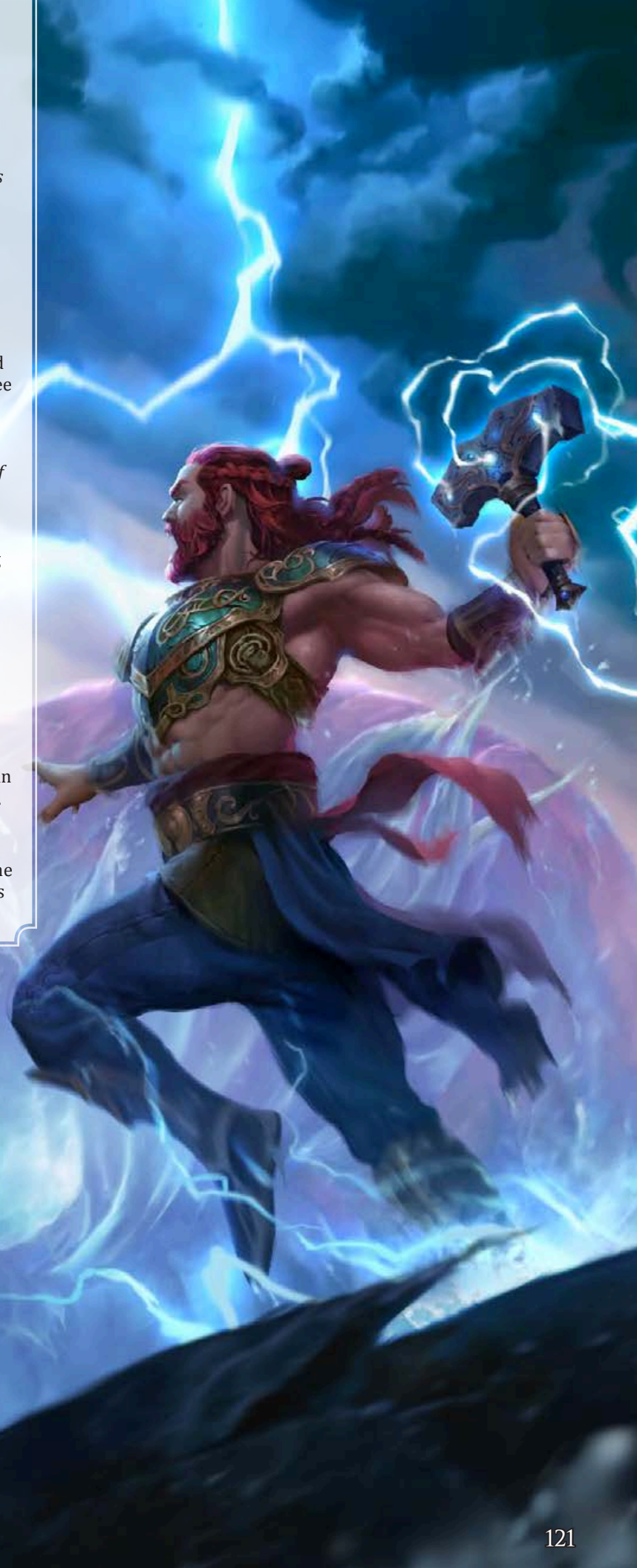
Even if all party members are knocked unconscious during the battle with Thor, they find themselves later revived by Bergunn. Upon waking, the party members all receive the favor of the storm ability.

Favor of the Storm. You gain resistance to lightning and thunder damage. This ability remains active unless the god who bestowed the gift decides to revoke it.

Further Adventures

If the party reunited Thor with his belt and hammer, Bergunn leads the village in celebrating the bravery of the characters.

However, not everyone is happy with the victory. If you wish to continue the story, Gyrnjirn's more powerful relatives may arrive to punish the party for taking back the belt. Or perhaps the god Loki himself intends to teach this meddling party a lesson.



APPENDIX



CREATURES

SPECIAL ITEMS

SPELLS

MAGIC ITEMS

WEAPONS

POWERS OF TENGRI

DIVINE SCION OF MAZU

GIFTS OF VALOR

CREATURES

Aoe, the Clockwork Owl

Small construct, lawful good

Armor Class 16(natural armor)

Hit Points 21 (4d6 + 10)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	17 (+3)	19 (+4)	10 (+0)

Skills Perception +10, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages understands languages of creator but can't speak

Challenge 5 (1,800 XP)

Aoe's Protection. Aoe can use its bonus action to serve as scout and protector for Athena's allies. All allies within 60 feet of Athena gain +2 AC and immunity to any conditions requiring a Constitution save for 1 minute.

Antimagic Susceptibility. Aoe is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the clockwork owl must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Constructed Nature. Aoe doesn't require air, food, drink, or sleep.

Flyby. Aoe doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. Aoe has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. All of Aoe's attacks are considered magical.

ACTIONS

Multiattack. Aoe can make two melee attacks with its talons.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

LEGENDARY ACTIONS

Aoe can take 3 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. Aoe regains spent legendary actions at the start of its turn.

Clockwork Pulse (Costs 1 Action). Aoe overcharges its clockwork core and releases a pulse of electric energy in a 20-foot cube, centered on itself. Each creature within range must make a DC 18 Dexterity saving throw, or take 8d6 lightning damage. On a success, a creature takes half as much damage.

Self-Repair (Costs 1 Action). Aoe's internal mechanisms attempt to repair themselves. Aoe regains 1d6 hit points.



AGAAR

Large elemental, neutral

Agarr 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 153 (18d10 + 54)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +9, Con +6, Wis +4

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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)

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.

Discorporation. When reduced to 0 hit points, Agaar turns into wisps of clouds then dissolves completely and cannot take form again for a time.

ACTIONS

Multiattack. Agaar makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in Agaar's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from Agaar in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



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 144 (16d8 + 48)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	16 (+3)	10 (0)	13 (+1)	11 (0)

Saving Throws Dex +9, Con +6, Wis +4

Skills Perception +4, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 5 (1,800 XP each)

Discorporation. When reduced to 0 hit points, Bygul and Trigul transform into falcon shapes and then into essences that return to Sessrumnir.

Keen Hearing and Smell. Bygul and Trigul have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. All attacks by Bygul and Trigul are considered magical.

Pounce. If Bygul or Trigul moves at least 15 feet 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.

ACTIONS

Multiattack. Bygul and Trigul make two Claw attacks and one Bite attack.

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 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	22 (+6)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Dex +3, Con +9, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Primordial, Terran

Challenge 8 (3,900 XP)

Discorporation. When reduced to 0 hit points, Chuluu crumbles into a pile of dirt and cannot take form again for a time.

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:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d8 + 5) 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 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 18

Languages understands Common and Infernal but can't speak it

Challenge 5 (1,800 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (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:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing plus 7 (2d6) fire damage.

Fire Breath (Recharge 4–6). The hound exhales fire in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage 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 109 (14d10 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	18 (+4)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Dex +7, Con +7, Wis +4

Damage Resistances bludgeoning, piercing, and slashing 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 hit points, Gal dissolves into a puff of smoke which rises to the heavens and it cannot take form for a time.

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 5 (1d10) 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 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. Gal sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet 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:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d10 + 3) 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 5 (2D6) fire damage at the start of each of its turns.

HILDISVINI

Large monster or medium human, chaotic good

Freyja can summon Hildisvini ("Battle Swine") which is actually Óttar the Simple in disguise, a protégé of Freyja. She may use Hildisvini 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 132 (20d10) in boar form, 108 (20d8) in human form

Speed 40 ft., fly 90 ft. (boar form); 30 ft. (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 from nonmagical weapons

Senses passive Perception 9

Languages Celestial, Common

Challenge 8 (3,900 XP)

Charge (boar form only). If Hildisvini moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Discorporation. When reduced to 0 hit points, Hildisvini transforms into a falcon-shape and then into an essence that goes back to Sessrumnir.

Eidrenger Oath Abilities. In addition to the spells and abilities given in the Eidrenger Oath, Hildisvini 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: *aid, branding smite, compelled duel, crusader's mantle, divine favor, remove curse.*

Magic Weapons. All attacks by Hildisvini are considered magical.

Relentless (1/Short Rest). If Hildisvini takes 7 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

ACTIONS

Multiattack. Hildisvini makes two attacks with his tusks or two attacks with his great halberd.

Great Halberd. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Shape Shift. Hildisvini 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. Hildisvini will have only 53 hit points remaining in his human form.

Tusks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

HORSEMAN (BLACK, RED and WHITE)

Medium Immortal, lawful neutral

Otherwise known as “Dark Midnight,” “Red Sun,” and “Bright Dawn” respectively, these are three immortal human servants loyal and bound to Baba Yaga. They come to her aid when called and never turn against her.

Only one horseman is encountered at a time, unless Baba Yaga is present, in which case they all defend her fanatically to the death.

Armor Class 19 (plate)

Hit Points 216 (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 19

Languages Celestial, Common, Sylvan

Challenge 17 (18,000 XP each)

Discorporation. When reduced to 0 hit points, a horseman dissipates into a fog then disappears and cannot take form again for a time.

Magic Resistance. A horseman has advantage on saving throws against spells and other magical effects.

Regeneration. A horseman regains 10 hit points at the start of his turn if he has at least 1 hit point remaining.

Trampling Charge. If a horseman is mounted and moves at least 20 feet 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 a Hooves attack against the prone target.

Weapons. All horseman attacks are considered magical.

ACTIONS

Multiattack. A horseman makes three longsword attacks per round.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Elemental Strike (4/Day). A horseman can imbue his sword with elemental energy for 1 minute. Add his Wisdom modifier to his attack rolls. The weapon’s damage becomes one of the following (your choice): cold, fire, lightning, or thunder. Roll the sword damage and add 10 (3d6) of the selected damage to each successful attack.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

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 horseman retains spent legendary actions at the start of his turn.

Energy Drain (Costs 2 Actions). Each creature within 10 feet of a horseman must make a DC 15 Constitution saving throw. On a failed save, the creature’s hit point maximum is permanently reduced by 1d6. A creature can be affected by Energy Drain multiple times.

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 percent chance of turning into a zombie within 24 hours.

Longsword (Costs 1 Action). A horseman makes an attack with his longsword.

Move (Costs 1 Action). A horseman moves up to his speed (whether on or off his mount) without provoking attacks of opportunity.

Spell Immunity (Costs 1 Action). A horseman may choose to be immune to or negate any spells of 3rd level or lower when he is within 20 feet of the caster.

Vile Curse (Costs 2 Actions). A horseman targets one creature he can see within 10 feet 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.



KOSCHEI BESSMERTNY

Medium human undead, neutral evil

Koschei is one of Baba Yaga's faithful servants. He appears as a tall, bony 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 on the island forest of Buyan.

Should a creature—somehow—obtain the needle, that creature would be able to command Koschei's powers as if they were its own.

Armor Class 20 (natural armor)

Hit Points 97 (18d8)

Speed 30 ft., fly 60 ft.

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 13

Languages Celestial, Common, Sylvan

Challenge 21 (33,000 XP)

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.

Discorporation. When reduced to 0 hit points, Koschei dissipates into a fog then disappears and cannot take form again for a time.

Legendary Resistance (3/Day). If Koschei fails a saving throw, he can choose to succeed instead.

Spellcasting. Koschei is an 18th-level spellcaster. His spellcasting ability is Intelligence (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): *cloudkill*, *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*

Turn Immunity. Koschei is immune to effects that turn undead.

ACTIONS

Life Drain. Koschei targets up to three creatures that he can see within 10 feet 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.

Screech. Koschei emits a loud, bloodcurdling sound that is so terrifying it can stop a beating heart. Each creature within 30 feet 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.

Whirlwind. Koschei transforms into a swirling tempest which shoots lightning in a 60-foot radius. Each target in range must succeed on a DC 19 Dexterity saving throw or take 36 (8d8) lightning damage.

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.

Energy Drain (Costs 2 Actions). Each creature within 20 feet of Koschei must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is permanently reduced by 10 (3d6) each time a creature fails a save against this effect. A creature's hit point maximum may be restored with the *greater restoration* spell or similar magic.

Flight (Costs 1 Action). Koschei flies up to half of his flying speed without provoking attacks of opportunity.

Vile Curse (Costs 2 Actions). Koschei targets one creature with vile words that he can see within 30 feet 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. 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 he is probably the most foul-tempered and power-hungry 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. (See *Jetpack7's Legendary Dragons*, a 5th Edition supplement, for additional lore.)

Armor Class 27 (natural armor)

Hit Points 420 (20d12 + 600)

Speed 30 ft. (human form); 50 ft., fly 60 ft., swim 120 ft. (dragon form)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	25 (+7)	24 (+7)	23 (+6)	27 (+8)

Saving Throws Dex +16, Con +16, Wis +15

Skills Perception +24, Stealth +16

Damage Resistances necrotic

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34

Languages Celestial, Common, Draconic

Challenge 30 (155,000 XP)

Amphibious. Kur can breathe both air and water.

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.

Fire Storm Master (6/Day). Kur may cast *fire storm* (spell save DC 24).

Legendary Resistance (6/Day). If Kur fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. As a reaction, Kur may choose to be immune to any spells of 4th level or lower until the start of his next turn. Kur has advantage on saving throws against all other spells and magical effects.

Magical Weapons. All attacks by Kur are considered magical.

Regeneration. Kur regains 30 hit points at the start of each of his turns.

ACTIONS

Multiattack. Kur can use his frightful presence. He then makes three attacks.

Acid Breath (Recharge 3–6). Kur exhales acid in a 120-foot 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.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Frightful Presence. Each creature of Kur's choice within 120 feet of him that is aware of him must succeed on a DC 24 Wisdom saving throw or become frightened of him 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 if the effect ends, the creature is immune Kur's Frightful Presence for the next 24 hours.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

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.

Channel the Void (Costs 2 Actions). Kur magically unleashes void energy. A pulsating wave of cold energy washes over everything within 60 feet 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.

Detect (Costs 1 Action). Kur makes a Wisdom (Perception) check.

Ferocious Bite (Costs 1 Action). *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage plus 14 (4d6) acid damage plus 17 (2d6 + 10) bludgeoning damage.

Tail Attack (Costs 1 Action). Kur makes a tail attack.

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 he can see.

Wing Attack (Costs 1 Action). Kur beats his wings. Each creature within 20 feet of Kur must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Kur can then fly up to half his flying speed.



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 144 (16d8 + 48)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	17 (+3)	18 (+4)	18 (+4)	24 (+7)

Saving Throws Wis +8, Cha +8

Skills Insight +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing 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)

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.

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**

*This spell's description can be found in the Appendix.

Legendary Resistance (1/Day). If the lasae fails a saving throw, it can choose to succeed instead.

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.

Shape Change. The lasae can use an action to shapeshift into a white swan. A successful DC 19 Wisdom (Insight) check reveals that something is special about it. A successful DC 19 Intelligence (Arcana) or Intelligence (Religion) check reveals that it is a lasae in disguise.

ACTIONS

Multiattack. The lasae makes two melee attacks.

Charming Gaze. The lasae meets the gaze of a target, and the target 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.

Healing Touch (3/Day). The lasae touches a willing creature, and the creature regains 25 (4d8 + 7) hit points and is freed from all enchantments.

Knowing. The lasae can touch a creature and automatically know its emotional state. The target must attempt a DC 19 Charisma saving throw; on a failure, the lasae also knows the creature's alignment.

Mace. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 13 (3d8) radiant damage.

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 Shiva's mount, especially while fighting demons and devils.

Armor Class 24 (natural/divine armor)

Hit Points 132 (20d10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	16 (+3)	10 (0)	16 (+3)	11 (0)

Saving Throws Str +10, Con +7, Wis +7

Skills Insight +7, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Celestial, Common

Challenge 20 (25,000 XP)

Discorporation. When reduced to 0 hit points, Nandi transforms into an essence that goes back to the Heavens.

Divine Bull. All attacks by Nandi are considered magical.

Relentless (1/Short Rest). If Nandi takes damage which would reduce him to 0 hit points, he is reduced to half his current hit points instead.

Sense Impure. Nandi can automatically sense creatures of evil alignment within 90 feet of him.

Trample. Nandi can use a bonus action to make a Hooves attack against a prone creature.

ACTIONS

Multiattack. Nandi makes three attacks per round.

Divine Fire Breath (Recharge 5–6). Nandi exhales divine fire in a 90-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 63 (18d6) radiant damage on a failed save, or half as much on a successful one.

Goring Charge. If Nandi moves at least 15 feet toward a target and then hits it with his horns on the same turn, the target takes an extra 13 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Hooves. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage.



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 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 204 (20d12 + 60)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (0)	20 (+5)	17 (+3)	23 (+6)	14 (+2)

Saving Throws Str +11, Dex +4, Con +9, Wis +10

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Celestial, Common

Challenge 17 (18,000 XP)

Charge. If Qianliyan moves at least 15 feet 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 feet away and knocked prone.

Discorporation. When reduced to 0 hit points, Qianliyan dissipates into a fog then disappears and cannot take form again for a time.

Eyes of Truth. Qianliyan can automatically detect lies. When a creature first enters the area within 30 feet of Qianliyan, it must make a DC 20 Wisdom saving throw. On a failed save, Qianliyan can read the surface thoughts of the creature. If the creature is successful on the saving throw, the creature is immune to Qianliyan's Eyes of Truth for the next 24 hours.

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:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 45 (7d10 + 7) piercing damage.

NANDI 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.

Blind the Impure (Costs 2 Actions). Nandi targets one creature of evil alignment he can see within 30 feet 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.

Teleport (Costs 1 Action). Nandi can magically teleport, along with Shiva, to an unoccupied space he can see within 120 feet.

RAINBOW DRAGON

Gargantuan dragon, 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 655 (28d20 + 252)

Speed 40 ft. (human form); 50 ft., fly 60 ft., swim 80 ft. (dragon form)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+2)	28 (+9)	20 (+5)	16 (+3)	28 (+9)

Saving Throws Dex +5, Con +13, Wis +7, Cha +13

Skills Insight +7, Perception +7, Persuasion +13

Damage Resistances cold, fire, lightning

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Celestial, Common, Draconic

Challenge 24 (36,500 XP)

Amphibious. The rainbow dragon can breathe both air and water.

Discorporation. When the rainbow dragon drops to 0 hit points or dies, its body is destroyed, and it is unable to take physical form for a time.

Legendary Resistance (3/Day). If the rainbow dragon fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. As a reaction, the rainbow dragon may choose to be immune to any spells of 3rd level or lower. The rainbow dragon has advantage on saving throws against all other spells and magical effects.

Magic Weapons. All the rainbow dragon's attacks are considered magical.

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 its breath weapons are available, it may attack with those as well.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft, one target. *Hit:* 21 (2d10 + 10) piercing damage + 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Breath Weapons (Recharge 5-6). The rainbow dragon uses one of the following breath weapons:

Acid Breath. It 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. It 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. It 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. It 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. It 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. It 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 its turn.

Detect (Costs 1 Action). The rainbow dragon makes a Wisdom (Perception) check.

Wing Attack (Costs 2 Actions). The rainbow dragon beats its wings. Each creature within 20 feet 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 its 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, Qianliyan. Shunfeng'er's 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 244 (24d12 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (0)	20 (+5)	17 (+3)	23 (+6)	14 (+2)

Saving Throws Str +11, Dex +4, Con +9, Wis +10

Skills Perception +10

Damage Resistances bludgeoning, piercing, and slashing 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)

Charge. If Shunfeng'er moves at least 15 feet 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 feet away and knocked prone.

Discorporation. When reduced to 0 hit points, Shunfeng'er dissipates into a fog then disappears and cannot take form again for a time.

Sense Oathbreaker. A creature that enters the area within 30 feet of Shunfeng'er must make a DC 20 Wisdom saving throw. On a failed save, Shunfeng'er knows if the creature has 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.

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:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Gore. *Melee Weapon Attack:* +11 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 58 (14d10 + 28)

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 Dex +7, Con +9, Wis +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Aquan, Primordial

Challenge 8 (3,900 XP)

Discorporation. When reduced to 0 hit points, Usan dissipates into a fine mist then disappears and cannot take form again for a time.

Freeze. If Usan takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

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.

ACTIONS

Multiattack. Usan makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (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 18 (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 Usan'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 18 (3d8 + 5) bludgeoning damage. A creature within 5 feet of Usan can pull a creature or object out of it by taking an action to make a DC 16 Strength (Athletics) check and succeeding.



VALKYRIE

Medium celestial, neutral good

Valkyrie serve Freyja exclusively; they 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 163 (16d8 + 64)

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 +11, Wis +10, Cha +11

Skills Perception +10

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

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 20

Languages Celestial, Common

Challenge 16 (15,000 XP)

Holy Weapons. The valkyrie's weapon attacks are considered magical. When she hits with any weapon, the weapon deals an extra 22 (5d8) radiant damage (included in the attack).

Innate Spellcasting. The valkyrie's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

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.

See Dead. Sometimes Freyja sends a valkyrie to aid a brave warrior who has just died in an honorable way (see Freyja's description for details). A valkyrie is able to see the spirit of the deceased and converse and interact with it as if it were flesh and blood.

ACTIONS

Multiattack. The valkyrie makes two melee attacks.

Halberd. *Melee Weapon Attack:* +10 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 any effects causing the frightened or stunned conditions.



ZERLEG KHUN MORO

Large beast, neutral

Zerleg Khun Moro is Tengri's mount. His name translates to "savage horse."

Armor Class 19 (natural armor)

Hit Points 84 (20d10 + 40)

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 from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 17

Languages none; Zerleg has a telepathic bond with Tengri and obeys all his commands

Challenge 10 (5,900 XP)

Discorporation. When reduced to 0 hit points, Zerleg dissipates into a fine mist then disappears and cannot take form again for a time.

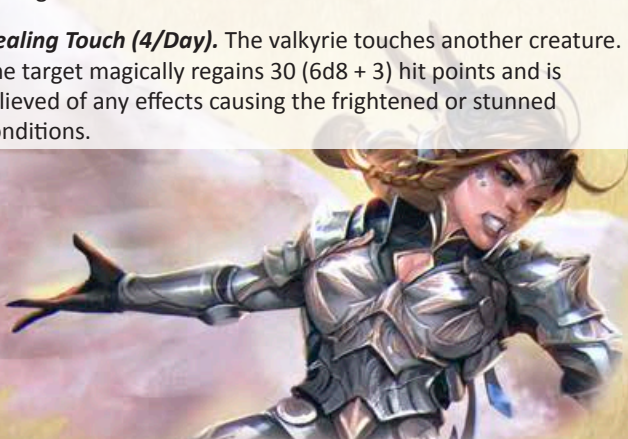
Magic Resistance. Zerleg has advantage on saving throws against spells and other magical effects.

Trampling Charge. If Zerleg moves at least 20 feet toward a creature right before hitting it with a hooves attack, the target must succeed on a DC 15 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.

ACTIONS

Multiattack. Zerleg makes two melee attacks with his hooves.

Hooves. *Melee Weapon Attack:* +11





SPECIAL ITEMS

Excalibur

Wondrous item, artifact (requires attunement)

Excalibur is a legendary longsword granted only by Vivienne.

When you wield this sword, you gain 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 spell save DC (Charisma) for the zone is 18.

Additionally, 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 your Charisma score and are at advantage on Charisma (Persuasion) checks.



Feather of Dominance

Wondrous item, artifact (requires attunement)

One of the magic feathers which Nayenezgani has 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 an undead 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, ending the effect on itself on a success.

Feather of Life

Wondrous item, artifact (requires attunement)

A sacred eagle feather, one of two, that Nayenezgani has blessed with divine energy. Three times per long rest, you can use your action to cast one of the following spells on 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 Osho Shango Magic table to determine which spell it casts.

Osho Shango's spell save DC is 18, and its spell attack modifier is +10. Its AC is 22, and it has 136 (13d20) hit points. It is immune to all spells of 4th level or lower, and it is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks. It has a +8 to its Wisdom and Constitution saving throws (use the wielder's other saving throws when needed). Any spell cast from Osho Shango that requires a saving throw affects or is centered on the closest hostile enemy to Shango.

Osho Shango hovers within 5 feet of its wielder. It has a movement speed of 10 feet. If its wielder moves away from the space, Osho Shango follows. The staff must be within 5 feet of its wielder to cast spells. If the wielder is incapacitated or dies, the staff falls to the ground.

When reduced to 0 hit points, 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)

*This spell's description can be found in the Appendix.

SPELLS

Calm Seas

3rd-level transmutation

Casting Time: 1 action

Range: 300 feet

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-foot radius centered on you. In exceptionally rough weather such as during a hurricane, you must make a DC 18 Wisdom saving throw 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 feet for each slot level above 3rd.

Conjure Fiend

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

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 to appear in an unoccupied space within 10 feet of you. 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 issue 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 DC 15 Charisma saving throw 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. In addition, the Charisma saving throw DC required to maintain control of the fiend increases by 2.

The GM has the fiend's statistics. Fiends may include: cambions, devils, demons, hell hounds, night hags, nightmares, and yugoloths.

Destroy Enchantment

6th-level abjuration

Casting Time: 1 action

Range: 30 feet

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 feet

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 possible to gratify you and defend you, sometimes to the death if necessary. If the defensive task is perilous to itself, the creature makes a Wisdom saving throw to end the effect. At the end of the duration, the target's memory is fuzzy, and it doesn't know it was 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, up to 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 feet

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 succeed on a Constitution saving throw or be slowed until the end of its next turn, at which point the target must make another Constitution saving throw. If the target fails this save, it is frozen (immobilized). The target may make a Constitution saving throw at the end of each of its turns to remove 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 feet

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 feet

Components: V, S, M (sulfur and a lava rock)

Duration: Concentration, up to 1 minute

A low rumble resounds through the earth when you point 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-foot radius sphere centered on a point of your choosing within range must succeed on a Dexterity saving throw or take 6d6 fire damage, or half as much damage on a success. Additionally, on a failed save, the creature continues to take 2d6 fire damage at the beginning of each of its turns. A creature can attempt a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success.

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 feet

Components: V, S, M (a piece of previously molten rock)

Duration: Concentration, up to 10 minutes

You create a 20-foot wide, 5-foot deep square of boiling hot lava centered on a point you choose within range. The lava spreads around corners; however, flammable materials instantly ignite upon coming in contact with the lava. It lasts for the duration or until submerged in at least 10 feet of water. The area is considered difficult terrain for the duration.

When a creature enters the spell area for the first time on a turn or starts its turn there, that creature must succeed on a Dexterity saving throw or take 5d8 fire damage, or half as much damage on a successful save. Creatures that remain in the lava field continue to take 5d8 fire damage at the start of their turns and are forced to save each round until they leave the area.

At the start of each of your turns, you can move the lava field in a direction you choose up to 10 feet. 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 feet

Components: V, S, M (a metal rod)

Duration: Instantaneous

A thunderous crash of divine lightning rains down from the heavens, searing everything in range. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must succeed on a Dexterity saving throw or take 4d6 lightning damage and 4d6 radiant damage, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the lightning damage and the radiant damage both increase by 1d6 for each slot level above 5th.

Magic Slingshot

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small bag of stones)

You magically enchant up to three stones which become deadly projectiles. The stones, once imbued with magic, float into the air from your hand. You may target one to three creatures of your choice within range. Make a ranged spell attack roll for each creature. The stones deal 1d6 + 1 force damage each on a successful hit.

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 slot level above 2nd.

Sea Swell

5th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

You call upon the sea to whip up furious waves and potentially damage ships and other floating objects within range.

Choose any point within range to create 30-foot-high waves in a 100-foot radius that crash into the objects or creatures that you target.

Ships within the area of effect 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 sink in 10 minutes unless repaired.

At Higher Levels. When you cast this spell using a slot of 6th level or higher, the radius increases by 100 feet, 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 feet

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, you and your allies who stay within 10 feet of you are able to see creatures and objects which are magically or nonmagically invisible.

Seism

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

The earth trembles as you target up to two creatures within 20 feet of one another within range. The creatures must succeed on a Strength saving throw or be restrained up to their waists as they begin to sink into the earth. The creature may still attack with its arms or with appendages above ground on its turns.

A restrained creature can use its action to make a Strength saving throw against your spell save DC. On a success, it frees itself. Upon each failure, the creature takes 1d6 bludgeoning damage and is pulled farther into the earth. On the second failure, the creature is completely restrained and cannot attack. When the spell ends, the creature is released, but it must use all its movement to climb out of the hole and stand.

Sunray

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a small, concave mirror or shiny metal)

Duration: Instantaneous

You lift your hand toward your foe, and from your fingers shoots a brilliant ray of sunlight. Make a ranged spell attack roll. On a hit, the target 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. Each ray deals 2d6 radiant damage.

Tendrils of Ichor

4th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a ball of black wax)

Duration: Instantaneous

You point to a space you can see within range, and up from the ground sprout shadowy tendrils. The tendrils whip at any creature within a 20-foot radius sphere centered on that space. Each creature in the area must succeed on a Dexterity saving throw or take 6d8 necrotic damage, or half as much damage on a success.

At higher levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Thundercloud Wall

4th-level evocation

Casting Time: 1 action

Range: 120 feet

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 feet long, 20 feet-high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is nearly opaque (three-quarters cover) 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 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 thunder damage plus 2d8 lightning damage to each creature that ends its turn within 10 feet 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 thunder damage increases by 1d8 for each slot level above 4th.

Thunderstorm

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small drum and an electric eel scale)

Duration: Instantaneous

You summon a violent storm in a 20-foot radius, 40-foot-high cylinder centered on a point within range.

Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 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 thunder damage increases by 1d8 for each slot level above 4th.

Wall of Sunlight

5th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a candle and several straight sticks)

Duration: Concentration, up to 1 minute

You create of wall of sunlight on a surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick. Or you may create a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot 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 its next turn.

Additionally, on a failed saving throw, the creature is blinded until the end of its 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 feet 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)

Duration: 24 hours

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 your Wisdom modifier for the next 24 hours. If this effect reduces a creature's hit points to 0, it is 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, the reduction is increased by 1d6 for each slot level above 2nd.

Withering Ray

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

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 disadvantage on 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. Each ray deals 1d8 necrotic damage.

Whisper

1st-level evocation

Casting Time: 1 action

Range: Self

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, you are able to muffle any sound to be as quiet as a whisper. For the duration, each creature you choose within 10 feet of you (including you) has a +5 bonus to Dexterity (Stealth) checks. Affected creatures are able to silently cast spells requiring verbal components.

At Higher Levels. When you cast this spell using a slot of 2nd level or higher, the bonus to Dexterity (Stealth) checks increases by +1 for each slot level above 1st. Additionally, the radius increases by 5 feet for every slot level above 1st.

WEAPONS

Katana

The katana is a finesse weapon characterized by a long, gently curved blade with a small guard (round or square) and a two-hand grip. When wielding a katana, you may use Strength or Dexterity to calculate attack and damage. This is a two-handed weapon that deals 1d8 slashing damage.

Macana Staff

This is a wooden staff with a stone, chunk of copper, or other heavy, blunt object at the head. The staff can be used as a weapon or for ceremonial purposes. Its shaft can be plain or ornate, and sometimes the head is shaped like a star to maximize the potential to break bone. This is a two-handed weapon that deals 1d10 bludgeoning damage.

POWERS OF TENGRI

Divine Fire (1/Day)

Tengri instantly summons a magical wildfire within 1,000 feet of him. The wildfire is 20 feet tall and has a radius of 300 feet. 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 wildfire lasts for 1 minute. Tengri may control the direction of the fire, moving it up to 20 feet per round. Friendly creatures to Tengri, his elemental companions, and his mount are unaffected by the fire.

All creatures within 10 feet of the wildfire must attempt a DC 20 Dexterity saving throw to avoid being engulfed by the flames. Creatures within the magical flame take 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw has its speed reduced by half and takes an additional 14 (4d6) fire damage at the beginning of each of its turns. It can attempt the Dexterity saving throw again at the end of each of its turns, ending the effect on itself on a success.

While a creature is within the flames, regardless of whether it succeeds or fails the saving throw, its visibility is reduced to 5 feet and all its attack rolls are made at disadvantage.

Eternal Earth (1/Day)

Tengri summons an earthquake that shakes and loosens the ground in a 300-foot radius centered on a point within 1,000 feet of him. Any building or structure within the zone is reduced to rubble after 5 rounds unless enchanted or immune to the effects of bludgeoning damage. This effect lasts for 1 minute.

While in the zone, a creature's movement is reduced by half. Any creature in the zone must succeed on a DC 20 Strength saving throw or be knocked prone. All prone creatures in the affected area take 18 (4d8) bludgeoning damage at the beginning of their turns. Any creature inside a structure in the zone or within 10 feet of a structure in the zone takes an additional 18 (4d8) bludgeoning damage at the beginning of its turns from falling debris. It can attempt a DC 23 Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success.

Eternal Wave (1/Day)

Tengri summons a 100-foot-tall wave of water within any body of water large enough to be affected centered on a point within 1,000 feet of him. The wave is powerful enough to destroy everything in its path, including cities.

The wave can be up to 1,000 feet long, up to 500 feet wide, and up to 100 feet high and moves up to 60 feet per round. Each round, the wave's height reduces by 10 feet. 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 1 minute.

Each creature in the wave's path must attempt a DC 20 Strength saving throw. On a failure, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. Prone creatures are swept into the wave of water and must continue attempting the Strength saving throws at the end of each of their turns to avoid further damage. Consult the rules for suffocating to determine if the creature drowns. Creatures continue to take 18 (4d8) bludgeoning damage at the start of each of their turns until they succeed on the saving throw, at which point the creature takes no more damage and rides the wave until it dissipates.

The wave spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 10 feet of it.

Eternal Wind (1/Day)

Tengri summons a 500-foot-wide tornado centered on a point he can see. The tornado lasts for 1 minute. Tengri may control the direction of the wind, moving 60 feet per round. Friendly creatures to Tengri and his elemental companions and mount are unaffected, only feeling a slight breeze.

All creatures within 100 feet of the tornado must succeed on a DC 20 Dexterity saving throw or be pulled into the tornado, taking 18 (4d8) bludgeoning damage and 7 (2d6) slashing damage at the beginning of each of their turns. Creatures starting their turn inside the tornado automatically fail the saving throw. 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 bludgeoning damage. Any creature in a structure when it is destroyed take an additional 18 (4d8) bludgeoning damage.

Any creature within the tornado when the effect ends takes (3) 1d6 falling damage for every 10 feet it falls. To determine distance from the ground when the effect ends, roll 1d10. A roll of 1 is 10 feet, a roll of 2 is 20 feet, and so on. Tengri may end this effect at any time.

Zone of Ultimate Truth (3/Day)

As an action, Tengri can conjure a 120-foot radius zone around him which reveals the thoughts of any creature within.

Creatures with an Intelligence score of 6 or higher within the zone must succeed on a DC 29 Wisdom saving throw or Tengri can read and see all their surface thoughts, impressions, and mental images.

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 mounts 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 will strategize and attack on its own turn with its own Initiative.

Elemental Form (1/Day)

Beginning at 20th level, you can use your 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 toward infinite life.

The path is long and arduous, requiring followers to 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 performing the rite to become a scion of Mazu:

- *Gain favor with a king, queen, or other ruler.*
- *Defeat an extraplanar or undead evil creature in single 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. 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 the scion's 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, dead. The body should not be disturbed. At dawn, the seeker is resurrected by the power of the focus and transformed into an immortal scion of Mazu. The following benefits are bestowed upon the scion upon transformation:

A scion is immortal, cannot age, and is immune to disease and poisons. Additionally, the scion cannot truly be destroyed unless its body is burned and the ashes thrown into the ocean. If the scion is reduced to 0 hit points and effectively dies, the scion is resurrected, fully restored, 2 days later.

The scion chooses two 1st-level, 2nd-level, or 3rd-level spells the scion already knows 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, the scions is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.

The scion may cast any known cantrip as a reaction once per round.



GIFTS OF VALOR

Gifts of Valor are special powers available to characters of 20th level and above. They may be granted by the GM as an award if characters complete an epic quest or if they fit 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 earned more than 355,000 XP. Gifts of Valor are considered epic to the character who is awarded these divine powers. The awarding of a Gift of Valor should be centered around a special 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 your spell save DC when charming an animal. You may use this gift once per short rest.

Gift of Effortless Travel

You create an invisible, 20-foot-diameter disk of force which may be used to transport yourself, any willing creatures, supplies, or gear at a speed of 90 feet per round for up to 2 hours. The disk can carry up to 1,500 pounds, it can float at a height of up to 100 feet, and it can move over any terrain, including water. You may use this gift once per long rest.

Gift of Expedient Harvest

You may ripen an area of crops up to 1 square mile. The crops mature and ripen overnight. You may use this gift once per long rest.

Gift of Extraplanar Banishment

Using your action, you may choose to banish an extraplanar creature with a challenge rating of 10 or lower that you can see within 120 feet of you. The target is automatically banished to its home plane, and it cannot return for 2 weeks. You may use this gift once per long rest.

Gift of Mastery

Your proficiency bonus increases by 2.

Gift of Mighty Hale

Your attacks with weapons that deal bludgeoning damage deal maximum damage.

Gift of Nocturnal Vision

You gain darkvision with a range of 60 feet.

Gift of Perfect Shot

Your attacks with ranged weapons deal maximum damage.

Gift of Persuasion

Once per short rest, you can give yourself a +20 bonus to a single Charisma (Persuasion) check. You may choose to add this bonus after you have already attempted the check but before you know whether it succeeds or fails.

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 resurrect with 1 hit point at the following dusk.

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, at which point the door becomes invisible to those still on the material plane. This space is similar in attributes to the *rope trick* spell, with the following exceptions: Inside is a cozy, 15-by-15-foot 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 full, and nullifies curses. You may summon the sanctuary once per long rest.

Gift of Spell Canceling

You use your reaction to cancel a spells of 4th level or lower that targets only you cast by a creature you can see. You may use this gift once per long rest.

Gift of Telepathy

You are able to telepathically communicate with humanoids within 20 feet of you using languages you both know.

Gift of the Devoted Follower

You gain the service of a 10th-level fighter who is your adoring follower. The follower serves you until death, believing that the fates or your deity have drawn you together.

Gift of the Doppelganger

You are able to clone yourself. This clone has half of your hit point maximum; 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 1 hour before it disappears in a puff of shadowy smoke. You may use this gift once per long rest.

Gift of the Nemesis

When you receive this gift, 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 chosen creature type.

Gift of Whirling Blades

You gain the Dual Wielder feat if you do not already know it. Your attacks with weapons that deal slashing damage deal maximum damage.

NPCs

Aldyn Kaern

Age 26, human, 10th-level cleric 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 Wis +6, Cha +8

Skills Insight +6, Persuasion +8

Senses passive Perception 14

Languages Common, Elvish

Spellcasting. Aldyn is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *friends, guidance, light, minor illusion, sacred flame*

1st level (4 slots): *bles, cure wounds, detect magic, guiding bolt*

2nd level (3 slots): *hold person, lesser restoration, spiritual weapon*

3rd level (3 slots): *beacon of hope, daylight, dispel magic*

4th level (3 slots): *banishment, death ward, guardian of faith*

5th level (2 slots): *commune, legend lore, mass cure wounds*

ACTIONS

Multiattack. Aldyn makes two attacks per turn or casts one spell.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

History

Aldyn is the first-born daughter of a wealthy merchant. Her life prior to 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 did 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 Aldyn's faith keep her busy, and she manages to find time to help people in need, especially if she gets to play matchmaker. As a priestess of Turan, she is beholden to protect the beautiful and innocent of the world, and she does 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.

Being 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 nosy. She meddles 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 Wis +5, Cha +7

Skills Athletics +9, Intimidation +7

Senses passive Perception 11

Languages Common, Elvish

Spellcasting. Ecran is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *command, compelled duel, protection from evil and good*

2nd level (3 slots): *aid, magic weapon, zone of truth*

3rd level (3 slots): *aura of vitality, crusader's mantle, elemental weapon*

ACTIONS

Multiattack. Ecran makes two attacks per turn or casts one spell.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

History

Ecran was born into a family of farmers in a remote city. His upbringing was stern, measured, and full of responsibilities. The members of his family, like many farmers of the world, are worshippers 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 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 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 until recently that makes her seem the kind of woman he'd want to marry. In fact, he sees her most often as being far too impulsive and flighty for his relationship ideals. Another strike against her in Ecran's eyes is that she clings so stubbornly to such a frivolous faith.

Assets

Ecran 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 magic or exploit the innocent find him merciless. Of others he is extremely judgmental, like a stern, disapproving father. He suffers from a tendency to be a tyrant, as he has a deep-seated need to control and dominate others.

This attitude is tempered by the oath to Inti. Being aloof toward friends and allies, he is rarely 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 party's achievements. He believes that compliments inspire weakness.

If the group has given him leeway despite his poorer aspects, he is a powerful ally when faced with evil and dark forces. He appears 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 paladin 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 Wis +6, Cha +8

Skills Insight +5, Intimidation +8

Senses passive Perception 12

Languages Common, Infernal

Spellcasting. Osad is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *command*, *searing smite*, *shield of faith*

2nd level (3 slots): *branding smite*, *locate object*, *protection from poison*

3rd level (3 slots): *blinding smite*, *elemental weapon*

ACTIONS

Multiattack. Osad makes two attacks per turn or casts one spell.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d10 + 0) 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 swelling 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 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 him, 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 the city 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 occult knowledge, black magic, and mind-controlling sorcery. He is but a shadow of the man he could have been.

Osad never shows his face; it is now nearly unrecognizable after a black priest who sought to "purify anger into power" burned Osad in ritual.

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 magic. Sometimes these inquiries involve torture and sadistic domination of creatures, particularly animals.

He is perceptive, cunning, and 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 is not likely to ally with the party, unless they are mostly of evil alignments. In this case, he proves to be a worthy and devious adversary. Should the group learn about Osad's identity and past and threaten to tell Ecran, Osad becomes vindictive and attempts to stop the group by any means. He even enlists his black priest companions to help.



Vestin Elenum (The Blue Wizard)

Age 43, human, 16th-level wizard, lawful good

Armor Class 16 (leather/+1 amulet)

Hit Points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	20 (+5)	11 (+0)	13 (+1)

Saving Throws Int +10, Wis +5

Skills Arcana +10, History +10

Senses passive Perception 10

Languages Celestial, Common, Elvish

Dragonthorn. Vestin wields a legendary weapon, Dragonthorn—a staff made from the wooden hull of a legendary flying ship, *The Soaring Dragon*. It grants its wielder a +2 bonus to attack and damage rolls made with it. While held by Vestin, it grants a +3 bonus to his 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 it cancels the absorbed spell's effects. If the levels absorbed brings the staff's total number of charges above 60, the staff explodes; creatures within 30 feet of the staff must attempt a DC 18 Dexterity saving throw. Creatures take 20d10 bludgeoning damage on a failed save, or half as much on a successful one.

Spellcasting. Vestin is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, blade ward, fire bolt, light, ray of frost*

1st level (at will): *burning hands, color spray, detect magic, feather fall, identify*

2nd level (4 slots): *frostbolt**

3rd level (3 slots): *counterspell, fireball, fly, tongues*

4th level (3 slots): *arcane eye, dimension door, ice storm, wall of fire*

5th level (2 slots): *cloudkill, lightning strike*, telekinesis*

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *plane shift*

8th level (1 slot): *earthquake*

*This spell's description can be found in the Appendix.

ACTIONS

Multiattack. Vestin makes two attacks per turn or casts one spell.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 -1) slashing damage.

Dragonthorn. *Dragonthorn* has 60 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:

7 charges: *conjure elemental*

3 charges each: *dispel magic, fireball* (at 8th level, 7 charges)

2 charges each: *flaming sphere, invisibility, passwall, web*

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, and sounded the alarm. While the paladins hunted, 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 Vestin's 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 priesthood. His mind was sharp and scientific, and he displayed a natural talent for evocation. Thus, the priesthood 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 becoming the 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 of the good; the end goal 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 does not hesitate to put himself in harm's way in order to protect others.

His inner strength grows whenever he is confronted with fear, and he stands up for his beliefs no matter the cost.

Flaws

Vestin 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 tells 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 for 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 party may see Vestin as a crazy fool, or at the very least idealistic and out of touch. Alternatively, they may be moved by his message of peace, goodwill, and betterment of all creatures. Either way, Vestin could become aloof to members of the group should they cause disharmony with those around them. But he always sides with them so long as they show that they are good—albeit flawed—creatures.



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