



GODSEAL

GODSFALL WORLDBOOK



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. Printed in Taiwan.





CREDITS

WRITER / DESIGNER / LAYOUT: Aram Vartian

LEAD EDITOR: Michael Key

EDITORS: Nico André, Izzy Berry, Heather Blevins, Nicole Bransfield, Kinsey Cox, Andrea J. Denton, Matthew Fields, Alex Kendal, Marin Kirk, Ryan Malley, Shiloh McKinnon, Richard Merrill, Taylor Murray, Andrew O'Hanlon, Leonardo Desanti Rodriguez, Lilly Salamone, Dominic Shayler

ARTISTS:

Ben Sigas, Raime Stark, Deven Rue, Francisco Manzo, Alexandra Petruk, Liu Zishan, Tithi Luadthong

CARTOGRAPHY:

Deven Rue (the really nice one)
Aram Vartian (the others)

SPECIAL THANKS:

Lowell Whitney for introducing me to D&D.
Al Merci for teaching me that mapmaking is the key to worldbuilding.
Michael Key, Doug Horn, Stephen Hardos, Kelly Shaw, Joe Hasley and Kay for being the best group of players and friends any DM could ever hope for.
Patrick O'Rourke, Carlos Luna, Surena Marie, Justine Krueger and Alex Collyard for being amazing and loving people who welcomed me to Chicago.
My brother Raffi for being my business manager and #1 cheerleader.
My Mom and Dad for sticking with me through 41 years of childhood.

And to all the amazing listeners of the Godsfall podcast.

FOREWORD

A Note on Magic

CHAPTER 1: HISTORY

First Gods	8
Birth of Khalgun	10
Zavan, God of Inspiration	11
Breaking of the World	12
The Godking	13
Republics of Wessle	14
Kingdom of Brenus	20
The Ironwood	24
Empire of Kadar	26
The Void	30
Ani	32
Ryzan	36
Utea	38

CHAPTER 2: RACES

Guidari	40
Elves	42
Dwarves	48
Gnomes	50
Humans	51
Halflings	52
Orcs	53

CHAPTER 3: DIVINITIES

The Bridge	56
Air	57
Astral Plane	62
Beasts	68
Chaos	72
Death	78
Dreams	84
Earth	91
Emotion	98
Fate	104
Fire	108
Flight	114
Force	115
Illusion	121
Invention	128
Knowledge	132
Life	136
Luck	140
Magic	143
Magnetism	145
Moon	149
Order	154
Peace	159
Plants	163
Sea	168

Sound	174
Speed	177
Sport	179
Strength	181
Sun	183
Time	186
Travel	190
Vitality	196
War	197
Water	199
Wild	204
Will	208

CHAPTER 4: MAGIC ITEMS

Steelbeard's Gift	214
Guardian Cloaks	214
Guardian Suits	215
Guardian Bows & Quivers	215
Guardian Shields	216
Guardian Spears	216
Guardian Ropes	216
Guardian Plate	216
Artifacts of Zavan	216
Sword of the Five Kingdoms	216
Helm of Flight	217
Breastplate of Honor	217
Gauntlets of Valhena	217
Amulet of the First Kings	217
Ring of the Old World	217
Ring of the Sun Elves	218
Tabbard of Mercy	218
Crown of Divinity	218
Shield of Unity	218
Baneswords	219
Godstones	219
Aspects of Divinity	220
Fists of Barros	223

CHAPTER 5: CREATURES

Granta	224
Dragon Turtle	225
Screaming Horror	227
Ironwood Treant	227
Astral Raider	228
Night Terror	230
Gate Behemoth	230
Ash Worm	232
Elementals	234

FOREWORD



“What is the fastest way for us to get to Silvermoon?” I knew with that question my campaign was going nowhere.

Silvermoon, often referred to as The Gem of the North in many classic fantasy tales within the *Forgotten Realms* setting, is a city of grandiose magical splendor. It has birthed heroes and villains that have ruled role-playing lore for decades. The city claims a moonlight bridge of pure magical energy that can be raised and lowered at a whim. In story, it is a grand and noble experiment that should invoke gobsmacked awe.

My players wanted to go there because they had a sackful of gold and wished to purchase magic items.

They weren't entering this utopian metropolis of blueleaf trees and flagstone sidewalks to marvel at her sculpted stone buildings cast in a delicate layer of blue-green glass. They wanted to go shopping so they could add points to their stats.

I described the weapons and armor they were haggling for in loving detail just to watch them be hurriedly cast aside when the inevitable +2 version drops at their feet. All the magic of these “magic items” was replaced by numbers and math.

I had run into this problem as a DM before, and as more and more of my PCs found my table after playing role-playing video games where magic items were employed and discarded every hour, it only became more pronounced. The legendary Sting from *Lord of the Rings*, a weapon that was carried by two generations of heroes, is a +1 dagger that provides the wielder advantage when fighting arachnids (and possibly a damage bonus as well). Unless your party was headed into the Underdark, most players would see the weapon as a curiosity, or something to hand off to a spellcaster as a back-up. It doesn't have the narrative weight that such a creation should carry.

In the story I wanted to tell, magic should be special. To be special, magic has to be rare, but no matter how I went about shaping established *Dungeons and Dragons* worlds, I always ran into the problem of my players simply amassing wealth and asking for the *Dungeon Master's Guide* like I was handing over an archaic Amazon Wish List. The commodification of magic and magic items ruined the fantasy for me.

After a second campaign began with promise and ended in utter disaster (and the loss of several friendships), I stepped away from the game for over a decade. In that time I learned how to be a better storyteller via video production and how to better craft those stories through graphic design. Most importantly, I learned how to listen and how to work with creative, talented, funny people to

tell much better stories than I could on my own.

I also learned a lot about myself and grew more confident in my ability to craft worlds that would foster games that could last for years. I was obsessed with the idea of role-playing as an epic tale, and the only way I knew how to create that sort of fantasy is to ground it in reality as firmly as possible. So the first thing I did was set about getting rid of everything that didn't make sense.

Dungeons filled with monsters following no rhyme or reason, and no explanation for how any of the creatures got or remain there? Gone. Earth-shattering events that seem to happen on stage without impacting the rest of society? Gone. But most importantly, and most problematically, I needed to figure out how to handle magic in my world and within the framework of a fantasy roleplaying game.

So I blew up the world.

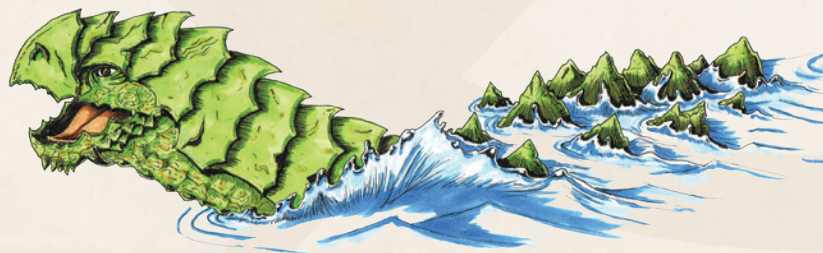
I wanted a place that once had an abundance of magic - a land of magical cities with magical walls and lava forges. Great winged beasts that breathed fire and ice. Immortal kings that could harness the storms and land through raw will and desire. A land that learned a hard lesson about what happens when powerful forces are taken for granted and run amuck.

So I created, and destroyed, the world of Khalgun; gods and all. When I decided to try playing it, I turned to roleplaying podcasts to learn the fifth edition rules and was instantly hooked. They, along with my production background, gave me the idea to create *Godsfall*. A year into the show many of our listeners asked for a worldbook of my setting, a Kickstarter was launched, and now here we are.

This book contains original stories, NPCs, rules, art, character sheets, creatures, divinities, charts, and maps to help you craft your own stories within the Five Kingdoms. I hope you will enjoy reading this book as much as I have enjoyed writing it, and I thank you for your support of our show and our stories.

In short, I love y'all. Now let's play some games.

- Aram Vartian



the White Waste

the Five Kingdoms



Kadarian Empire

Utea

Thousand Fang Sea

Ryzan

Kingsea

Ani

Kingdom of Brenus

Republic of Wessle

Titan's Ridge

the Void

the Coalspine



-  Forest
-  Grassland
-  Plains / Beach
-  Marsh
-  Trail
-  Road
-  Great Road
-  Hills
-  Large Ruins
-  Castle
-  Capital
-  Temple
-  City
-  Seaside City
-  Tower
-  Mountain

200 miles

the Ruins of Jarden



CHAPTER ONE: HISTORY OF GODSFALL

Let's start at the beginning.

At first, there was nothing. A moment later, there was everything. In the great cataclysms of creation, the First Four were born: Ytar, God of Fire. Ather, God of Air. Emitaf, God of Water. And Ogun, God of the Earth. For a thousand years, they would dance across the universe, creating all the cosmic beauty and desolation within.

As they danced with each other, they birthed more deities. Ytar and Ather had Siforr (God of the Sun), while Ogun and Emitaf brought forth the trickster Ius (God of the Moon). It was under the spell of the Moon that Emitaf and Ather did meet, creating Yala (God of Life) and Mordukai (God of Death). This infidelity shattered their divine House, and sent the First Four into the corners of the universe, as far from each other as they each could manage. It was there they would remain, agreeing that there were to be no more Gods.

Mordukai, the God of Death, was more than happy to oblige this decree – but his sister Life would not be so restrained.

She danced with Siforr and summoned the sisters Ova (God of Beasts), Radia (God of Will), and Wodea (God of Plants). She danced with the Moon and conjured the brothers Ocarus (God of Dreams), Etos (God of Peace), and Pelios (God of Emotion). Because she was Life, she loved the lives of her children. Because she was their mother, she taught them to love and to dance.

Wodea and Ocarus grew trees so tall that their skin turned hard as iron and divinity was trapped within their branches. The trees filtered this power into their roots, creating Xunos (God of the Wild), who in turn brought forth the elves to tend her new garden. Radia was seduced by Etos and Pelios, calling forth Lordros

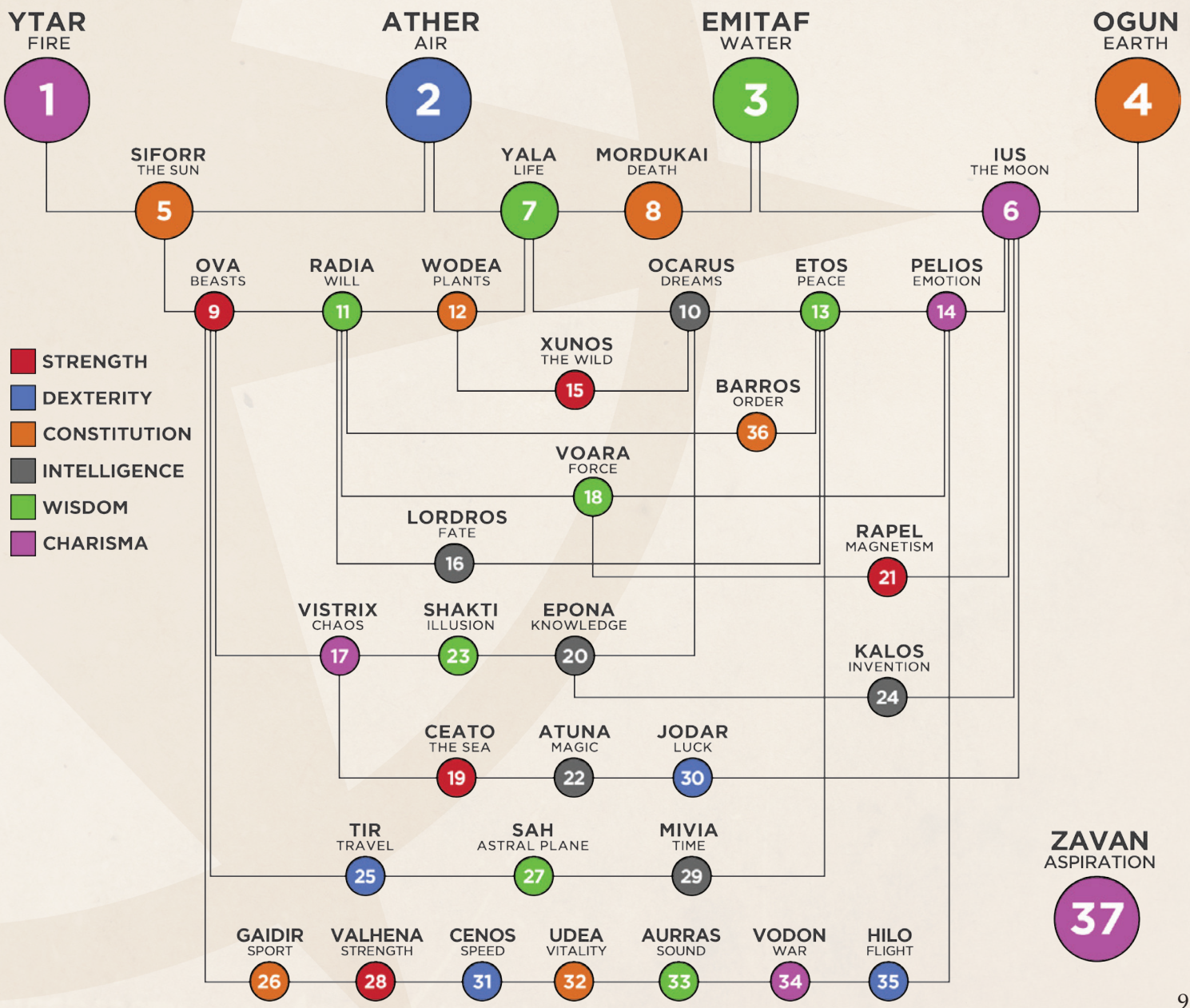
(God of Fate) and Voara (God of Force), respectively. Ova and Ocarus brought forth Vistrix (God of Chaos), Shakti (God of Illusion), and Epona (God of Knowledge).

The trickster Moon lay with many of his grandchildren. Voara bore him Rapel (God of Magnetism), while his union with Epona summoned Kalos (God of Invention). The gods of magnetism and invention would later combine their power and forge dwarves from stone and magic. Vistrix was Ius's favorite, and their millennia-long tryst gave birth to Ceato (God of the Sea), Atuna (God of Magic) and Jodar (God of Luck).

Ova was wild, as beasts often are, and the sons of Ius were seduced by her life made flesh. Ova and Etos allowed for Tir (God of Travel), Sah (God of the Astral Plane) and Mivia (God of Time). Ova and Pelios shook the heavens with their love, and called forth seven children: Gaidir (God of Sport), Valhena (God of Strength), Cenos (God of Speed), Udea (God of Vitality), Aurras (God of Sound), Vodon (God of War) and Hilo (God of Flight).

Radia and Etos recoiled in horror at the disorder wrought by their siblings' children and lay together to bring about Barros (God of Order).

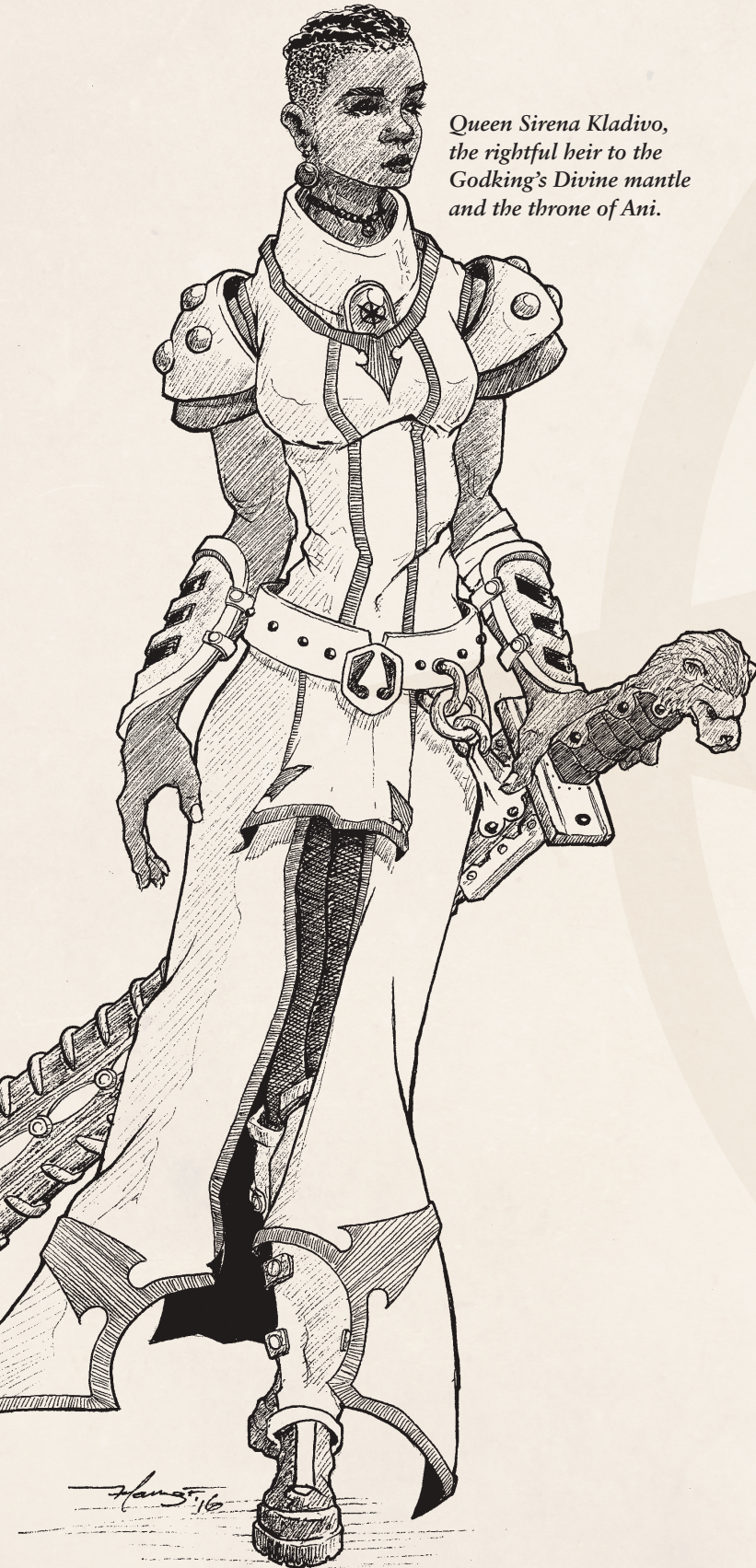
The families squabbled, as families are wont to do, but the gods maintained a delicate balance by agreeing to return to the First Law: no more gods. And for ten thousand years, there were none.



CHAPTER ONE: HISTORY OF GODSFALL

BIRTH OF KHALGUN

Queen Sirena Kladivo, the rightful heir to the Godking's Divine mantle and the throne of Ani.



Siforr was the first of the children to claim his domain. His ambition shone white and hot, forcing even Ytar to veil her eyes. He used that distraction to steal a single flame from his mother and gave birth to the Sun.

Ogun was enraged by both the petty theft and arrogance of the young god and drew together every spec of dust that cast a shadow. He combined this mass to form the first planet and mocked Siforr from where his light could not reach.

Weary of her brother's conceit, Emitaf wove a net of clouds and lighting around the planet, summoning a year of storms that drowned rock and stone beneath miles of ocean.

Ather was delighted by these waters but missed singing along the peaks of his brother's mountains. He raced along the sea with arms spread wide, parting the water and dredging the seabed so Ogun might once again see the stars. Shaken from his watery slumber, the God of Earth grew his lands ever taller until they towered above ocean once more.

Most of the planet remained water, and Ius danced on these oceans, his ivory skin gleaming in the sun's brilliance. His dancing was nearly as beautiful as himself, and he entranced the gods long enough for him to siphon off a bit of each of their divinity.

He used this stolen power to draw an alien body, dense and obscure, far from beyond the sun's watchful light. Ius choked the skies with clouds, concealing the meteor's approach, and sent the twisted mass of ore and rock crashing into the planet. The catastrophic impact evaporated the oceans and toppled mountains as the meteor carried straight through the earth, exploding from the opposite side in a raging mass as white and hot as the sun. When this ball cooled, it formed the moon.

As the moon settled and storms returned oceans to the earth, Yala brought life to the planet in wild, reckless abundance.

Every kind of flower, plant, and tree took root. Every type of fish, whale, and serpent splashed into the sea. Every creature that walked upon and flew above the land now poured over it. Yala saw all this and gave no pause. Instead, the God of Life set about combining what she had made. Owls that were also bears, horses that took flight upon feathered wings, and great dragons who could assume any form and weather any height or depth.

The gods paused their bickering as they marveled upon the chaotic wonder Yala wrought. Then they too forged life from this new world.

The elves came first, emerging from the roots of the vast Ironwood as their massive canopies captured divinity from the Weave and birthed the first wild elves as their eternal defender. They were born under the light of the moon and were thus claimed by Ius. The God of the Moon was delighted by the elves and danced with them, gifting them divine beauty and long life.

The grandsons of Ogun (God of Earth), Kalos (God of Invention) and Rapel (God of Magnetism), sought to replicate this divine birth. They combined magic with their divinities and forged the first dwarves out of rock and stone. The other gods saw these new beings as crude and ugly compared to the elves and chased them back into the mountains of their birth. This rejection made the dwarves bitter towards the other races of mortals and set them on a path for centuries of conflict.

When the first tribe of elves stole magic from the dwarves to counter their constant warring, the gods were shocked by the brazen theft. They cursed the elves, drained their skin of pigment and cast them into the blasted desert. Ius fooled the gods, hiding his elves under moonlight and guiding them to the protection of the limestone cliffs they still call home.

Other races followed, but none were as prolific as the humans, hyper-evolved from apes through a century of divine meddling. The elves called these creatures “Khalkhi (KAL-key) Ogun,” or “Children of Ogun” as a mockery to their crude birth.

Over the millennia this became “Khalgun (KAL-gun),” and the first planet found her name.

ZAVAN, GOD OF ASPIRATION

Dwarves were the first race to be given magic, as they were jealous of the elves and their millennia of life. They became fierce guardians of this new power, which they used to create great feats of architecture and technology. Once their towering dwarven halls could be made no more magnificent, they set about shaping the world.

Centuries of dominance made many of the dwarves as selfish and petty as the gods. The elves eventually grew tired of their constant warring and stole the secrets of magic from them, teaching the knowledge to the others races to restore balance. Enraged, the dwarves declared themselves the enemy of all races of

people, and the Hundred Years War began.

As death and turmoil spread across the land without intervention, humanity grew distant from the gods. The great human city of Ani rapidly expanded as more and more people fled behind the walls of the capital to seek reprieve from constant violence. The city prospered, a shining light in the darkness that threatened to consume all. People began to idolize human creations over the divinity of the gods.

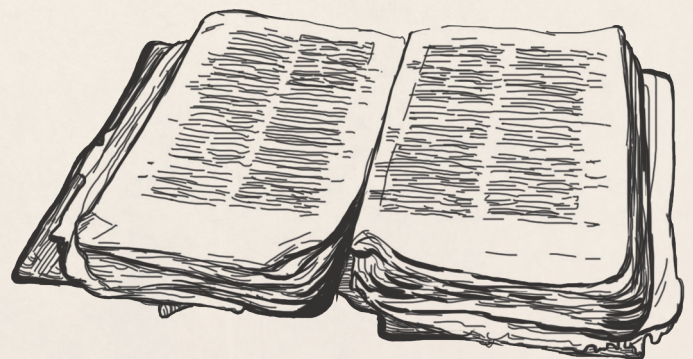
When the millionth person was born inside Ani’s sprawling slums, humanity also birthed its first god; a brave and noble human warrior known as Zavan. Now an omnipotent being blessed with the practicality and impatience of a mortal, Zavan immediately set about improving Ani, raising towering walls that carried magically purified water along the tops of its ivory embattlements. He dug a great canal that brought this water into the heart of the city, blessing its inhabitants with good health and bountiful crops.

With the capital in order, Zavan set about ending the Hundred Years War and unifying the five kingdoms under his rule. In just over a decade he brought the races and cities under a single banner, forging the most powerful empire the world had ever seen.

The speed at which the God of Inspiration worked, combined with the ease at which he wielded his new divinities within his realm, terrified the old gods and goaded them into swift action (swift for immortal beings, at any rate). A pact formed from an unlikely cabal of Siforr, Xunos, Vodon, Vistrix, Voara, and Barros. On the first day of the sixteenth year of Zavan, they attacked at once, intent on killing the God of Inspiration with a single strike.

What they had not planned on was the God of Death finally taking a lover. They had certainly not expected how fiercely he would fight to protect him. The titanic conflict that ensued quickly spilled across the entire pantheon as each deity was forced to chose a side.

The Great Godswar had begun. It would barely last an hour.



CHAPTER ONE: HISTORY OF GODSFALL

BREAKING OF THE WORLD

As the gods battled for control over the mortal realm, they tore the planet asunder. Millions of creatures perished within minutes as divine energies not seen since the creation of the universe were harnessed as sword and shield.

In the final moments of the hour-long war, Zavan gave his life defending the five nations. Siforr struck at him again and again, sundering the land with earthquakes and volcanos. To save the city of Ani, Zavan sacrificed a third of Kadar and much of the countryside surrounding the capital city as it sank beneath the waters of a new inland sea. In his dying moments, Zavan flooded the Bridge and linked with every citizen of his empire, desperately searching for an heir. He found Jakub Kladivo, a simple farmer from southern Kadar. Zavan willed his waning divinity into his arms, armor, and equipment and then bestowed these artifacts to Jakub, anointing him as the Godking of the Five Kingdoms.

As the storm that had engulfed the entire world bore down on the Five Kingdoms, Zavan gathered the raging magical forces and used them to form a permanent barrier, shielding the ravaged nations from total annihilation. The staggered survivors set about extinguishing fires, clearing sodden fields and rebuilding what they could of their former lives.

YEAR 1

The five kingdoms sent explorers to every edge of the Worldstorm on land and sea. Those that returned reported a swirling, impassable wall of wind and lightning over a mile high, and so dense with dirt and debris that vision stopped soon after the storm's edge. Others reported enormous, winged beasts darting in and out of the tops of the storm clouds. After a decade of search and scholarly debate, the leaders of the new world came to a grim conclusion: the Godswar had destroyed the entire world, save for a broken, scorched, drowned continent shielded from oblivion by the dying oath of the last god.

With a sea now separating the Five Kingdoms and a demigod unwilling to use his new powers to force compliance, the union of nations quickly broke apart. The capital city of Ani remains fiercely loyal to their Godking, safe within their unassailable walls. The South was split in two with the rocky, forested East returning to ancient royal bloodlines, and the fertile West breaking into a dozen fiefdoms loosely united under an elected council.

*King Jakub Kladivo,
the keeper of Zavan's
eternal kingdom and
the Godking of Ani.*



The largest and most northern of the five kingdoms fell into decades of anarchy as famine and disease ran rampant. Out of this chaos a priesthood arose whose acolytes preached mortal solidarity; foolish, petty gods destroyed this world, so man should reject all things godly.

This order sent inquisitors to every corner of their broken nation, bringing relief in the form of food, supplies, and labor. Their priests carried gems mined from deep within the dwarven capital of Gal-Hadir that glowed in reaction to the presence of magic. They used these stones to collect and destroy items infused with magic and repurposed enchanted weapons to forge anti-magic baneswords.

THE GODKING

Imbuing the last of his Divinity into his possessions and arms, Zavan passed on tremendous power to Jakub Kladivo. Zavan's anointed sword, armor, cloak, rings, boots, helmet, gauntlets, crown, belt and tabard were artifact-level items, instantly transforming Jakub into the world's last demigod.

After a period of adjustment to near-godhood, Jakub set about putting the great city of Ani in order. He established a ruling council staffed half by public vote and half by royal bloodline. The throne secure, he turned his attention to the shattered remains of his once proud kingdom.

Though hunger would claim many over the next decade, Jakub was able to organize a fleet of relief vessels in an attempt to stem the starvation. While their most fertile lands had been lost to the scorching rays of the sun, ash from the Burning Eye caused areas in the north to flourish.

An island chain formed by lava in the Godswar became a haven for the root vegetable staples of the north. Admiral Yosef Kadar claimed these islands for the people and turned what was left of his navy into a national farming relief effort. To foster peace, Jakub gifted a hundred ships to Admiral Kadar, allowing him to suppress the various warlords that had carved up the North and spread humanitarian aid to all in need.

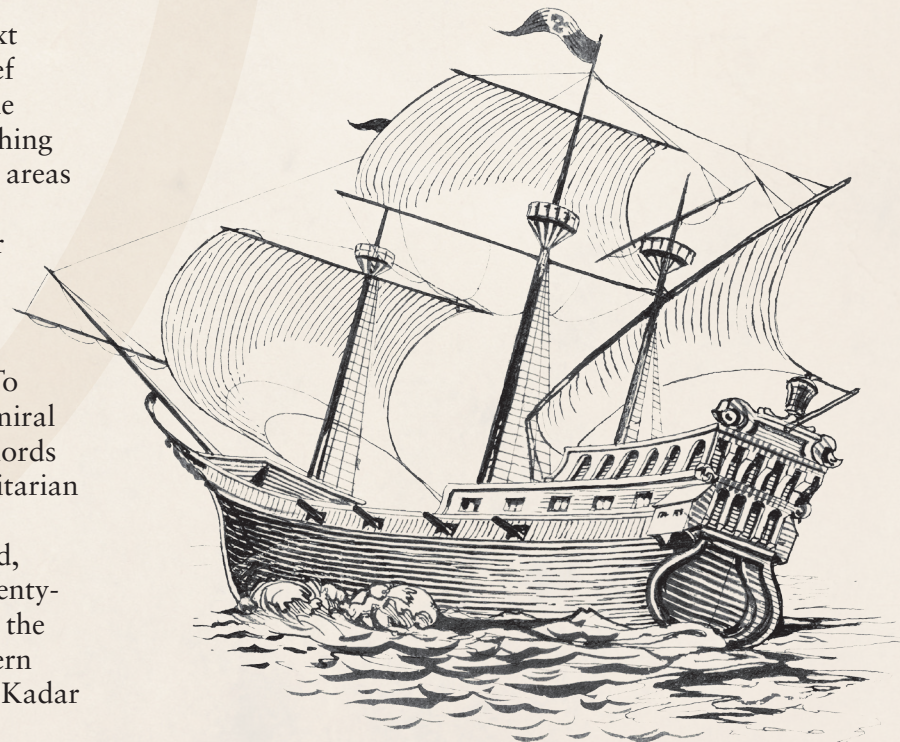
In the 33rd year after the Breaking of the World, the Empire of Kadar was officially chartered. Twenty-two years later, the empire would declare war on the Godking. Backed by the technology of the northern dwarves, a powerful navy, and gold from Ryzan, Kadar invaded the south.

Their superior numbers and technology allowed

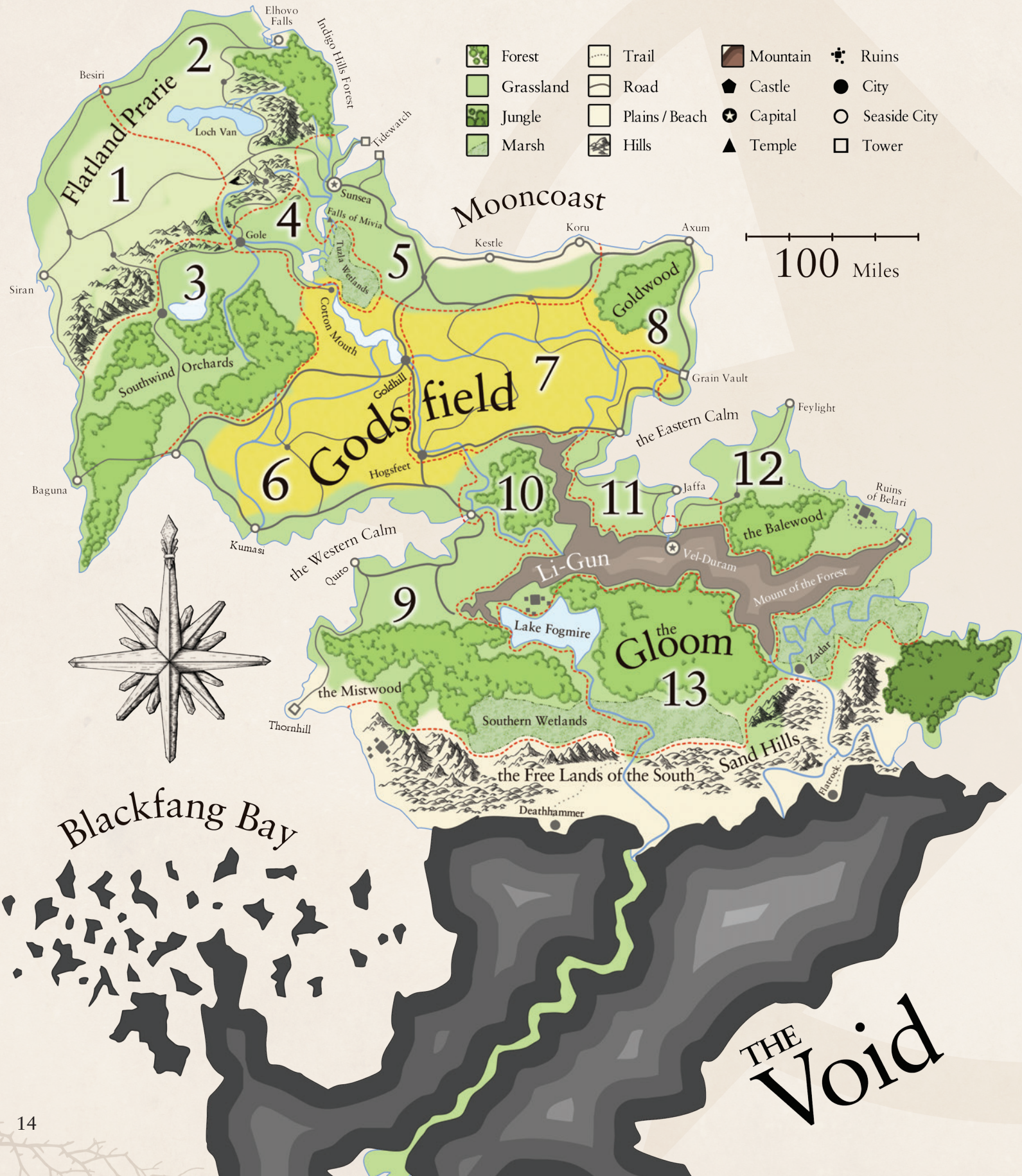
Kadarian troops to overwhelm the Republic of Wessle, followed quickly by much of eastern Brenus. The dwarves of the east stood in opposition to their world-conquering brethren and forged an alliance with the elves of the Ironwood and the humans of the Highgrass Plains, holding the invading army at the Voiceless Peaks.

Desperate to break the stalemate, Kadar agreed to begin transferring the magical items, armor, and equipment they gathered during the Southern Campaign to Gal-Hadir. Weapons were still reserved for the crafting of new baneswords, but all other items were turned over to the dwarves. They broke them down in massive lava forges and used the raw magical elements to create horrific stone and metal constructs that fed Kadar's war machine.

Though pressed hard, the Eastern front held due in no small part to the clans of treants and trolls that lumbered out of their forests and marshes to meet these inhuman giants eye-to-eye. The battle was turned, and within a year royal forces loyal to Ani would take the Kadarian Highlands and establish their will over the banks of Ryzan. Without gold to fund the war, Kadar had no choice but to agree to a peace accord in the 48th year since the Breaking of the World.



CHAPTER ONE: HISTORY OF GODSFALL



REPUBLICS OF WESSLE

The heart of Wessle boasts hundreds of square miles of flat, lush farmland fed by a web of rivers and lakes that allow the country to serve as the breadbasket for the rest of the known world. Composed of thirteen independent states, the Republic is ruled by a council that shares both power and responsibility for the nation as a whole, distinguishing it as the only true representative democracy within the Five Kingdoms (even as a handful of the states withhold that freedom from their citizens).

Aside from sharing matters of politics and trade, the states remain largely independent, claiming separate currency, traditions, and laws. Several nations carefully guard their borders, requiring travelers to carry various documents (or a purse full of golden bribes) to gain passage.

The capital of Tidewatch serves as both national government and major trade hub for the republic, centering most of the nation's power in the north while the majority of food production (and resulting wealth) resides in the south. The settled lands of the north make up the bulk of Wessle's humanoid population, each sharing equal representation on the Council of Thirteen.

The continent of Wessle is a rich cornucopia that stretches across all the lands of the north. To the South, thick, old forest choked with underbrush spread across the land before the leafy canopy gives way to the humid rot of a vast, boiling swamp known as the Southern Wetlands. A network of vents pumps primordial gases into the marsh, killing nearly all life within as the heated water belches plumes of acidic gas. What trees remain have tendrils of bleached roots that snake along the surface for hundreds of feet in all directions, erupting from the leafless mass of a mottled, gray trunk.

Beyond the verdant, rolling crests of southern mountains lies the Gloom, a mostly uninhabited swath of rainforest and swampland stretching from coast to coast. Further south, grass gives way to rock and grit as the Sand Hills rise to meet the towering, ash-black walls of the Coalspine.

Sun and wind conspire to scour the southern hills leaving them largely dry and barren, inhabitable only by tribes of orcs that have sought refuge in its punishing bleakness. Of these outcasts, two major centers of power have arisen: the relatively peaceful orcs of Clan Flatrock, and the bloodthirsty raiders of Clan Deathhammer.

1. ANKARA

Ankara is a large quarter-circle of windswept plains met on her eastern edge by a series of low, rolling hills. Coarse, yellow-tipped grasses cover gently sloping mounds in thick, golden blankets. The grasses support several species of herding animals.

The lands around the capital of Siran are well known for both their superior horses and the masterful riders who tame them.

Fifteen-foot-tall boars called granta dominate the north of Ankara. Standing as tall as an elephant, grantas gather in close-knit families that actively protect one another and share in the responsibility of raising their young. The beasts are feared as much for their raw physical might as their cleverness.

Slavery is illegal in Ankara, which formed from a slave rebellion after the most recent invasion from Kadar. It is the only republic to offer sanctuary to escaped slaves, though they will extradite anyone who commits crimes beyond those necessary to free themselves from captivity, a frequently exploited loophole.

2. VARNA

Sharing a southern border with Ankara, Varna also shares their grantas as the lumbering boars migrate across their lands to drink at a long, deep freshwater scar known as Loch Van. Many speak of a beast that lives in this frigid darkness, though only a handful claim to have seen its gargantuan, hunched form slip beneath the murky waters. The vast hills are choked with thick, waxy leaves that fan out from a blood red center to a dark purple with a strip of ivory along the edge. The plants are as tough as burlap and extrude a viscous sap if cut or burned. Passing through them reduces speed to one-quarter movement and passage with horses or wagons is impossible.

Further east lay the Indigo Hills Jungle, a rainforest dominated by three trees: the Black Alder, which mainly lives at the forest edges, in swamps, and along riverside corridors; swathes of Ivory Beeches, tall, slender trees with white bark that flakes off and rolls to reveal a deep navy; and equally large groves of stirge nests, also know as Sweet Chestnuts. These trees get their name from the nest-like fibers that surround clusters of blood-red nuts that resemble the roost of a stirge. The creatures live in abundance at these woods and use the trees as natural camouflage to hatch their young.

CHAPTER ONE: HISTORY OF GODSFALL

At her far southern border, the Indigo Hills rise out of the vegetation to form a series of towering stone pillars, the largest stretching 2,000 feet into the sky. This monolith is known to the locals as Beyazit Kulesi, or the Fire Tower, and is what remains of the core of an ancient volcano. Deep underground chambers once filled with molten rock have long gone cold and brittle, their walls invaded as subterranean lakes broke to the surface in huge gouts of water that formed the mouths of two mighty rivers: the Asi to the east and the Asta to the west.

3. SHUMEN

The warm, wet lands of Shumen are home to a series of fruit-bearing forests that cover the Republic, known collectively as the Southwind Orchards. Plums and dates dominate the North while peaches, pomegranates, and sweet cherries form thick canopies in the south and east. Loquats grow wild across Shumen, attracting granta herds in the early winter who travel south just as the clusters of pear-shaped, two-inch-long fruits are in full bloom.

The fruits are yellow to orange, depending on how mature the plant, and when ripened deepen to a waxy crimson. The succulent, tangy flesh is white, yellow or orange, again, depending on the age of the plant, and acidic to very sweet. The capital of Baguna is an active shipping port as seasonal torrential rains make transporting wagons burdened with heavy loads of fruit nearly impossible.

4. VRATZA

Close to half of the landlocked republic of Vratza is composed of the Tuzla Wetlands, a marsh dominated by thick clumps of mangrove trees. The capital Gale strides the mighty Asta, the towers of her cathedrals carved from the sheer bedrock that split the river in two. The people of Vratza have long been worshipers of Mivia, a belief held most strongly by the rural population who live along the edges of her lakes and rivers.

In late Sifan, those who remain faithful journey deep into the heart of the Tuzla Wetlands in search of a type of mangrove tree named for the god herself. These Mivia Mangroves grow smaller than the rest

with pale lime green seed clusters that form deep within its tangled mass of roots. The seed pods remain submerged for all but two weeks of their production. When the water levels lower, their waxy, waterproof shell dries out and falls away, revealing a downy, yellow fluff that covers the ivory fruit, used both for its medicinal and intense psychoactive properties.

Creatures that consume the seeds are said to see snippets of their past and future from within dreams that merge with their waking conscious. Continued use of the seeds is said to lead to blindness and madness.

5. PENRICK


The grand city that houses the capital of Wessle, as well as her Council of Thirteen, sits in the north of this lush grassland that bends east to gently cup the Kingsea with long beaches of shimmering white sand known as the Mooncoast. Rolling gently before the amber towers of Sunsea is the Golden Bay, a tranquil spearhead of clear water protected on both sides by rocky inlets that narrow when it meets the Kingsea.

A pair of watch towers carved from crystalline amber are lit at all times by huge braziers, creating an illusion that they are twin columns of orange flame. This magic gives the Pillars of Siforr their name, while also providing ships sailing at night a pair of shining beacons by which to safely navigate the waters surrounding Tidewatch.

While not as prosperous as the lands of the Godsfield, pigs, oxen, and sheep grow fat from Penrick's endless grassy hills and abundant schools of fish that pool just off the shore. Rivers tumble out of the Indigo Hills and spill across thick forests to gather in a narrow, warm lake that runs clear all the way to the bottom. Algae from fallen logs that crisscross the turquoise lake bed combine with travertine that seeps into the water from surrounding hot springs. This mix forms a rainbow sheen that ripples across the surface in waves, mimicking the lights that appear in the night skies of northern Kadar.

The lake swells in the wet season and cascades over its steep eastern bank to form miles of mighty falls, some hundreds of feet high, which tumble down lush spillways to create dozens of smaller, crystal-clear pools. A series of these ponds form chains before joining a churning river that crosses the border into Vratza, eventually emptying into the Tuzla Wetlands. The highest and most powerful of these cascading waterways are named after the God of Time. The water that thunders over her soaring edge conceals a shrine to Mivia that can only be entered if the pounding falls are held back.





Twin bay side cities of Kestle and Koru were rich fishing towns that quickly grew into thriving metropolises. They are in constant rivalry with one other, most of which is in the form of open, healthy competition, but other feuds are solved by less noble means. Both cities are rife with slavers, a legal practice in seven of the thirteen republics. Out of those that prohibit it, only Ankara provides a haven for escaped slaves. Captured orcs and nationless humans are frequently shipped from the Free Lands of the South to work the plantations of the north.

6. KONDASSA

One of the largest and richest of the thirteen republics, Kondassa claims much of the fertile lands of the Godsfield Valley, cradling the Western Calm at her southern border and Tuzla Wetlands to the north. Goldhill sits in the heart of the republic, nestled at the feet of Cotton Mouth Lake, a winding body of freshwater spawning several rivers that nourish the farmlands of Wessle. Goldhill is a sprawling metropolis that serves as the capital of Kondassa as well as a major trade hub for most of the inner continent.

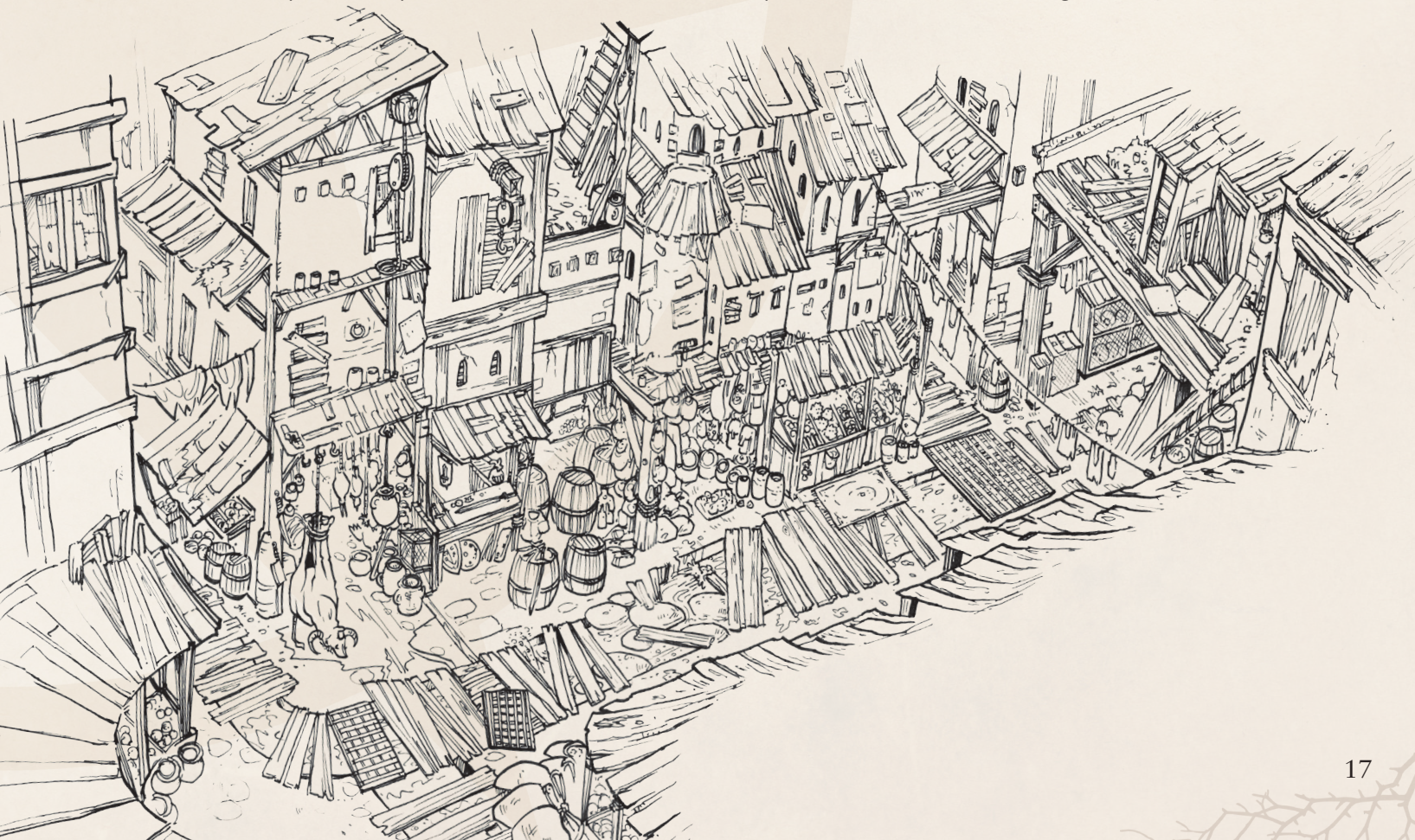
Slavery is openly practiced in the republic and used as a primary form of punishment for dozens of offenses. Kondassa is ruled by the family after which she is named

who purchased the land nearly four-hundred years ago, buying their way to a throne they could not otherwise acquire. Vast fields of grain, corn, wheat and soybeans, staples of the staples of the Wesslean diet and major exports to the rest of the Five Kingdoms, covers most of the land. Cotton, Milkweed, and a variety of herbs and grasses that have medicinal or hallucinogenic properties, and frequently both, are found far to the West.

7. HASKOVO

Across the mighty Sakara River from Kondassa lies Haskovo, the richest of all the thirteen republics. The soil is enriched by minerals that flow from underground springs around the northern foothold of the Li-Gun mountains (known to humans as Mount of the Forest). Rice grown in mineral-rich paddy fields here is particularly flavorful and desired all over the Five Kingdoms.

Aside from rice, Haskovo yields mostly wheat and soybeans, with mandarins, sugarcane and a variety of seeds: sesame, sunflower, and rapeseed being the most popular spread across the north. The city of Hogsfeet is the core of livestock trade for much of Wessle and the host of an annual celebration to the demigod Grunta, Lady of all Swine. The week-long festival concludes with



CHAPTER ONE: HISTORY OF GODSFALL

Highharvest, a day celebrated across all of the kingdoms as the height of summer plenty, a time for revelry and gluttony.

8. LOM

The Republic of Lom juts out sharply from Wessle, splitting the Tranquil Bay from the Kingsea. Her ivory cliffs mark the nearest shore to the Kingdom of Brenus, and on a clear day the imposing sandstone walls of the Brackenhill Citadel are visible across the twenty-two mile wide channel.

The small republic is dominated by two key features: the Goldwood, a forest abundant in rich citrus fruits that encompasses much the North, and the Grain Vault. Constructed soon after the Godswar, the vault is connected to the winding Vedi River through a system of locks, allowing grain barges to safely bypass dangerous rapids and gain quicker access to the Kingsea.



9. RAZGRAD

The largest of the thirteen republics, Razgrad commands a broad expanse from the southern shores of the Western Calm, through the Mistwood and the Southern Wetlands right up to the footholds of the Free Lands of the South. The western edge of Razgrad rises to form a long wall of high cliffs that face the jagged spires of Blackfang Bay, a known haven for pirates and smugglers.

Thornhill Tower stands on the highest point and serves as an early warning system for raiders seeking to pillage her towns and villages along the eastern shore. Aside from these smaller communities, the only major city in Lom is Quito, a fishing mecca and final port of call on the Western Calm. Quito is a wild port populated with all measure of races and creatures, all restrained by few laws.

10. VEL-DURAM

The regular order of Gal-Hadir was thrown into chaos when clan Stoneburner, of which not a single dwarf had been seen in almost three-hundred years, returned to re-establish their birthright among the great northern houses. Wielding strange magics and advanced technology, the dwarves of Clan Stoneburner quickly ousted the ruling Knights of Vel-Duram, exiling them from the continent that would one day be known as Kadar.

The knights wandered for years before they arrived at Li-Gun, a steep, forking mountain range covered nearly to the peaks in trees and underbrush. They set to climbing and discovered a mighty subterranean river that burst from the northern face and tumbled into the Eastern Calm. It was here they built a new city and named it for their order. The city of Vel-Duram quickly grew rich, and some of the neighbors took notice.

Orc raiding parties attacked supply caravans traveling through Razgrad en route to the eastern port city of Quito. These attacks increased in boldness and brutality, eventually leading to a war that would continue for decades. The orcs were never able to take the mountain city, and the dwarves were never able to drive the orcs from their caves.

Though the knights fought fiercely against the Kadarian invaders centuries later, they were once again beaten into submission by the magics and advanced technology of their northern brothers.

As per Kadarian custom, those that survived were sold off as slaves. The halls of Vel-Duram were stripped bare of their treasures, and the city was cast, stone by stone, to the deep pool of water beneath the cascading falls. When the war was over, many of the freed knights returned to Li-Gun to rebuild their city, an effort that continues to this day.

Nearly three hundred knights live and toil on the mountain, painstakingly recovering every stone from the depths beneath Li-Gun falls to rebuild their once great city. They started this work with massive, open-air temples to Aurras, the old God of Sound.

The dwarves sliced off the highest peaks of Li-Gun creating a series of flat, stone pavilions set before half-dome amphitheaters, each perfectly arranged and attuned to amplify the voice of anyone on stage. Each Oathday morning, the knights take to these mountaintop stages and sing to the clouds, their rumbling notes carrying for miles.

In the days just before the Godswar, several of the knights had visions of Aurras' death and resurrection atop the mountain. Half a century after the world burned, one among their number was revealed as Aurras's successor.

From the moment his lungs had a voice, Ymir Wheelwright was recognized as the arisen God of Sound. His first cries so were so clear and pure they brought tears to all in attendance.

After Ymir had been recognized, the Knights of Vel-Duram grew far more insular to keep him safe as his abilities manifested. He has grown to be a handsome, talented singer who uses his voice as his bardic instrument.

11. KUBRAT

The small republic of Kubrat lies pressed between the Eastern Calm and the Li-Gun mountains. The capital city Jaffra rests on the shores of a quiet inlet and serves mainly as a convenient port of trade for the dwarves rebuilding Kalimore.

12. SILISTRA

The Republic of Silistra also juts out far into the Tranquil Bay, the gleaming emerald tower of Feylight standing boldly at the water's edge. Feylight sits at the mouth of the Eastern Calm, abundant in sea life that provides the towns and cities ringing its beaches and cliffs a bounty to exploit.

In early Sifan, the whipweed that chokes the waters around Feylight all produce their seeds in a single, mesmerizing, week-long event. Millions and millions of tiny glowing seedpods rise to the surface of the water and crack open, revealing a dozen feathery stems. Winds pick up the feathers and carry them along, transporting a single, glowing seed across the water's surface. The pods attract birds, bats, fish, and other creatures that gorge on the seeds and spread them across the south.

13. LOVECH

The sprawling republic of Lovech is largely a country in name only. Much of her lands are uninhabitable. The Gloom is a dangerous and impassable forest. The Southern Wetlands are infested with giant crocodiles and trolls. The ruins and land around Lake Fogmire are said to be cursed for all time. Those who enter the silvery fog that permanently obfuscates her shore immediately and irrevocably lose all memories of their visit,

guaranteeing that none ever discover what lay within

Only the capital Zadar could be called an actual city, and even then only boasts ten thousand full-time inhabitants. Many more drifters, seasonal workers, and other migrants pass through the area, swelling the temporary population by half during peak seasons. Roughly ninety percent of the Zadarian floodplains are submerged during the rainy season, nurturing an astonishing biologically diverse collection of aquatic plants and a dense array of animal species.

The floodplains are a vast, sloping basin that receives runoff from the Li-Gun mountains, slowly releasing its accumulated water through the Narva River and into the Tranquil Pass. During this seasonal flooding, miles and miles of red cargo rice are planted in the natural paddy farms that form in the flooded valley with the help of many temporary workers. The conditions are harsh, and even the smallest infraction can result in a punishment of being enslaved and sold up north, but for many, it is the only way to gather enough food to survive the winter.

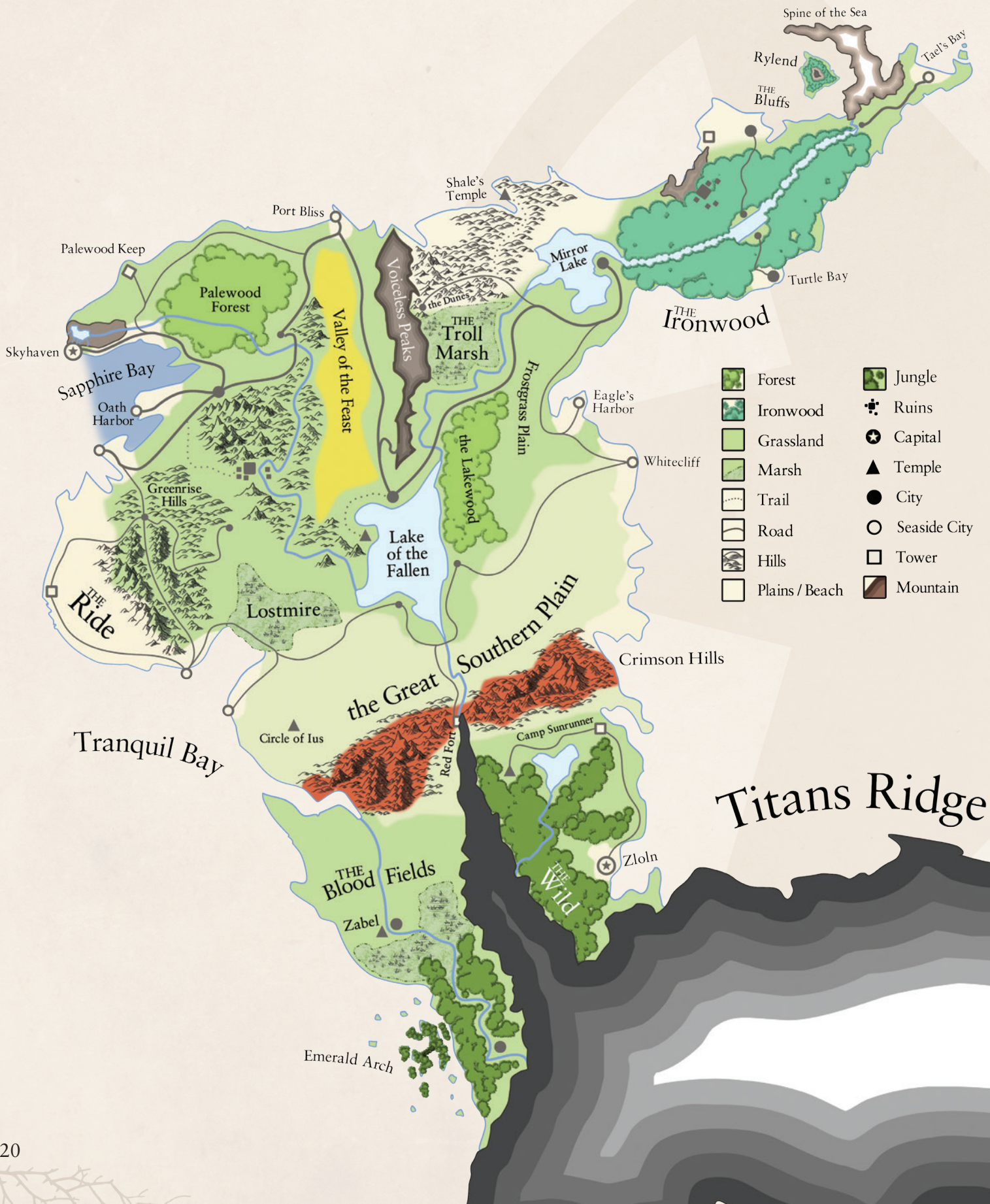
FREE LANDS OF THE SOUTH

A fifty-mile wide band of blasted rock and scorching sand separates the edge of Lovech from the towering onyx walls of the Coalspine, a lawless place known as the Free Lands of the South. Two tribes of orcs rule most of this gravel desert, with the bloodthirsty raiders of Clan Deathhammer controlling the West, and the relatively peaceful Clan Flatrock dominating the East. Small communities of outcasts also find a home among the rocks and hills, while strange Elves with copper skin and pale yellow eyes are said to inhabit the jungles of the East.

Two massive rivers are the primary source of fresh water in these lands, one draining from the overflow of Lake Fogmire while the other forms from melting snow and captured rain flowing from the slopes of Li-Gun. The former drives a great river deep into the heart of the Coalspine, winding through a narrow crevice for hundreds of miles before opening to reveal a land forgotten by time.

Cut off from the rest of the world and kept oppressively humid by natural springs and thermal heat, this pocket inside the colossal Coalspine is home to thousands of species long thought extinct to the rest of the world. It is also home to the guidari.

CHAPTER ONE: HISTORY OF GODSFFALL



KINGDOM OF BRENUS

The Kingdom of Brenus is united in name only. The Wild Elves and their Ironwood rest firmly within Brenus's eastern borders, though they pay no tax on their land and allow no official boot to tread within. It is the same story again with Rylend, a mountainous island nation of independent Dwarves and Elves just north of the Ironwood, while much of the south is wild and lawless.

The continent is split into West and East by a narrow mountain range that itself is halved by a tranquil lake over fifty miles across at its widest. Below this inland freshwater sea lies the Great Southern Plain, a vast expanse of shrubs and King's Grass that stretches from coast to coast. The plains rise to meet a line of steep hills stained with rust from the thick veins of iron that run through them.

The nation's true might lies around the Sapphire Bay, a deep well of water encrusted with rings of dense coral and bordered by much of Brenus's western coast. The entire bay is rich with sea and plant life, enough to support a trio of influential trade cities: Cape Tripletail, Oath Harbor and the capital Skyhaven, one of the oldest human cities in the Five Kingdoms. The palace within its brightly painted walls has been ruled by the same royal family for over five hundred years, its throne currently occupied by the young King Arion Vallis.

The land South of the Crimson Hills is split again by the leading edge of Titan's Ridge, separating them into the rainforests of the East and the marshland tropics of the West.

BLOOD FIELDS

Below the Crimson Hills and the dwarves of the Red Fort, a massive finger of Titan's Ridge splits southern Brenus in two. On the western side of this sheer, onyx cliff lay the Blood Fields. The humid wetlands are named for the life spilled in conflicts between the tribes of Zabel and the dwarves tasked with keeping those tribes from raiding Brenesian ranchers in the Great Southern Plain.

The city of Zabel rests on a wide river. On the west bank sits a mighty ziggurat built from huge bloodstone slabs mined from the Crimson Hills and floated downriver on massive barges. On the east bank rests the city, a series of low, square buildings built from mud brick and washed in glittering hues of copper, gold, and silver. Azure fountains shaped like spacious, knee-high bowls lined with gold-leaf dot a series of broad, open plazas throughout the city.

The people of Zabel see themselves as the rightful rulers of all Brenus, a land which they call Verlindi or "The Promised" as it translates in common. It was said Vistrix herself swore to bequeath all of Brenus to them, and the people of Zabul have fought bitterly for their birthright.

LAKE OF THE FALLEN

Before the Godswar the Lake of the Fallen was an extension of the Lakewood (then known as the Plainswood), covered in hearty cottonwood trees and tended by a dutiful clan of wild elves. It was here that Emitaf fell, betrayed by her siblings of Fire and Earth, sundering the land and forming the impossibly deep Ruun-Lon (Lake of the Fallen) from her blood.

GREAT SOUTHERN PLAIN

Rolling, green hills swept with moisture-laden winds from both west and east coasts dominate the core of Brenus. Millions of cattle, sheep, pigs, and oxen are tended by nomadic families of shepherds who have worked this land for generations.

The Knights of Brenus enforce the peace on these lands, but skirmishes between families and tribes are still common, as are rustlers looking to make off with a valuable herd.

PALEWOOD FOREST

A dark, tangled glade of overgrown elms and choking underbrush, the Palewood was once tended by a clan of wild elves. When the forces of Gal-Hadir marched across Brenus, the Elves stood with their human and dwarven brethren. As punishment, Kadar sent airships over the canopies to drop flaming acid from above and burned the elves from their treetop homes.

Those that fled were cut down once they reached the edge of their forest, with only a handful of the clan escaping total annihilation. To this day the forest remains haunted by this brutal extermination and few locals will gather near it, much less step foot inside.

PORT BLISS

Sitting at the top of Brenus's grain valley and serving as the most accessible docks for trade ships from Ryzan and Kadar, Port Bliss has rapidly expanded after the destruction of the Godswar. Once a military stronghold the city has spilled beyond its stone walls, forming dense slums to the west and east, flooding the market and docks with cheap, expendable labor.

Bribery and blackmail keeps the leaders of Port Bliss

corrupt; nearly a fourth of the goods that travel through the port are improperly recorded (if they are listed at all) in order to avoid Ani's steep tariffs on all goods that pass through the Kingsea. The lords of Skyhaven are aware of the black market but have little incentive to correct the issue as the illegal trade keeps prices on imported goods low throughout the kingdom.

THE RIDE

Waxy, blue-green blades of grass roll across the open lands that rise to meet a series of tan hills along the western shore of Brenus. These fields and pebbled slopes are home to riders and horses without equal throughout the Five Kingdoms, and the Knights of Brenus are thick with their number.

RYLEND

Just north of the Ironwood, nestled in the claw of the Spine of the Sea sits a mountainous island nation known as Rylend. The fortified city in the clouds was the first built by Dwarven and Elven hands, founded by those who viewed human ambition as a grave threat to the entire world. This belief has only strengthened after the Godswar, leading Rylend to declare itself independent from the Five Kingdoms. Any Dwarf or Elf who seeks refuge within her walls is granted such – most other races are tolerated, but humans are killed or captured on sight.

Once a mighty volcano, Rylend has been dormant for nearly two millennia, still long enough for her crater to fill with water and the rim to be covered with a forest of Ironwood. The city rests midway on the Southern edge of the island, snaking around to terraced paddy fields along the North and East, and the Snowspire to the West. The freshwater basin above runs in rivers around and through the city, plunging down tunnels and over water wheels crafted by Dwarven hands to harness the power of water and gravity.

The Snowspire sits at the top of a cliff to the west of the city, a 600 foot triangular spike of white marble resting atop a hexagonal base. A cascade of twenty glass balconies rings the tower, evenly spaced from the foot to the very top. It was constructed with the help of Jakub Kladivo using raw, God-forged marble from projects left unfinished by Zavan, a gift to the people of Rylend for their help in thwarting the world-conquering ambitions of Gal-Hadir. The tower serves both as a repository for knowledge and a vault for some of the most powerful magical artifacts ever constructed, a shining counter to the coal-black walls of Barros' Union.

Before the Godswar, Rylend had an entire fleet of sailing ships formed from living Ironwood, called fogcutters, for their ability to surround themselves with a dense, misty vapor that reduced vision to a few dozen feet. Today only three remain.

The ships are long and narrow, sweeping dramatically

in the aft to form a large forecastle. The captain's wheel sits atop a bridge suspended on graceful, slender pillars of Ironwood that sweep out from the desk to hold it aloft. A single, massive, living Ironwood trunk forms the only mast, adorned with five triangular sails of warm ivory lined with gold.

Much of the rest of the vessel is also very much alive, with curtains of moss that pull back with the wave of a hand and photoluminescence globes that light up the interior. Fogcutters are even capable of sifting fresh water from the sea and depositing it cold and crystal-clear throughout a series of basins and sinks within the vessel.

SKYHAVEN

The sprawling capital of Skyhaven rests at the foot of a massive outcropping of rock, separating the public areas below from the royal palace and senate above. Enemies of Brenus broke themselves against her sheer cliffs for centuries before the airships of Gal-Hadir soared high above them during the last Great War.

The city serves as both trade hub and governing body for the kingdom and is second in size and population only to the great island nation of Ani. A lake rich with minerals flows down from the cliffs and into the Sapphire Bay, an inlet so deep and blue that some believe it to have no bottom. An abundance of life swirls about in these waters, enriching the coast and the people who live along it.

VALLEY OF THE FEAST

Clouds that roll off the Kingsea laden with moisture crash against the Voiceless Peaks, dumping thousands of cascading torrents into the Valley of the Feast. The result is a two-hundred-mile swath of rich, temperate farmland that forms the breadbasket for nearly all of Brenus.

The people of the valley are a hearty folk. When Kadar's war machine battled the remaining Brenesian forces to a standstill at the Voiceless Peaks, they ravaged the local farmlands for food and supply, leaving those who remained to starve. Communities banded together to share what meager resources they had left, and that spirit of cooperation has prevailed in the heart of those who live in the valley to this day.

TURTLE BAY

Nestled against the tall cliffs that draw up from the eastern sea and greet the soaring, blue-green trunks of the Ironwood is the quiet seaside town of Turtle Bay. A long sandbar juts from the edge of the land, forming a tranquil inlet where schools of fish gather to feed on an explosion of water-bugs each summer.

After the Godswar, many creatures found themselves trapped within the eye of the Worldstorm and cut off from their normal patterns of life. A pod of several thousand sea turtles, pregnant and exhausted from

battling the churning waves, beached themselves at Turtle Bay (which at the time was known as Dorsal) and promptly laid their eggs.

Shaken by the devastation of the planet and riddled with guilt over surviving the cataclysm mostly unscathed, the people of Dorsal were overjoyed by the wave of tiny sea turtle hatchlings that followed. They dug trenches, cleared fields, moved herds, and even tore down fences to clear paths for them. Adults gathered lost hatchlings in sloshing buckets and carried them to the shore while children ran up and down the beach, chasing away birds eager for an easy meal.

The next year the turtles returned, and the village once again took up their self-appointed roles as shepherds of their ocean flock. The villagers began to plan ceremonies and sports around the week-long event, and soon Turtlefest was officially born. Word of the celebration quickly spread and, in its fifth year, the people of Dorsal officially renamed their town Turtle Bay.

Tael's Bay

At the northeastern end of a peninsula shaped like a whale of earth and trees sits the bustling community of Tael's Bay.

Before the Godswar and resulting Worldstorm, the town was a small frontier outpost, part of the Kingdom but held apart by the vast Ironwood. As migration patterns shifted for creatures on both land and sea, the area became awash with wildlife. Iceback crabs are farmed here in abundance, and pelts from beavers, foxes, and muskrats make up the majority of trade goods. The real money, however, lies in whaling.

Sperm whales gather off the coast in late summer to eat and breed in large numbers. They are aggressive and dangerous, sinking a handful of whaling ships each year, but the value of their oil outweighs the risk.

The Godswar destroyed the Weave and left much of the Five Kingdoms in disarray, spiking the demand for essential goods. Lanterns imbued with continual flames were commonplace in the magically-saturated old world, available for as little as five gold a piece. While that price still equaled a month's salary for the average person, the investment in an unlimited source of light was well worth the cost.

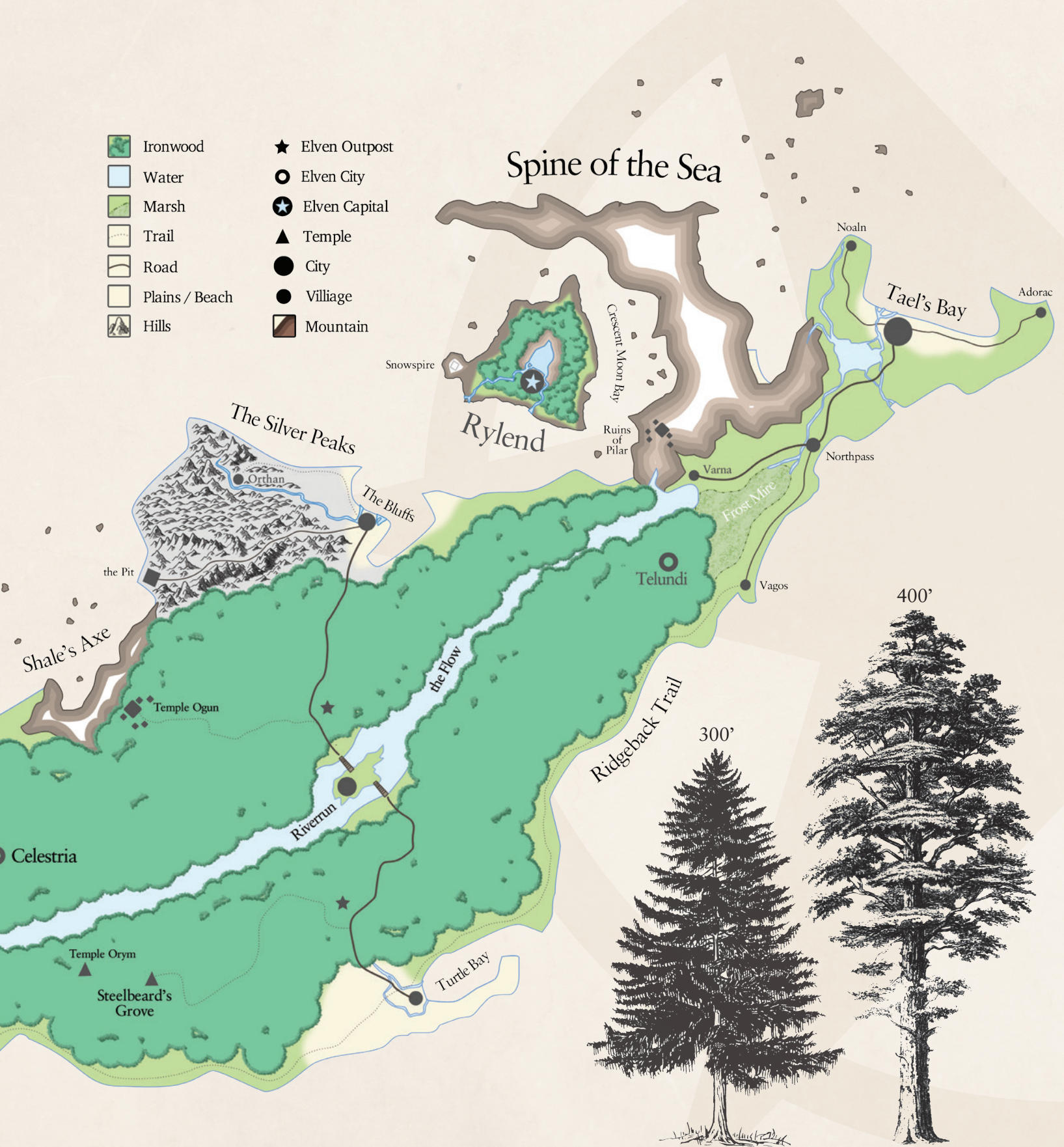
Once magic was destroyed, the flames extinguished, and the Five Kingdoms were plunged into darkness. Lamp oil and candles, long thought of as affectations of the rich, became a vital commodity overnight. Several whaling companies jockey for the best hunting grounds and influence over the city itself.

VOICELESS PEAKS

It is said the the old God of Sound died on these mountains, and the echoless peaks that greet those who climb its jagged slopes reinforce that claim. The range splits northern Brenus in half, focusing the crown's might to the west while powerful merchants, miners, and ranchers control much of the open lands to the east.



CHAPTER ONE: HISTORY OF GODSFALL



THE IRONWOOD

The most northern part of Brenus juts out far from the rest of the continent, swelling like a great whale before splitting at its tail to form a wide inlet. The towering Ironwood Forest dominates nearly all of this land.

Ironwood trees were the first to grow upon Khalgun, brought forth by Wodea to shield her and her sisters from the blazing scrutiny of their father, Siforr. Each time the God of Plants would raise her forest, the God of the Sun would scour the lands with punishing heat until fires reduced her trees to ash.

Undaunted, Wodea set out each night to plant her forest anew. As she buried her hands deep into the smoking soil, the moon shone brightly upon her and bathed her in a tranquil light that lifted her spirits. At midnight, as the trunks of new growth crackled and groaned above, the God of Dreams paid her a visit.

“You know that he will burn it all again, yes?”

Wodea pulled her hands from the earth and spread her arms to either side. “I do, but it still must be so. For even a few hours of peace from father are as an eternity.”

Ocarus reached out a hand and stroked the dense, vertical chords of crimson that formed the massive Ironwood trunks. “You always grow them the same. They cannot change?”

“They are the tallest and strongest trees this world can produce,” Wodea replied, her voice slow and heavy, swaying like wheat before harvest.

“These are as strong as can be made with mindful purpose.” Ocarus countered, kneeling and gently placing his hands upon hers. He dug his toes into the freshly turned soil and smiled, beaming with all the wonder and radiance of his moon-father, Ius. “Let us make them something else in your dreams.”

Wodea did not fully trust her cousin, but she was tired, so she let Ocarus lead her into sleep. The night was warm, and the air light as the two gods danced upon the Spine of the Sea and lay down by the mighty falls that rush life to the slopes of Rylend.

As the pair slept, the forest grew taller around them, its boughs fanning thick and wild until the canopy cast a shadow over most of the North.

The gods awoke an hour before the dawn on a wide bed of enoki.

“What are these?” Wodea asked, for they appeared as ghostly sprouts but did not sing with her touch as sprouts are wont to do.

“Mushrooms,” Ocarus replied, his smile grown a tad mischievous. “A present from my father to help tidy your

forest and grant food for they who will guard it.”

As the God of Dreams spoke, he waved a hand across the edge of the woods, and Xunos arose. Though shaped like a person she was not a person; her skin leaves, her muscle woven vines, her thick hair tendrils of moss-covered branches, and her eyes distant holes filled with glowing star-moths.

She stood nearly thirty feet high, perfectly set among the towering foliage that seemed to bend at her caress, growing ever stronger. As she strode through her forest, she called forth the first elves to help her tend it, each born from the roots of the Ironwood trees that drew divinity from the skies.

To the elves of the north Xunos gave bows and taught them how to hunt. To the elves of the south, she gave spear and shield and trained them to defend their new land. To guide both tribes she breathed life into the forest and called forth the first treants.

RIVERRUN

An island that splits the Flow in the center of Brenus’s northern peninsula serves as the only trade post for the forest, and the only place the forest’s guardians will sell their precious Ironwood. The trade is strictly controlled; only items made from Ironwood are allowed to be sold and only registered craftsmen and shipbuilders are allowed to work with the raw wood. Kadar and the dwarves of Gal-Hadir are forbidden to trade in Riverrun, creating a black market that commands the obscene sum of a gold piece per pound of wood. Ironwood trees top out at over seventy-thousand pounds and have led to a common saying in the Five Kingdoms: “Money doesn’t grow on trees, but gold grows in the Ironwood.”

SPINE OF THE SEA

Curling out from Brenus’s northern peninsula is a towering mountain range that rises sharply from the choppy waters of the Kingsea. Rylend sits in the cradle of the Spine of the Sea, protected from the storms and waves kicked up by the Worldstorm.

Pilar, the old demigod of mountains and bastard son of Ogun, made his temple at the peaks of these mountains and the land is still saturated with his divine energy. Snow falls continuously, forming vast basins as rocky slopes meet the frigid waters of the Flow. The snow reforms as soon as it is disturbed, retaining a constant depth and pristine surface. Footprints left in the snow magically fill in seconds after they are made making the mountains difficult to navigate (all survival checks are made with disadvantage).

EMPIRE OF KADAR

The Empire of Kadar was once five nations of its own, split along racial lines to the north and long-standing family blood feuds to the south. Centuries of internal conflict kept the massive continent fractured until the heart of her vast grain fields were charred to its bedrock by Siforr.

The people who lived in this central valley of rich farmland were obliterated along with their lands, leaving few survivors. Less than a thousand remain, scraping a meager existence by collecting salt from the gaping Maw of Mordukai. When the God of Death fought Siforr to defend his lover Zavan in the great Godswar, a chasm was torn through the entirety of Kadar, splitting the nation in two.

The southern lands of Kadar were once known as the Shining Plain, a name still used by many locals to this day. It is a land of horsemen and ranchers who drive vast herds across her rolling hills. The hills are covered with a thick, blue-green grass that grows quickly and springs back from even the roughest hoof.

The broken shore along her southeastern border is dominated by the Southern Shield, a vast slab of pale gray stone cut in clean, simple lines that rises from the grassland in a huge ramp leading to the top of her fortress-like castle. Like the capitals of every nation, the Southern Shield sits on the Kingsea. Once Kadar was founded, her capital was moved north to the lush islands formed from the Burning Eye, a volcano summoned by Siforr in his battle with Mordukai.

After the war, these islands were claimed by General Kadar as public fields to feed his starving people. With this food, a fleet of over a hundred ships, and a new grain valley formed from the ashes that fell from the Burning Eye, his people were saved. The largest of these islands were named for the new Kadarian royalty and became the home for the empire's new capital.

Antalya is an island covered in lush farmland and orchards which produce some of the finest produce in all the Five Kingdoms. The great northern melon that grows only here, an ivory orb filled with a tangy, bright yellow pulp and seeds the size of a man's thumb, is one of her most prized. The powdered seeds from the fruit once served as the base for many bubbling cauldrons of magical brew.

The palace sits on the northwestern edge of the island, a stately castle of clean lines wrapped within a cocoon of five separate walls, each progressively taller as the land marches upwards to meet the conical towers of the castle within. The western edge of the castle opens into a hedge maze with leafy walls some fifteen feet high and five feet thick. In the center of the maze is a long pool with a series of lazy, quiet fountains that slowly churn the water within. A flock of peacocks struts about this inner garden, warmed by

thermal vents and underground springs all year long.

Kadar's people, cowed and ravaged by the cruel divinity of the gods, turned against their old masters and cursed them even in death. Temples across the continent were torn down or left to rot, while the remaining faithful were, and are, viciously persecuted. Magic is forbidden and ordered to be turned over to the state, which in turn hands much of it over to the dwarves of Gal-Hadir to be broken down in their massive lava-forges.

Though they claim to eschew all magic, Kadar takes regular shipments of magical constructs from the dwarves in the form of iron constructs. These steel giants are used for two purposes: thick copper rings are fused to their frames, allowing lines to be attached so they can drag ships into harbor. Others are covered in thick spikes and sent charging into battle, impaling their enemies as they press ever forward, covered in their screaming, flailing bodies.

While immensely valuable to both the Kadarian military and the naval might, the constructs are unsettling to people who were taught to distrust and hate all things magical. In retaliation to their inhuman power, the people of Kadar have sought to make a spectacle out of the iron giants through sport. Teams of three specially trained warriors engage with the constructs in an attempt to topple them before the constructs run them down. Many believe that these contests also served as a thinly veiled exercise for taking down the Godking.

It is thought that Kadar could have dozens, even hundreds of these constructs either active or in storage, and larger versions are rumored to exist, though none have ever been seen. Aside from the constructs, the majority of magic has been stripped from Kadar's great cities. Priests of their anti-religion regularly patrol the land, rooting out all remaining magic with blackened ironwood staves that clutch fist-sized seeker stones. For those found hoarding magic the punishment is always the same: death by public execution. The sentence is absolute; beggars and noblemen alike have suffered the fate.

The Order of the Seekers believes that man is superior to all others, after all, it was man that survived the apocalypse that killed all the Gods. In this belief, they encourage a disciplined life of rigorous physical and mental training. Intellect is equal with brawn in their society, and a Prince only worth as much as the finest farmer, your value comes from what you can produce for the good of the country. Kadarians are expected to put their nation first and themselves, and even their families, second.

Dar Dun (the Frozen Deep)



- | | | | |
|--|----------------|--|--------------|
| | Forest | | Snow |
| | Farmland | | Mountain |
| | Grassland | | Ruins |
| | Marsh | | Capital |
| | Trail | | Temple |
| | Road | | City |
| | Hills | | Seaside City |
| | Plains / Beach | | Tower |

DAR DUN

The mountainous northern shore of Kadar rises from a deep trench of frigid water called Dar Dun by the dwarves of Gal-Hadir and the Frozen Deep by those who speak Common. Whales, seals, and walrus are common on the shores and small islands of this bleak, frozen landscape.

A pair of inlets split the land, a long scar named Dun Karn and narrow opening that leads to the bay of Dun Thune. Both are impossibly deep, and it is rumored that Dun Thune has no bottom, just a tower of frigid water that plunges endlessly beneath the land. The truth is far more sinister.

Miles beneath the surface of Dun Thune, far from the watchful eyes of the arisen gods and the light of the sun, lies the body of the dead God of the Sea, Ceato. Bound by his friend Zavan, the God of Aspiration trapped his friend's soul inside his rotting flesh to provide Ani with an endless supply of water and the Worldstorm with enough raw power to sustain it. Only a handful of people even know this location exists, and most of them are unaware of its exact location.

DEMIRIC

Second only in wealth and power to the crown, the city of Demiric controls much of the wheat, barley, sunflower seed, oats, potatoes and rye produced in the northern farmlands of Kadar. The city sits on the banks of twin freshwater lakes in a broad, golden plain, its soil enriched by ash from the Burning Eye. While the city is abundant in trade and culture, there are many Kadarians who believe that wealth has made the people of Demiric soft and glutinous.

The people of Demiric pay their fair share in food tariffs, and without their overland trade routes, much of the staple goods of the empire could not reach the south and cities beyond. They also revel in their status, celebrating each harvest festival with a grandeur that seems garish by comparison to the abstemious antitheots and others adherent to their values.

The city of Demiric reflects the values of its people. Much of the public lands are given to parks, amphitheaters, jousting greens, hot springs baths, museums, and coliseums. The shores of both lakes are overflowing with every type of shop and service imaginable, and those with coin and the will to part with it can find themselves pampered from sunrise to sunset.



CHAPTER ONE: HISTORY OF GODSFALL

DEEPWOOD

The last great forest before the land gives way to ice and gale, the Deepwood dominates much of northern Kadar. Frigid water runs off the spidering Kalkeila Mountains, soaking the land in an icy marsh that clings to the roots of trees

A great clan of elves once ruled these forests, the same elves that stole the secrets of magic from deep within Gal-Hadir's lava forges. The gods cursed their clan for this theft and banished them from their forest, cursing them to live out their millennia of life in the blasted sands of the Torahora.

Now, only a small band of elves roam these woods. They are a loosely knit clan of outcasts from other tribes and zealots dedicated to keeping the dwarves of Gal-Hadir in check. Both high and sun elves can be found among the tribes, though over eighty percent of their number is composed of wild elves.

The guardians of the Ironwood have a loose alliance with these elves, trading information about Gal-Hadir for ironwood and other supplies.

GAL-HADIR

Further north, this belief in human supremacy is matched by the disdain the dwarves of Gal-Hadir have for any outside their bloodlines, even that of other dwarves. The Kadarians are no fools; they know how precious the constructs and anti-magic baneswords that emerge from the dwarven lava-forges are. They also know a day will come when they will have to burn them out of their mountains and purify all of Kadar once and for all.

The dwarves of Gal-Hadir are a stoic, reclusive lot led by six ancient houses that existed long before the empires of man. For the past three-hundred years, the mountaintop citadel has been ruled by House Stoneburner and led by the brilliant geomancer, Thorrick. King Stoneburner is obsessed with acquiring as much old magical material as possible to break down into their raw elements in the heart of Gal-Hadir's great lava-forges.

The forges were made dormant as part of a treaty hammered out after the last war, but King Stoneburner ordered the magical seals to the lava tubes reopened half a decade ago. They have flowed ever since, filling the night sky of northern Kadar with a red bloom that rolls across the horizon in waves of glowing fire.

Much as with Rylend, the Godswar has intensified Gal-Hadir's militant nationalism, a smoldering anger fed by the stinging rebuke at the hand of Zavan.

Recently there have been reports that the mighty lava-forges, dormant as part of the peace accord set forth by Zavan, burn once again. Others have reported seeing airships in the sky and constructs forged of steel and brass, powered by steam, crashing through the tundra.

The greatest dwarven city ever forged sits carved from a mountain top in the far north of the Kadarian Empire. Her dwarves were the first to be given magic, the first to build magical constructs, and the first to set warships sailing among the clouds. Gal-Hadir is insular and xenophobic, run since her inauguration by a series of great houses with ancient family bloodlines.

The mightiest of all Gal-Hadir houses is Clan Stoneburner led by King Thorrick, a brilliant scientist obsessed with thermal power and magic. He has led his people for two hundred years, tunneling deeper and deeper into the mountain while transforming the city above into a church of machinery and production. His people are complicated, willing to sacrifice anything for progress while fiercely defending the traditions and history of their individual bloodlines. Outsider art, philosophy, and religions are considered to be propaganda from other dwarves, blasphemy from the elves, and laughably barbaric from all others.

GOLDEN ISLES

The Godswar was not wholly destructive, for even in great cataclysm one can always find rebirth. The series of islands born from the Burning Eye are so rich and plentiful that Kadar moved the capital to their golden shores.

A massive volcano of solid onyx exploded from the seafloor to the west of Kadar, called forth by Siforr. He was mad with power after slaying his Fire-mother and sacrificed himself out of pure hate for the God of Inspiration, diving into the mile-high crater and fusing with its molten core.

From there he struck at Zavan again and again, scorching the center of Kadar and calling forth a chain of islands as ten gigatons of magma and ash boiled into the sea. When the new land cooled its soil was infused with divinity. Nearly a hundred years later, crops grown in that mineral-rich dirt are unusually bountiful and healthy.

The islands are owned by the Kadarian Crown and the vegetables, legumes, and fruits grown there are dispersed among the poor to supplement what they can grow from their small, government-assigned farms. The royalty of Kadar see this as their duty to the people and take great pride in the quality and quantity of food

CHAPTER ONE: HISTORY OF GODSFALL

they produce. The king himself is often found sowing crops by hand and lovingly plucking infestations from their leaves.

HIGHLANDS

Shielded from the punishing blasts of Siforr by the peaks of the Broken Mount, these undulating hills were once home to the Kings of the North.

The Highlands are a five-hundred-mile wide prairie of seashore grass rolling in knee-high waves of gleaming, golden tips that stretches unbroken from coast to coast. The southernmost part of the land splinters into a series of tall, jagged cliffs that rise to stand watch over the Kingsea.

The largest city in the Highlands is the Southern Shield, a fortress set behind a series of walls so massive that they dwarf even Ani's magical fortifications. A one-hundred-foot wide ramp rises slowly across the length of the city, leading to the gates of the royal palace high above.

While it no longer serves as the capital of Kadar, the Southern Shield remains the most important city in all the empire. Its location on the Kingsea lets it serve as both trade hub and naval base, boasting a fleet of fifty warships and a trio of Ironwood flagships.

MAW OF MORDUKAI

A vast chasm tore apart the center of Kadar during the Godswar as Zavan and his lover Death fought desperately to defend the kingdom they had created from the burning hate of Siforr. The lifeless, salt-encrusted canyon that remains is named after Mordukai, for it was born from his destruction. The God of Death sacrificed himself, giving Zavan the power he needed to end the Godswar and shield the Five Kingdoms from the resulting Worldstorm.

Saltwater sloshes over the edges of the canyon at high tide and mixes with thermal vents to form a bubbling, alkaline brew. The seawater

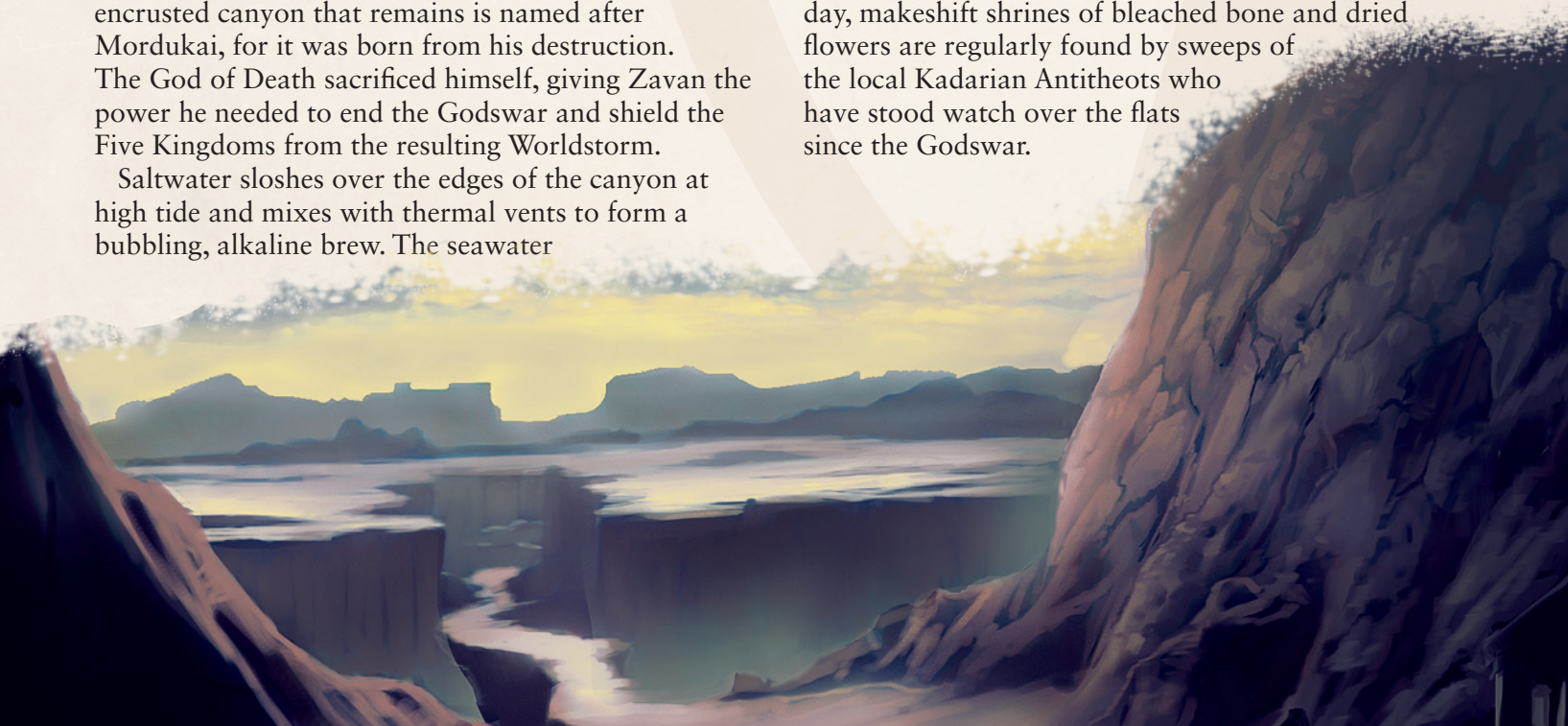
continuously evaporates, coating the walls and mouth of the chasm in a thick, crimson paste that is rich in salt and highly prized throughout the kingdom.


While the salt is worth much, the caustic gases leaking from the Maw of Mordukai disintegrates both metal and wood in short order, leading the majority of the harvest to be done by the hands of the poorest. The toxins are just as harsh on men as machines, leaching color from the skin, hair and eyes and shredding the lungs with boils and lesions. A trio of rivers that empty into the maw provide the only lifelines to a cluster of villages along the northern rim.

The largest of these communities sits between the hissing maw and the Glassea, a huge flat that covers a pool of brine in a crusty layer of compacted salt several meters thick. The Glassea is virtually devoid of any wildlife or vegetation, save for a large, pale-green cactus that grows quickly around the edges of the lakes. The thin, clear water held within the plants is rich with aloe and stained a sickly yellow. When boiled down to a paste, it is used to soothe the sores incurred by salt harvesters.

It is said the Glassea was formed when Letaria, the demigod child of Ius, had her children torn away from her and smashed against rocks, as was divine law for any creature born of less than half godly blood. Her tears mixed with her milk to form the vastness that is the Glassea, known to locals as Letaria's Sorrow.

In daylight, the surface of the Glassea acts as a highly reflective mirror that attracted worshipers from many Deities who saw the flats as a way for mortals to walk and dance among the very heavens. To this day, makeshift shrines of bleached bone and dried flowers are regularly found by sweeps of the local Kadarian Antitheots who have stood watch over the flats since the Godswar.





THOUSAND FANG SEA

As Siforr scoured the heart of Kadar with earthquakes and fire not felt on Khalgun since the creation of the moon, huge chunks of land were blasted hundreds of miles into the sea. Here they cooled to form thousands of blackened spires that claw above the rough waters between Kadar's eastern cliffs and plateaus of Utea.

The Thousand Fang Sea is all but impassable to naval travel, with only a handful of captains possessing spirit and ship brave and quick enough to weave their way through its treacherous waters. Adding to this danger are the tribes of Utea who plague these waters in small, rubbery canoes, looting shipwrecks and enslaving their survivors.

THE VOID

South of the Five Kingdoms and past the walls of the Spear of Jarden sits the Void, a crater of rock and ash hundreds of miles across that rises in the center like an infected boil. Nothing lives in this forsaken place save for the massive ash worms; ancient, mindless creatures forced to the surface from deep within the earth's crust during the Godswar. They patrol the Void in solitude, swimming through the blackened rock as if it were water in lazy, counterclockwise circles, each beast inhabiting a narrow ring of space; territory they fiercely guard against intrusion. The strongest of the worms claim the mineral-rich inner rings while the young and the sickly battle for scraps along the edges of the crater walls.

In the center of the Void, shrouded by the swirling edge of the Worldstorm, sits the Union. A mighty citadel raised by Barros before the Breaking, the Union is a single column of twisted onyx at the peak of a coal-black mountain. The tower ends in a sharp, hooked point over a mile above the surrounding land. It is said to be completely indestructible; even Ogun raining down rocks and ice from the stars could not sunder it.

Though the Union is mostly obscured by the Worldstorm, it can be witnessed yearly during the Great Calm when the raging winds that surround the Five Kingdoms suddenly cease to exist. This period aligns precisely with the start of the Godswar and ends after a short hour as the winds and dust roar back to life, seemingly from nothing.

ANI

The kingdom of Ani once stood at the highest point on a massive floodplain, forming a bridge between the continents of Wessle and Brenus. After the Godswar the land sunk beneath the Kingsea for good, stranding the great capital on an island with little room to spare.

Were it not for Zavan raising towering walls that carried magically purified water throughout the heart of the city, a million souls would have died from starvation and thirst. The waters magically bolster the health of those who drink it and filter out all impurities, guarding both citizens and livestock from disease and sickness. The waters also allow crops to grow in lavish abundance and variety at rates unheard of anywhere else in the Five Kingdoms. They keep the soil nutrient rich no matter how hard farmers work the land, and allow fields to be used every season with minimal tiling and fertilizer.

The walls, canal and waterways of Ani are magical artifacts that never tarnish or need repair. They never clog or calcify, and all impurities that enter the magical aqueducts are filtered out within seconds. This allows the citizens to use the canals both as their primary source of water and waste disposal at the same time.

Ani remains the heart of the Five Kingdoms, as both the seat of government and center of trade throughout the region. The Tear of Ceato, a three-foot-long sapphire shard continuously generating magical waters that feed Ani's aqueducts also gives the Godking or Godqueen limited control over the Kingsea. All ships who wish to travel these waters must pay tariffs to the crown. Those who fail to do so risk the divine wrath of the kingdom. With the power of the tear bolstering their inherited godlike abilities, a fully empowered Godking or Godqueen can easily identify and sink any ship that sets sail in these waters without ever leaving their throne.

The fortified aqueducts that ring Ani also cut through the heart of the city, carving it into quarters with a central, walled core. The northwest corner—which coincidentally houses the royal palace and gardens—is the richest sector of Ani. The public forests are open to all, but private guards keeps curious visitors from wandering down the residential streets.

The great canal that bisects the city opens to a circular artificial lake at its heart, ringed on all sides by docks owned by the richest families in the kingdom. Captains pay a steep fee for off-loading at these docks, and the merchants and travelers who ride their ships are willing to pay well for the privilege. Status is the true currency of this stagnant island utopia.

Though the city houses a million souls and could easily make room for that much by half, there is a long waiting list for those who wish to live behind her immortal walls. The official price for entry is three generations of service to Ani's royal navy, which grants

a single great-grandchild of the first to volunteer Anian citizenship.

COUNCIL OF ANI

The Council of Ani is staffed half by bloodline, while the other half is made up of an elected council. Each member serves for a term of ten years. The Godking or Godqueen can veto any proposed legislation, but the council can override them with a two-thirds majority vote. Such an event has yet to come to pass.

CHURCH OF ZAVAN

Often dismissively referred to as "Wallites," the Church of Zavan sees the entire city as a holy, gifted to all of Ani by its first true god. They worship the walls as an extension of Zavan. Many of the devout spend their days traveling the paths that ring the walls, one hand always touching the ivory stone. They call this the Long Walk, and Wallites can be seen worshiping in a continuous, shuffling loop regardless of weather, day and night.

1. KINGS CROSS

At the entrance to Ani's great canal is a box of stone walls and towers that loom a hundred feet above the waterline. A cross section of stone bridges float above, held up by narrow arches that seem to defy gravity. Hidden inside this fortress are twin spill gates that can be activated at a moments notice sending thousands of gallons of water crashing down, enough to swamp even the largest vessel.

2. PORT DUMA

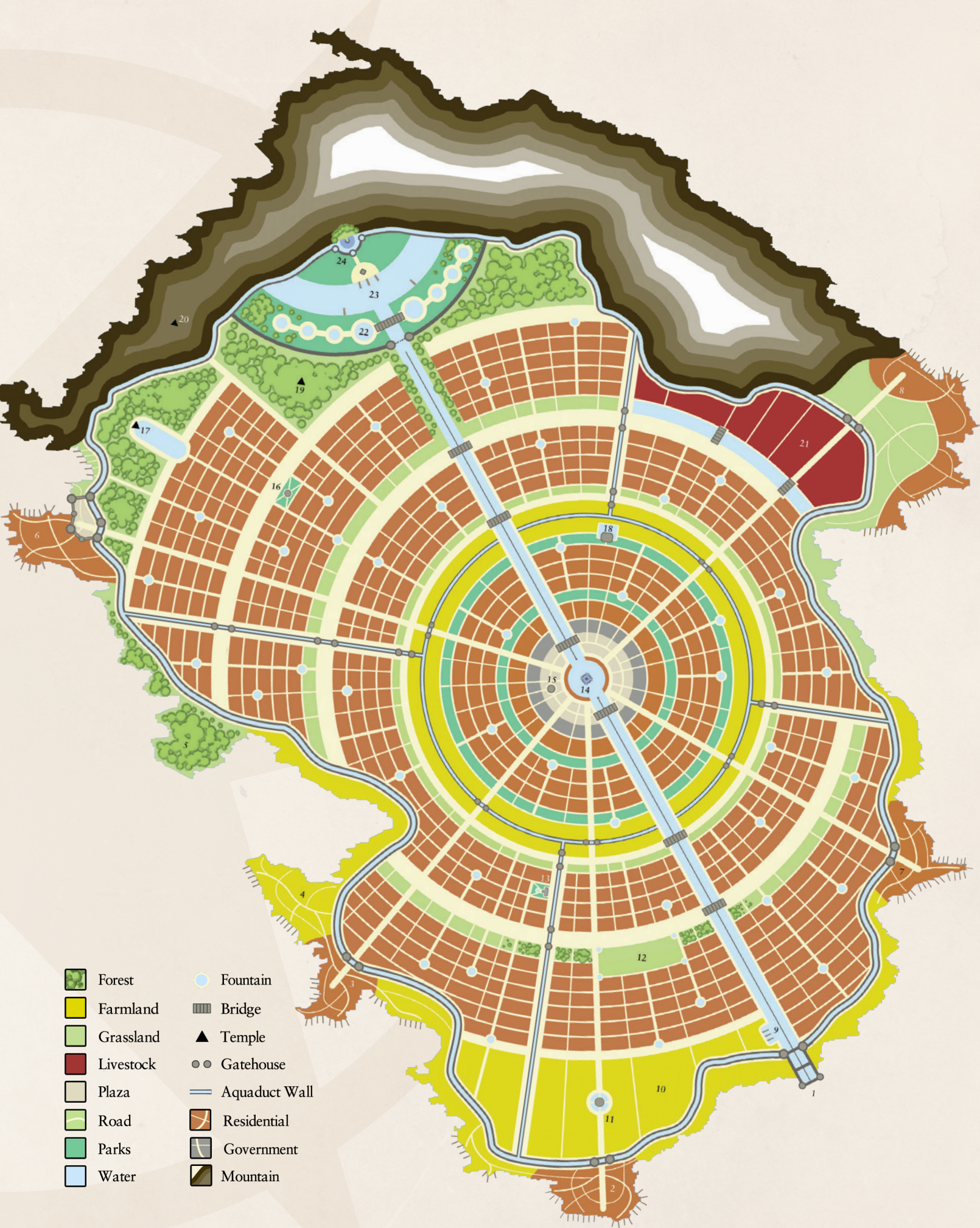
One of five port cities that have grown just outside of Ani's massive aqueduct walls, Port Duma sits at the most southern part of the island. It is considered one of the most scenic entrances to the kingdom, second only to the great canal, and favored by those on religious pilgrimage to the Temple of Zavan. As such, it is also a haven for the Church of Zavan.

3. PORT MARCEZ

The busiest of the outer cities, Port Marcez has a single purpose: to import, store, and distribute as much food as it possibly can. It's docks are largely sponsored by the Council of Wessle and their ships have priority when off-loading goods, though all vessels who pay their shipping tariffs are welcome here.

4. GOLDEN DOCKS

A low peninsula of land sweeps out from Port Marcez, shielding a tranquil body of water known as the Bay of Lotanya. It was named after the old Demigod of Fishing for its deep, plentiful waters overflowing with bluefish, flounder, herring, and leatherjackets.



- | | | | |
|---|-----------|---|---------------|
|  | Forest |  | Fountain |
|  | Farmland |  | Bridge |
|  | Grassland |  | Temple |
|  | Livestock |  | Gatehouse |
|  | Plaza |  | Aquaduct Wall |
|  | Road |  | Residential |
|  | Parks |  | Government |
|  | Water |  | Mountain |

CHAPTER ONE: HISTORY OF GODSFALL

5. LOW ORCHARD

A tangled glen of trees—apples, pears, oranges, and date—took root soon after Zavan raised the magical walls of Ani and have stubbornly refused all efforts to tame or clear them for development. Complicating these efforts is the Church of Zavan who has declared the orchard a holy site, claiming the God of Inspiration intended the woods to be a public garden for those who take the Long Walk.

6. PORT JASK

Ani's northern mountain terminates in a craggy hook that shelters a small inlet from wind and waves. Ani berths their royal navy at these docks and many in the government prefer them to the long, frequently congested slog through the great canal. The barracks for enlisted sailors and low-level officers are here as well, just outside the walls of the city they pledge their lives to protect.

7. PORT TARTUS

Half of this bustling port city is comprised of docks. They sport cavernous warehouses that sit right at the water's edge, many outfitted with living quarters for their workers above. There is no boardwalk that connects them all, simply clusters of long piers owned by the various houses of Brenus that sponsor them. Competition between these houses is fierce, and results in Tartus offering the lowest import tariffs of any of the port cities.

8. PORT PAYA

Paya is easily the largest of the port cities, though more than half of its land is reserved for grazing. The docks are largely sponsored by Ryzan and used to ship livestock and bulk feed in and out of the city, as well as importing goods from southern Kadar.

9. GRAIN DOCKS

Just past the entrance to Ani's great canal is an inlet which sports a series of docks. Grain barges are loaded to carry bulk corn, beans and wheat to the flour mills and feed lots north along the canal.

10. THE FIELDS OF MEDINA

A large swath of Ani's southern end is reserved for growing staple crops, ensuring that the citizens of the island kingdom are not wholly reliant on imports to feed them. The fields are owned and maintained by the crown, employing an army of indentured servants

earning citizenship for their grandchildren. The fields are named for the old Demigod of Harvests.

11. TEMPLE OF ZAVAN

A fifty-foot marble sphere sits in a basin at the heart of the Temple of Zavan. It spins slowly, held aloft by water pressure piped-in from below. A circle of ivory marble surrounds the sphere, rung at its edge by a series of stone archways. If a person stands in this open pavilion and looks through an archway toward Ani's inner lake, they will see an illusion of a towering Zavan standing guard over the city.

12. MALL OF VALHENA

A long, unbroken expanse of green serves as a common field for sporting events, festivals, holiday feasts, and annual competitions of all sorts. The mall is marked on each corner by an ornate fountain dedicated to Gaidir's four daughters: the demigods of Fairness, Victory, Resolve, and Defeat.

13. UNIVERSITY OF EPONA

A massive structure of shimmering white marble that glows steadily at night, the university houses the largest public library in all of the five kingdoms. A dedicated staff of scribes and scholars copies every piece of written literature, science, and history onto leather-bound scrolls. These scrolls are eventually copied again into more permanent bindings in an effort to ensure that the knowledge of humankind will never be lost again.


14. TEMPLE OF CEATO

In the heart of Ani, the canal widens to form an artificial lake over a thousand feet across. In the center a limestone tower rises to support a massive bowl. The column is adorned on by statues of Ceato's children, the demigods of the Stars and the Wind. Water cascades from four wide spillways cut into the bowl, crashing to the ringed steps below and draining into the canal.

Beneath the water line, the old God of the Sea is depicted holding up the entire fountain as water rushes into his open mouth, an accurate reflection of the cruel fate he endured at hands of Zavan.

15. COLISEUM OF GAIDIR

Just west of the Ani's central lake is a round, open coliseum that seats one-hundred-thousand citizens in steep tiers that rise along a continuous, sloping



walkway. An intricate series of stone pipes and underground tanks are used to transform parts of the arena at an instant, lifting entire sections fifty feet into the air. The colosseum can also be partially or completely flooded, and a favorite gladiatorial event has contestants battling among an ever-rising tide.

16. PELIGON

The temple to the old God of Emotion takes the form of a hexagonal theater with a domed ceiling, magically enchanted to display any sky from any viewpoint on the planet. This magic is also found in thirty-foot-tall archways inset in the walls. When the ceiling is activated these archways become windows, showing whatever land would fall beneath the projected sky above.

This transforms the stage and transports the audience in a way no theater could before. Operas are held on mountaintops while orchestras perform a hundred feet below a crystal-clear sea. Set design is usually very minimal. What backdrop could compete with the rising sun at dawn or a thousand glittering stars beside a glowing moon?

17. TEMPLE OF OCARUS

At the far edge of a long, oval reflecting pool sits the a pavilion surrounded by Ani's inner forest. This area of quiet contemplation is dedicated to old God of Dreams and once served as his temple in the capitol.

18. POOLS OF YALA

At the northern edge of the inner fields sits a large, square pool of water, a single foot deep all the way across. Resting above the pool is an open-air temple to the old God of Life which now serves as a public hospital for all who seek care.

19. TEMPLE OF XUNOS

Hidden in the deepest part of Ani's inner forest is a simple wooden totem carved to resemble the old God of the Wild. It marks the only spot within the towering walls of the heavily populated city where no evidence of human expansion can be seen. It is said if a person stands in this spot and clear their mind, all the sounds and smells of civilization fall away as well, leaving them truly isolated within the wild.

20. MONASTERY OF ETOS

High atop Ani's northern mountain is a monastery dedicated to the old God of Peace, built by Zavan to mark the end of the Kadarian war. The God of Inspiration carved a winding path of steps directly into the rocky slope, and leveled a lower peak to make room for a wide, open pavilion.

The monastery remains active to this day, both for the several dozen monks who live there year-round and others seeking to use the backdrop in order to bolster their own calls for peace.

21. NORTHERN RANCHES

A sizeable wedge of the north-eastern section of Ani is reserved for housing the city's livestock. Cows, horses, goats, pigs and a few dozen grantas are shepherded between their pens and the fields at the foot of the towering Spire of Ani.

The reason why the herds are housed inside the walls is simple: waste. Were they kept beyond the walls their waste would run into the Kingsea, fouling Ani's pristine shores. Instead, this waste is drained into a wide, curving moat filled with the magical waters of the city kingdom. The moat is filled continuously as water evaporates or is drunk by the livestock, but it does not circulate with the rest of Ani's aqueducts. Even so, the stagnant pool remains as clear as the waters that first bubble up from the Well.

22. ROYAL GARDENS

The outside ring of the walled palace grounds is a finely manicured garden, complete with eight magnificent fountains. Narrow jets of water arc randomly from one to the next, giving the impression of animated spirits dancing about the glass-tiled pools.

23. BAY OF IUS

Separating the royal gardens from the palace grounds is a wide, half-moon bay of water one hundred feet deep. The walls and floor of this trench are covered in magical glass tiles that are lit from within, filling the bay and royal fountains with a shimmering glow.

24. THE WELL

The royal palace is dominated by a wide, cylindrical tower carved directly from Ani's mountain. Three smaller towers ring the walls, dropping in height as they march west to east.

CHAPTER ONE: HISTORY OF GODSFALL



RYZAN

Once connected by a natural land bridge, Ryzan retains strong cultural and diplomatic ties with the Empire of Kadar. Rich with minerals and gems even before the godswar collapsed Ryzan's great dwarven mines, the cataclysm drove a massive vein of gold to the surface, transforming the nation overnight. The old order lay in ruin, but used this newfound wealth to quickly rebuild.

Despite having his temple in the heart of the Torahora Desert, Siforr gave Ryzan no quarter as he battled to destroy the arisen God of Aspiration and his lover, the God of Death. As the mines of Tarsus collapsed and the cities above were plunged into fire and darkness, much of the land to the west and south burned. The desert doubled in size, spreading far east of the Breach. A series of jagged hills erupted at the desert's edge and Lake Sevan boiled away to a mere third of its former glory.

When the Godswar flooded the Kingsea and separated Ryzan from Kadar, both countries set about building a massive bridge to bring them back together. The span is one hundred feet wide and towers three hundred feet above the waters of the Kingsea. The bridge is a city onto itself, featuring several permanent inns and shops in addition to the hundreds of tents and blankets set up by peddlers and merchants along its mile-long span.

Travel between the two countries is regulated, but a citizen of either land can move freely between them without much fuss (and the proper paperwork).

The Lords of Tarsus are now more powerful than ever. Officially they hold no political power in the human capital of Capena, yet still influence all law and commerce in Ryzan through strict control of its gold. Like many dwarves they are fiercely independent and view outsiders with considerable suspicion, though they maintain a strong alliance with the humans of the Kadarian Empire and their brethren in Gal-Hadir. They do not share King Stoneburner's world-conquering obsessions, but his wars always make Ryzan a tidy profit.

CAPENA

The opulent capital of Ryzan also serves as its primary city of trade, featuring a grand bazaar that fills a mile-wide plaza just beyond the largest port in the five kingdoms. Many buildings are layered in gold leaf that

blaze red with the rising sun.

All races are welcome (or at least tolerated) in the city, and the Council of Capena is the most diverse in all the five kingdoms. Despite the heavy influence of Kadar, magic is legal in the city, though highly regulated and taxed.

The Council resides in an open, golden crescent that surrounds a marble stadium. Senators debate and discuss far into the evening as torches blaze on every column. At the edge of this pavilion are a series of magical vaults that store the "votes" cast by rich and poor alike as treasure is amassed for each candidate. Those that win the most votes are elected to a five year term and the gold cast used to fund their department.

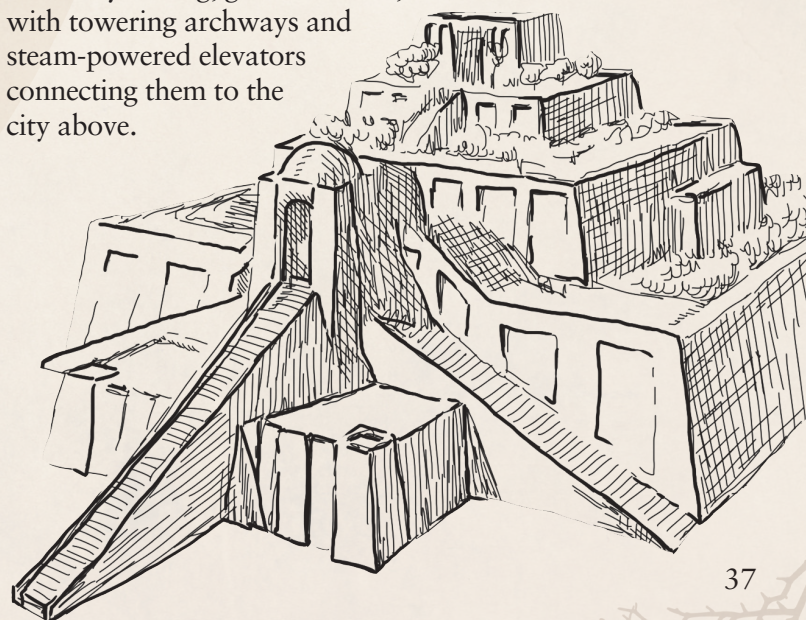
OZA-HADAR

Built on the bones of the old dwarven citadel, Oza-Hadar now serves as a shipyard for Ryzan's navy. Though they rely almost completely on Kadar for protection, the Council of Capena maintains a fleet of twelve ships to patrol their coast and enforce shipping laws.

THE BREECH

At the end of the Godswar, Ogun pulled rocks from the sky in a failed attempt sunder the God of Order's Union. He consumed his grandchild Rapel and used his power to magnetize the entire planet, drawing massive slabs of iron and copper from the edges of the universe and crashing them into the planet.

The Breech is two separate cities. The squat, featureless dormitories that house the mine's workers and slaves alike on the surface, and the opulent mines of the Lords of Tarsus far below. The dwarven halls are built directly into the yawning, golden crevice, with towering archways and steam-powered elevators connecting them to the city above.



CHAPTER ONE: HISTORY OF GODSFALL

UTEA

A continent second only to Kadar in sheer mass, Utea was blasted down to its bedrock by Siforr in the last minutes of the Godswar, leaving a huge slab of scorched stone that cradles a lush, primordial valley. The cataclysm that the God of the Sun unleashed upon Utea was so vast that it tore the very fabric of reality, opening portals to other worlds and times from which countless horrors spilled forth.





It remains to this day a wild, untamed place inhabited by barbaric tribes that cling to the valley and beaches, fortifying themselves against the monstrous creatures that have claimed this land as their own. Impossibly huge birds known as rocs inhabit the steep cliffs while giant lizards long thought extinct roam the arid plains. The threats of Utea do not end at her shores, as scavengers descend upon unwary ships and brazen smugglers that stray too close to the jagged stone forest of the Thousand Fang Bay.

A temple forged from the same blood-red stone it rests upon sits at the Western end of the Great

Plateau. Four massive towers mark the corners of the structure, each dedicated to one of the First Gods: Fire (Ytar), Air (Ather), Water (Emitaf), and Earth (Ogun). Infested with otherworldly creatures and surrounded by savages, the temple has sat abandoned since the Godswar, its treasure and knowledge yet unclaimed.

As the barren plateau marches eastward, it cracks open, cradling a valley of vegetation and wildlife spared from Siforr's punishing flames. A single, churning river tumbles into the valley from the west and splits at the entrance, winding north and south, eventually joining with snowmelt to fill a pair of freshwater basins.

The soil here is rich and supports a wide variety of crops and livestock, but there is a price. The farmers of the valley must be on constant watch for the giant, lizard-like beasts that raid the valley with frightful speed and frustrating regularity. The lakes are equally abundant and thick with pupfish, trout, and over a dozen species of catfish. The northern lake is nearly three times the size of its brother and well over five thousand feet deep, making it the largest freshwater

 Ironwood	 Trail	 Mountain	 Ruins
 Farmland	 Road	 Castle	 City
 Water	 Plains / Beach	 Capital	 Seaside City
 Marsh	 Hills	 Temple	 Tower

Temple
of the
Elements

body in all of the Five Kingdoms.

To the east, standing guard over the human settlements of the lower beaches is the only grove of remaining ironwood trees outside of Brenus. This snaking forest is long forgotten to most of the Five Kingdoms, but the elves always remember their Birth Trees. There are a few dozen elves that still have ties to this old, broken land, though none have asked these trees for a new elven child in over a hundred years.

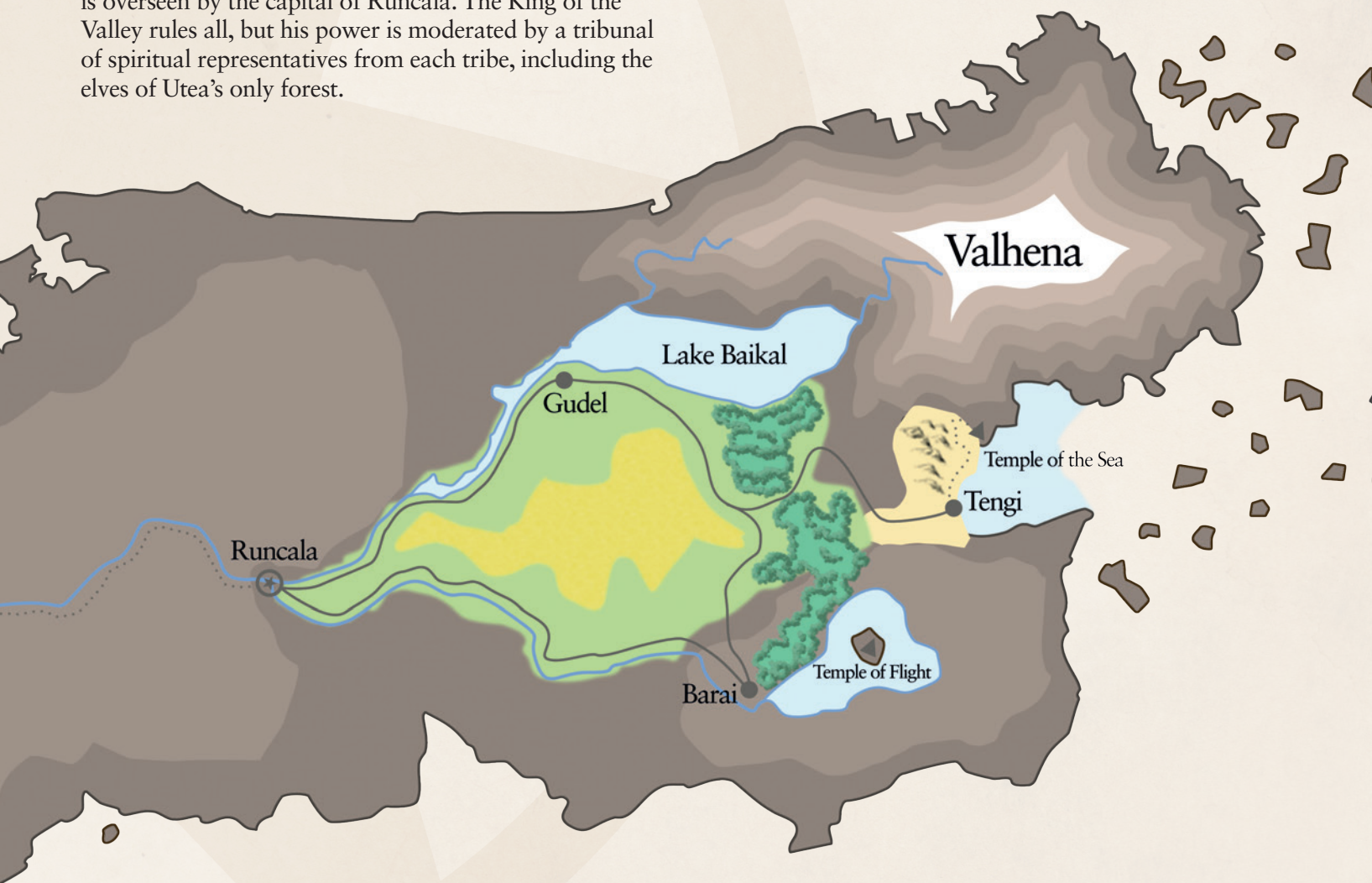
RUNCALA

The valley oasis that spills from the feet of Mt. Valhena is overseen by the capital of Runcala. The King of the Valley rules all, but his power is moderated by a tribunal of spiritual representatives from each tribe, including the elves of Utea's only forest.

TEMPLE OF THE SEA

In a cave only revealed during low tide and lit dimly by glowing seaweed is a temple to Ceato, the old God of the Sea. The fishermen and pirates of Tengi still revere him; Ceato's undead body lies just past Utea and the villagers hear his anguished cries in their dreams. They believe that their souls will join him in the ocean's darkest, coldest depths for all eternity if they are not faithful.

A huge stone statue of Ceato stands at the back of the cave, encrusted with coral and draped with hundreds of pearls hanging from gold chains.





CHAPTER TWO: RACES

The races that populate Godsfall will be familiar to fantasy fans and *Dungeons and Dragons* players alike, though many of their origins (and racial bonuses) have changed.

For millennia, the old gods of Khalgun treated the planet as their personal laboratory. Some combined their divinities with magic in order to carve beings to their exact liking, while others experimented by hyper-evolving animals into several races of sentient creatures.

The races of human, halfling, and guidari followed this path, each chosen by a god (or gods) from a previously non-sentient creature and hyper-evolved over a few short centuries into what they are now. Gorillas became guidari, chimpanzees humans, and large groundhogs were coaxed from their dens to form the first halflings.

Dozens of such creatures showed little promise and were summarily destroyed, but these three found their way into the world.

GUIDARI

For a time, when there was still essence from the creation of the original Four remaining in the universe, the gods fused these cosmic building blocks with their own divinity to breathe life into the races of Khalgun. One of these creations was the guidari.

Standing on average over eight feet tall with thick, fur-covered bodies that frequently weigh up to four-hundred pounds, the guidari are a direct product of divine tinkering, an evolutionary *what if?* of what humanity might have become.

The speed of the guidari belies their hulking girth. Though made humanoid through powerful magic,

they have lost little of their primate agility. Added to this is their astonishing fortitude; guidari scouts will frequently drop 30' from the tree-line to surprise their prey and can leap from tree trunk to tree trunk with ease.

Once they broke free of their creators, the guidari were chased and persecuted across the continent of Wessle. Humans hounded them through the Gloom and into the Southern Wetlands, only to have trolls take up the assault. Once in the Sand Hills, the orcs of Clan Deathhammer savaged their numbers nearly to extinction. It was then that Ova took pity on the guidari, leading them to their tropical sanctuary hidden deep within the heart of the Coalspine. Ova sent spirit animals to guide the guidari on a path of harmony with their new paradise, and they have fiercely guarded it against trespassers ever since.

The guidari remain few in number; less than a thousand currently live in seclusion within their oasis. While a trio of clans has emerged to help order their society, they operate more as a large extended family than they do separate groups.

Ability Score Increase: Guidari are powerfully built and move with surprising speed for their bulk, enjoying +2 to Strength and +1 to Constitution and Dexterity.

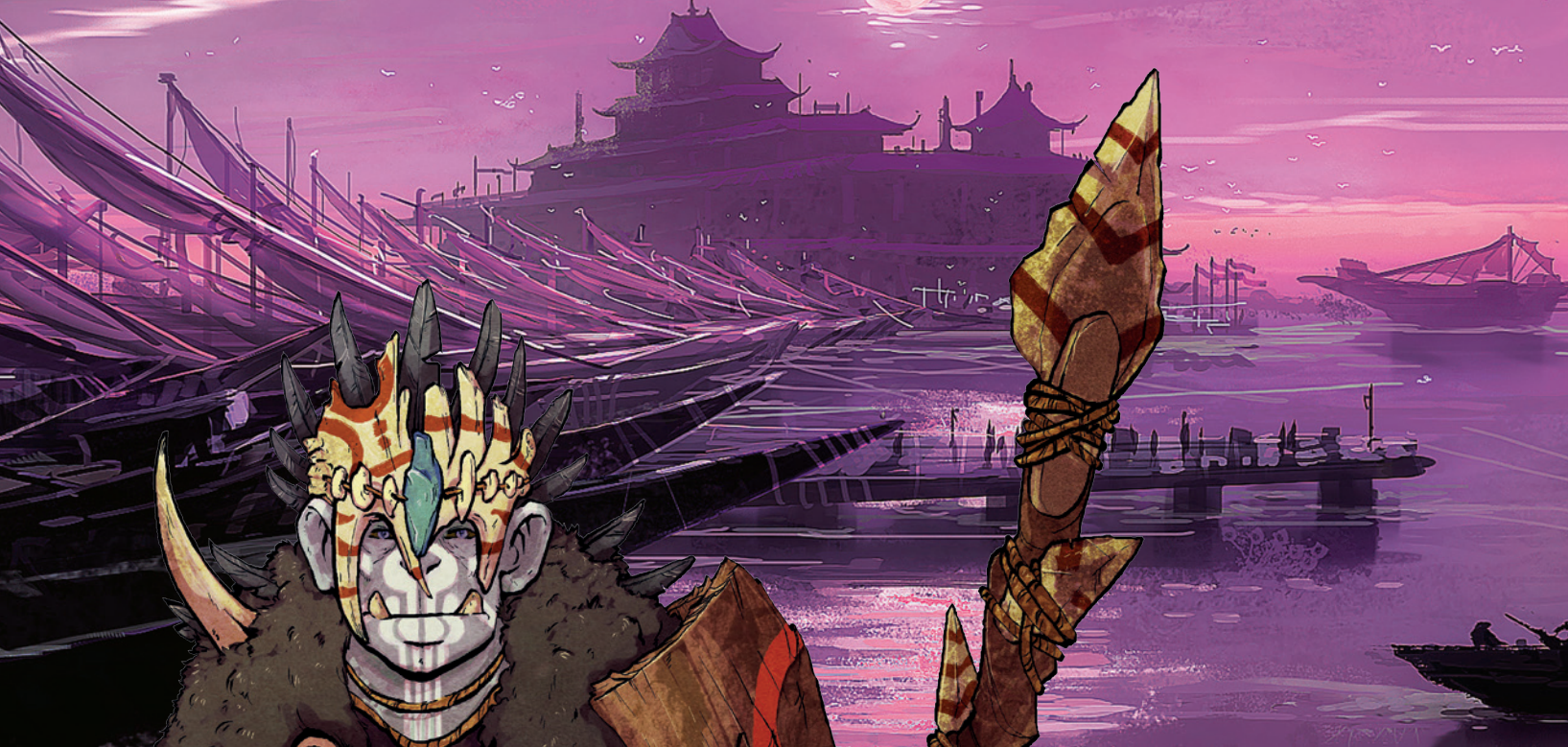
Age: Guidari reach adulthood by age 10 and rarely live longer than half a century.

Size: Guidari average around 7' tall and are considered medium sized.

Speed: Due to their size and swiftness, the base speed of a guidari is 40'.

Languages: Guidari speak common and, for the most part, have had no reason to learn other languages.

Natural Climbers: Born with the instinct to climb and little to no fear of heights, guidari move at their



GUIDARI SOCIETY

The powerful Guidari are few in number - less than a thousand currently live in seclusion within the massive Coalspine mountains.

While a trio of clans has emerged to help order their society, they operate as more of a large, extended family than they do separate groups.

The Makers: The largest of the three clans is tasked with guarding and maintaining their hidden oasis. They are hunters, gatherers, builders, craftsmen, warriors, and caretakers which see to the daily upkeep and supply of their society.

The Seers: This clan represents those tasked with planning for the future of the guidari. They commune with their valley and those that live within to decide which trees to harvest, which animals to hunt, and which of the Watchers are destined to rule.

The Watchers: The smallest and most insular of the three clans, the Watchers are charged with ruling their brethren and are tasked with setting and enforcing the laws of their people. Their order is set by the visions of the Seers, who gather every year to decide if changes and additions to this hierarchy need to be made.

CHAPTER TWO: RACES

normal speed while climbing and roll all climbing checks with advantage.

Jumpers: The natural strength and swiftness of the guidari allows them to bound from treetop to treetop in great leaps. They can jump twice the normal distance and fall a distance up to their base movement without damage.

Bite Attack: As a bonus action during a grapple, a guidari can try to bite his opponent for 1d6 damage plus their Strength modifier. A guidari can also bite as one of their standard attack actions.

ELVES

Formed from raw divine energy filtered through the roots of great Ironwood trees, elves are the only race of mortal creatures whose creation was not directly guided by the hand of another.

When a couple, group or individual elf wish to raise a child, they go into an Ironwood forest and ask it for one. If a tree wishes it, a child is granted. The elves then meditate under this new Birth Tree, and when their spirits return they are greeted with a newborn (or, in very rare cases, a pair of newborns) swaddled in ironwood leaves.

Elves are forever linked with their Birth Trees and most keep the exact location of their trees a closely guarded family secret. There is good reason for such caution; should a Birth Tree ever be felled, the elves born to it will die along with it. This secret is not unknown to the other races of man, but only elves possess the ability to sense a Birth Tree and distinguish it from an ordinary Ironwood giant.

A Birth Tree can call out if it is threatened, alerting any elf within a half mile radius. All elves, regardless of tribe or background, will rally to defend any Birth Tree that is endangered.

Tasked with defending the Ironwood from which they were born, the elves were taught to handle sword and bow early, an instinctual tradition all of their kind still share.

When the elves grew wary of the dwarves' constant warring and stole the secrets of magic from them, those forces fundamentally changed the elves involved. The clan that carried out the theft was banished from the protective canopy of the forest and cast into the blinding heat of the desert. The gods cursed them for their treachery, draining the pigment from their skin and hair until they stood white as ghosts with eyes of bright crimson.

The elves who took charge of the stolen divine secrets were also changed as the lure of magic called them away from the forces of land and nature. They left the forest willingly, building grandiose stone towers secluded from both man and the shadowed glens of their ancestors.

Ability Score Increase: Elves are naturally agile creatures and their Dexterity score increases by 2.

Age: Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 1000 years old.

Alignment: Elves love freedom, variety, and self expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size: Elves range from under 5 to over 6 feet tall and have slender builds. Their size is Medium.

Speed: Elves have a base walking speed of 30'.

Darkvision: Accustomed to twilight forests and the night sky, elves have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. Elves cannot discern color in darkness, only shades of gray.

Keen Senses: Elves have proficiency in the Perception skill.

Fey Ancestry: All elves retain some of the stoic strength of their birth trees and are resistant to magics that affect the mind. They roll with advantage against being charmed and magic cannot render them unconscious.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, elves can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, they gain the same benefit that a human does from 8 hours of sleep.

Languages: Elves can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.



art by Pera Rivers

Xion Praxton's journal / 1st of Olan, 98

Elves of the Ironwood

Unlike their pale, High Elf brethren, the Wild Elves of the Ironwood are of bronze and copper flesh, and their hair tends toward a fiery orange in the hunters of the North and reddish-brown with the warriors to the South.

They sport elaborate hair and facial markings; many choosing to shave the sides of their heads bare and lining their faces with intricate mud lines. Some had even opted for permanent facial markings and small, flat piercings.



WILD ELVES

Most of the elves remained in their forests as steadfast protectors of all life within. They are fierce guardians and will not shy away from killing intruders, though most are simply chased off. Wild elves never take prisoners; the idea of robbing a sentient person of their freedom through bondage is abhorrent to their very nature.

Usually shorter than their high and sun elf cousins, wild elves are also much darker than their pale brethren, their skin a deep bronze to brown. Their hair is darker as well, ranging from brown to black, though red is not uncommon. Wild elf eyes are yellow, green, blue, and every combination in-between. They have exceptionally long ears that can shift and rotate to focus in on a sound, much like the ears of a cat, and a natural resistance to plant-based poisons.

Ability Score Increase: +1 to Wisdom.

Wildsense: Wild elves have keen sight and hearing, providing them with the ability to see in darkness as if it were dim light up to 60' away. They are automatically proficient in Perception and their ears

provide them with advantage on all Perception rolls that involve hearing. As a result, their ears are very sensitive and they are at disadvantage for saving throws vs. being deafened.

Weapon Training: All wild elves are trained from an early age to handle bow and sword. They are innately proficient with long and short bows, as well as long and short swords.

Fleet of Foot: Wild elves are naturally quick and have a base movement speed of 35'.

Mask of the Wild: Wild elves are naturally stealthy and can hide with the slightest distraction (foliage, rain, mist, snow and other natural phenomena).

Nature's Fortitude: Wild elves have advantage to resist any plant-based toxin or spore.

HIGH ELVES

Tasked as caretakers of the magic their ancestors stole from the dwarves, high elves were forever changed by the powerful divine energies they watch over. The allure of this power called them from their forests and drove them to build stone and marble towers where

CHAPTER TWO: RACES

they could concentrate and safeguard this knowledge.

Magic changed high elves physically as well. They are taller and paler than their wild elf cousins. Their hair color is lighter, with blond and silver being predominant, though browns and bright reds are not uncommon. Their ears, while still pronounced, are shorter and lack the mobility of their ancestors. High elf eye color tends toward the pinks, reds, blues and purples of the Astral Realm.

Ability Score Increase: +1 to Intelligence.

Elf Weapon Training: High elves have proficiency with the longsword, shortsword, shortbow, and longbow.

Magical Sensitivity: High elves remain highly sensitive to magic even after the weave was destroyed. They can sense magic items within 30' and have an innate understanding of how most magical devices function, providing them with advantage on any ability checks to learn more about a magical device and its use.

Extra Languages: High elves are generally well educated and can speak, read, and write two extra languages of their choice.

SUN ELVES

Banished to the desert and drained of their pigment as punishment by the gods for stealing the secrets of magic, the sun elves would have perished were it not for Ius guiding them to a safe haven by moonlight.

Back in their forests, the Birth Trees of these elves withered despite the best efforts of their wild elf tenders to keep them alive with knowledge and magic. As the last husk shattered and fell, the clans of the forest assumed their banished brethren had perished among the shifting sands.

But they survived. Before the Shatterland consumed the heart of Kadar, there stood a more modest desert that stretched along the Bone Cliffs. Ius guided the sun elves through the bleakest parts of the desert and delivered them at the cliff's edge, some five hundred feet above sea level.

The cliffs were given their name from the arid, bone-white limestone that rolls in a massive shelf up and down Kadar's eastern core. The seas were once much higher than today and their pounding waves carved out hundreds of snaking tunnels deep into the cliff face, providing the sun elves with a sanctuary against the punishing sun.

They made a home here, expanding tunnels and carving out a vast network of stone balconies, staircases and rope pulleys to create an interconnected community similar to the treetop villages of their birthplace. In the center of this anthill-like city is a single, wide pit open to the sky above. Ius asked Ceato to carry a seed across the Kingsea on a storm-wind and planted the sun elves' only Birth Tree. Generations of their clan have been born to this tree they call Elohwen, which translates to Mother Tree.

When the Godswar split the northern kingdom in half as the Maw of Mordukai consumed her grain rich valley, the sun elves were largely spared from Siforr's burning wrath. The punishing desert and sheer cliff walls that had kept them secluded for millennia were now even more remote and treacherous. Kadar's mighty military would be hard pressed to even reach them, let alone assault their number through narrow, cramped tunnels.

Sun elves have skin that is pale almost to translucency. Their eyes are equally devoid of color, tinted only from the red of their blood. The transformation took a physical toll on their near-immortal forms; they tend to be thinner than their high and wild elf brethren, though that slightness belies an unnaturally robust fortitude.

Ability Score increase: +1 to Constitution and -1 to Strength.

Superior Darkvision: Sun elves are gifted with exceptional sight, providing them with the ability to see in darkness as if it were dim light up to 120' away. When the sun has set or a sun elf is otherwise in darkness, they are automatically proficient in the Perception skill and gain advantage on all perception rolls that require vision.

Weapon Training: All sun elves are trained from an early age to handle crossbow and scimitar and are proficient with both.

Sunlight Sensitivity: Sun elves have little natural defense against the light of day, and suffer disadvantage on all attacks and Wisdom checks while they or their target is in direct sunlight. If their skin is exposed to direct light they must make a Constitution save every hour or take on a level of Exhaustion.

Shadow Step: Sun elves can hide in plain sight as long as they have a shadow to retreat into. When the sun has set, they also gain advantage on all Stealth checks.



CHAPTER TWO: RACES

BLOOD ELVES

The clans of elves who infest the dark and humid jungles of The Wild were not always the creatures of fear and violence they are now. They were once a group of nomadic scholars, uprooting their community every generation in order to completely document a new section of Khalgun.

A century before the Godswar they established the town of Zloin along the shores of eastern Brenus and set about recording and experimenting on everything they could find. A decade into their research a team stumbled across a large stone arch, one-hundred feet tall and nearly as wide, covered in thick, waxy vines. Clearing away the overgrowth they were stunned to discover the arch was not made up of many blocks stacked together but a single, massive piece of stone carved and set into position as if it had grown out of the earth.

Further investigation revealed glyphs etched along the entire structure in thin lines that would flare silver when exposed to magic. The elves, believing they had found artifacts as old as the formation of the world, poured a huge amount of time and energy into uncovering everything they could about the arch. Unable to decipher any of the glyphs they focused on channeling more and more magical energy into the arch to try and activate its ancient power.

One day, they were successful.

The land trembled for miles around the arch as light exploded out from the center in a burst of pink and purple clouds. This dazzling nebula crackled with energy for a few seconds and then quickly retracted, forming a shimmering gateway to a world far beyond Khalgun.

Scientific adventurers at heart, the elves of Zloin quickly planned an expedition. Several volunteered to be the first to explore this new land, and while they were only gone for a few days, they came back changed. A change that quickly spread to the others.

Gaunt and pale even for elves, the search party brought back a terrible curse that slowly and

inexorably turned them all into living vampires. Blood elves are physically savage creatures that need to consume a pint of blood every day in order to retain their strength and sanity. The disease heightens their physical abilities while clouding the mind and quickening their temper.

Ability Score Increase: +1 to Strength and Constitution, -1 to Intelligence and Wisdom.

Blood Hunt: Blood elves can track warm-blooded creatures by scent, providing them with advantage on all Perception checks. Once a blood elf has a particular creature's scent they can track it by rolling a Survival check with advantage every turn. While on the hunt, blood elves can increase their speed by 10'.

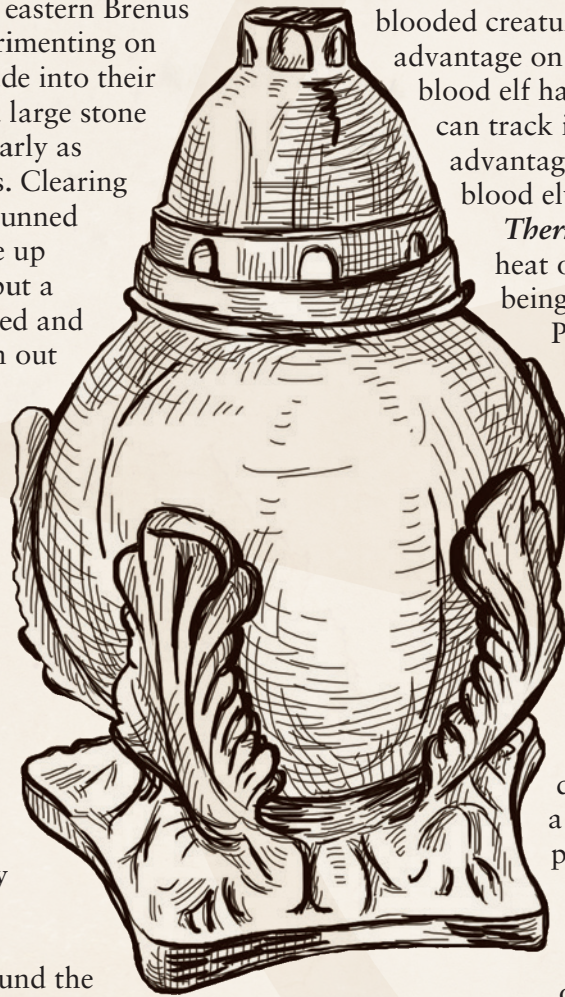
Thermal Vision: Blood elves can see the heat outlines of living, warm-blooded beings. They have advantage on all Perception checks on locating warm-blooded creatures within 60'.

Weapon Training: All blood elves have natural weapons in the form of teeth that grow to form inch-long spikes and fingernails that extend into razor-sharp talons. Both inflict 1d4 damage plus Strength and a blood elf can multi-attack with a claw and bite in the same round.

Lifeblood: Every point of damage a blood elf inflicts with a bite attack is added to their hit points, even if that total exceeds the elf's maximum. This extra vitae courses through the blood elves, providing them with advantage on all Strength, Dexterity and

Constitution saving throws and skill checks. They must also roll every round (Wisdom check DC 10 plus the total HP over their maximum) to avoid going into a blood frenzy. While in a frenzy, blood elves burn off one hit point per round. The frenzy ends once their hit point total is equal or less than their maximum. The blood elf then takes on a level of exhaustion.

While frenzied a blood elf will attack any creature they can see that is bleeding with a bite attack, friend or foe. For every day a blood elf is denied or unable to feed, they must make a Constitution check (DC 10 plus 1 for every day passed) or enter a blood frenzy





that won't end until they drink or they burn through all of their hit points and die.

Blood Magic: By feeding on other magical or divinely created beings—this includes all humanoids on Khalgun (aside from blood elves) and all remaining magical beasts—a blood elf is able to extract the latent divine power from their plasma and channel it into magic. Each spell cast has a cost in hit points as blood is sacrificed when calling forth magic in this way.

Blood elves can cast the following cantrips at 1st level, 1st level spells at 3rd, 2nd level spells at 5th, 3rd level spells at 7th, and 4th level spells at 9th.

- **Cantrips:** *Minor Illusion, Message, Resistance.*
There is no cost in blood for cantrips, but the caster must have fed on a magical creature within the past 24 hours.
- **1st Level (1 HP):** *Charm Person, Jump, Disguise Self.*
- **2nd Level (2 HP):** *Alter Self, Barkskin, Detect Thoughts, Enhance Ability, Hold Person, Invisibility, Spider Climb, Suggestion.*
- **3rd Level (3 HP):** *Bestow Curse, Fear, Gaseous Form, Haste, Hypnotic Pattern, Major Image, Non-Detection, Phantom Steed, Protection from Energy.*
- **4th Level (4 HP):** *Dominate Beast, Polymorph, Locate Creature, Stoneskin.*

The Godswar took a heavy toil on the elves of Khalgun, both in numbers and spirit. Those that survived were harshly reminded that their thousand years of life can be cut just as short as the fleeting existence of their human cousins. With less than ten thousand of their number remaining in their shattered kingdoms, many Elves pulled back from the world of man and remain isolated.

RYLEND

Elves from all across Khalgun took to the cliffs of the dormant volcano nestled just above their cousins in the Ironwood. They sought to separate themselves from those they viewed as lesser beings, elf and non-elf alike.

They consider themselves the natural leaders of the elves and appointed guardians of the most powerful magics that remain in the world. The Snowspire, a fortress of magical glass and stone hand-built by Zavan, serves as both a repository for arcane knowledge and a vault to protect the world from its most dangerous secrets.

The elves of Ryland view the dwarves who helped build their island nation with respect, but are

distrustful of most others.

IRONWOOD

The greatest stronghold of elves in the Five Kingdoms dominates the Northern Peninsula of Brenus. Tens of thousands of towering Ironwood trees stretch hundreds of feet into the sky, forming a vast, nearly impenetrable canopy spilt down the middle by the icy waters of the Flow.

Though technically part of the Kingdom of Brenus, the elves of the Ironwood see themselves as the sole rulers of their forest and reject all outside attempts at influence. They are careful guardians of their trees and the powerful, magical wood those trees produce, reacting with swift violence against any who would seek to remove so much as a fallen branch.

They are wary of outsiders but try not to kill trespassers, preferring to render them unconscious and drag them to the treeline's edge.

SOUTHWIND ORCHARDS

Founded by a collective of high-elves that sought to reconnect with nature by using their magic to display total domination over it, the grandiose South Wind Orchards rivaled any garden on Khalgun even before the Worldstorm swallowed most of the planet.

Every possible fruit, berry, gourd, tuber and lettuce explodes in neatly ordered rows that wind and stretch across the rich grasslands at the foot of the Indigo Hills.

The elves that tend these magical gardens are generally considered some of the most open and approachable of their kind, but still somewhat reticent to deal with outsiders beyond trading their exceptional and bountiful produce.

THE WILD

The tangled, near impassible jungles to the southeast of Brenus are ruled by a single, god-like tribe of blood elves.

Hidden far from the eyes of civilization, their existence remains a mystery to the Five Kingdoms. While many came looking for the missing tribe of high elf scholars, none who found the blood-thirsty abominations they had become lived to tell the tale.

Aside from the small ruling clan of blood elves, there are thousands of humanoid slaves, mostly orc and human, eternally bound to their masters through blood magic.

CHAPTER TWO: RACES

DWARVES

Dwarves were the second mortals to set foot upon Khalgun, born from the minds, hands and Divinity of Rapel (God of Magnetism) and Kalos (God of Invention) who carved them from solid rock with powerful magics. The dwarves were innate builders and set about reshaping Khalgun with vast aqueducts, towering statues, impossible bridges and other monumental feats of engineering, many which still exist and function to this day.

Despite all their wonders, the dwarves grew jealous of the elves and their millennia of life and demanded access to magic in order to grow their creations ever taller and more magnificent. Atuna, the God of Magic, granted their wish, provided that the dwarves set aside time each morning or evening to pray upon their request and ask for their magic anew.

With these forces at hand, the dwarves built structures and machines even the gods had never thought of. Clockwork constructs and great flying transports powered by magically generated steam dominated both land and air as they chased even the great giants and dragons to the far corners of the world.

Once the great beasts of old had been neutered, the dwarves set about putting all the lands of Khalgun under their command. The elves grew wary of the dwarves' constant warfare and stole the secrets of magic from them, teaching these rituals to the other races of man in an effort to restore balance to the world.

Enraged, several clans of dwarves united to declare themselves the enemy of all mortals, and a series of great conflicts began. Many clans of dwarves remain hostile to other races. A few tolerate the elves whom they acknowledge as the only other truly thinking creatures on Khalgun, though the dwarves of the Voiceless Peaks and the worshipers of Aurras in Vel-Duram see themselves as part of a larger society of creatures instead of their natural betters.

Ability Score Increase: Dwarves are naturally hardy creatures. Their Constitution score increases by 2.

Age: Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment: Most dwarves are lawful, believing firmly in the benefits of a well ordered society.

Size: Dwarves stand between 4' and 5' tall and average about 150 pounds. Their size is Medium.

Speed: Dwarves' base walking speed is 25'. Their speed is not reduced by wearing heavy armor.

Darkvision: Accustomed to life underground, dwarves have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. They cannot discern color in darkness, only shades of gray.

Dwarven Resilience: Dwarves have advantage on saving throws against poison, and they have resistance against poison damage.

Dwarven Combat Training: Dwarves have proficiency with battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency: Dwarves gain proficiency with the artisan's tools of their choice: smith's tools, brewer's supplies, or mason's tools.

Stonemasonry: Whenever a dwarf makes an Intelligence (History) check related to the origin of stonework, they are considered proficient in the History skill and add double their proficiency bonus to the check.

Languages: Dwarves can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

GAL-HADIR

Leading the angry calls for dwarven conquest were the new rulers of Gal-Hadir.

The clan structure of Gal-Hadir is quite rigid, with the people valuing ingenious mechanics and gem crafting above all other pursuits. Stone workers are as highly prized among their ranks as any dwarven society, but they lean toward very clean and simple designs. They respect the efficiency of the work - all else is simple decoration.

The dwarves of Gal-Hadir occupy a city enveloped by a massive fortress at the center of the spidering Kalkeila Mountains. The fortress city is run by clan Stoneburner, an insular family of dwarves that vanished from the citadel over three hundred years ago, only to return wielding strange magics and advanced technologies. Since their house's restoration and ousting of clan Kalimore, King Thorrick Stoneburner has ruled by strength, driving the city toward war and genocide with every opportunity. Those who stood against the king or criticized his actions soon found their fortunes and lives threatened.

After their last world conquest met with defeat at the hands of the Godking, King Stoneburner turned his focus inward, tunneling dozens of new mine in a lust for seeker stones. He ordered production of clockwork constructs and airships to bolster Kadar's army (and possibly to defend against it).

This has led to an increased demand for ironwood, a difficult commodity for a city of xenophobic, warmongering dwarves to negotiate from an equally insular group of wild elves. Official sales of ironwood to Kadar are forbidden, but those who go around the law are handsomely rewarded with the outlandish price of a platinum per pound of wood.

As a rule, non-dwarves are not permitted within the city proper, though all are allowed to sell and trade at the open bazaar that snakes along the long, winding climb to the city gates.

VEL-DURAM

Chased out of their mountain home by Clan Stoneburner, the dwarves of Clan Kalimore left the north completely and eventually found the city of Vel-Duram in the south of Wessle, at the top of the Li-Gun mountains. They were again cast out as the Kadarian army ransacked the county during the last Great War, obliterating their proud city stone by stone and casting them into the waters below.

Over the past five decades the survivors who earned or fought their way out of slavery gathered here once again and set about rebuilding their city, retrieving and replacing each stone from the base of a pounding waterfall. Despite the difficulty, they have worked quickly, and the peaks once again hum with dwarven song.

The dwarves of Kalimore are a warm and friendly lot, eager to forge partnerships with locals and entertain travelers with music and stories. They prize song and prose over all else, but are also known as talented stoneworkers, engineers and brewmasters. They frequently sponsor traveling royal bards to spread tale of their kingdom and to celebrate their history and lineage.

LORDS OF TARSUS

Several Lords of Tarsus rule the mining houses that quietly manipulate political power in Ryzan's capital

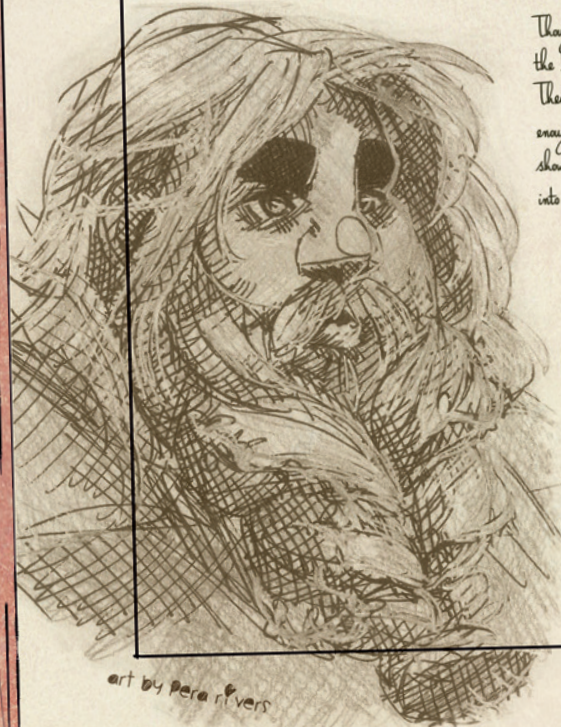
Xen Prosten's journal / 27th of Siffan, 98

Dwarves

The Dwarves of the Five Kingdoms we have met or heard from thus far have been much different than the stoic, conservative lot I was expecting to find. Torvic and the soon-to-be mother of his twins (!) are perfect examples of what I have come to consider the true, jovial nature of Dwarves.

Though we have yet to meet their kind, the Dwarves of Gal-Halir worry me. Their militaristic xenophobia would be enough on its own, but they have also shown clear signs of turning Godstones into terrifying weaponry.

I remain open minded, as we need any and all allies in our Divine battles to come, but I will be wary of this King Stoneburner when he and I finally meet.



city of Capena. Though their old kingdom was demolished during the Godswar and nearly all of their kind buried along with it, those who survived laid claim to a titanic vein of gold that erupted to the surface of Khalgun.

Tending toward stoutness, dark skin and flamboyant red and orange hair, the clans of Mount Tarsus adorn their palatial mansions in gold leaf and their bodies in the richest fabrics money can secure. Master weavers spend hundreds of hours crafting draped cotton garments that are still translucent at eight layers, and wool shawls so fine that they can easily be drawn through a ring.

Officially, the clans take no position in the affairs of Ryzan politics, competing with one another through garish displays of wealth and charity. Behind the scenes they quietly bribe city officials with large donations to their political campaigns. While they continue to

CHAPTER TWO: RACES

lend support to the dwarves of Gal-Hadir, they have no interest in conquest, only profit - and being on the winning side should that conquest be successful.

DEL-VEDAR

The dwarves of Brenus, however, stand ever vigilant to make sure that victory never comes to pass. Their ancient city of Del-Vedar is the largest fortified mountain city ever built, and the only walls aside from Ani's that have never been breached.

They are loyal to the crown of Brenus and deeply entwined both in affairs of the court and coin across the kingdom. The hills and valleys that surround their mountains are zealously guarded against intrusion and disruption, allowing the many towns and farms that populate the north to exist in peace.

THE RED FORT

As raids from the wild jungle clans of humans to the south grew in number and brutality, clan Shieldwall volunteered to establish a fortress at the foot of Titan's Ridge and secure the Crimson Hills. Carved from blocks of the copper-stained hills surrounding them, the Red Fort serves as city, garrison and trade post for their tribe, and marks the last civilized settlement in the Kingdom of Brenus.

The dwarves of clan Shieldwall are legendary in battle. Eschewing weapons for hand-to-hand combat, their soldiers wield masterfully crafted full plate and dual tower shields. Through years of training, entire columns can form synchronized walls of solid steel to repel any assault, while powerful ballista, trebuchets, and mechanical crossbow repeaters rain death from above. The Ironwood shields are gifted from their wild elf allies and banded with dwarven-forged steel.

GNOMES

Born from gems mined deep within their subterranean lairs, gnomes are the only race on Khalgun not directly forged by divinity.

At the height of their worldwide domination and mastery over the powers of magic, dwarves began to think of themselves as equal with the gods. In order to prove this boast, they set themselves with a clear task: create new life.

Different clans set about this goal in different ways. The dwarves of Gal-Hadir used dark magics to bind the souls of prisoners and slaves into their mechanical

constructs until they rebelled, nearly destroying their kingdom. The lost dwarves of Bor-Van, a society which excelled in medical and biological knowledge, followed the path of the gods by combining flesh and magic to create a series of monstrous abominations. But it was the dwarves of Ryzan who were successful, creating gnomes from gems mined deep within Mount Tarsus.

Until the Godswar, gnomes were considered property in Ryzan, much of the Kadarian Empire and half of Wessle's independent nation states. Even after King Jakub Klavido declared them to be a free race unto themselves, many remained where they had been created, continuing to serve their masters as their families had before them for generations.

Ability Score Increase: Gnomes' Intelligence score increases by 2 and Constitution by 1.

Age: Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. Average lifespans range from anywhere between 350 and nearly 500 years.

Alignment: Gnomes are most often good.

Size: Gnomes are between 3' and 4' tall and average about 40 pounds. Their size is Small.

Speed: A gnome's base walking speed is 25'.

Darkvision: Accustomed to life underground, gnomes have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were dim light. They can't discern color in darkness, only shades of gray.

Gnome Cunning: Gnomes have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore: Whenever gnomes make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, they can add twice their proficiency bonus, instead of any proficiency bonus they normally apply.

Languages: Gnomes can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

HUMANS

Hyper-evolved over three-thousand years, humans were the last race formed by hands of the old gods. Possessed by an insatiable desire to not only explore but conquer all they laid eyes upon, humans set about



taming and cultivating the lands of Khalgun as none had tried before. Besa, the first human city, was a shining kingdom of copper and granite long before stones were dug up the mountain of Ryland, or the supports sunk for Black Rock Pass.

Quickly spreading to every corner of world, even the gods were taken aback by how successful this new mortal race had become. A few set about culling their numbers with plague, famine and flood, only to be rebuffed time and time again by the ingenuity and sheer stubbornness of the arisen chimpanzees.

The elder races of Khalgun also took exception to this rapid human expansion and set about to manage their numbers with axe and bow. They were met with even greater defeat than the Old Gods as dozens of human clans rallied together and drove their elven and dwarven attackers back into their forests and mountains.

Humans live more openly and freely than any thinking being ever has on Khalgun. Their willingness to change and adapt their own culture and language to assimilate ideas from others is wholly alien to most races, and utter blasphemy to the Dwarves. Elves are both entranced and repelled by the fierce, temperamental passions of humans, while many

halflings find them refreshingly affable. Gnomes see humans through the prism of the Godking and think them liberators, while orcs remember their burned fields and homes in Wessle and treat most pink-skins as oppressors.

Ability Score Increase: Humans are adaptive mortals, and their ability scores each increase by 1.

Age: Humans reach adulthood in their late teens and only rarely live more than a century.

Alignment: Humans tend toward no particular alignment. The best and the worst are found among them.

Size: Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Their size is Medium.

Speed: A human's base walking speed is 30'.

Languages: Humans speak, read, and write Common and one extra language of their choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.



CHAPTER TWO: RACES

HALFLINGS

The third race of mortals hyper-evolved from mammals, halflings were once a species of large groundhogs known for their love of sweets and berries. A part of this heritage still beats within their tiny hearts and many live in homes that form winding, underground tunnels.

Halflings are cautious of most mortals, as any creature would reasonably be when dealing with giants sometimes thrice their height, but otherwise are eager for new adventures and experiences.

Ability Score Increase: Halfling Dexterity scores increase by 2 and Charisma scores increase by 1.

Age: Halflings reach adulthood at the age of 20 and generally live into the middle of their second century.

Alignment: Most halflings are good. As a rule, they are decent and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size: Halflings average about 3' tall and weigh about 40 pounds. Their size is Small.

Speed: A halfling's base walking speed is 25'.

Brave: Halflings have Advantage on saving throws against being frightened.

Halfling Nimbleness: Halflings can move through the space of any creature that is of a size larger than themselves.

Naturally Stealthy: Halflings can attempt to hide even when they are obscured only by a creature that is at least one size larger than themselves.

Languages: Halflings can speak, read, and write Common and Halfling. The halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

ORCS

Of all the mortal races, orcs are the only whose origins cannot be fully explained. They were not created by divine hand, nor did they arise naturally from the life that exploded across Khalgun. Orcs have no written language and their stories freely mix facts with superstition, serving as religious dogma more than a careful document of

events, making tracing their lineage difficult.

From what scholars can piece together, Arghati, a bastard daughter of Ogun (the God of the Earth denied all of his children), tunneled deeper and deeper into Khalgun in order to be close to the warmth of the planet's core. It was there she discovered a door, ancient and long buried, covered in thin, etched symbols that flared silver with her touch. Curiosity drove her to open that door, and whatever lay behind it transformed her into the great Orc Mother from which all others would be born.

Orcs respect strength, both physical and spiritual. They have little tolerance for nuance or prolonged debate and are innately predisposed to following a single, powerful leader. This trait allows them to form armies of unwavering loyalty but also leaves them vulnerable to clever magical tricksters seeking to corrupt their culture of superstition and omens.

Ability Score Increase: Orc Strength scores increase by 2, Constitution scores increase by 1, and Intelligence scores are reduced by 2.

Age: Orcs reach adulthood at age 12 and live up to 50 years.

Alignment: Orcs respect strength, both physical and spiritual. They have little tolerance for nuance or prolonged debate.

Speed: An orc's base walking speed is 30'.

Darkvision: Orcs can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. They can't discern color in darkness, only shades of gray.

Aggressive: As a bonus action, orcs can move up to their speed toward an enemy of their choice that they can see or hear. They must end this move closer to the enemy than they started.

Menacing: Orcs are trained in the Intimidation skill.

Powerful Build: Orcs count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

Languages: Orcs can speak, read, and write Common and Orc.

OTHER RACES

Before the Breaking of the World, there were many wild and unexplored regions of Khalgun that were rumored to be populated by many strange races. After the planet was torn asunder when the God of Chaos opened hundreds of portals to other planes and



dimensions, there is no telling what strange life forms have come to this world. The DM should feel free to add any of the following, as well as any others they can imagine, into their campaign.

The towering mountains that once stood in the Void were said to be home to the winged humanoids known as the aarakocra, though only a handful of texts and drawings of them exist. Goliaths were also said to be from these mountains, believed to be the sons and

daughters of giants who mated with humans.

Tieflings were bogeymen used to frighten children into good behavior, and aasimar were said to be angels sent by kind gods to aid humans in times of trouble. A few elves and old dwarves share stories of creatures they knew as dragonborn, but none have been seen for almost five hundred years.

Xine Praston's journal / 27th of Sifon, 98

Orcs

The Orcs, quite simply, have not been what I expected.

Though we saw true brutality at the hand of the orison God of Death, the orcs of Clan Flatrack have treated us with... reverence? Perhaps that too kind a word, but we did save their lives and their kingdom. Perhaps this is how the tales of our divinity will begin.

After spending time with Urach and his clan, we seem to have gained more allies in the war to come. I do not know what help the forces of Peace will be in this battle, but perhaps his ability to steady our nerves will prove help enough.



art by Pera rivers



CHAPTER THREE: DIVINITIES

Power can never truly be destroyed. Purged from the world for nearly a century, the great divinities of the old gods are once again establishing their hold on Khalgun.

Divinities function separately from the rules of magic, though some arisen gods have found ways to channel their divinity into their spellcasting. Unless noted otherwise, these abilities can be used at will.

A god's power is forged from the forces that created the universe. Gods are beings of raw energy empowered with a limitless font of divinity. This energy is superior to magic and when in conflict with magic of an equal nature, divinity always wins out.

Simply being a divine being handicaps many of the foes a god will face. Some creatures and spellcasters can dispel or suppress a player's spellcasting and magic items relatively easily. Traditional fantasy game players who rely on magic to defeat such foes face a huge challenge, but a god has much less to fear.

Monstrosities that generate antimagic fields are said to work just like the antimagic spell; a void of non-energy that renders powerless "spells and other magical effects except those created by an artifact or a deity." While this creature could still nullify the magical equipment, arms, and armor of a god (provided that equipment was not also divine), it would have no effect on the god's magic or their divinities, as both are drawn from the god's divine power.

A player will discover their new godhood between 1st and 2nd levels, and abilities granted by that power will track with them for every additional level until they max-out at 20th. These abilities stack with any racial, magical, and class traits, as well as all feats.

DOMAIN	OLD GOD	ABILITY
Air	Ather	Dexterity
Astral Plane	Sah	Wisdom
Beasts	Ova	Strength
Chaos	Vistrix	Charisma
Death	Mordukai	Constitution
Dreams	Ocarus	Intelligence
Earth	Ogun	Constitution
Emotion	Pelios	Charisma
Fate	Lordros	Intelligence
Flight	Hilo	Dexterity
Fire	Ytar	Charisma
Force	Voara	Wisdom
Illusion	Shakti	Wisdom
Invention	Kalos	Intelligence
Knowledge	Epona	Intelligence
Life	Yala	Wisdom
Luck	Jodar	Dexterity
Magic	Atuna	Intelligence
Magnetism	Rapel	Strength
Moon	Ius	Charisma
Order	Barros	Strength
Peace	Etos	Wisdom
Plants	Wodea	Constitution
Sea	Ceato	Strength
Sound	Aurras	Wisdom
Speed	Cenos	Dexterity



Sport	Gaidir	Constitution
Strength	Valhena	Strength
Sun	Siforr	Constitution
Time	Mivia	Intelligence
Travel	Tir	Dexterity
Vitality	Udea	Constitution
War	Vodon	Charisma
Water	Emitaf	Wisdom
Wild	Xunos	Strength
Will	Radia	Wisdom

Pera Rivers

DIVINITY SCORE

A god's Divinity Score = 8 + their proficiency bonus + their ability modifier.

For example: a 1st level fighter with a Charisma of 14 who becomes the awakened God of War would have a Divinity Score of 8 + 2 (their Charisma modifier) + 2 (their Proficiency bonus) = 12.

Many of the god's divinities replicate magical abilities and spells. For abilities that require a gemstone, that stone is usually replaced with a godstone (see Chapter Four: Magic Items).

CONCENTRATION

Some divinities require a god to maintain concentration to keep their divine power active. If the god loses concentration, the divinity ends.

If a divinity must be maintained with concentration, that fact appears in its duration. The god can end concentration at any time (no action required). Normal activity, such as moving and attacking,

CHAPTER THREE: DIVINITIES

doesn't interfere with concentration. If the god steps outside the range of the divinity, their concentration is immediately broken. The following factors can break concentration:

- **Invoking:** A god will lose concentration on a divinity if they invoke another divinity or cast a spell that requires concentration. A god cannot concentrate on two divinities at once or on a spell and a divinity at the same time.
- **Damage:** Whenever a god takes damage they must make a Constitution saving throw to maintain concentration. The DC equals 10 or half the damage inflicted, whichever number is higher.
- **Knockout:** A god loses concentration on a divinity if they are incapacitated or if they die. The DM might also decide that certain environmental phenomena, such as trying to invoke a divinity while in a sandstorm, require the god to succeed on a DC 10 Constitution saving throw to maintain concentration.

COMPONENTS

A divinity's components are the physical requirements a god must meet to cast a divine effect. Each divinity's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If a god can't provide one or more of a divinity's components, they are unable to invoke the divinity.

- **Verbal (V):** Most divinities require the chanting of mystic words. The words themselves aren't the source of the divinity's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the divinity in motion. A god who is gagged or in an area of silence, such as one created by the Silence spell, can't invoke a divinity with a verbal component.
- **Somatic (S):** Invocation gestures might include a forceful gesticulation or an intricate set of hand and finger movements. If a divinity requires a somatic component, the invoker must have free use of at least one hand to perform these gestures.
- **Material (M):** Invoking some divinities requires particular objects, specified in parentheses in the component entry. If a cost is indicated for a component, a god must have that specific component before they can invoke the divinity.
If a divinity states that a material component is consumed by the divinity, the god must provide this component for each invoking of the divinity.

A god must have a hand free to access a divinity's material components — or hold a divinity focus — but the god can hold the focus in the same hand that they use to perform somatic components.

THE BRIDGE

As a standard action, two or more gods can merge their divine powers and form a bond of astral energy known as the Bridge. Each god that is part of the Bridge must remain focused to stay connected. If at least two gods remain connected, the Bridge will persist. Gods that lose connection can rejoin the Bridge the following round.

A god can remain safely connected to the Bridge for a number of rounds equal to 10 + their Constitution modifier. Each round after, the god must roll a Constitution saving throw against a DC of 10 + the number of gods connected to the Bridge.

While connected to the Bridge, each god amplifies and focuses the divinities of every other god sharing the Bridge. The gods must choose one of the following formations, but they can choose to shift which form the bridge takes at the beginning of each round:

- **Combined Might:** Each god deals an extra die of damage with any divinity they invoke that causes damage. They also roll all Concentration checks with advantage.
- **All For One:** One or more gods can focus their divine might into a single god, temporarily boosting the god's divine might. When this conduit god rolls a d20 while invoking divinities, every god connected to the Bridge rolls a d20 as well. The conduit god then selects the highest number rolled as their number.

The god who serves as the conduit also has access to divinities beyond their current level. For every god connected to the bridge, the conduit god gains access to their next level divinity. For example: If four gods focused their divinities on the 6th level God of The Sea, that god would temporarily be considered 10th level: 4 gods (4) + the God of the Sea's level (6) = 10, for the purpose of invoking divinities and rolling divinity checks.

The conduit god can cast spells and invoke divinities that require concentration without sacrificing their connection to the Bridge.

- **One For All:** One god acts as a divine battery for every other god connected to the Bridge, providing them with advantage on all divinity rolls and



Concentration checks. The god acting as the battery can take no other actions. If the god acting as a battery loses their concentration, the Bridge falters.

- **Feedback:** If any god rolls a critical failure while connected to the Bridge and in the process invoking a divinity, they lose control of their power. This loss of focus creates a violent feedback of divine energy across the Bridge. Every god connected to the Bridge (including the one who just failed their save) must roll a Constitution save with a DC of 10 + 1 for each god linked.

If a god fails, the feedback overwhelms their connection. A burst of divine energy explodes from the center of the Bridge, knocking the god 10' away and inflicting 2d8 damage for every god connected to the Bridge.

DOMAINS

Each of the arisen gods of Khalgun has power over a domain.

AIR

Level	Features
1	Air Manipulation
2	Deflect Missiles
3	Wind Dash (5')
4	Gust of Wind
5	Throw Anything, Guided Strike
6	Fly
7	Wind Dash (10'), Deflect Missiles
8	Steal Breath
9	Wind Wall
10	Air Form
11	Summon Air Elemental
12	Wind Dash (15')
13	Call Lightning
14	Sphere of Air
15	Storm of Stones
16	Wind Dash (20')
17	Wind Walk
18	Sonic Boom
19	Control Weather, Wind Dash (25')
20	Cyclone

AIR MANIPULATION

Invoking Time: 1 bonus action

Range: Touch

Components: None

Duration: Special

A god with this ability can manipulate the air around them, providing the following capabilities:

- **Feather Fall:** The God of Air can manipulate currents around them as they fall, slowing their descent to 60' per round and negating any falling damage. The god can pass this ability on with a touch, granting the same protection for 1 minute.
- **Air Jump:** By generating a small gust of air beneath them, the God of Air increases their jump distance by 5x.
- **Helmet of Air:** By whirling air around their head, the God of Air can provide a source of breathable oxygen while blocking out other gasses and liquids. The helmet allows them to breathe normally in any environment, including underwater, and makes them immune to airborne toxins and poisons.

The helmet remains until dismissed by the god, even if they fall unconscious or are otherwise incapacitated. The god can pass this ability on with a touch, granting the helmet's protections for 10 minutes.

DEFLECT MISSILES

Invoking Time: 1 bonus action

Range: Self

Components: None

Duration: Instantaneous

The God of Air can roll 1d10 + their Dexterity modifier + their divinity bonus to try and overcome the damage from any incoming missile. If the god rolls higher than the damage inflicted, they can immediately redirect that missile at any target within 150', striking as a ranged weapon with the god's divinity bonus as the modifier for attack and damage.

At Higher Levels: At 7th level the god can deflect missiles targeting an ally within 30'.

WIND DASH

Invoking Time: 1 reaction

Range: Self

Components: S

Duration: Instantaneous

The God of Air can generate a quick blast of wind that propels them along the ground, allowing them to Dash 5' on their reaction.

CHAPTER THREE: DIVINITIES

If the god is attacked by a target they can see and has not used their reaction that round, they can opt to Dash out of the way with a successful divinity save (d20 + their divinity modifier) vs. their opponent's attack roll.

This ability allows the god to dodge melee and ranged attacks, as well as spells and divinities that directly target them, but only if those spells and divinities require an attack roll. The god can also dodge spell or divinity area effects if the dash takes them outside the area affected.

At Higher Levels: The maximum distance traveled by this divinity increases to 10' at 7th level, 15' at 12th, 20' at 16th, and 25' at 19th.

GUST OF WIND

Invoking Time: 1 action

Range: Self (60' line)

Components: S

Duration: Concentration

A line of strong wind 60' long and 10' wide explodes from the God of Air in a direction they choose for the divinity's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw against the god's Divinity Score or be pushed 15' away from the god in a direction following the line. Any creature in the line must spend 2' of movement for every 1' it moves when moving closer to the god.

The blast disperses gas and extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance of extinguishing them as well.

As a bonus action on each of the god's turns, they can change the direction of the wind.

THROW ANYTHING

Invoking Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

The God of Air can wrap winds around any object they can lift with one hand and use it as if it were a ranged weapon meant to be thrown, without penalty. Range is 30'/90' for all objects and damage is 1d4 + the god's divinity modifier.

GUIDED STRIKE

Invoking Time: 1 bonus action

Range: Self, 30'

Components: S

Duration: Instantaneous

By directing currents around a thrown weapon or piece of ammunition, the God of Air gains advantage on all ranged attacks. As a standard action, the god can grant this ability to another within 30' on their next attack, provided that attack happens within 1 round of invoking this divinity.

FLY

Invoking Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration

The God of Air can fly at a speed of 60' as naturally as if they were walking. If the god is rendered unconscious or knocked prone while in flight they glide back to earth at 60' per round.

STEAL BREATH

Invoking Time: 1 action

Range: 150'

Components: S

Duration: Concentration

The God of Air can draw the breath out of any creature they can see within range, forcing the victim to make an immediate Constitution save vs. the god's Divinity Score or begin suffocating at the beginning of their next turn.

When a creature is suffocating, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). During each rounds, the creature makes a Constitution save vs. the god's Divinity Score to force air into their lungs, resetting the clock. If the targeted creature runs out of rounds, it falls unconscious at the start of its next turn, drops to 0 hit points, and is dying.

This divinity does not affect creatures that do not need to breathe or are not currently breathing air, such as those under the effect of a *Water Breathing* spell.

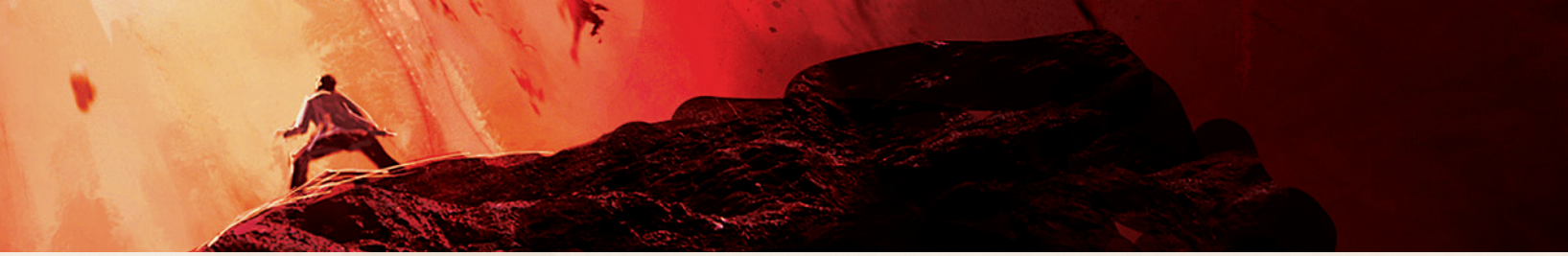
WIND WALL

Invoking Time: 1 action

Range: 120'

Components: S

Duration: Concentration



A wall of strong wind rises from the ground at a point The God of Air chooses within range. The god can make the wall up to 50' long, 15' high, and 1' thick. The god can shape the wall in any way they choose so long as it makes a single, continuous path. The wall lasts as long as the god maintains concentration.

When the wall appears, each creature within its area must make a Strength saving throw vs. the God of Air's Divinity Score. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The high winds push fog, smoke, and other gases 10' away from both sides of the wall. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials (such as a stack of paper) brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched through the wall are deflected upward and automatically miss. Heavy projectiles, such as rocks hurled by giants or siege engines, are unaffected. Creatures in gaseous form cannot pass through the wall.

AIR FORM

Invoking Time: 1 action

Range: Self

Components: None

Duration: Concentration

The God of Air can transform their body into an entirely gaseous state, becoming one with the air and vapors that swirl around them. The god retains the ability to speak and use their other divinities while in this form, but cannot wield weapons and armor or cast magic. While in this form, the god gains the following abilities:

- **Incorporeal:** Immunity to all non-magical bludgeoning, piercing, and slashing damage. The God of Air can pass through small holes, narrow openings, and cracks, but treat liquids as though they were solid surfaces. While in this form, the god can't fall and remains hovering in the air even when stunned or otherwise incapacitated.
- **Fast Flight:** The god can fly twice as fast in this form, up to 120' per round.
- **Reap the Wind:** The god can "grapple" while in this form, engulfing an opponent with swirling winds. The god uses their divinity bonus for all grappling checks and can employ their *Steal Breath* ability on anyone held in a grapple without breaking Concentration.

SUMMON AIR ELEMENTAL

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: Concentration

The God of Air can call forth an elemental servant. The god chooses an area of air that fills a 10' cube within range. An air elemental of challenge rating 5 or lower appears in an unoccupied space within 10' of it. The air elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The air elemental is friendly to the God of Air and their companions for the duration. Roll initiative for the air elemental, which has its own turns. It obeys any verbal commands that the god issues to it (no action required). If no commands are given to the air elemental, it defends itself from hostile creatures but otherwise takes no actions. The DM has the air elemental's statistics.

At Higher Levels: The god can summon a Greater Air Elemental at 15th level and a Superior Air Elemental at 19th level (see Chapter Five: Creatures).

CALL LIGHTNING

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

A storm cloud appears in the shape of a cylinder that is 10' tall with a 60' radius, centered on a point the god of Air can see 100' directly above. The divinity fails if the god cannot see a point in the air where the storm cloud could appear (for example, if they are in a room with a ceiling too low to accommodate the cloud).

The God of Air chooses a point they can see within range and a bolt of lightning flashes down from the cloud to that point. Each creature within 5' of that point must make a Dexterity saving throw. A creature takes 5d10 lightning damage on a failed save, or half as much damage on a successful one. While they maintain focus, the god can use their action to call down lightning in this way again, targeting the same point or a different one.

If the god is outdoors in stormy conditions, the divinity gives them control over the current storm instead of creating a new one. Under such conditions, the damage increases by 1d10.

At Higher Levels: At 16th level the damage from each bolt of lightning increases to 6d10, and at 20th level the damage increases to 7d10.

SPHERE OF AIR

Invoking Time: 1 minute

Range: 10' radius centered on the god

Components: V, S

Duration: Concentration

The God of Air can create a swirling sphere of wind around themselves and up to 10 other willing creatures within a 10' radius. The sphere provides all within breathable air.

- **Flight:** The sphere can fly at a speed of 60' or travel through liquid at a speed of 30'.
- **Deflection:** The swirling walls of the sphere deflect all ranged missiles, fire, and gas-based attacks.

STORM OF STONES

Invoking Time: 1 action

Range: 120'

Components: V, S, M (at least 50 pounds of loose rocks and stones)

Duration: Concentration

The God of Air creates a churning knot of wind that swirls rocks and debris within range. The god can make a wall up to 100' long, 20' high, and 5' thick, or a ring up to 60' in diameter, 20' high, and 5' thick. The wall provides three quarters cover to creatures behind or within it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 6d10 bludgeoning damage. On a successful save, the creature takes half as much damage.

WIND WALK

Invoking Time: 1 minute

Range: 30'

Components: V, S

Duration: 8 hours

The God of Air and up to 10 willing creatures the God can see within 30' assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form they have a flying speed of 300' and resistance to damage from non-magical weapons. The only actions a creature can take in this form are the Dash action or to revert to their normal form.

Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the divinity ends, a creature can return to wind walking by spending another minute transforming.

If a creature is in cloud form and flying when the effect ends, the creature descends 60' per round for 1

minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

SONIC BOOM

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of Air can generate a concussive blast of air centered on a point they can see within range that shatters the barrier of sound and explodes outward. Every creature within 30' of the explosion must succeed on a Constitution saving throw vs. the god's Divinity Score or take 10d6 thunder damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

All within the area must also make a second Constitution save or be deafened for the next minute.

CONTROL WEATHER

Invoking Time: 10 minutes

Range: Self (5-mile radius)

Components: V, S

Duration: 8 hours

The God of Air can take control of the weather within a 5-mile radius. They must be outdoors to use this divinity. Moving to a place where they don't have a clear path to the sky ends the effect immediately.

When enacted, the God of Air changes the current weather conditions, which are determined by the DM based on the climate and season. They can change precipitation, temperature, and wind. It takes 1d4×10 minutes for the new conditions to take effect. Once they do so, the god can change the conditions again. The god "weaves" their created climate into a temporary pattern, maintaining the changes enacted for up to 8 hours.

When the God of Air changes the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, the god can also change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard



TEMPERATURE

Stage	Condition
-------	-----------

- | | |
|---|-----------------|
| 1 | Unbearable heat |
| 2 | Hot |
| 3 | Warm |
| 4 | Cool |
| 5 | Cold |
| 6 | Arctic cold |

WIND

Stage	Condition
-------	-----------

- | | |
|---|---------------|
| 1 | Calm |
| 2 | Moderate wind |
| 3 | Strong wind |
| 4 | Gale |
| 5 | Storm |

CYCLONE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

By transfusing their essence with the air around them, the God of Air can transform into a swirling tower of destruction capable of scouring the land clean.

All torches and other sources of non-magical light are extinguished within 60' of the God of Air. Ranged attacks that can be affected by the wind fired from or into this area automatically fail, even if launched from siege engines or thrown by giants.

- **Immunity:** The god is immune to non-magical bludgeoning, piercing and slashing damage.
- **Fast Flight:** The god can fly up to 120' per round.
- **Whirlwind:** The god generates a roaring column of wind, forcing each creature within 60' to make a Strength saving throw vs. the god's Divinity Score. On a failure, a creature is flung 30' away in a random direction and knocked prone, taking 4d6 bludgeoning damage. If a creature strikes an immobile object, it takes an additional 1d6 bludgeoning damage for every 10' it was thrown. If a creature is thrown through the path of another creature, the second creature must succeed on a Dexterity saving throw vs. the god's Divinity Score 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.

CHAPTER THREE: DIVINITIES

ASTRAL PLANE

Level Features

1	Astral Awareness
2	Astral Step
3	Detect Magic
4	Astral Shield
5	Astral Blast
6	Astral Travel
7	Astral Eye
8	Astral Door
9	Hallow
10	Creation
11	Legend Lore
12	Awaken
13	Maelstrom
14	Astral Projection
15	Conjure Astral Raiders
16	Sequester
17	+1 Wisdom
18	Etherealness
19	+1 Intelligence
20	Gate

ASTRAL AWARENESS

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of the Astral Realm is always aware of the astral realm and can peer into it as a free action wherever they choose. While in the astral realm, the god has superior vision, always knows what direction they are facing, and is aware of the location and distance of any portals in and out of the plane within 1 mile.

ASTRAL STEP

Invoking Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

The God of the Astral Realm can briefly surround themselves with the purple and pink clouds of the Astral Realm, teleporting up to 30' to an unoccupied space that they can see.

DETECT MAGIC

Invoking Time: 1 action

Range: Self

Components: None

Duration: Concentration

For the duration, the God of the Astral Realm senses the presence of magic within 30'. If they detect magic in this way, they can use their action to see a faint aura around any visible creature or object in the area that bears magic or divinity, and they learn its school of magic or the god which invoked it.

The divinity can penetrate most barriers but is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

ASTRAL SHIELD

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of the Astral Realm can pull energy from the astral realm and shape it into a shield of force that has an equivalent amount of hit points as the god when generated. Any attacks that target the god strike the shield first. If the god is in the effect of an area attack, they can attempt to move the shield between them and the damage with a successful Dexterity save (DC 14).

If the astral shield takes more damage than it can absorb it shatters, transferring the remaining damage to the God of the Astral Realm. If this happens, the god cannot summon a new shield until they have taken a long rest.

While in the Astral Realm, the shield is summoned with triple the god's hit points and can be extended into a bubble to protect a 10' radius from the god.

ASTRAL BLAST

Invoking Time: 1 action

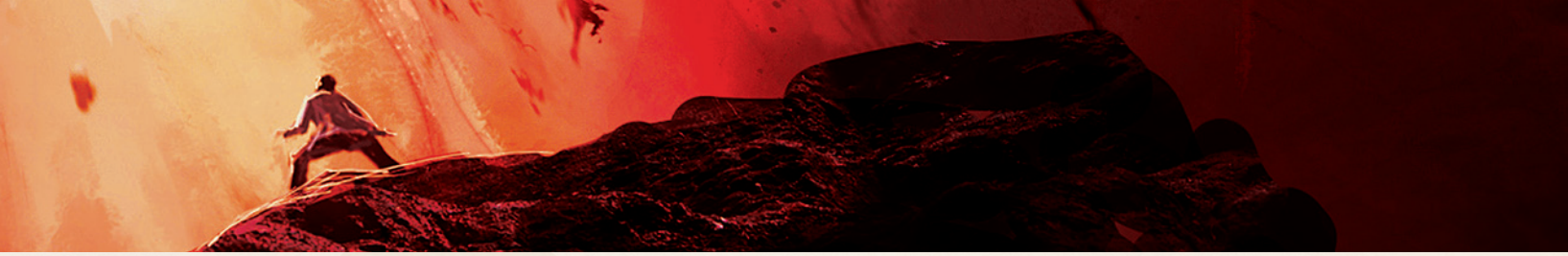
Range: 120'

Components: V, S

Duration: Instantaneous

The God of the Astral Realm can pull energy from the astral realm and shape it into a blast of force energy that inflicts 5d8 damage. While in the Astral Realm, the damage and range of the blast is doubled.

At Higher Levels: The blast inflicts 6d8 damage at 10th level, 7d8 damage at 15th level, and 8d8 damage at 20th level.



ASTRAL TRAVEL

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Special

The God of the Astral Realm can step in and out of the astral realm as a standard action, and can fly while in the astral realm at a speed of 120'. If rendered unconscious while flying, the god floats in place until they wake up.

While in the astral realm the god cannot be seen or heard by those in their plane of existence. The God of the Astral Realm remains aware of that plane within 30' of them. By focusing, they can shift their vision and their voice to that realm, allowing them to converse with anyone in range. They hear the god as a disembodied voice with a shimmer of pink and purple energy that hangs in the air and ripples with each word.

ASTRAL EYE

Invoking Time: 1 action

Range: 30'

Components: V, S, M (a small godstone placed in the center of the summoned eye)

Duration: 1 hour

The God of the Astral Realm summons a spirit from the astral realm and creates an invisible, magical eye within range that hovers in the air for the duration.

The god mentally receives visual information from the eye, which has normal vision and darkvision out to 30'. The eye can look in every direction as well as peer into the astral realm.

As an action, the God of the Astral Realm can move the eye up to 30' in any direction. There is no limit to how far away from the god the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

ASTRAL DOOR

Invoking Time: 1 action

Range: 500'

Components: V, S

Duration: Instantaneous

The God of the Astral Realm can teleport themselves from their current location, through the astral realm, and to any other spot within range. The god arrives at the exact place desired. It can be a place they can see, one they can visualize, or one they can describe by

stating distance and direction, such as "200' straight downward" or "300' upward to the northwest at a 45-degree angle."

The God of the Astral Realm can bring along objects if their weight doesn't exceed what the god can carry. The god can also bring one willing creature of their size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5' of the god when they invoke this divinity.

If the God of the Astral Realm would arrive in a place already occupied by an object or a creature, they and any creature traveling with them each take 4d6 force damage, and the divinity fails.

At Higher Levels: The distance and amount of people that can travel with the God of the Astral Realm increases to 1 mile and two people at 12th level, 10 miles and three people at 16th level, and 100 miles and four people at 20th level.

HALLOW

Invoking Time: 24 Hours

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands)

Duration: Until dispelled

The God of the Astral Realm can touch a point and merge an area around it that has a radius up to 60' with the astral realm. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. The god can exclude one or more of those types of creatures from this effect.

Second, the God of the Astral Realm can bind an extra effect to the area. The god chooses the effect from the following list or an effect offered by the DM. Some of these effects apply to creatures in the area; the god can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a particular sort, such as ogres or trolls. When a creature that would be affected enters the divinity's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw vs. the god's Divinity Score. On a success, the creature ignores the extra effect until it leaves the area.

- **Courage:** Affected creatures can't be frightened while in the area.



- **Darkness:** Darkness fills the area. Ordinary light, as well as magical light created by spells, can't illuminate the area.
- **Daylight:** Bright light fills the area. Magical darkness created by spells can't extinguish the light.
- **Energy Protection:** Affected creatures in the area have resistance to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.
- **Energy Vulnerability:** Affected creatures in the area have vulnerability to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.
- **Everlasting Rest:** Dead bodies interred in the area cannot become undead.
- **Extra-dimensional Interference:** Affected creatures can't move or travel using teleportation or by extra-dimensional or interplanar means.
- **Fear:** Affected creatures are frightened while in the area.
- **Silence:** No sound can emanate from within the area, and no sound can reach into it.
- **Tongues:** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

CREATION

Invoking Time: 1 minute

Range: 30'

Components: V, S

Duration: Special

The God of the Astral Realm can reach into the astral realm, create an object, and then draw that object into their current plane. The object can be any non-living object of vegetable matter: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

- **Vegetable matter:** 1 day
- **Stone/crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine/Mithral:** 1 minute

Using any material created by this divinity as a spell or divinity material component causes that spell or divinity to fail.

At Higher Levels: The cube increases to 10' at 15th level and 15' at 20th level.

LEGEND LORE

Invoking Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

The God of the Astral Realm can name or describe a person, place, or object. The divinity brings to their mind a summary of the significant lore about the thing they named. The lore might consist of modern tales, forgotten stories, or even secret lore that has never been widely known. If the idea the god named isn't of legendary importance, they gain no information. The more information the god already has about the thing, the more precise and detailed the information they receive is.

The information the God of the Astral Realm learns is accurate but might be couched in figurative language. For example, if the god has a mysterious magic axe on hand, the divinity might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a Child of Stone, lover and beloved of Ogun, may awaken the true powers of the axe."

AWAKEN

Invoking Time: 8 hours

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands, which the divinity consumes)

Duration: Instantaneous

After spending 8 hours fusing their divine energies with a godstone, the God of the Astral Realm touches a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language the god knows. If the target is a plant, it acquires the capacity to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's.

The awakened beast or plant is charmed by the God of the Astral Realm for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the god, based on how they treated it while it was charmed.

MAELSTROM

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: 1 minute

The God of the Astral Realm can summon an astral storm that swirls in a 30' radius centered on a point they can see within range. The point must be on ground or in a body of water. Until the divinity ends,

CHAPTER THREE: DIVINITIES

that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw vs. the God of the Astral Realm's Divinity Score or take 6d6 bludgeoning damage and be pulled 10' toward the center.

ASTRAL PROJECTION

Invoking Time: 1 Hour

Range: 10'

Components: V, S

Duration: Special

The God of the Astral Realm and up to eight willing creatures within range project their astral bodies into the Astral Plane (the divinity fails, and the casting is wasted, if the god is already on that plane). The material body the god leaves behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

The God of the Astral Realm's astral body resembles their mortal form in almost every way, replicating their game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between the god's shoulder blades and trails behind them, fading to invisibility after 1'. This cord is the god's tether to their material body. As long as the tether remains intact, the god can find their way home. If the cord is cut — something that can happen only when an effect specifically states that it does — the god's soul and body are separated, killing them instantly.

The God of the Astral Realm's astral form can freely travel through the astral plane and can pass through portals there leading to any other plane. If the god enters a new plane or returns to the plane they were on when invoking this divinity, their body and possessions are transported along the silver cord, allowing them to re-enter their body as they enter the new plane. The god's astral form is a separate incarnation. Any damage or other effects that apply to it do not affect their physical body, nor do they persist when the god returns to it.

The divinity ends for the God of the Astral Realm and their companions when they use their action to dismiss it. When the divinity ends, the affected creature returns to its physical body, and it awakens.

The divinity might also end early for the god or one of their companions. A successful dispel magic used against an astral or physical body ends the divinity for that creature. If a creature's original body or its astral form drops to 0 hit points, the divinity ends for

that creature. If the divinity ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If the God of the Astral Realm is returned to their body prematurely, their companions remain in their astral forms and must find their way back to their bodies, usually by dropping to 0 hit points.

CONJURE ASTRAL RAIDERS

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: Concentration

By opening a rift into the Astral Realm, the god can summon a pair of astral raiders (see Chapter 5: Creatures). They appear in an unoccupied space that the God of the Astral Realm can see within range. The creatures disappear when they drop to 0 hit points or when the duration ends.

The raiders are friendly to the God of the Astral Realm and their companions for the duration. Roll initiative for the creatures, which have their own turns. They obey any verbal commands the god issues to them (no action required by the god), as long as they don't violate their alignment. If the god doesn't issue any commands to the creatures, they defend themselves from hostile creatures but otherwise takes no actions.

If the God of the Astral Realm's concentration is broken, the creatures don't disappear. Instead, the god loses control of the creatures. They become hostile toward the god and their companions, and they might attack. Uncontrolled astral raiders can be dismissed by the god as a standard action. Otherwise, they disappear an hour after they were summoned.

At Higher Levels: At 20th level, the God of the Astral Realm can summon two additional creatures.

SEQUESTER

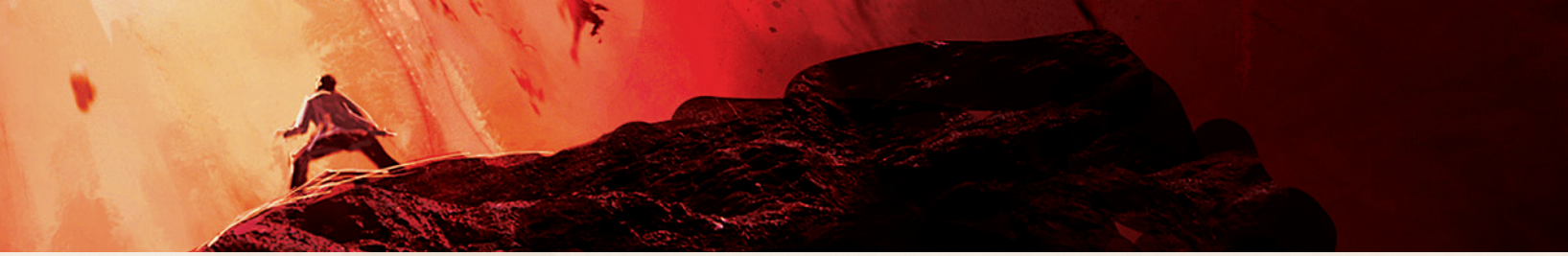
Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

Using this divinity, a willing creature or an object can be hidden away in a pocket of the astral realm, safe from detection for the duration. When the god invokes the divinity and touches the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells, unless those powers are called forth by a creature in the astral realm.



The God of the Astral Realm can set a condition for the divinity to end early. The condition can be anything they choose, but it must occur or be visible within 1 mile of the target. Examples include “after 1,000 years” or “when a particular creature draws near.” This divinity also ends if the target takes any damage.

ETHEREALNESS

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

The God of the Astral Realm can step into the border regions of the ethereal plane, in the area where it overlaps with their current plane. The god remains in the border ethereal for the duration or until they use their action to dismiss the divinity. During this time, the god can move in any direction. If they move up or down, every foot of movement costs an extra foot. The god can see and hear the plane they originated from, but everything there looks gray, and they can't make out anything more than 60' away.

While on the ethereal plane, the god of the astral realm can only affect and be affected by other creatures on that plane. Creatures that aren't on the ethereal plane can't perceive the god and can't interact with them unless a special ability or magic has given them the ability to do so.

The God of the Astral Realm ignores all objects and effects that aren't on the ethereal plane, allowing them to move through objects they perceive on the plane from which they originated.

When the divinity ends, the God of the Astral Realm immediately returns to the plane from which they originated in the spot they currently occupy. If the god occupies the same place as a solid object or creature when this happens, they are immediately shunted to the nearest unoccupied space that they can fill and take force damage equal to twice the number of feet they are moved.

At Higher Levels: At 20th level the God of the Astral Realm can target up to three willing creatures. The creatures must be within 10' of the god when they invoke the divinity.

GATE

Invoking Time: 1 action

Range: 60'

Components: V, S, M (a godstone large enough to be held with both hands)

Duration: 1 minute

The God of the Astral Realm can conjure a portal linking an unoccupied space they can see within range to a precise location on a different plane of existence by creating a tunnel through their realm. The portal is a circular opening, which the god can make 5 to 20' in diameter. The god can orient the portal in any direction they choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this divinity from opening in their presence or anywhere within their domains.

When the God of the Astral Realm invokes this divinity, they can speak the name of a particular creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one the god is on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on the god's side of the portal. The god gains no special power over the creature, and it is free to act as the DM deems appropriate.



CHAPTER THREE: DIVINITIES

BEASTS

Level	Features
1	Beastmaster
2	Locate Animals
3	Animal Messenger
4	Shard of Ova
5	Wildshape (up to CR 2)
6	Giant Insect
7	Hold Beasts
8	Anti-Creature Shell
9	+1 Constitution
10	Wildshape (up to CR 5)
11	Awaken Beasts
12	Insect Plague
13	+1 Charisma
14	Greater Wildshape
15	Wildshape (up to CR 10)
16	Creature Stride
17	+1 Constitution
18	Animal Shapes
19	+1 Charisma
20	Wildshape (up to CR 15)

BEASTMASTER

Invoking Time: Always active

Range: 120'

Components: None

Duration: Permanent

All animals treat the God of Beasts as a trusted friend. Any animal within range of the god will respond to their commands and will rally to defend the god if they are attacked. All animals will perform tasks requested by the god to the best of their abilities. Creatures hostile to the god's friends will cease hostilities when they are present.

This divinity also provides the God of Beasts with the ability to communicate with any animal they can see.

LOCATE ANIMALS

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Beasts can describe or name a particular kind of beast and learn the direction and distance to the closest

creature of that kind within 5 miles if any are present.

ANIMAL MESSENGER

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 24 hours

The God of Beasts can use an animal to deliver a message. The god chooses a Tiny beast they can see within range, such as a squirrel, a blue jay, or a bat. The god specifies a location, which they must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red haired dwarf wearing a pointed hat." The god also speaks a message of up to 25 words. The target beast travels toward the specified location for the duration, covering 50 miles per 24 hours for a winged messenger, or 25 miles for other animals.

When the messenger arrives, it delivers the god's message to the creature that they described, replicating the sound of the god's voice. The messenger speaks only to a creature matching the description that was given. If the messenger doesn't reach its destination before the divinity ends, the message is lost, and the beast makes its way back to where the god cast this divinity.

At Higher Levels: The duration increases to 48 hours at 6th level, one week at 9th level, one month at 12th level, and one year at 15th level.

SHARD OF OVA

Invoking Time: 1 hour

Range: 1 mile

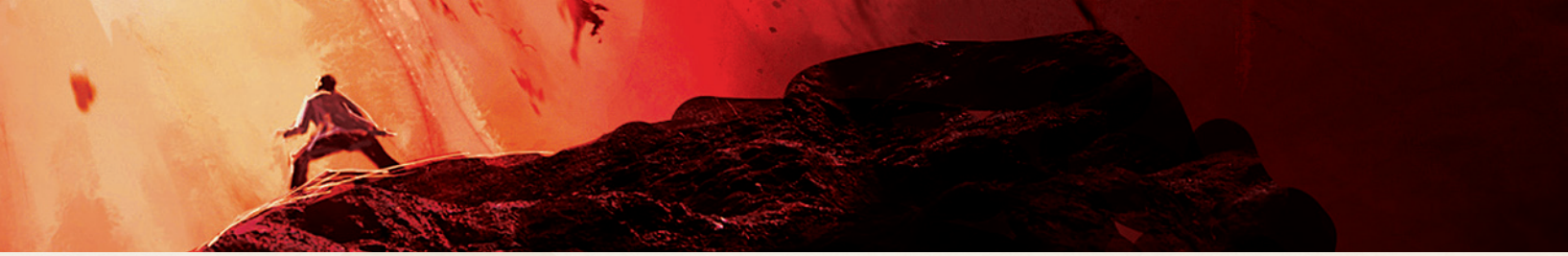
Components: V, S, M (food that would appeal to the beast called)

Duration: Instantaneous

By concentrating for 1 hour and laying out food the creature would enjoy, the God of Beasts summons one of the many avatars created by Ova. The shard arrives in the form of an animal of challenge rating 2 or less and is forever bound to the god.

At the end of the hour, a shard appears and gains all benefits listed below. The God of Beasts can have only one animal companion at a time.

If a shard is ever slain, the magical bond with the god allows them to return it to life. By concentrating for 8 hours and laying out a feast the animal would enjoy, the god calls forth the shard's spirit and uses their divinity to create an astral body of their flesh.



By adding a godstone to this ethereal form, the god anchors that spirit and return the shard to life, consuming the godstone in the process. The god can return a shard to life in this manner even if they do not possess any part of its body.

WILD SHAPE

Invoking Time: 1 action

Range: Self

Components: S

Duration: Special

The God of Beasts can use their action to assume the shape of a beast that they have seen before that are challenge rating 2 or lower. Your DM will have statistics and for these animals

The god can stay in a beast shape for as long as they wish and revert to their normal form at any time as a bonus action. The god automatically reverts if they fall unconscious, drop to 0 hit points, or die.

While the god is transformed, the following rules apply:

The God of Beasts's game statistics are replaced by the statistics of the creature they have chosen, but retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. The god also recalls all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the god and the bonus in its stat block is higher than the god's, use the creature's bonus instead of theirs. If the creature has any legendary or lair actions, the god can't use them.

If the God of Beasts is wounded while in a beast form and assumes the shape of another creature before taking a short rest, that creature is equally wounded. For example: if the god was fighting as a bear and lost 25 hit points while in bear form, and then turned into a tiger, that tiger would also be down 25 hit points. The god cannot turn into an animal with a hit point maximum that is less than the damage they have received while in beast form. Upon taking a short rest, this damage resets to zero.

When the God of Beasts transforms, they assume the beast's hit points and hit dice. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. However, if they revert as a result of dropping to 0 hit points, any excess damage carries over to their natural form.

If the god is reduced to 0 hit points while in a beast form, they cannot assume another beast form until they have taken a short rest.

The God of Beasts can cast spells, invoke divinities, and speak as normal, but any action that requires their hands is limited to the capabilities of their beast form. Transforming doesn't break their concentration on a divinity they have cast or divinity they have enacted, nor does it prevent them from taking actions that are part of a spell or divinity, such as call lightning, that they've already cast.

The God of Beasts retains the benefit of any features from their class, race, or other source and can use them if the new form is physically capable of doing so. However, they can't use any of their special senses, such as darkvision, unless their new form also has that sense.

The God of Beasts chooses whether their equipment falls to the ground in their space, merges into their new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. The god's equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with their equipment that combines with the form has no effect until the god leaves the form.

At Higher Levels: At eighth level the God of Beasts gains the ability to Greater Wildshape, allowing the god to become a Monstrosity. The god can also use all of their special abilities, but not lair or legendary abilities. The challenge rating of creatures the God of Beast can transform into increases at 10th level (CR 5), 15th level (CR 10) and 20th level (CR 15).

GIANT INSECT

Invoking Time: 1 action

Range: 30'

Components: V, S, M (a handful of insects)

Duration: Concentration

The God of Beasts can transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys the god's verbal commands, and in combat, they act on their turn each round. A creature remains in giant size until the god reverts it to its natural size as a bonus action or until it drops to 0 hit points.

CHAPTER THREE: DIVINITIES

HOLD BEASTS

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Beasts chooses any non-humanoid creature they can see within range. The target must succeed on a Wisdom saving throw vs. the god's Divinity Score or be paralyzed for the duration. This ability does not affect undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the divinity ends on the target.

At Higher Levels: The number of creatures the God of Beasts can effect increases to two at 12th level, three at 15th level, and four at 18th level. The creatures must be within 30' of each other when targeted.

ANTI-CREATURE SHELL

Invoking Time: 1 action

Range: Self (10' radius)

Components: V, S

Duration: Concentration

A shimmering barrier extends out from the God of Beasts in a 10' radius, moving with them, remaining centered on the god and hedging out creatures other than undead and constructs. The barrier lasts until the god dismisses it, is reduced to 0 hit points or rendered unconscious.

The barrier prevents an affected creature from passing or reaching through it. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If the God of Beasts moves so that an affected creature is forced to pass through the barrier, the divinity ends.

AWAKEN BEASTS

Invoking Time: 8 hours

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands, which the divinity consumes)

Duration: Instantaneous

By touching a godstone to the chest of a Large or smaller beast, the God of Beasts can awaken them to awareness. The target must have an Intelligence of 3 or less. The godstone is absorbed into the creature's chest, replacing their heart and providing them with an Intelligence of 10. The target also gains the ability to speak one language the god knows.

The awakened beast is charmed by the God of Beasts permanently, or until they or their companions do anything harmful to it.

At Higher Levels: The maximum size of the beasts the god can awaken increases to Huge at 16th level and Gargantuan at 20th.

INSECT PLAGUE

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

Swarming, biting locusts fill a 20' radius sphere centered on a point the God of Beasts chooses within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw vs. the god's Divinity Score. A creature takes 4d10 piercing damage on a failed throw, or half as much damage on a successful one. A creature must also make this saving throw when it enters the divinity's area for the first time on a turn or ends its turn there.

At Higher Levels: Damage increases by 1d10 at 17th level (5d10) and 20th level (6d10).

CREATURE STRIDE

Invoking Time: 1 minute

Range: Self

Components: V, S, M (a godstone worn on a piece of jewelry)

Duration: Concentration

The God of Beasts can transfer their essence into any creature they can see within range, or further for those revealed with *Locate Animals*. The god can also use this ability to instantly transfer themselves to any single creature they have met before, anywhere in the world. While in this state the god is unaware of events happening around their own body, but can shift back to it as a standard action.

The same rules for wildshaping apply to this divinity, but by selecting a new animal the god always starts at the creature's full health, even if they have taken damage while transformed.

ANIMAL SHAPES

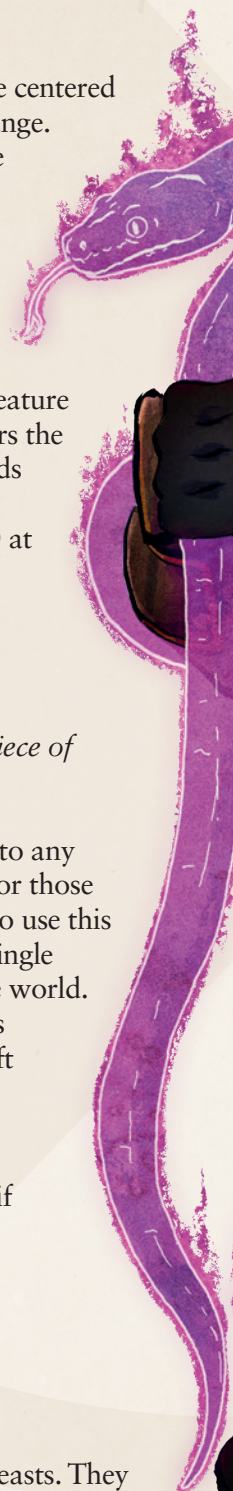
Invoking Time: 1 action

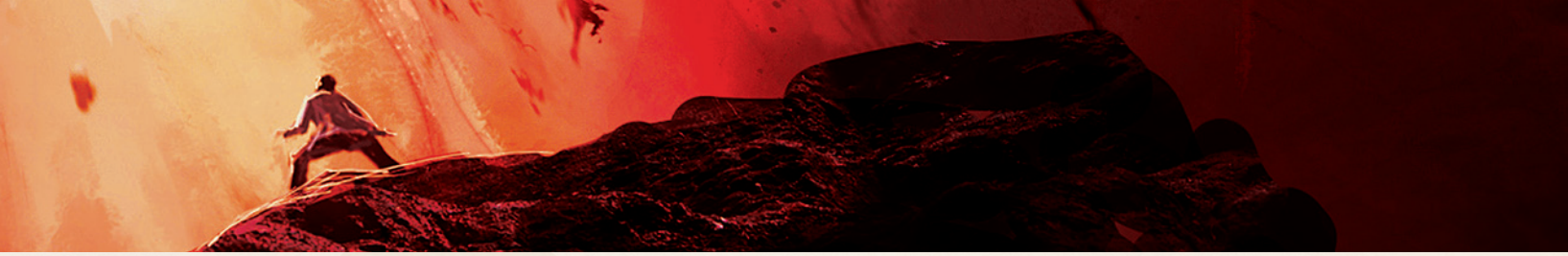
Range: 30'

Components: V, S, M

Duration: 24 hours

The God of Beasts' divinity turns others into beasts. They





can select any number of willing creatures they can see within range. They transform each target into the form of a Large or smaller beast with a challenge rating of 8 or lower. On subsequent turns, they can use their action to transform affected creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies.

The god can choose a different form for each target. A target's game statistics are replaced by the statistics of the selected beast, though the target retains its alignment and Intelligence, Wisdom and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its natural form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its natural form. As long as the excess damage doesn't reduce the creature's original form to 0 hit points, it isn't knocked unconscious. The target is limited in the actions it can perform by the nature of its new form, and it can't speak, invoke divinities, or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

Torrvic Wildtongue and Oinkers



CHAOS

Level	Features
1	Vicious Mockery
2	Dissonant Whispers
3	Hellish Rebuke
4	Hideous Laughter
5	Shuffle the Deck
6	Crown of Madness
7	Disrupt Bonds
8	+1 Charisma
9	Mislead
10	+1 Charisma
11	Irresistible Dance
12	Eyebite
13	+1 Charisma
14	Plane Shift
15	Reality Manipulation
16	Telepathy
17	Soul Transference
18	Maze
19	Shapechange
20	Random

VICIOUS MOCKERY

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Chaos unleashes a string of insults laced with subtle enchantments at a creature they can see within range. If the target can hear the god (though it need not understand them), it must succeed on a Wisdom saving throw vs. the god's Divinity Score or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels: Psychic damage increases to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level and 5d4 at 20th level.

DISSONANT WHISPERS

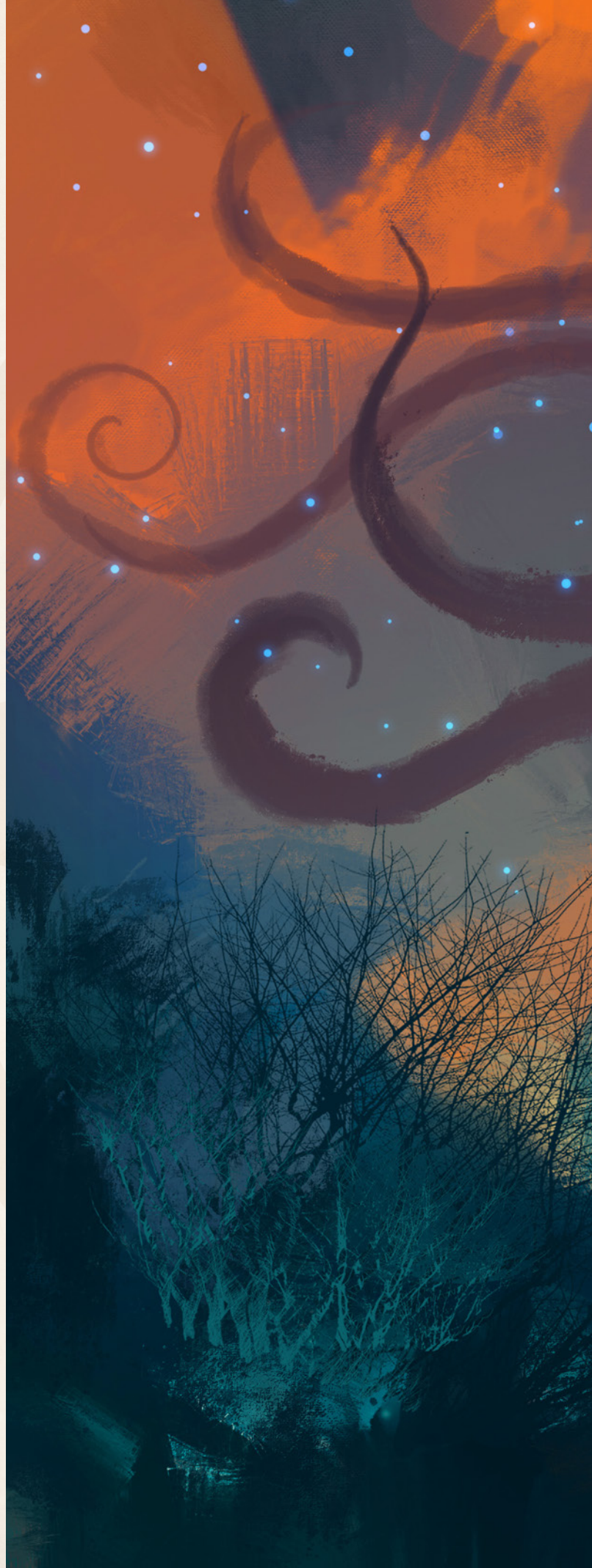
Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Chaos whispers a discordant melody that only one creature of their choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, it takes 3d6 psychic damage and must





CHAPTER THREE: DIVINITIES

immediately use its reaction, if available, to move as far as its speed allows away from the god. The creature doesn't move into dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

At Higher Levels: Damage from this divinity increases to 4d6 at 8th level, 5d6 at 14th level, and 6d6 at 20th level.

HELLISH REBUKE

Invoking Time: 1 reaction

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Chaos points their finger, and the creature that damaged them is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw vs. the god's Divinity Score. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels: Damage from this divinity increases to 3d10 at 8th level, 4d10 at 13th level, and 5d10 at 18th level.

HIDEOUS LAUGHTER

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

A creature of the God of Chaos's choice that they can see within range perceives everything as hilariously funny and falls into fits of laughter. The target must succeed on a Wisdom saving throw vs. the god's Divinity Score or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the divinity ends.

SHUFFLE THE DECK

Invoking Time: 1 action

Range: Special

Components: V, S

Duration: Instantaneous

On their turn as a standard action, the God of Chaos can opt to randomly reshuffle the initiative order.

Everyone currently engaged in the initiative (including the God of Chaos) rolls a single d20 with no modifiers and a new initiative order is established from the results. The next person to act is whomever now falls after the god.

CROWN OF MADNESS

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

One humanoid of the God of Chaos's choice that they can see within range must succeed on a Wisdom saving throw vs. the god's Divinity Score or become charmed by them for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that the God of Chaos mentally chooses.

The target can act regularly on its turn if the god chooses no creature or if none are within its reach.

On the God of Chaos's subsequent turns, they must use their action to maintain control over the target, or the divinity ends. The target can also make a Wisdom saving throw against the god's Divinity Score at the end of each of its turns. On a success, the divinity ends.

DISRUPT BONDS

Invoking Time: 1 action

Range: 60'

Components: V, S

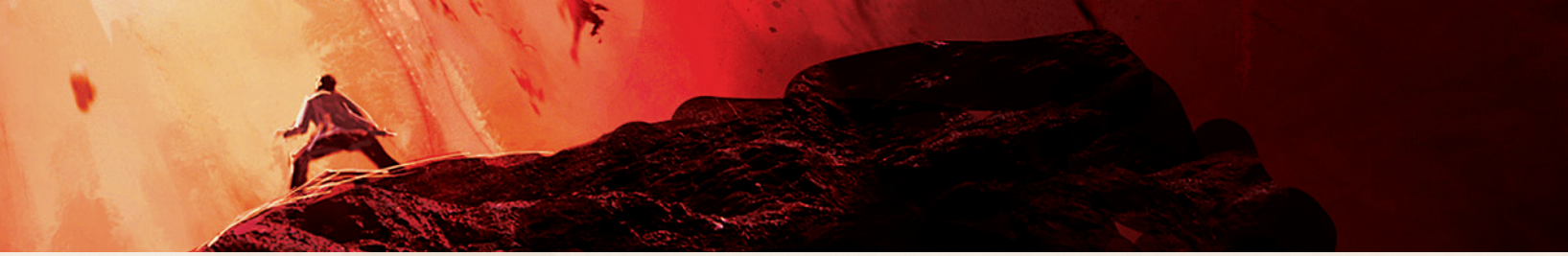
Duration: Instantaneous

The God of Chaos can shatter magical and divine bonds. By targeting either the person who called forth a creature or the creature itself, the god can attempt to sever the bond that has joined them together. When either is targeted, the creature who called forth the bond must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the bond shatters.

• Summoned, Animated, and Awakened Creatures:

Any creature that was summoned for a limited time immediately returns to their plane of existence.

Creatures, objects, and plants that have been given sentience by magical or divine means revert to their former states for an hour. Creatures will be frightened and will attempt to run away. After, the creature regains their awareness but remembers nothing from the past hour.



- **Animal Companions and Familiars:** The animal returns to the state before it was bonded, forcing their master to roll an Animal Handling check against the God of Chaos's Divinity Score. On a successful save the animal remains in its master's presence but their bond is broken, and the creature and their master lose all abilities they had while bonded. The master can attempt to reforge this bond as long as they have access to the creature.
- **Constructs:** The God of Chaos can force the creator of a construct to make a Wisdom saving throw vs. their Divinity Score. On a failed save, the bond between them and their construct is suppressed for 1 minute. During this time the construct goes berserk, attacking the closest creature within sight every round.

MISLEAD

Invoking Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration

The God of Chaos becomes invisible at the same time that an illusory double of them appears where they are standing. The double lasts while concentration is maintained, but the invisibility ends if the god attacks, invokes a divinity, or casts a spell.

The god can use their action to move their illusory double up to twice their speed and make it gesture, speak, and behave in whatever way they choose.

The God of Chaos can see through its eyes and hear through its ears as if they were located where it is. On each of the god's turns as a bonus action, they can switch from using its senses to using their own, or back again. While they are using its senses, they are blinded and deafened regarding their own surroundings.

IRRESISTIBLE DANCE

Invoking Time: 1 Action

Range: 30'

Components: V, S

Duration: Concentration

The God of Chaos chooses one creature that they can see within range. The target begins a comedic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this divinity.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the

target is affected by this divinity, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw vs. the god's Divinity Score to regain control of itself. On a successful save, the divinity ends.

EYEBITE

Invoking Time: 1 action

Range: Self

Components: S

Duration: Concentration

For the divinity's duration, the God of Chaos's eyes become an inky void imbued with dread power. One creature of the god's choice within 60' that they can see must succeed on a Wisdom saving throw vs. the god's Divinity Score or succumb to one of the following effects of the god's choice for the duration.

- **Asleep:** The target falls unconscious. It wakes up if it takes any damage, or if another creature uses its action to shake the sleeper awake.
- **Panicked:** The target is frightened by the God of Chaos. On each of its turns, the frightened creature must take the Dash action and move away from the god by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60' away from the god or where it can no longer see them, this effect ends.
- **Sickened:** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

On each of the god's turns, until the divinity ends, they can use their action to target another creature but can't target a creature again if it has succeeded on a saving throw against this invoking of eyebite.

PLANE SHIFT

Invoking Time: 1 action

Range: Touch

Components: V, S, M (a godstone worn by every traveler accompanying the God of Chaos)

Duration: Instantaneous

The God of Chaos and up to eight willing creatures who link hands in a circle are transported to a different plane of existence.

Alternatively, if the god knows the sigil sequence of a teleportation circle on another plane of existence, this divinity can take them to that circle. If the teleportation circle is too small to hold all the creatures

CHAPTER THREE: DIVINITIES

they transported, those creatures appear in the closest unoccupied spaces next to the circle.

The God of Chaos can use this divinity to banish an unwilling creature to another plane. The god chooses a creature within their reach and makes a melee attack against it using their divinity modifier. On a hit, the creature must make a Charisma saving throw vs. the god's Divinity Score. If the creature fails this save, it is transported to a random location on the plane of existence the god specifies. A creature so transported must find its own way back to the god's current plane of existence.

REALITY MANIPULATION

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Chaos can manipulate the very fabric of reality. By focusing their divine might on a point they can see within range, they can cause one of the following effects to occur per round:

- **Upend Reality:** The God of Chaos can reverse one aspect of reality in a 60' radius; up becomes down, night becomes day, water becomes air, etc. The god cannot target specific creatures with this divinity, only areas and aspects of reality that affect that area.
- **Veil of Confusion:** The God of Chaos selects any two creatures they can see within range. On a failed save, those targeted confuse friends for arch enemies and will attack them for the duration. Each round a target unknowingly harms a friend or hears a plea that they are being tricked, they may roll another Wisdom check to break free from the veil.
- **Disruption:** The God of Chaos can disrupt the field of magic around a spellcaster or the divine energy of another god, forcing the targeted creature to roll a Wisdom save vs. the god's Divinity Score. On a failure, the next spell cast or divinity invoked by the target is randomized; a spell is chosen at random from the same level of the spell cast that the caster has access, while a divinity is replaced by another the god possess at the DM's discretion.

TELEPATHY

Invoking Time: 1 action

Range: Unlimited

Components: V, S

Duration: 24 hours

The God of Chaos can forge a telepathic link between themselves and a willing creature with whom they are familiar. The creature can be anywhere on the same plane of existence as the god. The divinity ends if the god or the target is no longer on the same plane. Until the divinity ends, the god and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link. The target recognizes the god as the creature with which it is communicating. The divinity enables a creature with an Intelligence score of at least 1 to understand the meaning of the god's words and any sensory messages they send to it.

SOUL TRANSFERENCE

Invoking Time: 1 action

Range: 60'

Components: V, S, M (a small glass vial containing a powdered godstone; if the vial is broken, the divinity ends)

Duration: Until dispelled

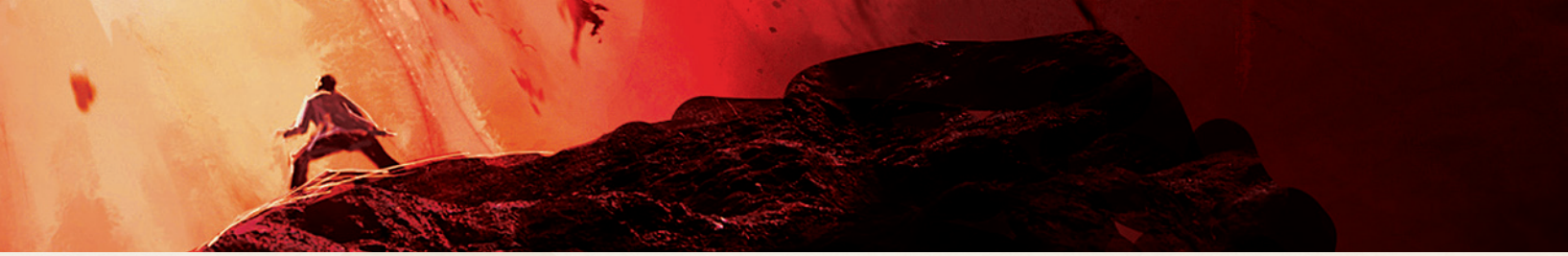
The God of Chaos can swap the souls of two creatures whose Intelligence scores are at least 3 or more, placing each soul within the other's body for the duration. Both creatures roll a Wisdom save against the god's Divinity Score. If either creature succeeds, the divinity fails.

Both creature's game statistics are replaced by the statistics of the other, though they retain their alignment and Intelligence, Wisdom, and Charisma scores. Both creatures also retain all of their skill and saving throw proficiencies, in addition to gaining those of the other. If one creature has the same proficiency as the other, and the bonus listed in its statistics is higher than the other, use their bonus in place of the other. As both creatures have become one another, they can use any legendary actions or lair actions their new form possesses.

A god's divinities are anchored to their bodies and those that inhabit their flesh gain access to their godhood. Gods that swap bodies gain the other's divine power while losing access to their own.

If either creature selected is unwilling, they roll a Wisdom saving throw vs. the God of Chaos's Divinity Score. If either succeeds, the soul transfer fails. On a failure, each creature is trapped in the other's body until the following occurs:

If both creatures simultaneously make physical contact



with the God of Chaos they can immediately roll another Wisdom saving throw with Advantage. If either succeeds, the divinity ends.

If the small glass vial is shattered or the godstone dust poured out, the divinity ends.

If either swapped creature is killed, the divinity ends. The surviving creature is trapped in their new form.

MAZE

Invoking Time: 1 Action

Range: 60'

Components: V, S

Duration: Concentration

The God of Chaos banishes a creature that they can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence check vs. the God of Chaos's Divinity Score. If it succeeds, it escapes, and the divinity ends (a minotaur or other maze-aware creature automatically succeeds this saving throw).

When the divinity ends, the target reappears in the space it left or if that space is occupied, in the nearest unoccupied space.

SHAPECHANGE

Invoking Time: 1 Action

Range: Self

Components: V, S, M (a circlet with a godstone set on the forehead)

Duration: Concentration

The God of Chaos assumes the form of a different creature for the duration. The new form can be any creature with a challenge rating equal to the god's level or lower. The creature can't be a construct or undead, and the god must have seen the sort of creature at least once. The god transforms into a common example of that creature, one without any class levels or the spellcasting trait.

The god's game statistics are replaced by the statistics of the chosen creature, though they retain their alignment and Intelligence, Wisdom, and Charisma scores. The god also keeps all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the God, and the bonus listed in its statistics is higher than theirs, use the creature's bonus in place of theirs. The god can't use any legendary actions or lair actions of the new form.

The God of Chaos assumes the hit points and Hit Dice of the new form. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. If the god reverts as a result of dropping to 0 hit points, any excess damage carries over to their usual form.

The god retains the benefit of any features from their class, race, or other source and can use them, provided that their new form is physically capable of doing so. The god can't use any special senses they have (for example, darkvision) unless their new form also has that sense. The god can only speak if the creature can normally speak.

When the God of Chaos transforms, they choose whether their equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. The god's equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into their new form. Equipment that merges has no effect in that state.

During this divinity's duration, the God of Chaos can use their action to assume a different form following the same restrictions and rules for the original form, with one exception: if their new form has more hit points than the god's current one, their hit points remain at their current value.

RANDOM

Invoking Time: 1 reaction

Range: 60'

Components: V, S

Duration: Instantaneous

Once per round on their reaction, the God of Chaos can choose to randomize any event that has occurred. For example, if a creature the god can see within range is shot with an arrow, the god can randomize that event, causing the arrow to strike another creature the god can see within range instead. The new creature is chosen at random between all creatures within range, except for the God of Chaos.

The god can choose to randomize any event, even if attack rolls and saving throws have already been made. Creatures that are affected by the randomized event roll saving throws as per normal. If there are no additional creatures in range, the divinity fails.

DEATH

Level	Features
1	Spare the Dying
2	Chill Touch
3	Inflict Wounds
4	Ray of Sickness, Animate Dead
5	Bind the Living
6	Regeneration (5hp per round)
7	Ray of Enfeeblement
8	Speak With The Dead
9	Inflict Poison and Disease
10	Raise Dead, Regeneration (10hp per round)
11	Claim the Dead
12	Undeath
13	Harm
14	Circle of Death
15	Regeneration (15hp per round)
16	Banish the Dead
17	+1 Constitution
18	Finger of Death
19	+1 Constitution
20	Regeneration (20hp per round), True Resurrection

SPARE THE DYING

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Death can touch a living creature that has 0 hit points, immediately stabilizing them without requiring a roll.

CHILL TOUCH

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Death can create a ghostly, skeletal hand in the space of a creature within range. They make a ranged divinity attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of the god's next turn. Until then, the hand clings to the target.

At Higher Levels: This divinity's damage increases by 1d8 when at 5th level (2d8), 11th level (3d8), and 17th level (4d8).



CHAPTER THREE: DIVINITIES

INFLICT WOUNDS

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Death makes a melee divinity attack against a creature they can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels: This divinity's damage increases by 1d10 when at 6th level (4d10), 12th level (5d10), and 18th level (6d10).

RAY OF SICKNESS

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

A ray of sickening green energy lashes out toward a creature within range as the God of Death makes a ranged divinity attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, it is also poisoned (disadvantage on Attack rolls and Ability Checks) until the end of the God's next turn.

At Higher Levels: This divinity's damage increases by 1d8 when at 8th level (3d8), 12th level (4d8), 16th level (5d8), and 20th level (6d8).

ANIMATE DEAD

Invoking Time: 1 minute

Range: 10'

Components: V, S

Duration: Instantaneous

This divinity creates an undead servant. The God of Death selects a pile of bones or a corpse of a Medium or Small humanoid within range and imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if the god selects bones or a zombie if they chose a corpse. The god can raise and control up to five undead creatures at the same time.

On each turn, the God of Death can use a bonus action to mentally command any creature they created with this divinity if the creature is within 60' (if the god controls multiple creatures, they can command any or all of them at the same time, issuing the same command to each one). The god decides what action the creature will take and where it will move during its next turn, or they can issue a general command, such as to guard a particular chamber or corridor. If the God of Death issues no

commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under the total control of the God of Death until it is released or destroyed. Once per day, the god must set aside time to meditate upon their undead creations to revivify their unlife. The god must be within range of their creations to do so. If the god is unable to take a short rest in a 24 hour period, the undead they have risen crumble into listless flesh and bones.

- **10th Level:** The God of Death can animate up to Large size creatures of any kind.
- **15th Level:** The God of Death can animate up to Huge size creatures. If the creature reborn had natural special abilities while alive (like a dragon's breath attack or the eyestalks of a Beholder), one of those abilities also function for the undead beast.
- **20th Level:** The God of Death can animate up to Gargantuan size creatures of any kind. If the creature reborn had natural special abilities while alive (like a dragon's breath attack or the eyestalks of a Beholder), one of those abilities also function for the undead beast.

BIND THE LIVING

Invoking Time: 8 hours

Range: 30'

Components: V, S, M (a willing participant with an Intelligence score of at least 3 and a godstone large enough to replace their heart)

Duration: Permanent

The God of Death can bind the souls of the living to their recently deceased bodies, raising them as sentient undead with all their former abilities and memories intact. Those so bound are able to use their class skills and racial bonuses. They continue to earn experience and advance in level.

A creature bound in this manner must be willing, and their death must be part of a ritual lead by the God of Death. If the god's concentration is interrupted at any point, the divinity fails. If any target strays more than 30' from the god while they are invoking this divinity, the divinity fails. If any target loses possession of their godstone during the invocation, the divinity fails. Transforming into the living dead is a horrifying ordeal. Those transformed must make a Wisdom saving throw at DC 13 or flee screaming. If a target flees, the divinity fails.

Those "reborn" by the God of Death gain the following traits:



- **Unliving Might:** +2 Strength
- **Regeneration:** Those brought into sentient undeath regain 4d6 hit points every round as wounds close almost as quickly as they are dealt. The ability is so rapid the unliving can regrow entire limbs in a minute. If an unliving creature places a severed body part next to the stump, it instantly reconnects to the stump.
- **Deathbind:** Those raised in this manner are supernaturally bound to the God of Death. This unwavering loyalty provides them with immunity to magic or divinity that influences thoughts or emotions. Their minds can also not be read by magic or divinity, and the only aura they give off is the black ring of death.

If any bound creature contradicts an order from the God of Death or tries to harm them, they must roll a Wisdom save at disadvantage vs. the god's Divinity Score. On a failed roll, the creature is wracked with crippling pain and cannot take an action that round.

REGENERATION

Invoking Time: Always active

Range: Self

Components: None

Duration: Continuous

The God of Death has control over their mortal coil and regains 5 hit points every round. Severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the god has their severed part and holds it to the stump, the divinity instantaneously causes the limb to knit to the stump.

At Higher Levels: The damage healed every round from this divinity increases to 10 hit points at 10th level, 15 hit points at 15th level, and 20 hit points at 20th level.

RAY OF ENFEEBLEMENT

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

A black beam of enervating energy springs from the God of Death's finger toward a creature within 120' as the god makes a ranged divinity attack against the target. On a hit, the targeted creature deals only half damage with weapon attacks that use Strength.

At the end of each of the target's turns, it can make a Constitution saving throw against the god's Divinity Score. On a success, the divinity ends.

SPEAK WITH THE DEAD

Invoking Time: 1 action

Range: 10'

Components: V

Duration: Concentration

The God of Death can grant the semblance of life and intelligence to a corpse of their choice within range, allowing it to answer any questions posed. The corpse must still have a mouth and can't be undead.

The God of Death can ask the corpse as many questions as they wish. The corpse only knows what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, but the corpse is compelled to give truthful answers. This divinity doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

INFLECT POISON & DISEASE

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Death can infect those they can touch with a variety of poisons. Upon making a successful divinity melee attack, they can induce the following effects in those touched:

- **Body:** The target must make a Constitution save vs. the god's Divinity Score or lose 4d6 hit points immediately. Every round after they lose an additional 2d6 hit points until healed. Those reduced to 0 hit points or less begin dying.
- **Mind:** The touched target must make a Constitution save vs. the god's Divinity Score or lose 1 point of Intelligence. Every minute after they lose an additional point of Intelligence and have disadvantage on all Intelligence related skills and saving throws until the target has taken a long rest or has a *Lesser Restoration* spell cast on them. A creature whose Intelligence is reduced to 0 falls into a coma.
- **Spirit:** The touched target must make a Constitution save vs. the god's Divinity Score or lose 1 point of Wisdom. Every minute after they lose an additional point of Wisdom and have disadvantage on all Wisdom related skills and saving throws until the target has taken a long rest or has a *Lesser Restoration* spell cast on them. Those whose Wisdom is reduced to 0 are feeble minded.

CHAPTER THREE: DIVINITIES

RAISE DEAD

Invoking Time: 1 hour

Range: Touch

Components: V, S, M (a godstone large enough to replace the target's heart, which the divinity consumes)

Duration: Instantaneous

The God of Death can return a dead creature they touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This divinity also neutralizes any poisons and cures non-magical diseases that affected the creature at the time it died. This divinity does not, however, remove magical or divine diseases, curses, or similar effects; if these aren't first removed before casting the divinity, they take effect when the creature returns to life. The divinity can't return an undead creature to life.

This divinity closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the divinity automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

CLAIM THE DEAD

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Concentration

The God of Death can take control of any undead creature that has an intelligence of 3 or less that they can see within range. The creature cannot save against this divinity and remains under the god's control until the duration ends or the original magic or divinity that animated it expires.

If the undead creature has an intelligence of 3 or greater, they must succeed on a Wisdom saving throw vs. the god's Divinity Score or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the divinity ends on the target.

UNDEATH

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Death cannot die by normal means. If reduced to zero hit points by damage that is not dealt by another god or by an artifact, the god automatically makes their Death Save and retains 1 hp. If the damage is divine, the God of Death has advantage on their death saves.

HARM

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Death can drain the life force from a creature they can see within range. The target must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took which cannot be restored until a *Lesser Restoration* spell is cast upon them.

CIRCLE OF DEATH

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

Negative energy ripples out in a 60' radius sphere from a point within range. Each creature in that area must make a Constitution saving throw vs. the God of Death's Divinity Score. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels: Damage from this divinity increases to 10d6 at 17th level, and 12d6 damage at 20th level.

BANISH THE DEAD

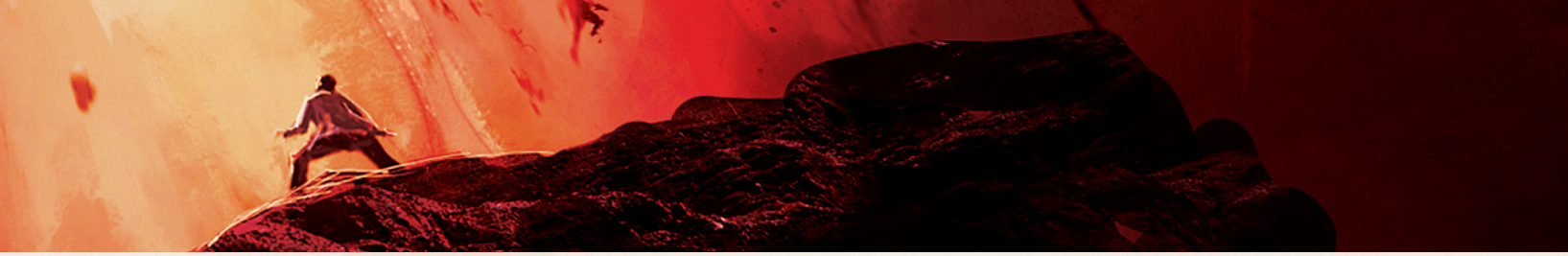
Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of Death selects a point they can see within range. Radiant energy ripples out in a 20' radius,



banishing the souls of undead creatures within range. Undead of CR 3 or less crumble to bone and dust, while all others must make a Wisdom saving throw vs. the god's Divinity Score. Those who succeed take 6d10 radiant damage, while those who fail are immediately expelled from their undead forms.

At Higher Levels: Radiant damage from this divinity increases to 8d10 at 18th level and 10d10 at 20th level.

FINGER OF DEATH

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Death sends negative energy coursing through a creature they can see within range, causing it searing pain. The target must make a Constitution saving throw vs. the god's Divinity Score. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this divinity rises at the start of the God of Death's next turn as a zombie that is permanently under their command, following their verbal orders to the best of its ability. Any who attempt to raise this zombie from the dead must first succeed on a spellcrafting or Divinity Score saving throw vs. the god's Divinity Score. If they fail, the god blocks their attempt to return life to the zombie.

TRUE RESURRECTION

Invoking Time: 1 hour

Range: Touch

Components: V, S, M (a godstone large enough to replace the target's heart, which is consumed by this divinity)

Duration: Instantaneous

The God of Death touches a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This divinity closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The divinity replaces damaged or missing organs and limbs.

The divinity can even provide a new body if the original no longer exists, in which case the God of Death must speak the creature's name. The creature then appears in an unoccupied space they choose within 10'.

DREAMS

Level	Features
1	Restful Slumber, Dreamwalking
2	Sleep
3	Dreamspace
4	Tongues
5	Spirit Guardians
6	Manifest Nightmares
7	Nightmare Tentacles
8	Locate Creature
9	Dreamcrafting
10	Dream
11	Awaken
12	Modify Memory
13	Waking Dreams
14	Commune
15	Contact Other Plane
16	Guards and Wards
17	Project Image
18	Conjure Night Terror
19	Mind Blank
20	Astral Projection

RESTFUL SLUMBER

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Dreams sleeps soundly and regains all hit points, hit dice, and all class and race limited use abilities when they take a short rest.

DREAMWALKING

Invoking Time: 1 action

Range: Self

Components: None

Duration: Concentration

The God of Dreams can choose to remain semi-conscious while sleeping, entering a astral state in the emptiness between the waking world and the dream world. While in this state, the god does not suffer penalties for being asleep (aside from being motionless) and can shift from slumber to full wakefulness as a free action.

SLEEP

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: 1 minute or Concentration

The God of Dreams can send creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this divinity can affect. Creatures within 20' of a point the god chooses within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this divinity falls unconscious until the divinity ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this divinity.

At Higher Levels: The hit point total of creatures that can be put to sleep by this divinity increases by 1d8 at 4th level (6d8), 6th level (7d8), 8th level (8d8), 10th level (10d8), 12th level (12d8), 14th level (14d8), 16th level (16d8), 18th level (18d8), and 20th level (20d8).

DREAMSPACE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

While walking consciously within the sleeping world, the God of Dreams can craft the dreamscape however they wish. In doing so, they carve out a bit of the dreamscape and segment it from the world; any events that transpire within this space do not affect the rest of reality and any harm inflicted or suffered is only in the mind (though it will feel and appear very real).

In this space, the god can create any reality they can imagine, and interact with their imagined dreamscapes as if they were real.

At Higher Levels: At 6th level the God of Dreams can bring an additional willing person with them into this dream-crafted reality, allowing them to experience the imagined place as if it were real. The god can bring along two people at 8th level, three at 10th level, four at 12th level, six at 14th level, seven at 16th level, eight at 18th level, and ten people at 20th level.



Caitlyn Wainrite

CHAPTER THREE: DIVINITIES

TONGUES

Invoking Time: 1 action (Always active for the god)

Range: Touch

Components: V, S

Duration: 1 hour (Permanent for the god)

While in the dreamscape, this divinity grants the God of Dreams the ability to understand any spoken language they can hear. Moreover, when the god speaks, any creature that knows at least one language and can hear the god and understands what it says.

The God of Dreams can bestow this ability on any creature they have brought into the dreamscape by touching them.

SPIRIT GUARDIANS

Invoking Time: 1 action

Range: Self (15' radius)

Components: V, S

Duration: 10 minutes

The God of Dreams can call forth spirits from the dreamworld to protect them. They flit around the god to a distance of 15' for the duration. If the god is good or neutral, their spectral form appears angelic or fey. If the god is evil, they appear fiendish.

When the God of Dreams invokes this divinity, they can designate any number of creatures they can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the creature takes 3d8 radiant damage (if the god is good or neutral) or 3d8 necrotic damage (if the god is evil). On a successful save, the creature takes half damage.

At Higher Levels: Damage from this divinity increases to 5d8 at 10th level, 7d8 at 15th level, and 10d8 at 20th level.

MANIFEST NIGHTMARE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: 1 minute or Concentration

The God of Dreams taps into the nightmares of a sleeping creature they can see within range and creates an illusory manifestation of its deepest fears. The god can then choose another creature within range that is awake and manifest those nightmares before them. This creature must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the target

becomes frightened for the duration. At the end of each of the target's turns, before the duration ends, the target must succeed on another Wisdom saving throw or take 4d10 psychic damage. On a successful save, the divinity ends.

At Higher Levels: The psychic damage inflicted by a summoned nightmare increases to 5d10 at 10th level, 6d10 at 14th level, and 7d10 at 18th level.

NIGHTMARE TENTACLES

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Concentration

Ebony tentacles fill a 20' square of ground that the God of Dreams can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or take 3d6 bludgeoning damage and be restrained by the tentacles until the divinity ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against the God of Dream's Divinity Score. On a success, it frees itself.

LOCATE CREATURE

Invoking Time: 1 action

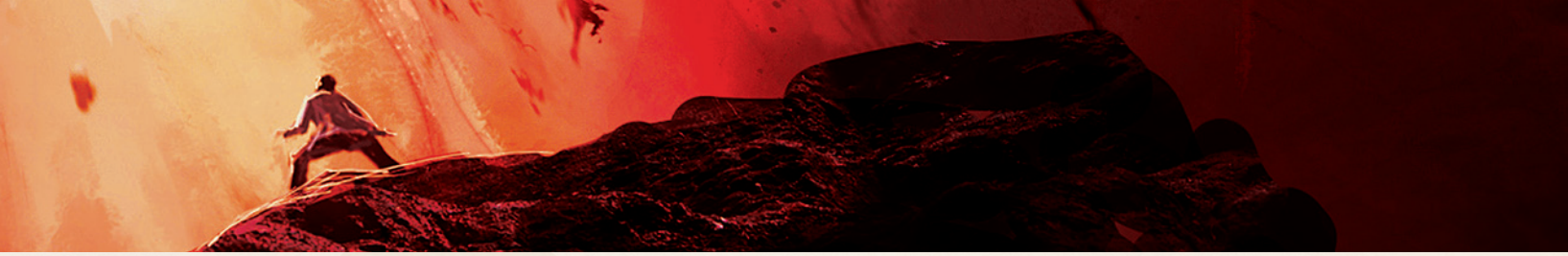
Range: Self

Components: V, S

Duration: Concentration

While dreamwalking, the God of Dreams describes or names a creature that is familiar to them. They sense the direction to the creature's location, as long as that creature is within 1,000' of the god. If the creature is sleeping at the time, the range for this divinity is unlimited as long as the god and the targeted creature are on the same plane of existence. If the creature is moving, the god knows the direction of its movement.

The God of Dreams can locate a particular creature known to them or the nearest creature of a specific kind (such as a human or a unicorn), so long as the god has seen such a creature up close (within 30') at least once. If the creature the god described or named is in a different form, such as being under the effects



of a polymorph spell, this divinity doesn't locate the creature.

DREAMCRAFTING

Invoking Time: 1 minute

Range: 30'

Components: V, S

Duration: Special

The God of Dreams can pull tendrils of subconscious reality from the dreamspace to create non-living objects of vegetable matter within range: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration:

- **Vegetable matter:** 1 day
- **Stone or crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine or mithral:** 1 minute

Using any material created by this divinity as a spell's material component causes that spell to fail.

At Higher Levels: The maximum size of the object pulled from the Dreamspace increases to 10' at 10th level, 15' at 14th level, and 20' at 18th level.

DREAM

Invoking Time: 1 minute

Range: Special

Components: V, S

Duration: 8 hours

This divinity shapes a creature's dreams. The God of Dreams chooses a creature known to them as the target of this divinity. The target must be on the same plane of existence as the god. Creatures that don't sleep, such as elves, can't be contacted by this divinity. The god, or a willing creature they touch, enters a trance state, acting as a messenger. While in this trance state, the messenger is aware of their surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the divinity. The messenger can also shape the environment of the dream, creating landscapes, objects, and other

images. The messenger can emerge from the trance at any time, ending the effect of the divinity early. The target recalls the dream perfectly upon waking. If the target is awake when the god invokes the divinity, the messenger knows it, and can either end the trance (and the divinity) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

The God of Dreams can make the messenger appear monstrous and terrifying to the target. If they do, the messenger can deliver a message of no more than 10 words and then the target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. When the target wakes up, it takes 3d6 psychic damage.

If The God of Dreams is in possession of a lock of hair, clipping from a nail, finger, or similar portion of the target's body, the target makes its saving throw with disadvantage.

AWAKEN

Invoking Time: 8 hours

Range: Touch

Components: V, S, M (a godstone large enough to be held with both hands, which the divinity consumes)

Duration: Instantaneous

After spending 8 hours fusing their divine energies with a godstone, the God of Dreams touches a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language then god knows. If the target is a plant, it attains capacity to move its limbs, roots, sines, creepers, and so forth, and it gains senses similar to a human's.

The awakened beast or plant is charmed by the God of Dreams for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the god, based on how they treated it while it was charmed.

CHAPTER THREE: DIVINITIES

MODIFY MEMORY

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

The God of Dreams attempts to reshape the memories of a sleeping creature. If the creature selected does not sleep or is immune to charm effects, they are not affected by this divinity.

One creature the god can see must make a Wisdom saving throw vs. the God of Dream's Divinity Score. If the god or those associated with them is fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by the god for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear the god. If it takes any damage or is targeted by a spell or divinity, this divinity ends, and none of the target's memories are modified.

While this charm lasts, The God of Dreams can affect the target's memory of an event that it experienced within the last 24 hours, and that lasted no more than 10 minutes. The god can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the particulars of the event, or create a memory of some other event.

The God of Dreams must speak to the target to describe how its memories are affected, and it must be able to understand the god's language for the modified memories to take root. Its mind fills in any gaps in the details of the god's description. If the divinity ends before the god has finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the divinity ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the target restores the creature's true memory.

At Higher Levels: The God of Dreams can alter the target's memories of an event that took place up to 7 days ago at 14th level, 30 days ago at 16th level, 1 year ago at 18th level, or anytime in the creature's past at 20th level.

WAKING DREAMS

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Dreams can enter a waking dream-state while remaining fully conscious of their surroundings. They can walk, converse and take simple actions in the waking world while in this dream-state, while also having full access to any divinities that require them to be in the dreamscape, including divinities that also require concentration. If the god loses concentration or makes an attack, the waking dream ends.

COMMUNE

Invoking Time: 1 minute

Range: Self

Components: V, S

Duration: 1 minute

The God of Dreams enters the dreamscape to contact the echoes of a dead deity or divine proxy. The god may ask up to 3 questions that can be answered with a yes or no. The god receives a correct answer for each question.

Divine beings aren't necessarily omniscient, even the Old Gods, so the God of Dreams might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If the God of Dreams invokes this divinity 2 or more times before finishing their next long rest, there is a cumulative 25 percent chance for each attempt after the first that they get no answer. The DM makes this roll in secret.

CONTACT OTHER PLANE

Invoking Time: 1 minute

Range: Self

Components: V, S

Duration: 1 minute

While in the dreamscape, the God of Dreams mentally contacts a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break their mind. When the god invokes this divinity, they make a DC 15 Intelligence saving throw. On a failure, they take 6d6 psychic damage and are insane until they finish a long rest. While insane, the



god can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell ends this effect.

On a successful save, the god can ask the entity up to 5 questions. The god must ask their questions before the divinity ends. The DM answers each question with 1 word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

GUARDS AND WARDS

Invoking Time: 10 minutes

Range: Touch

Components: V, S, M (a godstone large enough to be held with two hands)

Duration: 24 Hours

The God of Dreams can merge the dreamscape with the physical world to create a ward that protects up to a 2,500' square area of floor space (an area 50' square, or one hundred 5' squares or twenty-five 10' squares). The warded area can be up to 20' tall, and shaped as the god desires. The god can ward several stories of a stronghold by dividing the area among them, as long as they can walk into each contiguous area while they are invoking the divinity.

When the God of Dreams invokes this divinity, they can specify individuals that are unaffected by any or all of the effects that they choose. The god can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and Wards creates the following effects within the warded area.

- **Corridors:** Fog fills all the warded corridors, making them heavily obscured. Also, at each intersection or branching passage offering a choice of direction, there is a 50% chance that a creature other than the god will believe it is going in the opposite direction from the one it chooses.
- **Doors:** All doors in the warded area are magically locked as if sealed by an *Arcane Lock* spell. Also, the god can cover up to 10 doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as common sections of wall.
- **Stairs:** Webs fill all stairs in the warded area from top to bottom, as the *Web* spell. These strands regrow in 10 minutes if they are burned or torn away while this divinity lasts.

- **Other Spell Effect:** The god can place their choice of one of the following magical effects within the warded area of the stronghold:

- Place *Dancing Lights* in four corridors: The god can designate a simple program that the lights repeat as long as guards and wards lasts.
- Place *Magic Mouth* in two locations.
- Place *Stinking Cloud* in two locations. The vapors appear in the places the god designates; they return within 10 minutes if dispersed.
- Place a constant *Gust of Wind* in one corridor or room.
- Place a *Suggestion* in one location. The God of Dreams selects an area of up to 5' square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A dispel magic cast on a particular effect, if successful, removes only that effect.

The god can create a permanently guarded and warded structure by invoking this divinity in the same location every day for 1 year.

PROJECT IMAGE

Invoking Time: 1 Action

Range: 500 Miles

Components: V, S

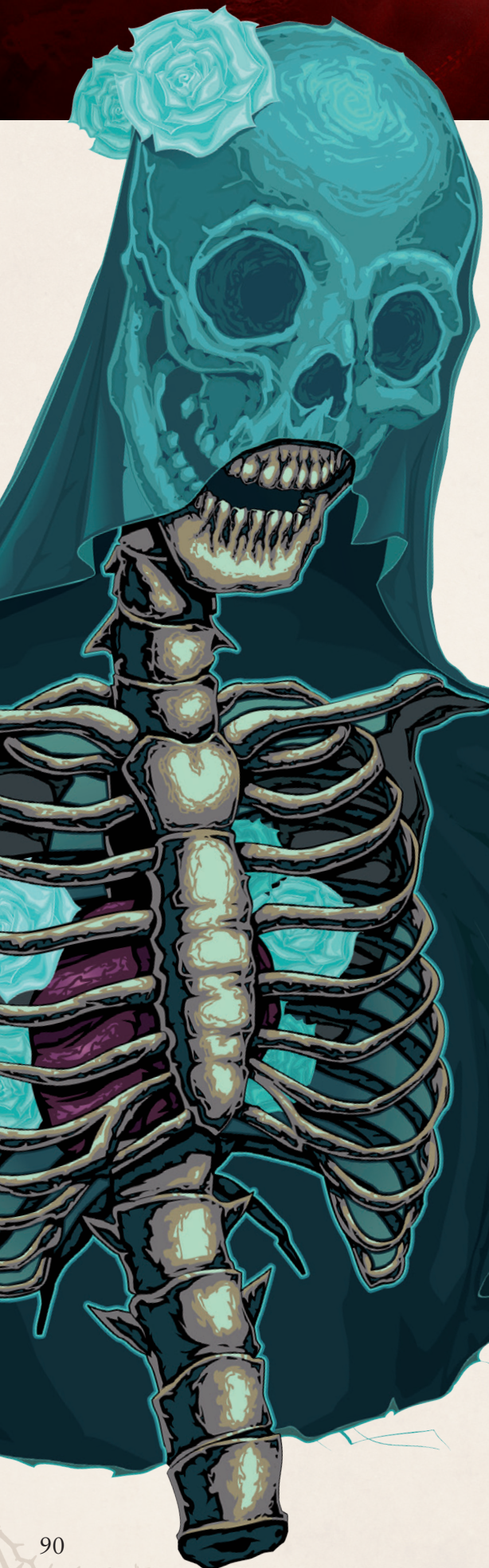
Duration: Concentration

The God of Dreams reaches into their subconscious to create a copy of themselves in the waking world that exists for the duration. The copy can appear at any location within range that the god has seen before, regardless of intervening obstacles. The illusion looks and sounds like the god but is intangible. If the illusion takes any damage, it disappears, and the divinity ends.

The God of Dreams can use their action to move this illusion up to twice their speed, and make it gesture, speak, and behave in whatever way they choose. It mimics their mannerisms perfectly.

While in the dreamscape, the God of Dreams can see through their replica's eyes and hear through its ears as if the god were in its space. On the god's turn as a bonus action, they can switch from using its senses to using their own, or back again. While the god is using its senses, they are blinded and deafened regarding their own surroundings.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine



that it is an illusion with a successful Intelligence (Investigation) check against the God of Dream's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

CONJURE NIGHT TERROR

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: 1 hour

The God of Dreams can manifest horrors from the dreamscape into the waking world, which appear in an unoccupied space that the god can see within range. These night terrors (see Chapter 5: Creatures) disappear when they drop to 0 hit points or when the duration ends. The nightmare is friendly to the

god and their companions (though no less disturbing) for the duration. Roll initiative for the nightmare, which has its own

turns. It obeys any verbal commands that the god issues to it (no action required by the god). If the God of Dreams does not issue any commands to the nightmare, it defends itself from hostile creatures but otherwise takes no actions.

If the god summons more night terrors before the previous ones duration has expired, the first creatures vanish.

The creature originally targeted by the night terrors must make a Wisdom save vs. the god's Divinity Score or be at disadvantage for all saving throws vs. them.

MIND BLANK

Invoking Time: 1 Action

Range: Touch

Components: V, S

Duration: 24 Hours

Until the duration ends, 1 willing creature the God of Dreams touches is placed into a waking dream and made immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The divinity even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

CHAPTER THREE: DIVINITIES

ASTRAL PROJECTION

Invoking Time: 1 Hour

Range: 10'

Components: V, S, M (a godstone worn by each creature accompanying the god in the Astral Realm)

Duration: Special

The God of Dreams and up to 8 willing creatures within range project their astral bodies into the Astral Plane. The material bodies the god and their companions leave behind are unconscious and in a state of suspended animation; they don't need food or air and do not age.

The god's astral body resembles their mortal form in almost every way, replicating their game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between the god's shoulder blades and trails behind them, fading to invisibility after 1'. This cord is the god's tether to their material body. As long as the tether remains intact, they can find their way home. If the cord is cut—something that can happen only when an effect specifically states that it does—the soul and body are separated, killing the astral traveler instantly.

The god's astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If the god enters a new plane or returns to the plane they were on when invoking this divinity, their body and possessions are transported along the silver cord, allowing them to re-enter their body as they enter the new plane. The god's astral form is a separate incarnation. Any damage or other effects that apply to it do not affect their physical body, nor do they persist when the god returns to it.

The duration ends for the God of Dreams and their companions when they use their action to dismiss it. When the divinity ends, the affected creature returns to its physical body, and it awakens.

The divinity might also end early for the God of Dreams or one of their companions. A successful dispel magic used against an astral or physical body ends the divinity for that creature. If a creature's original body or its astral form drops to 0 hit points, the divinity ends for that creature. If the divinity ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If the God of Dreams is returned to their body prematurely, their companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

EARTH

Level	Features
1	Mold Earth
2	Tremorsense
3	Earthbind, Heat Metal
4	Erupting Earth, Meld Into Stone
5	Wall of Sand, Earth Glide (2x movement)
6	Summon Earth Elemental
7	Stoneskin
8	Stone Shape, Move Earth
9	Create Clay Construct
10	Passwall, Earth Glide (4x movement)
11	Transmute Rock
12	Wall of Stone
13	Bones of the Earth
14	Create Stone Construct
15	Stone Form
16	Tunnel (2x movement)
17	Earthquake
18	Volcano
19	Earth Teleportation
20	Diamond Form

MOLD EARTH

Invoking Time: 1 action

Range: 30'

Components: S

Duration: Instantaneous or 1 hour (see below)

The God of Earth can choose a portion of dirt or stone that they can see within range, and that fits within a 5' cube. The god can manipulate that material in one of the following ways:

If the god targets an area of loose earth, they can instantaneously excavate it, move it along the ground, and deposit it up to 5' away. This movement doesn't have enough force to cause damage.

The god can cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

If the dirt or stone the god targets is on the ground, they cause it to become difficult terrain. Alternatively, they can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If the God of Earth is walking on stone, earth, or dirt that lacks vegetation, they leave no trace of their passing.

TREMORSENSE

Invoking Time: Always active

Range: Self (300' radius sphere)

Components: None

Duration: Permanent

The God of the Earth is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the god to those that they are sensing, the range defines the maximum distance of the shortest indirect path. The god must be in contact with the ground, and the creatures they are sensing must be moving. As long as the other creatures are taking physical actions, including casting spells or invoking divinities with somatic components, they're considered moving; they don't have to move from place to place for the God of Earth to detect them.

EARTHBIND

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of Earth chooses one creature they can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw vs. the god's Divinity Score or its flying speed (if any) is reduced to 0' for the divinity's duration. An airborne creature affected by this divinity descends at 60' per round until it reaches the ground or the divinity ends.

At Higher Levels: The God of Earth can bind two flying creatures at 8th level, three creatures at 12th level, four creatures at 16th level, and five creatures at 20th level. All targeted creatures must be within 30' of each other.

HEAT METAL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 minute or Concentration

The God of Earth can select a metal object, such as a metal weapon or a suit of metal armor, that they can see within range and cause the object to glow red-

hot. Any creature in physical contact with the object takes 2d8 fire damage immediately. As long as the god maintains Concentration, they can use a bonus action on each subsequent turn to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw vs. the god's Divinity Score or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of the god's next turn.

At Higher Levels: This divinity inflicts 3d8 damage at 7th level and a maximum of 4d8 damage at 12th.

ERUPTING EARTH

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Earth chooses a point they can see on the ground within range. A fountain of earth and stone erupts in a 20' cube centered on that point. Each creature in that area must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in that area becomes difficult terrain until cleared away. Each 5' square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels: Damage increases to 4d12 at 8th level, 5d12 at 12th level, 6d12 at 16th level, and 7d12 at 20th level.

MELD INTO STONE

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 8 hours

The God of Earth can step into a stone object or surface large enough to fully contain their body, melding themselves and all the equipment they carry with the stone for the duration. Using their movement, the god steps into the stone at a point they can touch. Nothing of the god's presence remains visible or otherwise detectable by non-magical senses.

Because of their earthsense ability, The god remains completely aware all movement on or within the earth in a 300' radius. The god remains aware of the passage of time and can cast spells and use divinities while merged with the stone. The god can use their movement to leave the stone where they entered it,



CHAPTER THREE: DIVINITIES

which ends the divinity. The god otherwise can't move.

Minor physical damage to the stone doesn't harm the god, but its partial destruction or a change in its shape (to the extent that the god no longer fits within it) expels them and deals 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels the god and deals 50 bludgeoning damage. If expelled, the god falls prone in an unoccupied space closest to where they first entered.

WALL OF SAND

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

The God of Earth can call forth a non-magical wall of swirling sand at a chosen point up to 120' away. The wall is 1' thick and composed of ten 10'x10' panels. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the god chooses which side). If a creature is surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw vs. the god's Divinity Score. On a success, it can use its reaction to move so that it is no longer enclosed by the wall.

The wall can have any shape the God of Earth desires, though it can't occupy the same space as a creature or object. It must be called forth from, and rest upon, natural earth.

The wall blocks all incoming projectiles. Anyone who attempts to pass through it must make a Strength check vs. the god's Divinity Score or be pushed back. Those who do pass through take 2d6 damage as the sand tears at their flesh and must roll a Constitution check vs. the god's Divinity Score or be blinded until the next turn.

At Higher Levels: At 10th level, the God of Earth can create a wall that is 5' thick with up to fifty 10'x10' panels. Those who fail an attempt to pass through the wall are stuck within it for the round and take 4d6 damage as the sand blasts away at their skin, as well as having to roll vs. being blinded.

EARTH GLIDE

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Earth can glide along rock, dirt, sand, or

stone at twice their normal movement rate by rippling the ground to propel them forward.

At Higher Levels: At 10th level, the God of Earth's gliding speed increases to 4x their movement.

SUMMON EARTH ELEMENTAL

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: 1 hour

The God of Earth can call forth an elemental servant. The god chooses an area of earth or stone that fills a 10' cube within range. An elemental of challenge rating 5 or lower appears in an unoccupied space within 10' of it. Earth elementals can rise from the earth or emerge from stone walls. The elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The elemental is friendly to the God of Earth and their companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that the god 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. The DM has the elemental's statistics.

At Higher Levels: The god can summon a Greater Earth Elemental at 14th level, and a Superior Earth Elemental at 20th level.

STONESKIN

Invoking Time: 1 action

Range: Self

Components: None

Duration: Until dismissed

The God of Earth can transform their flesh to solid stone, gaining resistance to non-magical bludgeoning, piercing, and slashing damage. The transformation lasts until the god dismisses it or is rendered unconscious.

STONE SHAPE

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Earth touches a stone object of medium size or smaller or a section of stone no more than 5' in any dimension and form it into any shape that suits

CHAPTER THREE: DIVINITIES

their purpose. So, for example, the god could shape a rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5' thick. The god could also shape a stone door or its frame to seal the door shut. The object the god creates can have up to two hinges and a latch, but finer mechanical detail isn't possible.

At Higher Levels: The God of Earth can shape up to 10' of earth or stone in any dimension at 12th level, 15' at 16th level, and 20' at 20th level.

MOVE EARTH

Invoking Time: 1 day

Range: 120'

Components: V, S

Duration: Permanent

The God of Earth chooses an area of terrain no larger than 40' on a side within range. The God can reshape dirt, sand, or clay in the area in any manner they choose for the duration. They can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such change cannot exceed half the area's largest dimension. So, if the god affects a 40' square, they can create a pillar up to 20' high, raise or lower the square's elevation by up to 20', dig a trench up to 20' deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes the God of Earth spends concentrating on the divinity they can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This divinity can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate new terrain. If the way the god shapes the terrain would make a structure unstable, it might collapse. Similarly, this divinity doesn't directly affect plant growth. The moved earth carries any plants along with it.

CREATE CLAY CONSTRUCT

Invoking Time: 1 day

Range: 120'

Components: V, S, M (a godstone large enough to be held with both hands, which is consumed)

Duration: Permanent

By spending an entire day with access to 5,000 pounds of earth, the God of Earth can forge a Clay Construct.

The DM will have statistics for the construct.

WALL OF STONE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Earth can call forth a non-magical wall of stone at a chosen point up to 120' away. The wall is 1' thick and composed of ten 10'x10' panels. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the god's choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw vs. the god's Divinity Score. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape the God of Earth desires, though it can't occupy the same space as a creature or object. The wall must merge with and be solidly supported by existing stone along its entirety. Thus, the god can use this divinity to bridge a chasm or create a ramp.

If The God of Earth creates a span greater than 20' in length, they must halve the size of each panel to create supports. The god can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If the God of Earth maintains Concentration on this divinity for 1 minute, the wall becomes permanent and can't be dispelled. Otherwise, the wall crumbles when the duration ends.

PASSWALL

Invoking Time: 1 action

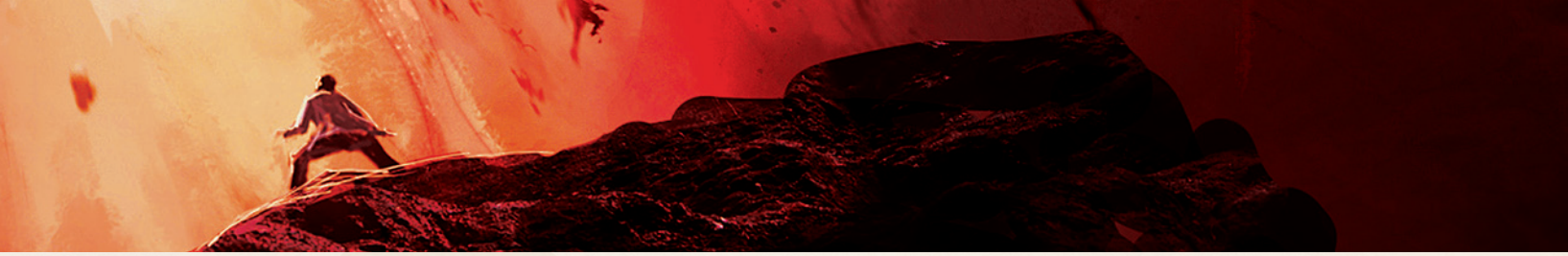
Range: 30'

Components: S

Duration: Concentration

A passage appears at a point of the God of Earth's choice that they can see on a dirt, stone, or metal surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. The god chooses the opening dimensions: up to 5' wide, 8' tall, and 20' deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects



still in the passage created by the divinity are safely ejected to an unoccupied space nearest to the surface.

TRANSMUTE ROCK

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: 1 hour

The God of Earth chooses an area of stone or mud that they can see that fits within a 40' cube and that is within range, and chooses one of the following effects.

- **Transmute Rock to Mud:** Non-magical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the divinity's duration. If the God of Earth enacts this divinity on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4' of movement and any creature affected must make a Strength saving throw vs. the god's Divinity Score. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud. If this divinity is used on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.
- **Transmute Mud to Rock:** Non-magical mud or quicksand in the area no more than 10' deep transforms into soft stone for the divinity's duration. Any creature in the mud when it transforms must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, a creature becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. On a successful save, a creature is shifted safely to the surface to an unoccupied space.

BONES OF THE EARTH

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Earth can summon up to 6 pillars of stone

to burst from places on the ground they can see within range. Each pillar is a cylinder that has a diameter of 5' and a height of up to 30'. The ground where a pillar appears must be wide enough for its diameter, and the god can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain in a 10' radius. The rubble lasts until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the god's divinity's score. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

At Higher Levels: The God of Earth can summon pillars that are 10' wide and 40' high under creatures up to Large size at 16th level, and can summon two additional pillars at 19th level.

CREATE STONE CONSTRUCT

Invoking Time: 1 day

Range: 120'

Components: V, S, M (a godstone large enough to be held with both hands, which is consumed)

Duration: Permanent

By spending an entire day with access to at least 5,000 pounds of stone, the God of Earth can forge a stone construct that will obey their every command. The DM will have statistics for the stone construct

STONE FORM

Invoking Time: 1 action

Range: Self

Components: S

Duration: Concentration

The God of Earth can transform their flesh into solid, living stone as a standard action, providing them with the following benefits:

- **Immunity:** While in this form, the god is immune to poisons and gases.
- **Resistance:** The god takes half damage from non-magical bludgeoning, piercing, and slashing damage.

- **Toughness:** The god gains a minimum AC of 18, regardless of what kind of armor they are wearing.
- **Absorption:** The god can take a standard action to absorb nearby stone, earth or rock that occupies a minimum 10'x10' cube, restoring 5d6 hit points and increasing their size category by 1 (small creatures become medium, medium creatures become large, etc.). While their size is increased, the God of Earth gains +2 to their Strength and -2 to their Dexterity. The god may repeat this action each round, but their size never increases beyond the next size category.

King Thorrick Stoneburner

TUNNEL

Invoking Time: 1 action

Range: 30'

Components: S

Duration: Concentration

The God of Earth can bore through earth, clay, and stone at up to twice their movement. This divinity leaves a 10'x10' tunnel in its wake which will collapse 10 minutes after the god has passed through the affected area.

EARTHQUAKE

Invoking Time: 1 action

Range: 500'

Components: V, S

Duration: Concentration

The God of Earth creates a seismic disturbance at a point on the ground that they see within range. For the duration, an intense tremor rips through the ground in a 100' radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, the creature's Concentration is broken.

When the God of Earth invokes this divinity, and at the end of each turn they spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw vs. the god's Divinity Score. On a



failed save, the creature is knocked prone.

This divinity can have additional effects depending on the terrain in the area, as determined by the DM.

- **Fissures:** Fissures open throughout the divinity's area at the start of the god's next turn after they invoke the divinity. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10x10' deep, 10' wide, and extends from one edge of the divinity's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw vs. the god's Divinity Score or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse.
- **Structures:** The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when the god invokes the divinity and at the start of each of their turns until the divinity ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape.

VOLCANO

Invoking Time: 1 action

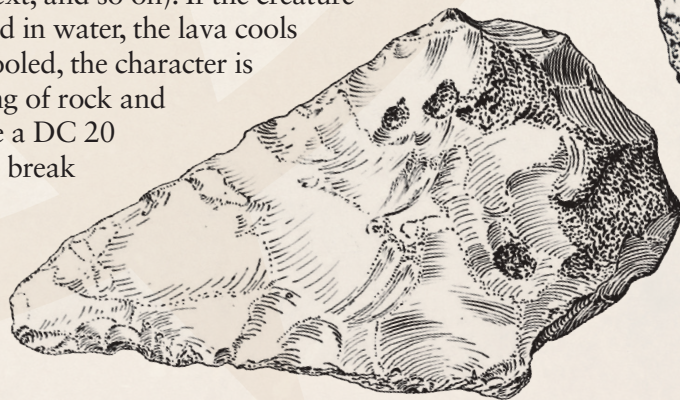
Range: 150'

Components: V, S

Duration: Instantaneous

The God of the Earth can create a concentrated blast of lava that explodes from the ground up as a ranged attack, smothering everything in a 20' radius with lava. Any creature struck must make a Dexterity saving throw vs. the god's Divinity Score or suffer 10d6 damage, or half on a successful save. All flammable material carried or worn by the target bursts into flames. The lava is so scorching it ignites both living trees and wooden structures instantly, burning hot enough to smolder even Ironwood.

A creature who failed the first saving throw must make a second Dexterity save vs. the God of the Earth's Divinity Score or be encased in searing lava that continues to inflict damage as it cools (8d6 the first round, 6d6 the next, and so on). If the creature struck is immersed in water, the lava cools instantly. Once cooled, the character is trapped in a casing of rock and will need to make a DC 20 Strength check to break free.



EARTH TELEPORTATION

Invoking Time: 1 action

Range: Special

Components: V, S, M (every person teleported with the god must be wearing a godstone)

Duration: Instantaneous

The God of Earth can teleport from any location which rests upon natural earth to any other with which they have previously made physical contact. This movement is unerring and instantaneous, and the God of Earth can take along up to ten willing participants that are within 30' of the god.

DIAMOND FORM

Invoking Time: 1 action

Range: Self

Components: None

Duration: Concentration

The God of Earth can transform their flesh into solid, living diamond as a standard action, providing them with the following benefits:

- **Immunity:** While in this form, the god is immune to poisons, gases, fire, cold, and all non-magical bludgeoning, piercing, and slashing damage, and is resistant to magical bludgeoning, piercing and slashing damage.
- **Toughness:** The god gains a minimum AC of 22, regardless of what kind of armor they are wearing.
- **Reflection:** Any ray attacks directed at the god while in this form can be redirected at any target the god chooses (within range of the ray) as a bonus action.



CHAPTER THREE: DIVINITIES

EMOTION

Level	Features
1	Read Aura
2	Calm Emotions
3	Inflame Passions
4	Enhance Ability
5	Zone of Truth
6	Beacon of Hope
7	Fear
8	Compulsion
9	Locate Creature
10	+1 Charisma
11	Creation
12	Hero's Feast
13	Magic Jar
14	+1 Wisdom
15	True Seeing
16	Divine Word
17	Antipathy/Sympathy
18	Feeblemind
19	+1 Charisma
20	Steal the Soul

READ AURA

Invoking Time: 1 action

Range: 120'

Components: None

Duration: Concentration

The God of Emotion can read a thinking creature's emotions that they can see within range as a colorful aura radiating around them. The aura colors manifest as such:

- **Red:** Anger, Passion, Hunger
- **Orange:** Drive, Attraction
- **Yellow:** Joyous, Optimistic
- **Green:** Envious
- **Light Blue:** Calm, Faithful
- **Dark Blue:** Sad, Longing
- **Purple:** Arrogant, Misleading
- **Pink:** Sympathetic, Worried
- **Black:** Evil, Death
- **Grey:** Fearful, Selfish

CALM EMOTIONS

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: 1 minute

The God of Emotions can attempt to suppress strong emotions in a 20' radius sphere centered on a point they choose within range. Those affected must make a Charisma saving throw vs. the god's Divinity Score; a creature can choose to fail this saving throw.

If a creature fails its saving throw, the god can suppress any effect causing a target to be charmed or frightened. When the duration ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, the god can make a target indifferent about creatures of their choice that it would normally be hostile. This indifference ends if the target is attacked or harmed by a divinity or if it witnesses any of its friends being harmed. While a creature is under the effect of this divinity, all spells or divinities directed at them that would cause fear are ineffective.

When the divinity ends, the creature becomes hostile again, unless the DM rules otherwise.

INFLAME PASSIONS

Invoking Time: 1 action

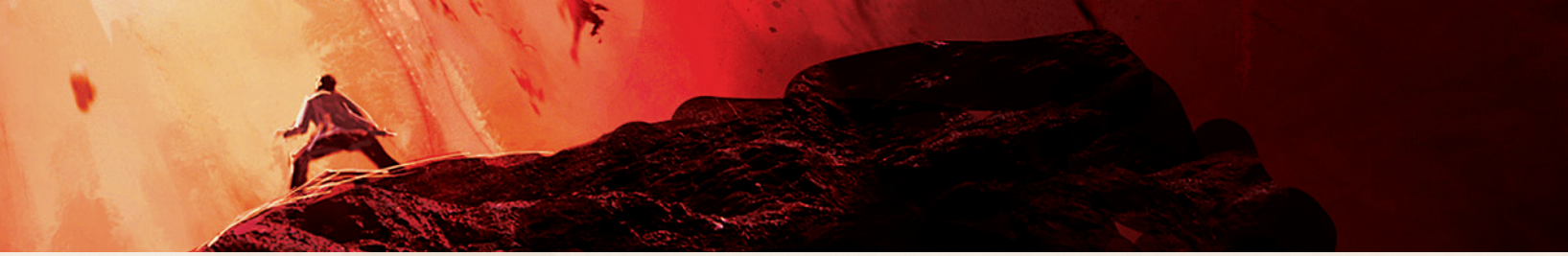
Range: 120'

Components: V, S

Duration: Concentration

The God of Emotions can heighten the emotions of those within a 20' radius sphere centered on a point they choose within range. Those affected must roll a Wisdom saving throw vs. the god's Divinity Score. A failure means whatever emotion they are currently feeling overwhelms them.

- **Anger:** If the target was angry they fly into a mindless rage, attacking anyone they perceive to be an enemy until the duration ends. During this time they are affected as if by a Barbarian's rage ability (advantage on Strength checks and saving throws, +2 melee weapon damage, resistance to bludgeoning/piercing/slashing damage, can't cast spells or invoke divinities). At the end of the duration, they take on a level of exhaustion.
- **Attraction/Drive:** The targeted creatures become obsessed with a creature or personal goal, attacking anyone who gets in-between them and that person or achieving their goal.
- **Happiness:** The target is overwhelmed with joy,



falling prone in convulsions laughter until the duration ends or they are attacked.

- **Envy:** A creature or object the affected creature desired becomes an obsession, driving the creature to attack any who get in the way of acquiring it.
- **Calm:** The affected creatures fall into a deep meditation for the duration, aroused only by loud noise or injury.
- **Arrogant:** Those affected become immune to fear for the duration and refuse to take any course of action that suggests caution.
- **Sympathy:** Those affected become overwhelmed with the need to care for those around them, abandoning all other tasks and concerns for the duration.
- **Fear:** While frightened by this divinity, a creature must take the Dash action and move away from the god by the safest available route on each of its turns, unless there is nowhere to move.

Each round, the affected creature makes another Wisdom saving throw vs. the god's Divinity Score. A success means they snap out of the god's control and roll all further checks against this divinity with advantage for the rest of the encounter.

ENHANCE ABILITY

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

The God of Emotions can touch a creature and bestow upon it a divine enhancement. They choose one of the following effects; the target gains that effect until the duration ends.

- **Bear's Endurance:** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the divinity ends.
- **Bull's Strength:** The target has advantage on Strength checks and their carrying capacity doubles.
- **Cat's Grace:** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20' or less if it isn't incapacitated.
- **Eagle's Splendor:** The target has advantage on Charisma checks.
- **Fox's Cunning:** The target has advantage on Intelligence checks.
- **Owl's Wisdom:** The target has advantage on Wisdom checks.

The god can only heighten one ability per individual, and that individual requires a long rest before they can be enhanced again.

ZONE OF TRUTH

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Emotion creates a magical zone that guards against deception in a 15' radius sphere centered on a point of their choice within range. Until the duration ends, a creature that enters the affected area for the first time on a turn or starts its turn there must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, a creature can't speak a deliberate lie while in the radius. The god knows whether each creature succeeds or fails on its saving throw. An affected creature is aware of the divinity and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

BEACON OF HOPE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 minute

This divinity transforms the God of Emotion into a beacon of hope and vitality. The god chooses any number of creatures within range. For the duration, each target has advantage on Wisdom saving and death saving throws, and regains the maximum number of hit points possible from any healing.

FEAR

Invoking Time: 1 action

Range: Self (30' cone)

Components: V, S

Duration: Concentration

The God of Emotion projects a phantasmal image of a creature's worst fears. Each creature in a 30' cone must succeed on a Wisdom saving throw vs. the god's Divinity Score or drop whatever it is holding and become frightened for the duration.

While frightened by this divinity, a creature must take the Dash action and move away from the god by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn

CHAPTER THREE: DIVINITIES

in a location where it doesn't have line of sight to the god, the creature can make a Wisdom saving throw vs. the god's Divinity Score. On a successful save, the divinity ends for that creature.

COMPULSION

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

Creatures of the God of Emotion's choice that they can see within range and that can hear them must make a Wisdom saving throw vs. the god's Divinity Score. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, until the divinity ends, the god can use a bonus action on each of their turns to designate a direction that is horizontal to the target. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an apparently deadly hazard, such as a fire pit, but it will provoke opportunity attacks to move in the designated direction.

LOCATE CREATURE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Emotion names a creature that is familiar to them. They sense the direction to the creature's location, as long as that creature is within 1,000' of the god. If the creature is moving, the god knows the direction of its movement.

The divinity can locate a particular creature known to the God of Emotion, or the nearest creature of a specific kind (such as a human or a unicorn), so long as they have seen such a creature within 30' at least once. If the creature the god described or named is in a different form, such as being under the effects of a polymorph spell, this divinity doesn't locate the creature.

At Higher Levels: The range of this divinity increases to 1 mile at 12th level, 10 miles at 16th level and 100 miles at 20th level

CREATION

Invoking Time: 1 minute

Range: 30'

Components: V, S

Duration: Permanent

The God of Emotions can shape force energy into matter, creating a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

- **Vegetable matter:** 1 day
- **Stone or crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine or mithral:** 1 minute

Using any material created by this divinity as a spell's or divinity's material component causes that spell or divinity to fail.

HERO'S FEAST

Invoking Time: 10 minutes

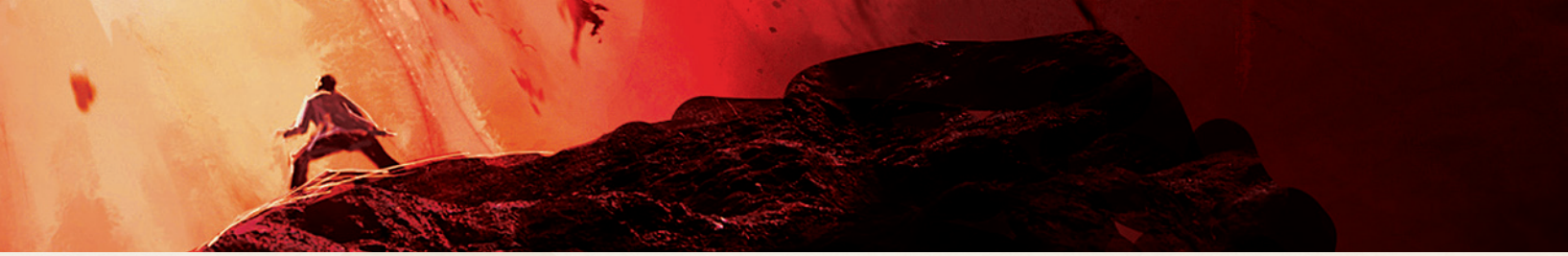
Range: 30'

Components: V, S, M (a godstone placed inside a piece of hollowed-out fruit, which is consumed by the divinity)

Duration: Instantaneous

The God of Emotion can manifest the desires of those around them and bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.



MAGIC JAR

Invoking Time: 1 minute

Range: Self

Components: V, S, M (a crystal container embedded with a godstone)

Duration: Until dispelled

The God of Emotion can will their body into a catatonic state as their soul leaves it and enters the container they used for the divinity's material component. While the god's soul inhabits the container, they are aware of their surroundings as if they were in the container's space. The god can't move or use reactions. The only action they can take is to project their soul up to 100' out of the container, either returning to their living body (and ending the divinity) or attempting to possess another humanoid's body.

The God of Emotion can try to possess any humanoid within 100' of them that they can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw vs. the god's Divinity Score. On a failure, the god's soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists the god's efforts to possess it, and the god can't attempt to possess them again for 24 hours.

Once the God of Emotion possesses a creature's body, they control it. The god's game statistics are replaced by the statistics of the creature, though they retain their alignment and their Intelligence, Wisdom, and Charisma scores. The god keeps the benefits of their class features. If the target has any class levels, they can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, the God of Emotion can use their action to return from the host body to the container if it is within 100' of them, returning the host creature's soul to its body. If the host body dies while the god is in it, the creature dies, and the god must make a Charisma saving throw against their own Divinity Score. On a success, the god returns to the container if it is within 100' of them. Otherwise, they die.

If the container is destroyed or the duration ends, the god's soul immediately returns to their body. If the god's body is more than 100' away from them or if their body is dead when they attempt to return to it, the god dies. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100'. Otherwise, that creature dies.

When the duration ends, the container is destroyed.

TRUE SEEING

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This divinity gives a willing creature the God of Emotion touches the ability to calm their minds and see things for how they are. For the duration, the creature has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

DIVINE WORD

Invoking Time: 1 bonus action

Range: 30'

Components: V

Duration: Instantaneous

The God of Emotion utters a divine word, imbued with the power that shaped the world at the dawn of creation. The god chooses any number of creatures they can see within range. Each creature that can hear them must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, a creature suffers an effect based on its current hit points:

- **50 hit points or fewer:** deafened for 1 minute
- **40 hit points or fewer:** deafened and blinded for 10 minutes
- **30 hit points or fewer:** blinded, deafened, and stunned for 1 hour
- **20 hit points or fewer:** killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the god's current plane for 24 hours by any means short of a wish spell.

ANTIPATHY/SYMPATHY

Invoking Time: 1 hour

Range: 60'

Components: V, S

Duration: 10 days

This divinity attracts or repels creatures of the God of Emotion's choice. The god targets something within range, either a Huge or smaller object or creature or an area that is no larger than a 200' cube. The god then specifies a kind of intelligent creatures, such as red dragons, goblins, or vampires. The god invests the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

Queen Phryane Tinueth



- **Antipathy:** The enchantment causes creatures of the kind the God of Emotion designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60' of it, the creature must succeed on a Wisdom saving throw vs. the god's Divinity Score or become frightened. The creature remains afraid while it can see the target or is within 60' of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60' from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60' of it.
- **Sympathy:** The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60' of it or able to see it. When such a creature can see the target or comes within 60' of it, the creature must succeed on a Wisdom saving throw vs. the god's Divinity Score or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected creature, the affected creature can make a Wisdom saving throw to end the effect, as described below.
- **Ending the Effect:** If an affected creature ends its turn while not within 60' of the target or able to see it, the creature makes a Wisdom saving throw vs. the god's Divinity Score. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. Also, a creature affected by the divinity is allowed another Wisdom saving throw every 24 hours while the duration persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

FEEBLEMIND

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of Emotion can flood the mind of a creature that you can see within range with their darkest fears, shattering its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw vs. the god's Divinity Score.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, invoke divinities, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat

its saving throw against this divinity, if it succeeds on its saving throw the divinity ends. If a target has made a successful save against this divinity, they make all future saves against it with advantage for the next 24 hours.

This divinity can also be ended by greater restoration, heal, or wish.

STEAL THE SOUL

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Permanent

The God of Emotion can strip a target of their ability to feel. A targeted creature must make a Wisdom save vs. the god's Divinity Score or suffer the following effects:

- **Fearless:** The affected creature is devoid of all fear, wandering the world as an emotionless husk. Because they lack fear, they are at disadvantage for all saving throws to avoid or halve damage. They are also immune to any condition that would cause them to be afraid.
- **Isolated:** Any bonds the targeted creature has are instantly broken, and they are unable to form new ones. Any summoned or bonded creatures or familiars are immediately disassociated with the target and may become hostile to it, and no future bonds can be formed while this divinity remains active.
- **Disinterested:** The target stops caring about anything, and is therefore at disadvantage for all Initiative, Investigation, and Perception rolls. If the target is killed while this divinity remains in effect, they cannot be returned to life as their spirit lacks the will to do so.

The effects of this divinity can be removed by the God of Emotion as a free action, or by a *Wish* spell. Once per day, if a targeted creature is confronted by someone or something they once cared deeply about, they can make another Wisdom saving throw vs. the god's Divinity Score to snap out of the effects. Any magical bonds the target once formed remain shattered.

CHAPTER THREE: DIVINITIES

FATE

Level	Features
1	Augury
2	Aid
3	Divination
4	Pool of Fate: 3d8
5	Crusader's Mantle
6	Dispel Magic
7	Interrupt
8	Alter Fate
9	Fated Destiny
10	Freedom of Movement, Pool of Fate: 4d8
11	Globe of Invulnerability (5th level)
12	Forbiddance
13	Sequester
14	Contingency
15	Globe of Invulnerability (7th level), Pool of Fate: 5d8
16	True Seeing
17	Clone
18	Foresight
19	Globe of Invulnerability (9th level)
20	Wish, Pool of Fate: 6d8

AUGURY

Invoking Time: 1 minute

Range: Self

Components: V, S, M (handful of small godstones)

Duration: Instantaneous

By casting a handful of godstone chips, the God of Fate receives an omen from an otherworldly entity about the results of a particular course of action that the god plans to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The divinity doesn't take into account any possible circumstances that might change the outcome, such as the invoking of additional divinities, casting of spells, or the loss or gain of a companion. If the God

of Fate invokes the divinity two or more times before completing their next long rest, there is a cumulative 25 percent chance for each casting after the first that they get a random reading. The DM makes this roll in secret.

AID

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 8 hours

The God of Fate can bolster their allies with toughness and resolve. The god chooses up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At Higher Levels: The boost increases to 10 hit points at 8th level, 15 at 13th level, and 20 at 18th level.

DIVINATION

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

The God of Fate can use their divinity to put themselves in contact with an old god or one of their still living servants. The god asks a single question concerning a specific goal, event or activity to occur within seven days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The divinity doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells, invoking of divinities, or the loss or gain of a companion.

If the God of Fate invokes this divinity two or more times before finishing their next long rest, there is a cumulative 25% chance for each casting after the first that they get a random reading. The DM makes this roll in secret.

POOL OF FATE

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Fate has a pool of 3d8 Fate Dice. The god can choose to add a single d8 to any of their rolls, whether before or after that roll is made, even after they learn the results from that roll. The god regains



these dice after taking a long rest.

At Higher Levels: The God of Fate gains an additional Fate Dice as they grow in power, possessing 4d8 at 10th level, 5d8 at 15th level, and 6d8 at 20th level.

CRUSADER'S MANTLE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Divine certainty radiates from the God of Fate in an aura with a 30' radius, awakening boldness in friendly creatures. Until the duration ends, the aura moves with the god, centered on them. While in the aura, each non-hostile creature in the aura (including the god) deals an extra 1d4 radiant damage when it hits with a weapon attack.

DISPEL MAGIC

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Fate Chooses one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, the god makes an ability check using their divinity modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends.

INTERRUPT

Invoking Time: 1 reaction, which is taken when the god sees a creature within 60' casting a spell or invoking a divinity

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Fate can attempt to interrupt a creature in the process of casting a spell or invoking a divinity. If the creature is casting a spell or invoking a divinity of 3rd level or lower, its spell fails and has no effect. If it is casting a spell or invoking a divinity of 4th level or higher, the god can make an ability check using their divinity modifier. The DC equals 10 + the spell's level, or 8 + the divinity's level + the opposing God's divinity modifier. On a success, the creature's spell or divinity fails and has no effect.

ALTER FATE

Invoking Time: 1 bonus action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Fate has grown so accustomed to weaving the tendrils of fate that they can choose to add a Fate Dice to the roll of any creature within range as a bonus action, expending that die normally. The god can add this die after the creature's roll has been made, even if the outcome has already been announced. The god can use this ability once per round.

FATED DESTINY

Invoking Time: Always active

Range: Self

Components: None

Duration: Continuous

The God of Fate is forever tied to their destiny and can never be placed at disadvantage.

FREEDOM OF MOVEMENT

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The God of Fate can touch a willing creature and remove them from the bonds of fate. For the duration, the target's movement is unaffected by difficult terrain, and spells, divinities, and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5' of movement to automatically escape from non-magical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

GLOBE OF INVULNERABILITY

Invoking Time: 1 action

Range: Self (10' radius)

Components: V, S

Duration: Concentration

An immobile, faintly shimmering barrier springs into existence in a 10' radius around the God of Fate and remains for the duration. Any spell of 5th level or lower cast, or divinity invoked by a god of lesser level than the god, from outside the barrier can't affect creatures or objects within it. Such a spell or divinity can target creatures and objects within the barrier, but

CHAPTER THREE: DIVINITIES

the spell or divinity has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells or divinities.

FORBIDDANCE

Invoking Time: 10 minutes

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands)

Duration: 1 day

The God of Fate creates a ward against magical travel that protects up to 40,000' square space to a height of 30' above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The divinity proofs the area against planar travel and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, or the plane shift spell.

The divinity damages types of creatures that the God of Fate chooses when they invoke it. The god chooses one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the

divinity's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (the god's choice when they invoke this divinity).

When the God of Fate invokes this divinity, they can designate a password. A creature that speaks the password as it enters the area takes no damage from the divinity.

The divinity's area can't overlap with the area of another forbiddance spell or divinity. If the god invokes forbiddance every day for 30 days in the same location, the divinity lasts until it is dispelled. Whether temporary or permanent, the godstone used as a focus for this divinity must remain within the warded area. If it is removed, the divinity ends.

SEQUESTER

Invoking Time: 1 action

Range: Touch

Components: V, S, M (a powdered godstone, which the divinity consumes)

Duration: Until dispelled

Using this divinity, a willing creature or an object can be hidden away, safe from detection for the duration. When the God of Fate invokes the divinity and touches the target, it becomes invisible and can't be targeted by divination spells or divinities, or perceived through scrying sensors created by divination spells or divinities.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

The God of Fate can set a condition for the divinity to end early. The condition can be anything they choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the godswar begins." This divinity also ends if the target takes any damage.

CONTINGENCY

Invoking Time: 10 Minutes

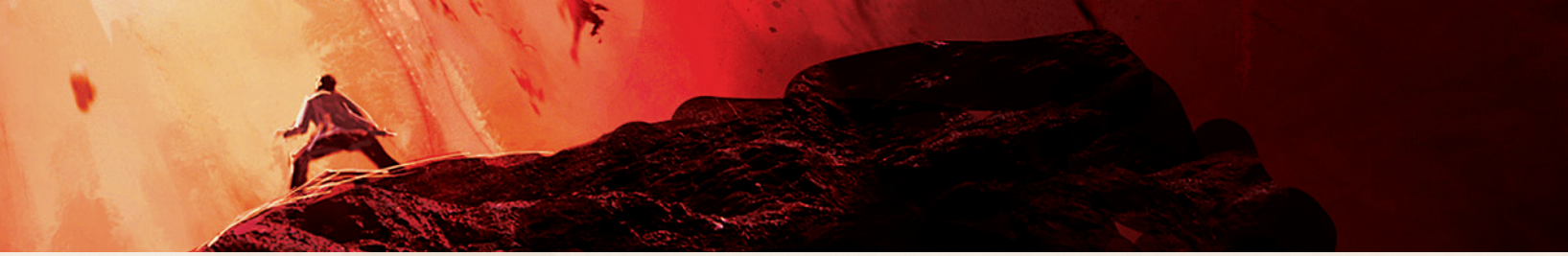
Range: Self

Components: V, S

Duration: 10 Days

The God of Fate chooses a spell or divinity of 5th level or lower that they can cast or invoke, that has a casting or invoking time of 1 action, and that can target them. The god casts that spell or invokes that divinity as part of invoking contingency, but the contingent spell or divinity doesn't come into effect. Instead, it takes effect





when a certain circumstance occurs. The god describes that circumstance when they invoke this divinity. For example, a contingency invoked with water breathing might stipulate that water breathing comes into effect when the god is engulfed in water or a similar liquid.

The contingent spell or divinity takes effect immediately after the circumstance is met for the first time, whether or not that moment is when the god wishes for it to go into effect. And then contingency ends.

The contingent spell takes effect only on the God of Fate, even if it can normally target others. The god can use only one contingency divinity at a time. If the god invokes this divinity again, the effect of another contingency divinity on them ends. Also, contingency ends on the god if its material component is ever not on their person.

TRUE SEEING

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This divinity gives the willing creature the God of Fate touches the ability to see things as they are. For the duration, the creature has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120’.

CLONE

Invoking Time: 1 Hour

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands and at least one cubic inch of flesh of the creature that is to be cloned, which the divinity consumes. A vessel worth at least 2000 gold that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

This divinity grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; the God of Fate can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same

personality, memories, and abilities, but none of the original’s equipment. The original creature’s physical remains, if they still exist, become inert and cannot be restored to life, since the creature’s soul is elsewhere.

FORESIGHT

Invoking Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

The God of Fate can touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can’t be surprised and has advantage on attack rolls, ability checks, and saving throws. Other creatures have disadvantage on attack rolls against the target for the duration.

This spell immediately ends if the God of Fate casts it again before the duration ends.

WISH

Invoking Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

Wish is a mighty power, even for gods. By simply speaking aloud, the God of Fate can shape the foundations of reality in accordance with their desires. The basic use of this divinity can duplicate any other spell of 8th level or lower or divinity of 15th level or lower. The god doesn’t need to meet any requirements in that spell or divinity, including components. The spell or divinity simply takes effect.

Alternatively, the god can create one of the following effects of their choice:

- The god creates one object of up to 25,000 gold in value that isn’t a magic item. The object can be no more than 300’ in any dimension, and it appears in an unoccupied space they can see on the ground.
- The god allows up to twenty creatures that they can see to regain all hit points, and they end all effects on them described in the greater restoration spell.
- The god grants up to ten creatures they can see resistance to a damage type they choose.
- The god grants up to ten creatures they can see immunity to a single spell or other magical effects for 8 hours. For instance, the god could make themselves and all their companions immune to a lich’s life drain attack.
- The god undoes a single recent event by forcing a reroll of any roll made within the last round

CHAPTER THREE: DIVINITIES

(including their last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. The god can force the reroll to be made with advantage or disadvantage, and they can choose whether to use the reroll or the original roll.

The God of Fate might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has considerable latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This divinity might simply fail, the effect the god desires might only be partly achieved, or the god might suffer some unforeseen consequence as a result of how they worded the wish. For example, wishing that a villain were dead might propel the god forward in time to a period when that villain is no longer alive, removing them from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport the god to the presence of the item's current owner.

The stress of invoking this divinity to produce any effect other than duplicating another spell weakens even a god. After enduring that stress, each time the God of Fate casts a spell or invokes a divinity until they finish a long rest, they take 1d10 necrotic damage per level of that spell or divinity. This damage can't be reduced or prevented in any way. Also, their Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that they spend resting and doing nothing more than light activity, their remaining recovery time decreases by two days.

FIRE

Level	Features
1	Fire Bolt, Fire and Heat Immunity
2	Fire Manipulation, Updraft
3	Continual Flame
4	Burning Hands
5	Heat Metal
6	Fireball
7	Plasma Shield
8	Plasma Blade
9	Wall of Fire
10	Fire Form
11	Summom Fire Elemental
12	Flamestrike
13	Spontaneous Combustion
14	Fire Storm
15	Wall of Lava
16	Lava Formations
17	Incendiary Cloud
18	+1 Wisdom
19	+1 Charisma
20	Burn The Sky

FIRE BOLT

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Fire can generate and hurl a mote of fire at a creature or object as a standard ranged attack. On a hit, the target takes 1d10 fire damage. A flammable object affected by this spell ignites if it isn't being worn or carried.

At Higher Levels: Damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FIRE AND HEAT IMMUNITY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Fire is completely immune to all non-magical fire and heat damage and has resistance to





magical fire that was not created by another god or generated from an artifact or divine device.

At Higher Levels: At 5th level, the God of Fire becomes immune to all magical heat and fire. At 10th level, the god becomes immune to all fire and heat generated by gods, artifacts or other divine means.

FIRE MANIPULATION

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of Fire can manipulate existing flames, shaping them to their will. Each round they can transform up to a 10'x10' cube, generating the following effects:

- **Increase:** The God of Fire can fuel flames within range with their divinity, allowing the god to increase the area consumed by the fire each round by an additional 10'x10' cube. If the fire expands to an area that has a fuel source, it will continue to burn after the god stops concentrating on the flames. Otherwise, the fire will burn out the following round. Anyone caught in the expanding area of fire must succeed on a Dexterity saving throw vs. the god's Divinity Score or take 4d6 damage.
- **Decrease:** The God of Fire can diminish flames within range, allowing the god to reduce the space the fire consumes by a 10'x10' cube every round. If the flames take up less than the area affected, the fire is extinguished.
- **Flame Shape:** The God of Fire can craft flame to their will, affecting up to a 10'x10' cube. The god can form the flames in a short Wall of Fire up to 20' long, 10' high, and 1' thick, or a ringed wall up to 10' in diameter, 10' high, and 1' thick, and otherwise operates as the Wall of Fire divinity below. The god can also carve a path through existing flame, creating a corridor 10' wide and 20' long and forcing the heat of the fire outward so that those in the corridor can stand directly next to the flames without being harmed.

At Higher Levels: The amount of fire the god can control and manipulate increases to a 20'x20' cube at 4th level, a 30'x30' cube at 6th level, a 40'x40' cube at 8th level, a 50'x50' cube at 10th level, a 60'x60' cube at 12th level, a 70'x70' cube at 14th level, a 80'x80' cube at 16th level, a 90'x90' cube at 18th level, and a 100'x100' cube at 20th level. For every increase, add 10' to any one dimension of a Wall of Fire or a passage that cuts through the fire.

CHAPTER THREE: DIVINITIES

UPDRAFT

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

By taking a standard action and focusing blasts of flame downward, the God of Fire can hover while they retain Concentration. They can raise or lower their height by 30' each round after that as a free action.

CONTINUAL FLAME

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

A flame, equivalent in brightness to a torch, springs forth from an object the God of Fire touches. The effect looks like a regular flame, but it creates no heat nor consumes oxygen. A continual flame can be covered or hidden but not smothered or quenched unless done so by another god or through magic (example: the God of Water could easily extinguish these flames, as could anyone capable of summoning water via magical means).

BURNING HANDS

Invoking Time: 1 action

Range: Self (15' cone)

Components: V, S

Duration: Instantaneous

The God of Fire can summon a thin sheet of flame that shoots forth from their fingertips. Each creature in a 15' cone suffers 3d6 fire damage (Dexterity save vs. the god's Divinity Score for half damage). The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: Damage increases to 4d6 damage at 6th level, 5d6 damage at 8th level, 6d6 damage at 10th level, 7d6 damage at 12th level, 8d6 damage at 14th level, 9d6 damage at 16th level, 10d6 damage at 18th level, and 11d6 damage at 20th level.

HEAT METAL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Fire can cause any metal object they can see to glow red hot. A creature in physical contact with the object takes 2d8 fire damage when the divinity

is enacted. The god can use a bonus action on each subsequent turn to inflict this damage again.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw vs. the God of Fire's Divinity Score or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of their next turn.

FIREBALL

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of Fire can summon a bright streak that blossoms with a low roar into an explosion of flame. Each creature in a 20' radius sphere centered on a point within range of the god's choosing suffers 8d6 fire damage (Dexterity save vs. the god's Divinity Score for half damage).

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: Damage from the fireball increases to 10d6 at 12th level and 12d6 at 18th level. At 12th level, the god also has the option of making the fireball a delayed blast fireball.

PLASMA SHIELD

Invoking Time: 1 bonus action

Range: Self

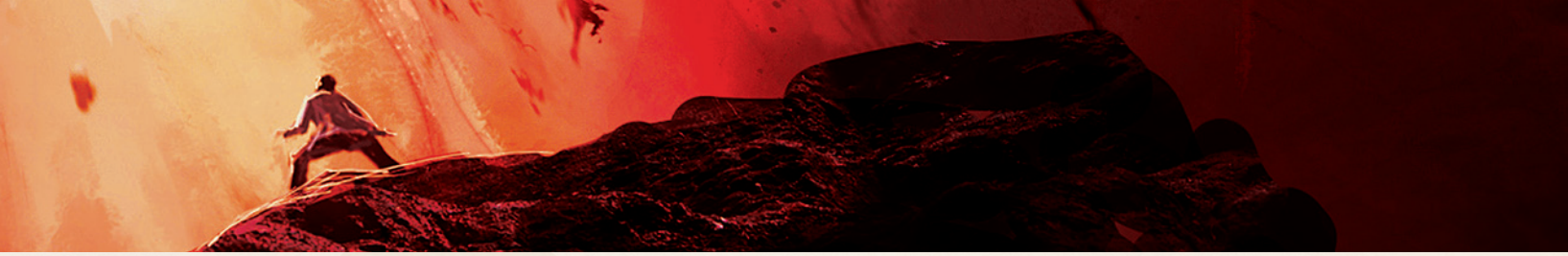
Components: S

Duration: Until dismissed

The God of Fire conjures a shield of searing plasma as a free action that grants them resistance to cold damage. Whenever a creature within 5' of the god hits them with a melee attack, the shield erupts with flame, and the attacker takes 2d8 fire damage.

If the God of Fire plunges this plasma disc into a source of water large enough for it to be completely submerged, it sizzles and boils for 1 minute, hardening to become a +1 magical shield.





PLASMA BLADE

Invoking Time: 1 bonus action

Range: Self

Components: S

Duration: A number of rounds equal to the god's divinity modifier per short rest

The God of Fire can generate a searing blade of plasma in a free hand as a bonus action, similar in size and shape to a scimitar. When striking a target, the blade inflicts 3d12 fire damage. The god is proficient with this weapon.

The flaming blade sheds bright light in a 10' radius and dim light for an additional 10'. If the God of Fire submerges this blade of plasma in water, it sizzles and boils for a minute, hardening to become a +1 magical scimitar.

At Higher Levels: Damage from the flame increases to 4d12 at 12th level, 5d12 at 16th level, and 6d12 at level 20.

WALL OF FIRE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Fire can summon a wall of fire on any solid surface they can see. They can make the wall up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area suffers 5d8 fire damage (Dexterity save vs. the god's Divinity Score for half damage).

One side of the wall, selected by the god when they invoke this divinity, deals 5d8 fire damage to each creature that ends its turn within 10' 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: Damage from the wall increases to 6d8 at 12th level, 7d8 at 16th level, and 8d8 at 20th level.

SUMMON FIRE ELEMENTAL

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: 1 hour

The God of Fire can call forth an elemental servant. The god chooses an area of fire that fills a 10' cube within range. An elemental of challenge rating 5 or lower appropriate to the area they chose appears in an unoccupied space within 10' of it (for example, a fire elemental could emerge from a bonfire). The elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The elemental is friendly to the God of Fire and their companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that the gods 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. The DM has the elemental's Statistics.

At Higher Levels: The god can summon a Greater Fire Elemental at 15th level, and a Superior Fire Elemental at 19th level.

FIRE FORM

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Fire has such mastery over flame they can transform their entire body into fire as a standard action. The god retains the ability to speak and use their other divinities while in this form, but cannot wield weapons and armor or cast magic. If the god is completely submerged in water, is struck by water or cold damage equal to half their hit points or more, or is rendered unconscious while using this divinity, they revert to their normal form.

While in this state, the god acquires the following abilities:

- **Beacon:** The God of Fire sheds bright light in a 30' radius and dim light for an additional 30'.
- **From the Ashes:** All flame and heat damage, both magical and non-magical, heals the God of Fire. If the god can submerge themselves in a massive source of heat (forest fire, active volcano, red dragon's breath, etc.) they immediacy regain all hit



CHAPTER THREE: DIVINITIES

points as well as the effects of a greater restoration spell. The god is not able to regain health and status from fire they have generated.

- **Flight:** As a being of roaring flame, the God of Fire has very little mass and a lot of thrust, allowing them to fly at a speed of 60'.
- **Flaming Rebuke:** Any creature that strikes the God of Fire while in this form takes 4d6 fire damage. Attackers wielding metal weapons must make a DC 15 Dexterity save vs. the god's Divinity Score or their weapons heats up, inflicting 2d6 damage the following round if the attacker refuses to drop it. Non-magical wooden weapons (arrows, quarterstaves, clubs) burst into flame and crumble to ash, inflicting no damage to the god. Weapons made from Ironwood inflict damage normally and do not catch fire or heat-up.

FLAMESTRIKE

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location the God of Fire chooses, up to 150' away. Each creature in a 10' radius, 40' high cylinder centered on a point within range takes 4d6 fire damage and 4d6 radiant damage (Dexterity save vs. the god's Divinity Score for half damage).

At Higher Levels: Divine and Fire damage increases to 6d6 each at 16th level and 8d6 each at 20th level.

SPONTANEOUS COMBUSTION

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

By focusing on one creature within range, the God of Fire causes them to spontaneously burst into flame, inflicting 4d6 damage (no saving throw). The fire ignites any flammable objects within a 5' radius as well as everything worn or carried by the individual affected.

The God of Fire can repeat this damage each round by maintaining concentration and keeping the target within their line of sight and range. This ability has no effect on targets submerged in water. Those within 5' of a water source large enough to submerge them can make a Dexterity save vs. the god's Divinity Score to leap into the water before the flames inflict damage.

At Higher Levels: Damage from this divinity increases to 5d6 at 16th level and 6d6 at 20th level.

FIRE STORM

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

A storm made up of sheets of roaring flame appears in a location the God of Fire chooses within range. The area of the storm consists of up to ten 10' cubes, which the god can arrange as they wish. Each cube must have at least one face adjacent to the face of another. Each creature in the area takes 7d10 fire damage (Dexterity save vs. the god's Divinity Score for half damage).

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

WALL OF LAVA

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Fire can summon a wall of lava on any solid surface they can see within range. They can make a wall up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area suffers 10d8 fire damage (Dexterity save vs. the god's Divinity Score for half damage). Any combustible material or surface the wall touches instantly catches fire.

One side of the wall, selected by the God of Fire when they invoke this divinity, deals 10d8 fire damage to each creature that ends its turn within 10' 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. The other side of the wall deals no damage.

At Higher Levels: Damage from the wall increases to 12d8 at 20th level.

LAVA FORMATIONS

Invoking Time: 10 minutes

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Fire can spontaneously generate and cool lava, allowing them to create a 50'x50' area of lava per turn, shaping it into any form they desire. All lava structures require a full round to cool when completed,



and any creature coming into contact with one while it is still hot takes 8d6 damage (Dexterity save vs. the god's Divinity Score for half damage).

INCENDIARY CLOUD

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Concentration

A swirling cloud of smoke shot through with white-hot embers appears in a 20' radius sphere centered on a point the God of Fire can see within range. The cloud spreads around corners and is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When the cloud appears, each creature in it must make a Dexterity saving throw vs. the God of Fire's Divinity Score. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the divinity's area for the first time on a turn or ends its turn there.

The cloud moves 10' directly away from the god in a direction that they choose at the start of each of their turns.

BURN THE SKY

Invoking Time: 1 minute

Range: Line-of-sight affecting a 500' radius

Components: V, S

Duration: Concentration

By focusing their divinity for a full round, the God of Fire can start a cataclysmic chain reaction that will burn the very sky. The god chooses a point they can see, affecting everything in a 500' radius. Over the next five rounds the god rains devastation on everything and everyone within this area:

- **Fire Storm:** As per the god's divinity above.
- **Choking Ash:** All creatures caught within the effect must make a Constitution save vs. the god's Divinity Score every round or be blinded by thick streams of ash. The ash also makes it impossible to breathe, and those who fail a Constitution save on each following round take on a level of exhaustion as they suffocate.
- **Boiling Seas:** All water within the affected area bubbles and churns, inflicting 5d8 damage even to creatures who are submerged up to a depth of 10'. Creatures composed entirely of water (like water elementals) take double damage.



CHAPTER THREE: DIVINITIES

FLIGHT

Level	Features
1	Feather Fall
2	Levitate
3	Flight (30')
4	+1 Dexterity while in flight
5	Flight (60')
6	Energy Field
7	Flight (90')
8	Eagle's Sight
9	Flight (120')
10	Echo Field
11	Flight (200')
12	+1 Dexterity while in flight
13	Flight (400')
14	Combat Advantage vs. other flying creatures
15	Flight (600')
16	16: Extra Attack while in flight
17	Flight (800')
18	+1 Dexterity while in flight
19	Flight (1000'), Sonic Boom
20	Line of Sight Teleportation

FEATHER FALL

Invoking Time: Always active

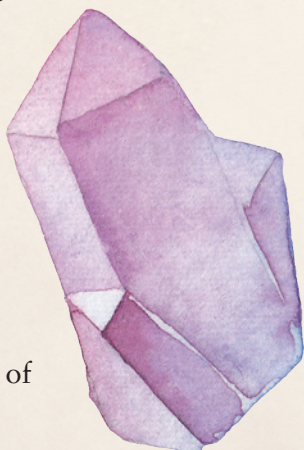
Range: Self

Components: None

Duration: Permanent

Anytime the God of Flight falls, their rate of descent immediately slows to 60' per round, and they take no falling damage. The god lands upright and ready to take action the following round.

At Higher Levels: At third level, The God of Flight can temporarily grant this power to anyone they can touch. Once granted, the ability to feather fall lasts 1 minute. At 10th level, the god will hover in place when rendered unconscious instead of floating to the ground.



LEVITATE

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Flight can levitate and remain suspended for as long as they desire. The god can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows them to move as if they were climbing. The god can move up or down as part of their move.

At Higher Levels: At fifth level, The God of Flight can temporarily grant this power to anyone they can touch. Once granted, the ability to levitate lasts 10 minutes.

FLIGHT

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Flight can fly at a speed of 30'. The god sports a pair of golden or silver wings while flying that are incorporeal and cannot be damaged.

At Higher Levels: The speed at which the God of Flight can soar through the skies ramps up dramatically as they gain in power. Their flying movement increases to 60' at 5th level, 90' at 7th level, 120' at 9th level, 200' at 11th level, 400' at 13th level, 600' at 15th level, 800' at 17th level, and 1000' at 19th level.

ENERGY FIELD

Invoking Time: Always active while flying

Range: Self / 5'

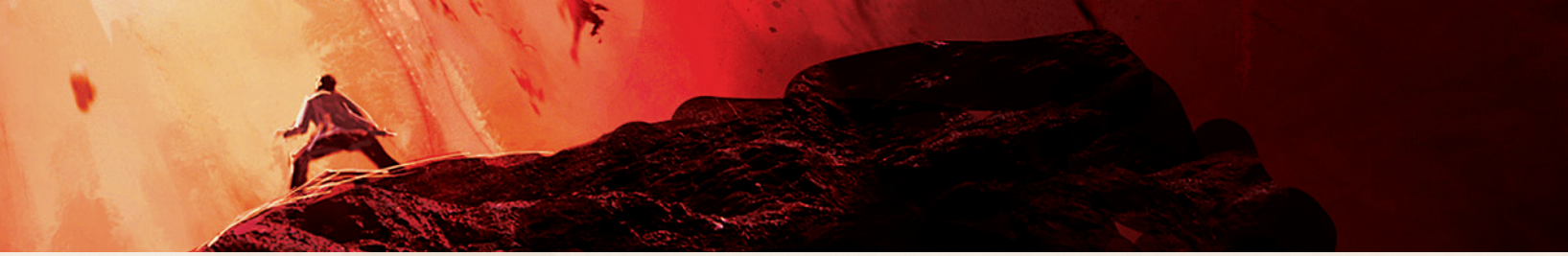
Components: None

Duration: Continuous while flying

A field of astral energy extends outward from the God of Flight, protecting them from air pressure and sudden crashes. The field has hit points equal to half the god's hit point maximum when formed. If the field takes damage over this amount, it collapses, and all additional damage is transferred to the god. The field regains lost points on a short rest, resetting to the god's hit point maximum.

When active, the field provides the following benefits:

- **Resistance:** The field provides resistance to heat, cold, and thunder damage.
- **Immunity:** The field blocks all airborne poisons and diseases.



- **Underwater Flight:** The field is strong enough to hold back the crushing depths of the sea, allowing the God of Flight to “fly” underwater at a maximum speed of 60’.
- **Echo Field:** The God of Flight can generate an echo of their energy field around one object or medium sized creature up to 250 pounds within 5’. Both fields share the same amount of hit points. If the main field is reduced to 0 points, anything held within the echo field immediately begins falling.

EAGLE’S SIGHT

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

As the God of Flight evolves to accommodate the speed and height of their airborne environment their eyes adapt as well, providing them with the following abilities:

- **Darkvision:** The god gains darkvision out to 120’.
- **Longsight:** By focusing their attention for a full round while in flight and taking no other action, the god can telescope their vision. This heightened view allows them to recognize a face or read a sign from up to 2 miles away.
- **Periphery:** The god’s sight has become so acute that they can notice the slightest movement, gaining advantage on all initiative rolls while flying.

SONIC BOOM

Invoking Time: 1 action

Range: 60’ radius centered on the god

Components: V, S

Duration: Instantaneous

The God of Flight travels so quickly while in flight they can generate a sonic boom on command.

While flying in a straight line and traveling at least 100’, the god can choose any point along their path to generate a sonic boom as a standard action. The rupture of air explodes outward in a 60’ radius, forcing everyone within to make a Dexterity save vs. the god’s Divinity Score or take 10d8 damage (half damage on a successful save). Those who fail the save must immediately make a Constitution save vs. the god’s Divinity Score or be permanently deafened.

All glass items within the sonic boom radius will shatter, including potion bottles, even those that are worn or carried. Seeker Stones are innately brittle and will also shatter when exposed to powerful sonic waves. All items worn or carried by the God of Flight are unaffected.

LINE-OF-SIGHT TELEPORTATION

Invoking Time: 1 movement action

Range: Any point the god can see clearly

Components: S

Duration: Instantaneous

At the height of their divine power, the God of Flight is so fast that they can effectively teleport. In game terms, if the god can see a location they can be there that same round by expending their movement.

FORCE

Level	Features
1	Telekinesis: 50 pounds
2	Jump
3	Shield
4	Force Bolt
5	Force Field, Telekinesis: 250 pounds
6	+1 Constitution
7	Silence
8	Nondetection
9	Animate Objects
10	Telekinesis: 1,000 pounds
11	Creation
12	Hand of Force
13	Wall of Force
14	Force Spells Maximized
15	Telekinesis: 5,000 pounds
16	Forcecage
17	Project Image
18	+1 Constitution
19	Earthquake
20	Telekinesis: 10,000 pounds

TELEKINESIS

Invoking Time: 1 Action

Range: 120’

Components: V, S

Duration: Concentration

The God of Force can move or manipulate creatures or objects up to 50 pounds by thought. When they invoke the divinity, and as their action each round while they maintain concentration, they can exert their will on one creature or object that they can see within range. The god can affect the same target round after round,

CHAPTER THREE: DIVINITIES

or choose a new one at any time. If they switch targets, the prior target is no longer affected by the divinity.

- **Creature:** The God of Force can try to move a Huge or smaller creature within their weight limit. The god makes an ability check with their Divinity Score contested by the creature's Strength check. If the god wins the struggle, they move the creature up to 60' in any direction, including upward but not beyond the divinity's range. Until the end of their next turn, the creature is restrained in the god's telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, the god can use their action to attempt to maintain their telekinetic grip on the creature by repeating the contest.
- **Object:** The God of Force can try to move an object within their weight limit. If the object isn't being worn or carried, the god automatically moves it up to 60' in any direction, but not beyond the range of this divinity.

If the object is worn or carried by a creature, the God of Force must make an ability check with their divinity modifier contested by that creature's Strength check. If the god succeeds, they pull the object away from that creature and can move it up to 60' in any direction within range.

The God of Force can exert fine control on objects within their telekinetic grip, such as manipulating a simple tool, opening a door or a container, storing or retrieving an item from an open container, or pouring the contents from a vial.

At Higher Levels: The weight limit for this divinity increases to 250 pounds at 5th level, 1,000 pounds at 10th level, 5,000 pounds at 15th level and 10,000 pounds at 20th level. The God of Force can target two creatures or objects at once at 10th level as long as the combined weight of both targets remains within their limit. The size limit for creatures affected increases to Gargantuan at 15th level.

JUMP

Invoking Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

The God of Force can generate a small burst of force as a bonus action, tripling their jumping distance.

SHIELD

Invoking Time: 1 reaction, which the god takes when they are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects the God of Force. Until the start of their next turn, the god has a +5 bonus to AC, including against the triggering attack, and they take no damage from the spell magic missile.

FORCE BOLT

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

A beam of brilliant purple and pink energy lances out toward a creature within range. The God of Force makes a ranged divinity attack against that creature. On a hit, the target takes 2d6 force damage and must make a Strength save vs. the god's Divinity Score or be knocked back 10'.

At Higher Levels: Damage from this blast increases in power to 3d6 at 6th level, 4d6 at 8th level, 5d6 at 10th level, 6d6 at 12th level, 7d6 at 14th level, 8d6 at 16th level, 9d6 at 18th level and 10d6 at 20th level.

FORCE FIELD

Invoking Time: 1 action

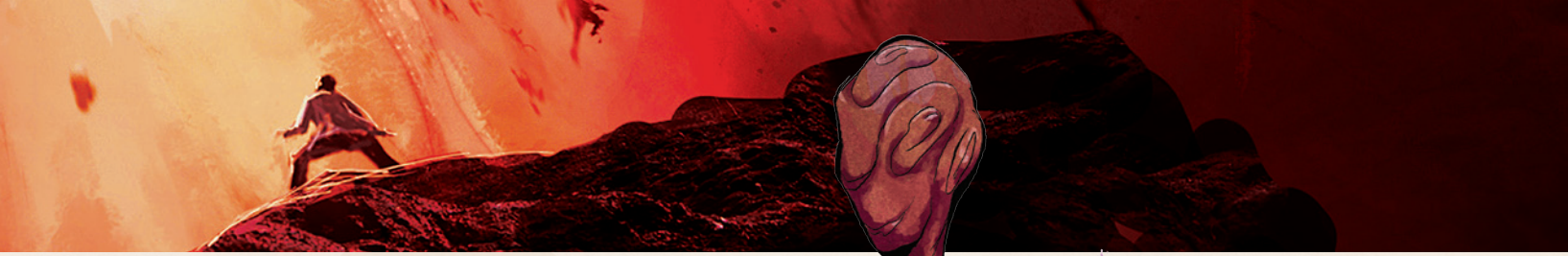
Range: Self (5' radius)

Components: V, S

Duration: Concentration

The God of Force can summon a force barrier that protects a 5' radius and has a number of hit points equal to the god's maximum hit points. The barrier absorbs all damage (except psychic), reducing its hit point total by the damage inflicted. The shield regains these hit points when the god takes a short rest. The barrier also blocks all magical and divine travel (teleportation, misty step, gate spells, etc.), but does not protect the god from being charmed or mentally controlled by magical or divine means.

While the shield is raised, the God of Force cannot use any other force divinities or the barrier will fall, but they can cast spells that don't require concentration. The force field also provides those within it with breathable air for the duration, and while underwater can propel itself at a rate of 30' per



round as a bonus action on the god's turn. If all within the forcefield are under the god's telekinetic weight limit, they god can levitate and fly those within up to 30' per round.

Force damage directed at the shield (like from the magic missile spell) adds hit points to its total as if the field was a creature that had been healed for the same amount. The God of Force cannot heal their own force field through magical or divine means.

If the barrier receives more damage than it has hit points, the God of Force can opt to make a Constitution saving throw vs. the total of the excess damage. If successful, the barrier holds and the additional damage is subtracted from the god's hit point total. The god can continue to use their own hit points to maintain the force field in this way as long as they make a successful Constitution save for each attack against the force field.

SILENCE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

For the duration, no sound can be created within or pass through a 20' radius sphere centered on a point the God of Force chooses within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell or invoking a divinity that includes a verbal component is impossible within the affected area.

NONDETECTION

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

For the duration, the God of Force can hide a target that they touch from divination magic by encasing them in a thin layer of force energy. The target can be a willing creature or a place or an object no larger than 10' in any dimension. While under the effect of this divinity, the target can't be targeted by any divination magic or perceived through magical scrying sensors.



Xion Praeten

CHAPTER THREE: DIVINITIES

ANIMATE OBJECTS

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

The God of Force can bring objects to life by manipulating them with force energy. The god chooses up to ten non-magical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. The god can't animate any object larger than Huge. Each target animates and becomes a creature under the god's control until the divinity ends or until reduced to 0 hit points.

As a bonus action, the God of Force can mentally command any creature they animated with this divinity if the creature is within 500' of them (if the god controls multiple creatures, they can command any or all of them at the same time, issuing the same command to each one). The god decides what action the creature will take and where it will move during its next turn, or they can issue a general command, such as to guard a particular chamber or corridor. If they issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10, and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30'; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30' and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30' and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If the God of Force commands an object to attack, it can make a single melee attack against a creature within 5' of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a particular object inflicts slashing or piercing damage based on its form.

CREATION

Invoking Time: 1 minute

Range: 30'

Components: V, S

Duration: Special

The God of Force can shape force energy into matter, creating a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

- **Vegetable matter:** 1 day
- **Stone or crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine or mithral:** 1 minute

Using any material created by this divinity as a spell's or divinity's material component causes that spell or divinity to fail.

HAND OF FORCE

Invoking Time: 1 action

Range: 120'

Components: V, S

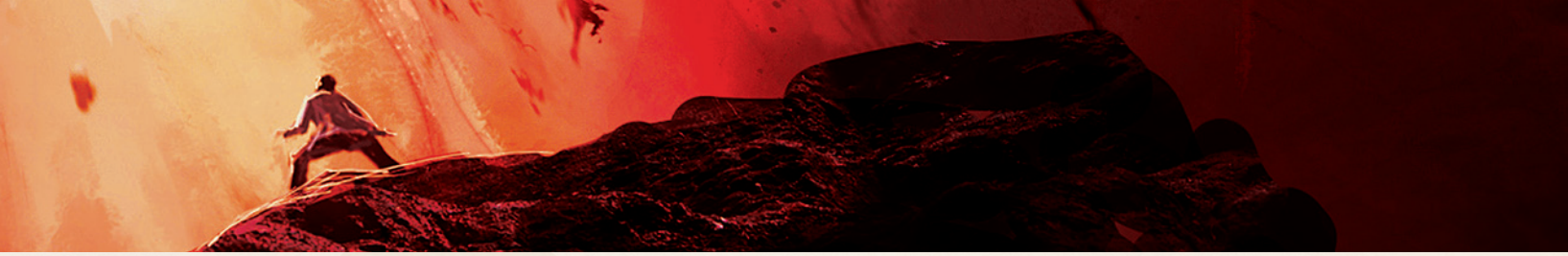
Duration: Concentration

The God of Force creates a hand of shimmering, translucent force in an unoccupied space that they can see within range. The hand is considered Large. The hand lasts for the duration, and it moves at the god's command, mimicking the movements of their hand.

The hand is an object that has AC 20 and hit points equal to the god's hit point maximum. If it drops to 0 hp, the divinity ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When the God of Force invokes the divinity, and as a bonus action on their subsequent turns, the hand can move up to 60' and then cause one of the following effects:

- **Clenched Fist:** The hand strikes one creature or object within 5'. The god makes a melee attack with their divinity bonus. On a successful hit, the target takes 4d8 force damage.
- **Forceful Hand:** The hand attempts to push a creature within 5' of it in a direction the God



of Force chooses. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, the god has advantage on the check. If the god succeeds, the hand pushes the target up to 5' plus a number of feet equal to five times the god's divinity modifier. The hand moves with the target to remain within 5' of it.

- **Grasping Hand:** The hand attempts to grapple a Huge or smaller creature within 5' of it. The God of Force uses the hand's Strength score to resolve the grapple. If the target is Medium or smaller, the god has advantage on the check. While the hand is grappling the target, the god can use a bonus action to have the hand crush it. When they do so, the target takes bludgeoning damage equal to 2d6 + their Divinity Score modifier.
- **Interposing Hand:** The hand interposes itself between the God of Force and a creature of their choice until they give the hand a different command. The hand moves to stay between the god and the target, providing the god with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward the god through the hand's space, but that space is considered difficult terrain for the target.

At Higher Levels: At 16th level, the damage from the Clenched Fist increases to 4d8 and damage from the Grasping Hand increases to 4d6. At 20th level, the damage from the Clenched Fist increases to 6d8 and damage from the Grasping Hand increases to 6d6.

WALL OF FORCE

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

An invisible wall of force springs into existence at a point the God of Force chooses within range. The wall appears in any orientation the god decides, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. The god can form it into a hemispherical dome or a sphere with a radius of up to 10', or they can shape a flat surface made up of ten 10' by 10' panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the

wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the god chooses which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be removed by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

FORCE SPELLS MAXIMIZED

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

All spells cast by the God of Force that inflict force damage are maximized.

FORCECAGE

Invoking Time: 1 Action

Range: 100'

Components: V, S

Duration: Concentration

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area the God of Force chooses within range. The prison can be a cage or a solid box, as the god wishes.

A prison in the shape of a cage can be up to 20' on a side and is made from 1/2 inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10' on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When the God of Force invokes the divinity, any creature that is completely inside the cage's area must make a Dexterity saving throw vs. the god's Divinity Score or be trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by non-magical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw vs. the God of Force's Divinity Score. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal and Astral Planes, blocking ethereal and astral travel.

This divinity can't be dispelled by dispel magic.

CHAPTER THREE: DIVINITIES

PROJECT IMAGE

Invoking Time: 1 Action

Range: 500 Miles

Components: V, S

Duration: Concentration

The God of Force shapes an illusory copy of themselves from force energy that lasts for the duration. The copy can appear at any location within range that the god has seen before, regardless of intervening obstacles. The illusion looks and sounds like the god but is intangible. If the illusion takes any damage, it disappears, and the divinity ends.

The God of Force can use their action to move this illusion up to twice their speed, and make it gesture, speak, and behave in whatever way they choose. It mimics the god's mannerisms perfectly.

The God of Force can see through its eyes and hear through its ears as if they were in its space. On the god's turn as a bonus action, they can switch from using its senses to using their own, or back again. While the god is using its senses, they are blinded and deafened regarding their surroundings.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against the god's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

EARTHQUAKE

Invoking Time: 1 action

Range: 500'

Components: V, S

Duration: Concentration

The God of Force creates a seismic disturbance at a point on the ground that they can see within range. For the duration, an intense tremor rips through the ground in a 100' radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

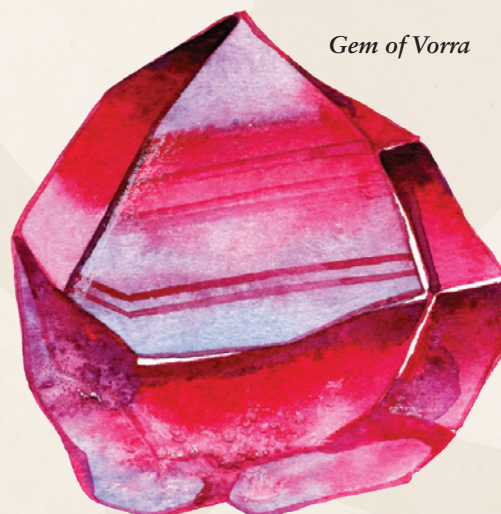
The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, the creature's concentration is broken.

When the god invokes this divinity, and at the end of each turn they spend concentrating on it, each creature on the ground in the area must make a Dexterity

saving throw vs. the god's Divinity Score. On a failed save, the creature is knocked prone.

This divinity can have additional effects depending on the terrain in the area, as determined by the DM.

- **Fissures:** Fissures open throughout the divinity's area at the start of the God of Force's next turn after they invoke the divinity. A total of 1d6 such fissures opens in locations chosen by the DM. Each is 1d10 x 10' deep, 10' wide, and extends from one edge of the divinity's area to the opposite side. A creature standing in a spot where a fissure opens must succeed on a Dexterity saving throw vs. the god's Divinity Score to avoid falling in. A creature that successfully saves moves with the fissure's edge as it opens.
- **Structures:** The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when the God of Force invokes the divinity and at the start of each of their turns until the duration ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.



Gem of Vorra



ILLUSION

Level	Features
1	Minor Illusion
2	Disguise Self
3	Mirror Image
4	Phantasmal Force
5	Major Image
6	Hypnotic Pattern
7	Hallucinatory Terrain
8	Phantasmal Killer
9	Seeming
10	Programmed Illusion
11	True Seeing
12	Mirage Arcane
13	Project Image
14	+2 Intelligence
15	Prismatic Spray
16	Simulacrum
17	Greater Phantasmal Killer
18	+2 Wisdom
19	Prismatic Wall
20	Weird

MINOR ILLUSION

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 minute

The God of Illusion creates a sound or an image of an object within range that lasts for the duration. The illusion also ends if the god dismisses it as an action or invokes the divinity again.

If the god creates a sound, its volume can range from a whisper to a scream. It can be the god's voice, someone else's voice, a lion's roar, a beating of drums, or any other sound they choose. The sound continues unabated throughout the duration, or the god can make discrete sounds at different times before the divinity ends.

If the God of Illusion creates an image of an object (such as a chair, muddy footprints, or a small chest), it must be no larger than a 5' cube. The image can't create sound, light, smell or any other sensory effect. Physical interaction with the object reveals it to be an

illusion because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against the God of Illusion's Divinity Score. If the creature discerns the illusion for what it is, the illusion becomes faint to the creature.

DISGUISE SELF

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

The God of Illusion can make themselves (including their clothing, armor, weapons, and other belongings on their person) look different until the divinity ends or until the god uses their action to dismiss it. The god can seem 1' shorter or taller and can appear thinner or fatter. The god can't change their body type, so they must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to the god.

The changes wrought by this divinity fail to hold up to physical inspection. For example, if the God of Illusion uses this divinity to add a hat to their outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the god's head and hair. If the god uses this spell to appear thinner than they are, the hand of someone who reaches out to touch them will bump into the god while it was seemingly still in mid air.

To discern that the god is disguised, a creature can use its action to inspect their appearance and must succeed on an Intelligence (Investigation) check against the god's Divinity Score.

MIRROR IMAGE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of the God of Illusion appear in their space. Until the divinity ends, the duplicates move with the god and mimic their actions, shifting position, so it's impossible to track which image is real. The god can use their action to dismiss the illusory duplicates.

Each time a creature targets the God of Illusion with an attack during the divinity's duration, roll a d20 to determine whether the attack instead targets one of

CHAPTER THREE: DIVINITIES

their duplicates.

If the God of Illusion has three duplicates, they must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, the god must roll an 8 or higher. With one duplicate, they must roll an 11 or higher.

The AC of a duplicate is 10 + the God of Illusion's divinity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The divinity ends when all three duplicates are destroyed.

A creature is unaffected by this divinity if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with true sight.

PHANTASMAL FORCE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Illusion crafts an illusion that takes root in the mind of a creature that they can see within range. The target must make an Intelligence saving throw vs. the god's Divinity Score. On a failed save, the god creates a phantasmal object, creature or other visible phenomena of their choice that is no larger than a 10' cube and that is perceivable only to the target for the duration. This divinity does not affect undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against the God of Illusion's Divinity Score. If the check succeeds, the target realizes that the phantasm is an illusion, and the divinity ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall; it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on

the God of Illusion's turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5' of the phantasm, provided that the illusion is a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

MAJOR IMAGE

Invoking Time: 1 action

Range: 120'

Components: V, S

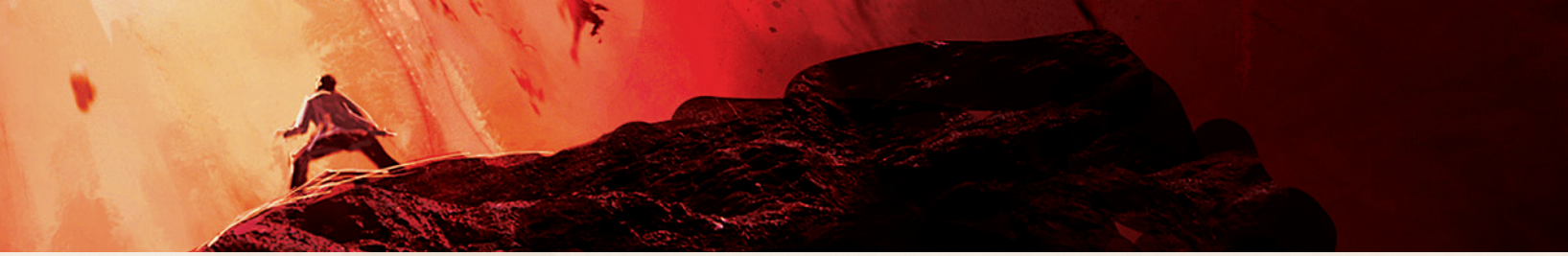
Duration: Concentration

The God of Illusion can create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20' cube. The image appears at a spot that they can see within range and lasts for the duration. The illusion seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. The god can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as the God of Illusion is within range of the illusion, they can use their action to cause the image to move to any other spot within range. As the image changes location, the god can alter its appearance so that its movements appear natural for the image. For example, the god can alter the illusion so that it appears to be walking. Similarly, the god can cause the illusion to make different sounds at different times, even making it carry on a conversation.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against the God of Illusion's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels: By 10th level, the God of Illusion has such mastery over the images they create the divinity lasts for up to 10 minutes or until dispelled, or until they invoke another major image, without requiring the god's concentration.



HYPNOTIC PATTERN

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Illusion creates a twisting pattern of colors that weave through the air inside a 30' cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the creature becomes charmed for the duration. While charmed by this divinity, the creature is incapacitated and has a speed of 0.

The divinity ends for an affected creature if it takes any damage or if someone else uses an action to snap the creature out of its stupor (a hard slap, a bucket of water, shouting directly into their ear, etc.)

HALLUCINATORY TERRAIN

Invoking Time: 10 minutes

Range: 300'

Components: V, S

Duration: 24 hours

The God of Illusion makes natural terrain in a 150' cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against the God of Illusion's Divinity Score to disbelieve it. A creature who discerns the illusion for what it is sees it as a vague image superimposed on the terrain.

PHANTASMAL KILLER

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Illusion can tap into the nightmares of a creature they can see within range and create an illusory manifestation of its deepest fear, visible only to that creature. The target must make a Wisdom saving

throw vs. the god's Divinity Score. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns, before the divinity ends, the target must succeed on a Wisdom saving throw vs. the god's Divinity Score or take 4d10 psychic damage. On a successful save, the divinity ends.

Greater Phantasmal Killer: At 16th level, the God of Illusion gains the ability to create even more terrifying nightmares. All saving throws made against it are rolled at disadvantage.

SEEMING

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 8 hours

This divinity allows the God of Illusion to change the appearance of any number of creatures that they can see within range. The god gives each target they choose a new, illusory appearance. An unwilling target can make a Charisma saving throw vs. the god's Divinity Score, and if it succeeds, it is unaffected by this divinity.

The divinity disguises physical appearance as well as clothing, armor, weapons, and equipment. The God of Illusion can make each creature seem 1' shorter or taller and appear thinner or fatter. The god can't change a target's body type, so they must choose a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to the god. The divinity lasts for the duration unless the god uses their action to dismiss it sooner.

The changes wrought by this divinity fail to hold up to physical inspection. For example, if the God of Illusion uses this divinity to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head or hair. If the god uses this divinity to appear thinner than they are, the hand of someone who reaches out to touch them will bump into the god while it was seemingly still in midair.

A creature can use its action to inspect a target and make an Intelligence (Investigation) check against the God of Illusion's Divinity Score. If it succeeds, it becomes aware that the target is disguised.

CHAPTER THREE: DIVINITIES

PROGRAMMED ILLUSION

Invoking Time: 1 Action

Range: 120'

Components: V, S, M (a godstone to anchor the god's divinity in place)

Duration: Until dispelled

The God of Illusion creates an illusion of an object, a creature, or some other visible phenomenon within range that activates when a particular condition occurs. The illusion is imperceptible until then. It must be no larger than a 30' cube, and the god decides when they invoke the divinity how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes.

When the condition the God of Illusion specifies occurs, the illusion springs into existence and performs in the manner they described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again.

The triggering condition can be as general or as detailed as the God of Illusion likes, though it must be based on visual or audible conditions that occur within 30' of the area. For example, the god could create an illusion of themselves to appear and warn off others who attempt to open a trapped door, or they could set the illusion to trigger only when a creature says the correct word or phrase.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against the God of Illusion's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

TRUE SEEING

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This divinity gives the willing creature the God of Illusion touches the ability to see things as they are. For the duration, the creature has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

MIRAGE ARCANE

Invoking Time: 10 minutes

Range: Sight

Components: V, S

Duration: 10 days

The God of Illusion makes terrain in an area up to 1 square mile look, sound, smell and even feel like some other sort of terrain. The terrain's general shape remains the same; however, open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, the god can alter the appearance of structures, or add them where none are present. The divinity doesn't disguise, conceal, or add creatures.

The illusions include audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the divinity's area disappears immediately.

Creatures with true sight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

PROJECT IMAGE

Invoking Time: 1 Action

Range: 500 Miles

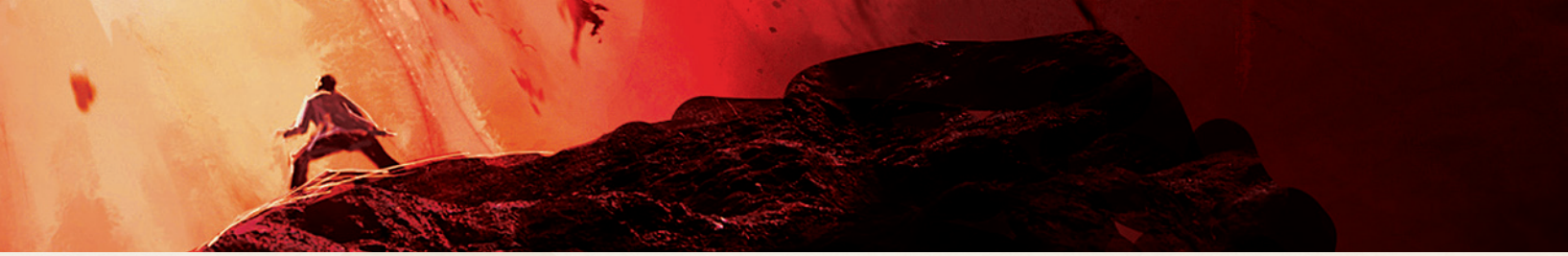
Components: V, S

Duration: Concentration

The God of Illusion creates an illusory copy of themselves that lasts for the duration. The copy can appear at any location within range that the god has seen before, regardless of intervening obstacles. The illusion looks and sounds like the god but is intangible. If the illusion takes any damage, it disappears, and the divinity ends.

The God of Illusion can use their action to move this illusion up to twice their speed, and make it gesture, speak, and behave in whatever way they choose. It mimics the god's mannerisms perfectly.

The God of Illusion can see through its eyes and hear through its ears as if they were in its space. On the god's turn as a bonus action, they can switch from using its senses to using their own, or back again. While the god is using the image's senses, they are



blinded and deafened regarding their surroundings.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against the God of Illusion's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

PRISMATIC SPRAY

Invoking Time: 1 action

Range: Self (60' cone)

Components: V, S

Duration: Instantaneous

Eight multicolored rays of light flash from the God of Illusion's hand. Each ray is a different color and has a different power and purpose. Each creature in a 60' cone must make a Dexterity saving throw vs. the god's Divinity Score. For each target, roll a d8 to determine which color ray affects it.

- **Red (1):** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
- **Orange (2):** The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
- **Yellow (3):** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- **Green (4):** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
- **Blue (5):** The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
- **Indigo (6):** On a failed save, the target is restrained. It must then make a Constitution saving throw vs. the God of Illusion's Divinity Score at the end of each of its turns. If it successfully saves three times, the divinity ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
- **Violet (7):** On a failed save, the target is blinded. It must then make a Wisdom saving throw vs. the God of Illusion's Divinity Score at the start of their next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another

plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

- **Special (8):** The target is struck by two rays. Roll twice more, rerolling any 8.

SIMULACRUM

Invoking Time: 12 hours

Range: Touch

Components: V, S, M (snow or ice in quantities sufficient to make a life-size copy of the duplicated creature; some hair, fingernail clippings, or another piece of that creature's body placed inside the snow or ice; and a godstone the size of the creature's heart to be duplicated)

Duration: Until dispelled

The God of Illusion shapes an illusory duplicate of one beast or humanoid that is within range for the entire invoking time of the divinity. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates.

The simulacrum is friendly to the God of Illusion and creatures they designate. It obeys the god's spoken commands, moving and acting in accordance with their wishes and acting on their turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, the God of Illusion can repair it at a rate of 1 hour per 10 hit points. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If the God of Illusion invokes this divinity again, any currently active duplicates they created with this divinity are instantly destroyed.

PRISMATIC WALL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall (up to 90' long, 30' high, and 1"

thick) centered on a point the God of Illusion can see within range. Alternatively, the god can shape the wall into a sphere up to 30' in diameter centered on a point they choose within range. The wall remains in place for the duration. If the god positioned the wall so that it passes through a space occupied by a creature, the divinity fails, and their action is wasted.

The wall sheds bright light out to a range of 100' and dim light for an additional 100'. The God of Illusion and creatures they designate at the time they invoke the divinity can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20' of it or starts its turn there, the creature must succeed on a Constitution saving throw vs. the god's Divinity Score or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw vs. the god's Divinity Score or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the divinity. A *Rod of Cancellation* destroys a prismatic wall, but an antimagic field does not affect it.

- **Red:** The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, non-magical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.
- **Orange:** The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.
- **Yellow:** The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.
- **Green:** The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A *Passwall* spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.
- **Blue:** The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.
- **Indigo:** On a failed save, the creature is restrained. It must then make a Constitution saving throw vs. the God of Illusion's Divinity Score at the end of

each of its turns. If it successfully saves three times, the divinity ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells and divinities can't be cast or invoked through the wall. The layer is destroyed by bright light shed by a *Daylight* spell or a similar spell of equal or higher level.

- **Violet:** On a failed save, the creature is blinded. It must then make a Wisdom saving throw vs. the God of Illusion's Divinity Score at the start of their next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a *Dispel Magic* spell or a similar spell of equal or higher level that can end spells, divinities and magical effects.

WEIRD

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

Drawing on the deepest fears of a group of creatures, the God of Illusion creates illusory creatures in their minds, visible only to them. Each creature in a 30' radius sphere centered on a point the god chooses within range must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw vs. the god of Illusion's Divinity Score or take 4d10 psychic damage. On a successful save, the divinity ends for that creature.





CHAPTER THREE: DIVINITIES

INVENTION

Level	Features
1	Mending
2	Craftwork
3	Shoulders of Giants
4	Unseen Servant
5	Fabricate
6	Shoulders of Giants
7	Mechanical Manipulation
8	Glyph of Warding
9	Shoulders of Giants
10	Arcane Eye
11	Animate Objects
12	Shoulders of Giants
13	Masterwork
14	+2 Intelligence
15	Shoulders of Giants
16	Overwrite Constructs
17	Clone
18	Shoulders of Giants
19	Permanence
20	Spontaneous Creation

MENDING

Invoking Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Invention can repair a single break or tear in an object they touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1' in any dimension, the god mends it, leaving no trace of the former damage.

This divinity can physically repair a magic item or construct, but the divinity can't restore magic to such an object.

At Higher Levels: The god can restore a broken magical item, reinfusing its magical properties with their own divinity. The god cannot use this divinity to restore spent charges from a magical item.

CRAFTWORK

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Invention is skilled with all artisan's tools and receives double their proficiency bonus when using them.

SHOULDERS OF GIANTS

Invoking Time: Varies

Range: Varies

Components: Varies

Duration: Varies

The God of Invention gains access to the minds of brilliant mages throughout time and dimensions, learning the secrets of their magical creations. The god can recreate these spells at will without needing slots to do so, but must follow all other applicable rules (including having the necessary spell components).

- **3rd Level:** *Mordenkainen's Private Sanctum*
- **6th Level:** *Rary's Telepathic Bond*
- **9th Level:** *Drawmij's Instant Summons*
- **12th Level:** *Otiluke's Freezing Sphere*
- **15th Level:** *Mordenkainen's Magnificent Mansion*
- **18th Level:** *Abi-Dalzim's Horrid Wilting*

UNSEEN SERVANT

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 hour

This divinity creates an invisible, mindless, shapeless force that performs simple tasks at the God of Invention's command until the duration ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2. It cannot attack. If it drops to 0 hit points, the divinity ends.

Once on each of the God of Invention's turns as a bonus action, they can mentally command the servant to move up to 15' and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once the god gives the command, the servant performs the task to the best of its ability until it completes the task, then waits for their next command.

If the god commands the servant to perform a task that would move it more than 60' away from them, the divinity ends.



FABRICATE

Invoking Time: 10 minutes

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Invention can convert raw materials into products of the same material. For example, they can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

The god chooses raw materials that they can see within range. They can fabricate a Large or smaller object (contained within a 10' cube, or eight connected 5' cubes), given a sufficient quantity of raw material. If the god is working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5' cube). The quality of objects made by the divinity is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. The God of Invention can use this divinity to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor.

MECHANICAL MANIPULATION

Invoking Time: 1 action

Range: Touch

Components: S

Duration: Concentration

The God of Invention can manipulate any mechanical device they can touch, instantly understanding all aspects of the device upon contact.

The god can activate any mechanical device by touch (raise a drawbridge, turn a flour wheel, lower an anchor, etc.). The device will continue to follow the instructions given by the god for up to a minute after contact is broken. The god can open any non-magical lock and disengage any non-magical trap. The god understands and can operate any mechanical vehicle (ship, balloon, siege engine, etc.).

At Higher Levels: At 16th level, the God of Invention can override mechanical and magical constructs by touch (see below)

GLYPH OF WARDING

Invoking Time: 1 hour

Range: Touch

Components: V, S

Duration: Until dispelled or triggered

The God of Invention understands the mechanism of divine and magical power. They can inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If the god chooses a surface, the glyph can cover an area of the surface no larger than 10' in diameter. If the god chooses an object, that object must remain in its place; if the object is moved more than 10' from where the god inscribed the rune, the divinity is broken, and the divinity ends without being triggered.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against the God of Invention's Divinity Score to be found. The god decides what triggers the glyph when they create it.

- **Explosive Runes:** When triggered, the glyph erupts with magical energy in a 20' radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (the god's choice when they create the glyph), or half as much damage on a successful one.
- **Spell Glyph:** The God of Invention can store a spell of 3rd level or lower or a divinity of 6th level or lower in the glyph by casting it as part of creating the glyph. The spell or divinity must target a single creature or an area. The spell or divinity being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell or divinity is cast. If the spell or divinity has a target, it targets the creature that triggered the glyph. If the spell or divinity affects an area, the area is centered on that creature. If the spell or divinity summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell or divinity requires concentration, it lasts until the end of its full duration, or 1 minute.

At Higher Levels: The damage from an explosive rune increases to 6d8 at 12th level, 7d8 at 16th level and 8d8 at 20th level.

CHAPTER THREE: DIVINITIES

ARCANE EYE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 hour

The God of Invention can summon an invisible, magical eye within range that hovers in the air for the duration. The god mentally receives visual information from the eye, which has normal vision and darkvision out to 30'. The eye can look in every direction.

As an action, the god can move the eye up to 30' in any direction. There is no limit to how far away from the god the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

ANIMATE OBJECTS

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 hour

Objects come to life at the God of Invention's command. The god chooses up to ten non-magical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, and Huge targets count as eight objects. The god can't animate any object larger than Huge. Each target animates and becomes a creature under the god's control until the divinity ends or until reduced to 0 hit points.

As a bonus action, the God of Invention can mentally command any creature they made with this divinity if the creature is within 500' (if the god controls multiple creatures, they can command any or all of them at the same time, issuing the same command to each one). The god decides what action the creature will take and where it will move during its next turn, or they can issue a general command, such as to guard a particular chamber or corridor. If the god issues no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

ANIMATED OBJECT STATISTICS

SIZE	HP	AC	ATTACK	STR	DEX
Tiny	20	18	+8, 1d4+4	4	18
Small	25	16	+6, 1d8+2	6	14

Medium	40	13	+5, 2d6+1	10	12
Large	50	10	+6, 2d10+2	14	10
Huge	80	10	+8, 2d12+4	18	6

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10, its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30'; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30' and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30' and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If the God of Invention commands an object to attack, it can make a single melee attack against a creature within 5' of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a particular object inflicts slashing or piercing damage based on its form.

MASTERWORK

Invoking Time: 8 hours

Range: Touch

Components: V, S, M

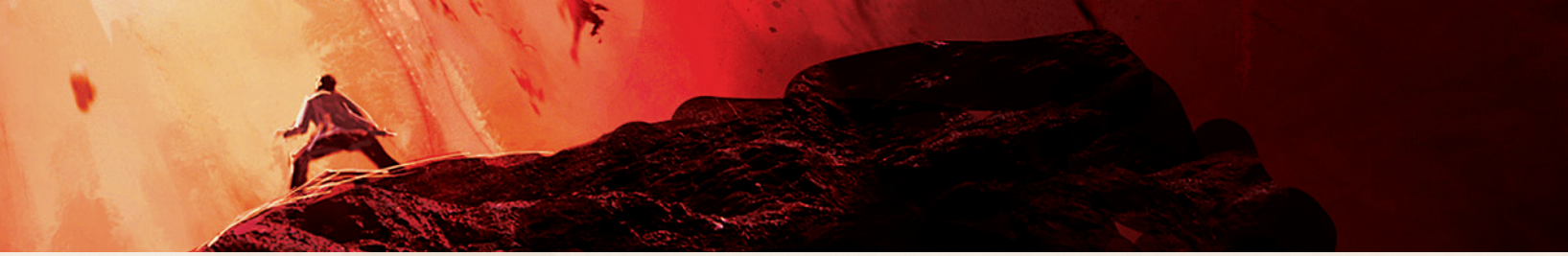
Duration: Permanent

By focusing their divine energy into their creations, the God of Invention is able to fabricate powerful magical items. Any weapon or armor forged by the god is made as a +1 item. In addition, the god can weave the energy of any 1st level spell they (or a companion) can cast into the fabric of weapons, armor and items, making it a permanent creation. An item can only have a single property and if given another, the first property is lost.

Spells that provide a stat or ability boost are permanent effects enacted when the item is worn or held. Instantaneous spells can be cast once per round. Spells are cast at 5th level and use the caster's bonuses.

If the wearer of the item is also a spellcaster and can call forth the same spell, they can activate the item as a bonus action. All associated rolls with the spell are made at advantage, while all rolls made by a target of the spell are rolled at disadvantage.

The God of Invention must take a long rest after crafting a masterwork item before they can make another.



OVERWRITE CONSTRUCTS

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

If the God of Invention makes physical contact with a magically created or animated object, they can attempt to overwrite that object's commands with their own. The god rolls with their divinity modifier against the spell save DC or the Divinity Score of the object's creator. If successful, they "reset" the object or construct, gaining control over it. If the object is temporarily animated, the god's control ends when the original duration of the magic or divinity animating it would end.

CLONE

Invoking Time: 1 Hour

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands and at least one cubic inch of the flesh of the creature that is to be cloned, which the divinity consumes. A vessel worth at least 2000 gold that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

This divinity grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; the God of Invention can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and cannot after that be restored to life, since the creature's soul is elsewhere.

PERMANENCE

Invoking Time: 10 minutes

Range: Touch

Components: V, S, M (a godstone, which is consumed by the divinity)

Duration: Permanent

The God of Invention can make any spell of 5th level or lower or any divinity of 10th level or lower they cast or invoke that has a limited duration (and is not instantaneous) permanent by tying the energy of the spell or divinity to a godstone. For example: If the God of Invention can cast Flame Blade on a scimitar while holding a godstone to the hilt, they can fuse the stone to the weapon on the following round and make the spell permanent.

This process is taxing, and the god can only make one spell or divinity permanent per long rest. The god can also only make a particular spell or divinity permanent one at a time. If the god created a second permanent Flame Blade as per the above example, the first permanent Flame Blade spell immediately ends.

The God of Invention can also use this ability to replenish the charges a common, uncommon, or rare magical item. The godstone fuses to the item and glows, growing softer as the new charges are depleted.

If the God of Invention loses concentration at any point during the invocation, the divinity fails and the godstone shatters.

SPONTANEOUS CREATION

Invoking Time: 1 minute

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands, which is consumed by the divinity)

Duration: Special

The God of Invention can create anything they can imagine that fills up to 20'x20' cube by using a godstone as a focus for their divine power. The object can be as complex or as simple as the god desires. Destroying or removing the godstone focus, which must remain visible and accessible, causes the object to vanish in a cloud of purple and pink astral energy.

The god can create anything, but is limited to what their character can imagine, not the player. A player can't generate an airplane if the god has no concept of what an airplane is. It is up to the DM to determine if the god would reasonably be able to image the object they wish to create.

CHAPTER THREE: DIVINITIES

KNOWLEDGE

Level	Features
1	Photographic Memory, Superior Intellect
2	Identify
3	Comprehend Languages
4	Transfer Knowledge
5	Knock
6	Intelligence +1
7	True Seeing
8	Locate
9	Intelligence +1
10	Magic Jar
11	Zone of Truth
12	Intelligence +1
13	Legend Lore
14	Scrying
15	Intelligence +1
16	Clone
17	Symbol
18	Intelligence +1
19	Telepathy
20	Omniscience

PHOTOGRAPHIC MEMORY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Knowledge has perfect memory of everything they have ever seen or heard, providing them with advantage on all Intelligence-based skills.

SUPERIOR INTELLECT

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

As a divine being, the God of Knowledge is not bound by mortal limitations. Their Intelligence can be as high as 30 instead of the usual maximum of 20.

IDENTIFY

Invoking Time: 1 minute

Range: Touch

Components: S

Duration: Instantaneous

The God of Knowledge chooses one object that they must touch throughout the invocation of the divinity. If it is a magic item or some other magic imbued object, the god learns its properties and how to use them, whether it requires attunement to use, and how many charges it has if any. The god determines whether any spells are affecting the item and what they are. If the item was created by a spell or a divinity, you learn which spell or god created it.

If the God of Knowledge instead touches a creature throughout the casting, they learn what spells or divinities, if any, are currently affecting it.

COMPREHEND LANGUAGES

Invoking Time: Always active

Range: Self

Components: V, S

Duration: Permanent

The God of Knowledge understands any spoken language that they hear. The god can also understand any written language that they see, but must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This divinity doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

TRANSFER KNOWLEDGE

Invoking Time: 1 action

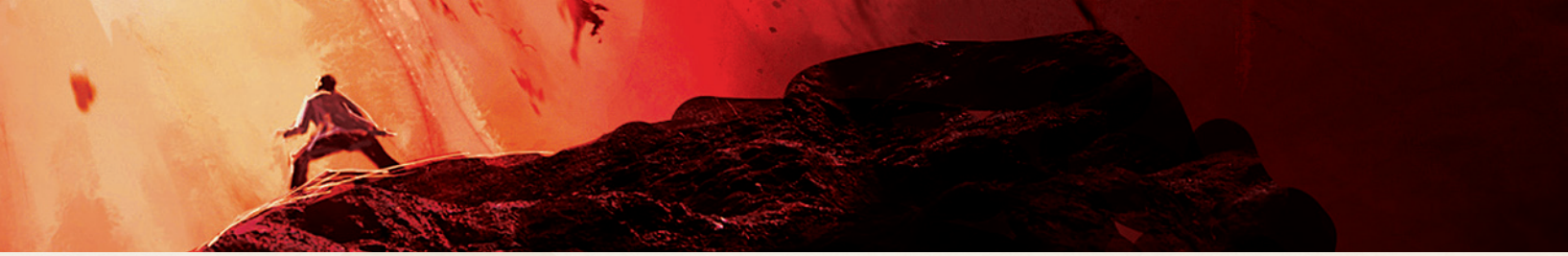
Range: Touch

Components: V, S

Duration: Varies

The God of Knowledge can impart information to another willing creature, or transfer information from one source to another, with a touch. If a creature is unwilling, the divinity fails. The god can use this ability to invoke the following effects:

- **Literacy:** If the target is unable to read or write, they gain that ability in a language they can speak for 1 hour. If the god spends a full minute in contact with a willing target while maintaining concentration, the target gains the ability to read and write permanently.
- **Comprehend Languages:** The target gains the Comprehend Languages ability, as described above, for one hour.



- **Awareness:** The god can show the target any event, place or creature they have ever witnessed in vivid detail, with all sounds, sights, tastes and smells entirely present. Once shown something in this manner, the target is considered to have experienced it themselves for spells or divinities that require them to be familiar with a creature, place or object for their magic of divinity to function accurately.
- **Copy:** The god can transcribe the contents of a book, scroll or other writings into a blank equivalent at the rate of 1 page per round. They can also duplicate a map in complete detail in five rounds and copy words or symbols chiseled into a surface at a rate of a 1'x1' area per round.

KNOCK

Invoking Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

The God of Knowledge touches a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by an ordinary lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If the God of Knowledge chooses a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and closed normally.

When the god invokes the divinity, a loud knock, audible from as far away as 300', emanates from the target object.

TRUE SEEING

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

By invoking this divinity, the God of Knowledge gains the ability to see things as they are. For the duration, they have true sight, notice secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

LOCATE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Knowledge can name a creature, plant or object that is familiar to them. They sense the direction to the location of the target as long as it is within 1,000'. If the target is moving, the god knows the direction of its movement.

The divinity can locate a particular creature, plant or object known to the god, or the nearest creature, plant or object of a specific kind (such as a human, an Ironwood tree or a wagon), so long as the god has seen the target up close (within 30') at least once. If the target the God of Knowledge described or named is in a different form, such as being under the effects of a polymorph spell, this divinity doesn't locate the target.

MAGIC JAR

Invoking Time: 1 minute

Range: Self

Components: V, S, M (crystal container embedded with a godstone)

Duration: Until dispelled

The God of Knowledge can will their body into a catatonic state as their soul leaves it and enters the container they used for the divinity's material component. While the god's soul inhabits the container, they are aware of their surroundings as if they were in the container's space. The god can't move or use reactions. The only action they can take is to project their soul up to 100' out of the container, either returning to their living body (and ending the divinity) or attempting to possess another humanoid's body.

The God of Knowledge can try to possess any humanoid within 100' of them that they can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw vs. the god's Divinity Score. On a failure, the god's soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists the god's efforts to possess it, and the god can't attempt to possess them again for 24 hours.

Once the God of Knowledge possesses a creature's body, they control it. The god's game statistics are replaced by the statistics of the creature, though they retain their alignment and their Intelligence, Wisdom, and Charisma scores. The god keeps the benefits of their class features. If the target has any class levels, they can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

CHAPTER THREE: DIVINITIES

While possessing a body, the God of Knowledge can use their action to return from the host body to the container if it is within 100' of the god, returning the host creature's soul to its body. If the host body dies while the god is in it, the creature dies, and the god must make a Charisma saving throw against their own Divinity Score. On a success, the god returns to the container if it is within 100' of them. Otherwise, they die.

If the container is destroyed or the duration ends, the god's soul immediately returns to their body. If the god's body is more than 100' away from them or if their body is dead when they attempt to return to it, the god dies. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100'. Otherwise, that creature dies.

When the duration ends, the container is destroyed.

ZONE OF TRUTH

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 10 minutes

The God of Knowledge creates a magical zone that guards against deception in a 15' radius sphere centered on a point of their choice within range. Until the duration ends, a creature that enters the divinity's area for the first time on a turn or starts its turn there must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, a creature can't speak a deliberate lie while in the radius. The god knows whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

LEGEND LORE

Invoking Time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

The God of Knowledge can name or describe a person, place, or object. The divinity brings to their mind a summary of the significant lore about the thing they named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing the god named isn't of legendary importance, they gain no information. The more

information the god already has about the thing, the more precise and detailed the information they receive is.

The information the God of the Astral Realm learns is accurate but might be couched in figurative language. For example, if the god has a mysterious magic axe on hand, the divinity might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a Child of Stone, lover and beloved of Ogun, may awaken the true powers of the axe, and only with the sacred word Tyrannus on the lips."

SCRYING

Invoking Time: 10 minutes

Range: Self

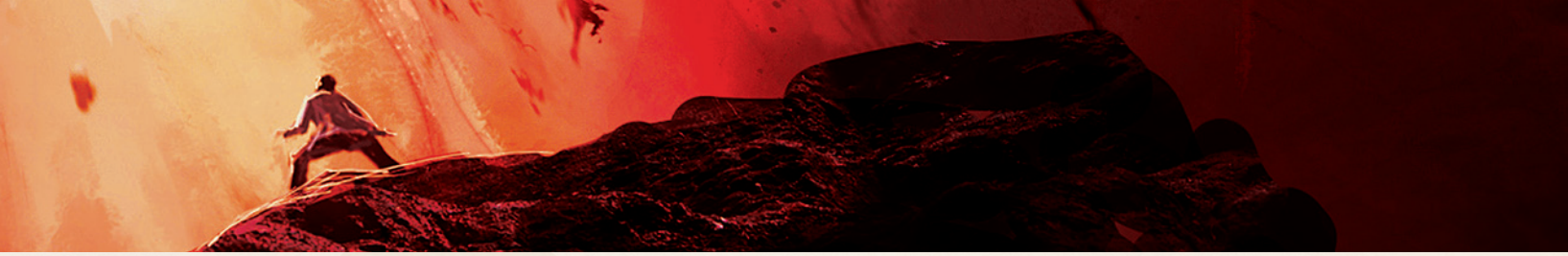
Components: V, S, M (a godstone large enough to be held with both hands)

Duration: Concentration

The God of Knowledge can see and hear a particular creature they choose that is on the same plane of existence as the god. The target must make a Wisdom saving throw vs. the god's Divinity Score, which is modified by how well the god knows the target and the sort of physical connection they have to it. If a target knows the god is invoking this divinity, it can fail the saving throw voluntarily if it wants to be observed.

KNOWLEDGE	SAVE MODIFIER
Secondhand (heard of the target)	+5
Firsthand (met the target)	+0
Familiar (knows the target well)	-5
CONNECTION	SAVE MODIFIER
Likeness or picture	-2
Possession or garment	-5
Body part, lock of hair	-10

On a successful save, the target isn't affected, and the God of Knowledge can't use this divinity against it again for 24 hours. On a failed save, the divinity creates an invisible sensor within 10' of the target. The god can see and hear through the sensor as if it were there. The sensor moves with the target, remaining within 10' of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of a fist. Instead of targeting a creature, the god can choose a location they have seen before as the target of this divinity. The sensor appears at that location and doesn't move.



CLONE

Invoking Time: 1 Hour

Range: Touch

Components: V, S, M (a godstone worth at least 1000 gold and at least one cubic inch of flesh of the creature that is to be cloned, which the spell consumes. A vessel worth at least 2000 gold that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

Duration: Instantaneous

This divinity grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; the God of Knowledge can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed.

At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and cannot be restored to life since the creature's soul is elsewhere.

SYMBOL

Invoking Time: 1 minute

Range: Touch

Components: V, S, M (mercury, phosphorus, and powdered diamond and opal with a total value of at least 1000 GP, which the divinity consumes)

Duration: Until dispelled or triggered

When the God of Knowledge invokes this divinity, they inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If the god chooses a surface, the glyph can cover an area of the surface no larger than 10' in diameter. If they choose an object, that object must remain in its place; if the object is moved more than 10' from where the god invoked this divinity, the glyph is broken, and the divinity ends without being triggered.

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against the god's Divinity Score to find it.

The God of Knowledge decides what triggers the glyph when they invoke the divinity. For glyphs inscribed on a surface, the most typical triggers include touching

or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph.

The God of Knowledge can further refine the trigger so the divinity is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). The god can also specify creatures that don't trigger the glyph, such as those who say a certain password.

When the God of Knowledge inscribes the glyph, they choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60' radius sphere with dim light for 10 minutes, after which time the divinity ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

- **Death:** Each target must make a Constitution saving throw vs. the god's Divinity Score, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save.
- **Discord:** Each target must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.
- **Fear:** Each target must make a Wisdom saving throw vs. the god's Divinity Score and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30' away from the glyph on each of its turns, if able.
- **Hopelessness:** Each target must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.
- **Insanity:** Each target must make an Intelligence saving throw vs. the god's Divinity Score. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. Its movement is erratic.
- **Pain:** Each target must make a Constitution saving throw vs. the god's Divinity Score and becomes incapacitated with excruciating pain for 1 minute on a

CHAPTER THREE: DIVINITIES

failed save.

- **Sleep:** Each target must make a Wisdom saving throw vs. the god's Divinity Score and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.
- **Stunning:** Each target must make a Wisdom saving throw vs. the god's Divinity Score and becomes stunned for 1 minute on a failed save.

TELEPATHY

Invoking Time: 1 action

Range: Unlimited

Components: V, S

Duration: 24 hours

The God of Knowledge can forge a telepathic link between themselves and a willing creature with which they are familiar. The creature can be anywhere on the same plane of existence as the god. The divinity ends if the god or the target is no longer on the same plane. Until the divinity ends, the god and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes the god as the creature with which it is communicating. The divinity enables a creature with an Intelligence score of at least 1 to understand the meaning of the god's words and take in the scope of any sensory messages they send to it.

OMNISCIENCE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Knowledge has access to all known information throughout the universe. By concentrating, they can use this divinity to do the following:

- **Knowledge:** The god has access to the thoughts and memories of every thinking creature ever born, allowing them to succeed automatically on all Intelligence skills.
- **True Name:** The god knows the true name of every creature, and can banish many extra-dimensional interlopers by speaking this name aloud.
- **Recall:** The god can remember any location they were ever in with such precise detail that they can roll an Investigation check to "search" the location in their mind (open a desk drawer, flip through a book, run a hand along a wall, etc). The god can only engage with parts of room they have physically interacted with

before. Otherwise, they can only look at those sections of the room

- **Read Minds:** The god can dive deep into the mind of another creature, unlocking all of their secrets one by one. The targeted creature must roll Wisdom at disadvantage to prevent this pillaging of their thoughts. On a failure, the target is forced to answer a question posed to it by the god truthfully (or what the target believes to be true).

LIFE

Level	Features
1	Sense Life
2	Cure Wounds
3	Detect Poison and Disease
4	Immune to all Poison and Disease
5	Regenerate (1d6 hit points per round)
6	Lesser Restoration
7	Mass Healing Word
8	Vampiric Touch
9	Aura of Life
10	Regenerate (3d6 hit points per round)
11	Reincarnate
12	Mass Cure Wounds
13	Heal
14	Harm
15	Regenerate (6d6 hit points per round)
16	Resurrection
17	Mass Heal
18	Power Word Heal
19	True Resurrection
20	Regenerate (10d6 hit points per round)

SENSE LIFE

Invoking Time: 1 action

Range: 60' or varies

Components: V, S

Duration: Concentration

Living creatures within range are immediately known to the God of Life, even if they are otherwise hidden, invisible or undetectable through ability, divinity or magic. This ability does not detect constructs or the undead. If blinded, the god can still engage living creatures within range as if they had blindsight.



The God of Life can also sense an individual living creature or plant they have encountered before, knowing their general direction if they are within 1 mile.

At Higher Levels: The distance the God of Life can sense a living creature that is familiar to them increases to 10 miles at 4th level, 100 miles at 8th level, 1,000 miles at 12th level, 10,000 miles at 16th level, and becomes unlimited at 20th level.

CURE WOUNDS

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A creature the God of Life touches regains hit points equal to 1d8 + their Divinity Score.

At Higher Levels: Total hit points restored from this ability increases to 2d8 at 4th level, 3d8 at 6th level, 4d8 at 8th level, 5d8 at 10th level, 6d8 at 12th level, 7d8 at 14th level, 8d8 at 16th level, 9d8 at 18th level, and 10d8 at 20th level.

DETECT POISON AND DISEASE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Life can sense the presence and location of poisons, poisonous creatures, and diseases within 60'. They can also identify the kind of poison, venomous creature, or disease in each case.

IMMUNE TO ALL POISON AND DISEASE

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Life is immune to all poison and disease.

REGENERATION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Life is overflowing with healing energy and recovers 1d6 hit points at the end of every round.

At Higher Levels: Hit points recovered from this divinity increase to 3d6 at 10th level, 6d6 at 15th level, and 10d6 at 20th level.

CHAPTER THREE: DIVINITIES

LESSER RESTORATION

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By touching another creature, the God of Life can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

MASS HEALING WORD

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Life is so empowered with healing energy that their words can heal up to six creatures they can see within range 1d4 hit points + the god's Divinity Score. This ability is a free action.

At Higher Levels: Damage healed from this ability increases to 2d4 at 10th level, 3d4 at 13th level, 4d4 at 16th level, and 5d4 at 19th level.

VAMPIRIC TOUCH

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The touch of the God of Life can siphon life force from others. On a successful melee attack, the target takes 3d6 necrotic damage which is transferred to the god.

At Higher Levels: Damage from this ability increases to 5d6 at 12th Level, 7d6 at 16th level, and 9d6 at 20th level.

AURA OF LIFE

Invoking Time: Always active

Range: Self (20' radius)

Components: None

Duration: Always active

The God of Life radiates life energy as a torch emanates light. All creatures within a 20' radius of the god, friend or foe, automatically make their death saving throws.

REINCARNATE

Invoking Time: 1 hour

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Life can touch a dead humanoid or a piece of a dead humanoid and, provided that the creature has been dead no longer than 10 days, forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the ability fails.

The divinity fashions a new body for the creature to inhabit, which likely causes the creature's race to change. The DM rolls a d100 and consults the following table to determine what form the creature takes.

- 01–19: Dwarf
- 20–29: Elf, sun
- 30–39: Elf, high
- 40–49: Elf, wild
- 50–49: Gnome
- 60–59: Halfling
- 70–89: Human
- 90–100: Guidari

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

MASS CURE WOUNDS

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

A wave of healing energy washes out from a point the God of Life chooses within 60'. The god selects up to six creatures in a 30' radius sphere centered on that point, and each regains hit points equal to 3d8 + the god's divinity modifier.

At Higher Levels: The amount of hit points healed by this ability increases to 5d8 at 16th level and 7d8 at 20th level.

HEAL

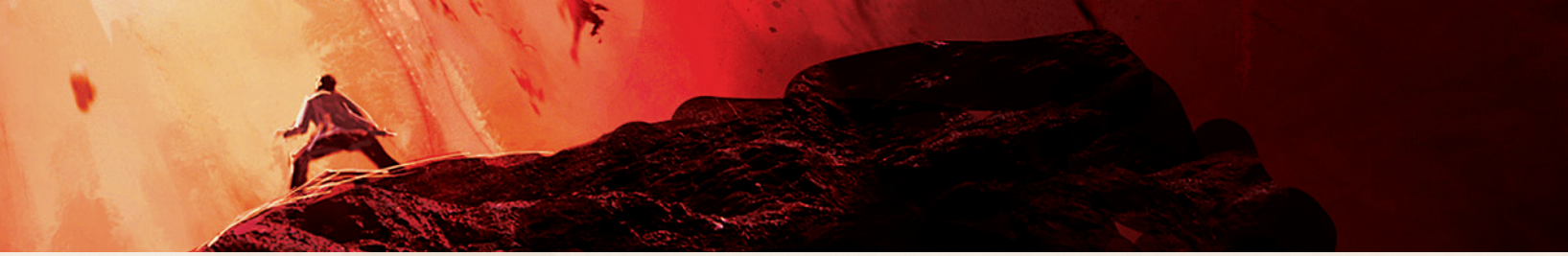
Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Life chooses a creature they can see within



range and a surge of positive energy washes through that creature, restoring 70 hit points. This divinity also ends blindness, deafness, and any diseases affecting the target. This divinity has no effect on constructs or undead.

At Higher Levels: This divinity restores 80 hit points at 16th level, and 100 hit points at 20th level.

HARM

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Life can drain the life force from a creature they can see within range. The target must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took which cannot be restored until a Lesser Restoration spell is cast upon them.

RESURRECTION

Invoking Time: 1 hour

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Life can touch a dead creature that has been dead for no more than a century, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.

This divinity neutralizes any poisons and cures natural and magical diseases afflicting the creature when it died. This divinity closes all mortal wounds and restores any missing body parts.

Coming back from the dead is an arduous process where the target's life force is gradually returned to their old flesh over the corpse of an hour. Once returned to life, The target has -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1.

Using this divinity to restore life to a creature that has been dead for one year or longer taxes the God of Life. Until they finish a long rest, the god cannot use their divinities and has disadvantage on all attack rolls, ability checks, and saving throws.

MASS HEAL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from the God of Life, healing creatures in a 60' radius. The divinity restores up to 700 hit points, divided as the god chooses among any number of creatures that they can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened.

POWER WORD: HEAL

Invoking Time: 1 action

Range: Line of sight

Components: V, S

Duration: Instantaneous

A wave of healing energy washes over a creature the God of Life can see. The target regains all of its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up.

TRUE RESURRECTION

Invoking Time: 1 hour

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands, which the divinity consumes).

Duration: Instantaneous

The God of Life can touch a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This divinity closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The divinity replaces damaged or missing organs and limbs.

The divinity can even provide a new body if the original no longer exists, in which case the God of Life must speak the creature's name. The creature then appears in an unoccupied space the god chooses within 10'.

LUCK

Level	Augury
1	Luck of the Dice
2	Luck Pool (3 points)
3	Guidance
4	True Strike
5	Alter Luck
6	Luck Pool (4 points)
7	Aura of Luck
8	Evasion
9	Lucky Break
10	Luck Pool (5 points)
11	Bestow Curse
12	Remove Curse
13	Lucky Step
14	Luck Pool (6 points)
15	+1 Dexterity
16	+1 Wisdom
17	Foresight
18	Luck Pool (7 points)
19	Extraordinary Advantage
20	Divine Luck

LUCK OF THE DICE

Invoking Time: Always active

Range: Self

Components: None (the player will require a d24)

Duration: Permanent

Anytime the God of Luck rolls a d20 they roll a d24 instead, and natural rolls 20 and above all count as critical successes. Beware, though; the god is not just the god of good luck. If the god rolls a 1 they cannot use their luck points to attempt the roll again.

LUCK POOL

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck has inexplicable luck that seems to kick in at just the right moment.

The god has 3 luck points. Whenever they make an attack roll, an ability check, or a saving throw, the god can spend one luck point to roll an additional d24. They can choose to spend one of their luck points after they roll the die (as long as the roll is not a 1), but before the outcome is determined. The god determines which of the d24s is used for the attack roll, ability check, or saving throw.

The god can also spend one luck point when an attack roll is made against them. The god rolls a d24 and then chooses whether the attack uses the attacker's roll or theirs.

The god regains their expended luck points when they finish a long rest.

At Higher Levels: The God of Luck gains an additional luck point at 6th level (4 points), 10th level (5 points), 14th level (6 points), and 18th level (7 points).

GUIDANCE

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

The God of Luck can touch one willing creature and impart a small bit of their divinity. Once before the duration ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The divinity then ends.

TRUE STRIKE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration, up to 1 round

The God of Luck can temporarily imbue a weapon with their luck divinity as a standard action. On their next turn, the wielder gains advantage on their first attack roll against the target provided that the duration hasn't ended.

ALTER LUCK

Invoking Time: 1 free action

Range: 60'

Components: None

Duration: Instantaneous

The God of Luck can use their luck dice to alter the fate of those around them. By spending a luck point, the god can force an opponent to roll with disadvantage or allow any ally to roll with advantage. The god can choose to spend one of their luck points after a die has been rolled, but not before the outcome is determined.

AURA OF LUCK

Invoking Time: Always active

Range: Self (20' radius)

Components: None

Duration: Permanent

The God of Luck radiates with luck energy. Every creature within a 20' radius of the god, friend or foe, rolls with advantage to saving throws vs. damage caused by area effects.



Guardian Rina Falaval

EVASION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When they are subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the god instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

CHAPTER THREE: DIVINITIES

LUCKY BREAK

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck rolls with advantage on all Initiative rolls, on rolls where a failure would result in them being surprised, and on rolls that would result in the god's instant death.

BESTOW CURSE

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

The God of Luck touches a creature, and that creature must succeed on a Wisdom saving throw vs. the god's Divinity Score or become cursed for the duration of the divinity. When the god invokes this divinity, they choose the nature of the curse from the following options:

The god chooses one ability score and the target has disadvantage on checks and saving throws made with that ability score.

While cursed, the target has disadvantage on attack rolls against the God of Luck.

While cursed, the target must make a Wisdom saving throw at the start of each of its turns vs. the god's Divinity Score. If the target fails, it wastes its action doing nothing.

While the target is cursed, the god's attacks, divinities and spells deal an extra 1d8 necrotic damage to the target. A remove curse ends this effect.

At Higher Levels: The duration for this divinity extends to 24 hours at 14th level, one year at 17th level, and lasts until dispelled at 20th level.

REMOVE CURSE

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

At the God of Luck's touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the divinity breaks its owner's attunement to the object so it can be removed or discarded.

LUCKY STEP

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce their speed nor cause them to be paralyzed or restrained.

The god can also spend 5' of movement to automatically escape from non-magical restraints, such as manacles or a creature that has them grappled.

FORESIGHT

Invoking Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

The God of Luck touches a willing creature and bestows a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This divinity immediately ends if the God of Luck invokes it again before the duration ends.

EXTRAORDINARY ADVANTAGE

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck always rolls with advantage regardless of any other situation that would put them at disadvantage or negate their advantage.

DIVINE LUCK

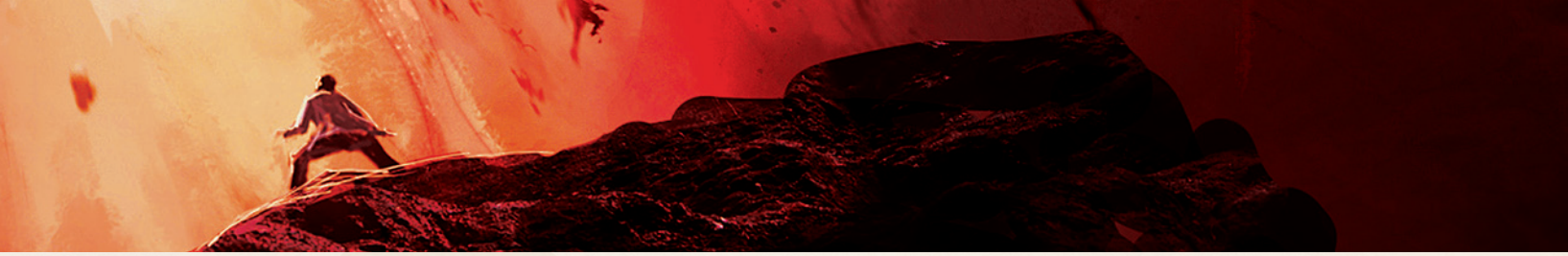
Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Luck is constantly protected by an invisible, swirling mass of divine luck. This probability field always seeks out the best possible outcomes to bring into reality for them. When the god is injured, they take minimum damage from each die rolled.



MAGIC

Level	Features
1	Detect Magic
2	Counterspell
3	Metamagic Feat
4	Dispel Magic
5	Well of Magic (1st level)
6	Metamagic Feat
7	Encyclopedia of Magic
8	Well of Magic (2nd level)
9	Metamagic Feat
10	+2 Intelligence
11	Well of Magic (3rd level)
12	Metamagic Feat
13	Antimagic Field
14	Well of Magic (4th level)
15	Metamagic Feat
16	Magical Immunity
17	Well of Magic (5th level)
18	Metamagic Feat
19	+2 Constitution
20	Well of Magic (6th level), Dualcasting

DETECT MAGIC

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

For the duration, the God of Magic senses the presence of magic within 30' of them. If the god senses magic in this way, they can use their action to see a faint aura around any visible creature or object in the area that bears magic, and they learn its school of magic, if any.

The divinity can penetrate most barriers, but it is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

COUNTERSPELL

Invoking Time: 1 reaction, which is taken when the god sees a creature within 60' casting a spell

Range: 60'

Components: S

Duration: Instantaneous

The God of Magic can attempt to interrupt a creature

in the process of casting a spell. If the creature is casting a spell of 2nd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, the god rolls an ability check using their Divinity Score modifier. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels: This divinity automatically counters 3rd level spells at 6th level, 4th level spells at 10th, and 5th level spells at 14th level, and 6th level spells at 18th level.

METAMAGIC FEAT

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Magic selects one of the following metamagic feats: Careful Spell, Distant Spell, Empowered Spell, Extended Spell, Heightened Spell, Quicken Spell, Subtle Spell or Twinned Spell.

The God of Magic earns 1 divine magic point per level just like a sorcerer earns sorcery points. The god can use these points to empower their metamagic feats. If the god is also a sorcerer, these points stack with their sorcery points and can be used interchangeably.

The God of Magic can also use their points to power common, uncommon, and rare magic items with limited charges, exchanging 1 divine or sorcery point per 1 replenished charge.

DISPEL MAGIC

Casting Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of Magic chooses one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, the god make an ability check using their spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels: This divinity automatically ends 4th level spells at 8th level, 5th level spells at 14th, and 6th level spells at 20th level.

CHAPTER THREE: DIVINITIES

WELL OF MAGIC

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Magic is overflowing with magical energy and can cast 1st level spells they have access to (either by class or race) without expending a spell slot. All other restrictions and requirements for the spell still apply, including necessary spell components.

ENCYCLOPEDIA OF MAGIC

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Magic is so attuned to magical energy that they gain the ability to access any spell, as long as that spell is of a level they can cast via their class. For example, a 6th level wizard would have the ability to prepare and cast any spell of 3rd level or lower.

ANTIMAGIC FIELD

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

A 10' radius invisible sphere of antimagic surrounds the God of Magic. This area is divorced from the magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the divinity ends, the sphere moves with the god, centered on the god.

Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects: Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target.

- **Areas of Magic:** The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are

suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

- **Spells:** Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- **Magic Items:** The properties and powers of magic items are suppressed in the sphere. For example, a +1 longsword in the sphere functions as a non-magical longsword. A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if a creature fires a magic arrow or throws a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.
- **Magical Travel:** Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the rope trick spell, temporarily closes while in the sphere.
- **Creatures and Objects:** A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.
- **Dispel Magic:** Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

MAGICAL IMMUNITY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

Any time the God of Magic is immune to all magic of 5th level and lower, and has advantage on saving throws vs. magic 6th level and higher.

DUALCASTING

Invoking Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

Any time the God of Magic is able to cast a spell, they can immediately cast an additional spell by using their bonus action.



MAGNETISM

Level	Features
1	Magnetic Field: 50 pounds
2	Deflect Metal
3	Cordon of Arrows
4	Open
5	Cloud of Armor, Magnetic Field: 250 pounds
6	Heat Metal
7	Dancing Weapon
8	Magnetic Field: 2 Targets
9	Magnetize
10	Magnetic Field 1,000 pounds
11	Override Metal Construct
12	Magnetic Field: 3 Targets
13	Blade Barrier
14	Animate Metal Objects
15	Magnetic Field: 5,000 pounds
16	Magnetic Field: 4 Targets
17	Wall of Magnetism
18	Crushing Gravity
19	Meteor Swarm
20	Magnetic Field: 10,000 pounds, 5 Targets

MAGNETIC FIELD

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

The God of Magnetism can move or manipulate metal objects by thought. When they invoke the divinity, and as their action each round while they maintain concentration, they can exert their will on one metal object that they can see within range. The god can affect the same target round after round, or choose a new one at any time. If they switch targets, the prior target is no longer affected by the divinity.

The God of Magnetism can try to move an object that weighs up to 50 pounds. If the object isn't being worn or carried, the god automatically moves it up to 30' in any direction, but not beyond the range of this divinity.

If the object is held by a creature, the God of Magnetism must make an ability check with their Divinity Score contested by that creature's Strength

check. If the god succeeds, they pull the object away from that creature and can move it up to 30' in any direction but not beyond the range of this divinity.

If the object is worn by the creature and not easily removed, such as breastplate or a shield strapped to their forearm, the God of Magnetism can manipulate the wearer as well, provided the total weight for item and creature is under their maximum limit. The target can release themselves from this divinity by removing the metal object they are wearing, or by contesting the divinity by rolling a Strength check vs. the god's Divinity Score on the following round.

At Higher Levels: The weight limit for this divinity increases to 250 pounds at 5th level, 1,000 pounds at 10th level, 5,000 pounds at 15th level and 10,000 pounds at 20th level. As long as the total weight is within their limit, and all targets are within 60' of one another, the God of Magnetism can simultaneously target 2 objects at 8th level, 3 objects at 12th level, 4 objects at 16th level, and 5 objects at 20th level.

DEFLECT METAL

Invoking Time: 1 reaction

Range: 30'

Components: S

Duration: Instantaneous

On their reaction, the God of Magnetism can deflect a melee or ranged bludgeoning, slashing or piercing attack made on them or a target within 30' of them, as long as the weapon or ammunition is at least partially made of metal.

CORDON OF ARROWS

Invoking time: 1 action

Range: 5'

Components: V, S, M (four or more arrows or bolts)

Duration: 8 hours

The God of Magnetism can plant four pieces of ammunition at least partially made of metal in the ground within range and enchant them with their divinity.

Until the divinity ends, whenever a creature other than the god comes within 30' of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or take 1d6 piercing damage. The piece of ammunition is then destroyed. The divinity ends when no ammunition remains.

When there God of Magnetism invokes this divinity,

CHAPTER THREE: DIVINITIES

they can designate any creature they choose, and the divinity ignores them.

At Higher Levels: The amount of ammunition that can be affected increases to 6 at 6th level, 8 at 9th level, 10 at 12th level, 12 at 15th level, and 14 at 18th level.

OPEN

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Magnetism can choose an object that they can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If the lock is not made of metal, this divinity has no effect.

CLOUD OF ARMOR

Invoking Time: 1 action

Range: Self

Components: V, S, M (at least 50 lbs of metal)

Duration: 1 minute or Concentration

The God of Magnetism can whip objects around them in a whirling cloud of metal, forcing all melee and ranged attacks targeting them to be made at disadvantage. Anyone striking the god with a melee attack must also make a dexterity saving throw vs. the god's Divinity Score or be struck by a piece of metal and take 2d8 damage. If the melee attack is made with a weapon at least partially made of metal, the attacker must make a Strength save vs. the god's Divinity Score or have the weapon ripped from their hands and sucked into the swirling vortex. Ranged attacks firing ammunition at least partially made of metal are automatically deflected.

HEAT METAL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Magnetism chooses a ferrous object, such as an iron rod, the handle of a lantern, or a suit of metal armor, that they can see within range. The god

causes the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when the god invokes the divinity. Until the divinity ends, the god can use a bonus action on each of their subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw vs. the god's Divinity Score or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls or ability checks until the start of the god's next turn.

At Higher Levels: Damage increases to 3d8 at 12th level, and 4d8 at 18th level.

DANCING WEAPON

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

The God of Magnetism can control a weapon at least partially made of metal that they can see within range. If the weapon is being held by another creature, they must make a Strength saving throw vs. the god's Divinity Score or have it ripped from their hands.

Once energized with divine magnetism, the weapon begins to hover, flies up to 30', and attacks one creature of the god's choice within 5' of it. The weapon uses the god's divinity modifier for its attack roll and damage modifier.

While the weapon hovers, the God of Magnetism can use a bonus action to cause it to fly to another spot within 30' of them. As part of the same bonus action, the god can cause the sword to attack one creature within 5' of it.

At Higher Levels: The God of Magnetism can control 2 swords at once at 10th level, 3 swords at 13th level, 4 swords at 16th level, and 5 swords at 19th level. The god can cause each sword to attack once per round even if they don't have an equal number of attack actions to do so, but the god must sacrifice all of their attacks and movement for that round.

MAGNETIZE

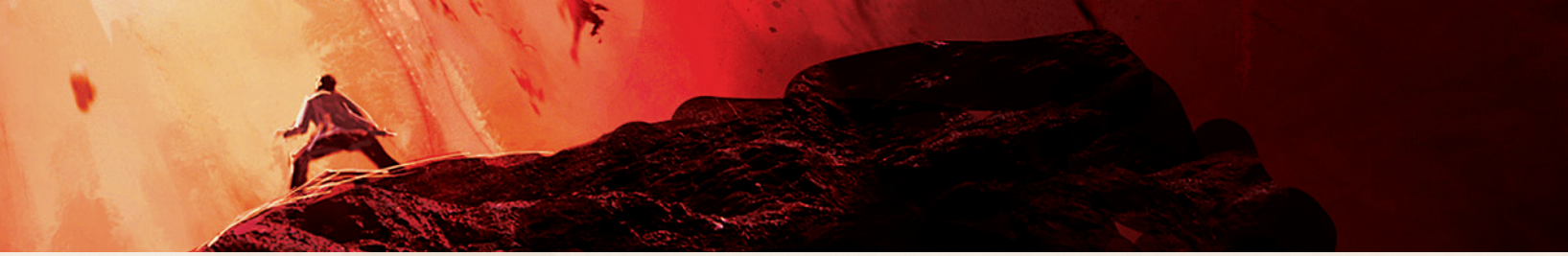
Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 minute

The God of Magnetism can cause any metallic object they can see within range that is not larger than 10' square to become magnetically charged for the



duration. If the object is being worn or held, the creature possessing it can make a Dexterity save vs. the god's Divinity Score to wrest the item from the god's power before they can properly charge it.

A charged item pulls strongly against any other metal item within 10' of it. If that metal item is lighter than the object charged with magnetism, it flies toward the magnetized item. If the magnetized item is within range of a heavier metallic item, it is pulled toward it instead.

Once two metal items have made contact, it requires a Strength check against the God of Magnetism's Divinity Score to pull them apart. A creature must then move out of the magnet's range, expending 1' of movement for every 2' traveled, or risk being sucked back in.

If a creature is holding or wearing a metal object within 10' of a magnetized object, they must also succeed on a Strength saving throw or have the object rip out of their hands and attach to the magnetized object. If the creature of Medium size or smaller is wearing a metal object that cannot be easily removed, they are stuck to the magnetized object until they can free themselves with a successful Strength check or until they remove the metal they are wearing.

VERRIDE METAL CONSTRUCT

Invoking Time: 1 action

Range: Touch

Components: S

Duration: Concentration

If the God of Magnetism makes contact with a magically constructed or animated object made wholly or mostly out of metal, they can attempt to overwrite that object's commands with their own. The god rolls with their divinity modifier against the Spell Save DC or Divinity Score of the object's creator. If successful, they "reset" the object or construct, gaining control over the object. If the object is temporarily animated, the god's control ends when the original duration would end.

BLADE BARRIER

Invoking Time: 1 action

Range: 60'

Components: V, S, M (at least 50 lbs of metal)

Duration: Concentration

The God of Magnetism pulls every piece of metal in a 60' radius to them, creating a vertical wall of whirling death. Any creature holding a weapon or wearing loose metal (helmets, scabbards, shields, etc.) must make a

Strength saving throw vs. the god's Divinity Score or have the item stripped from them.

The wall appears within range and lasts for the duration. The god can make a straight wall up to 100' long, 20' high, and 5' thick, or a ringed wall up to 60' in diameter, 20' high, and 5' thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw vs. the God of Magnetism's Divinity Score. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

ANIMATE METAL OBJECTS

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

Metallic objects come to life at the God of Magnetism's command. The god chooses up to ten non-magical objects that are at least partially made of metal within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. The god can't animate any object larger than Huge. Each target animates and becomes a creature under the god's control until the divinity ends or until reduced to 0 hit points.

As a bonus action, the god can mentally command any creature they made with this divinity if the creature is within 500' of them (if they control multiple creatures, they can command any or all of them at the same time, issuing the same command to each one). The god decides what action the creature will take and where it will move during its next turn, or they can issue a general command, such as to guard a particular chamber or corridor. If the god issues no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30'; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30' and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed

is 0. It has blindsight with a radius of 30' and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If The God of Magnetism commands an object to attack, it can make a single melee attack against a creature within 5' of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

WALL OF MAGNETISM

Invoking Time: 1 Action

Range: 120'

Components: V, S

Duration: Concentration

An invisible wall of magnetism springs into existence at a point the God of Magnetism chooses within range. The wall appears in any orientation the god chooses, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. The god can form it into a hemispherical dome or a sphere with a radius of up to 10', or they can shape a flat surface made up of ten 10' by 10' panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration.

Any creature wearing a metallic item (or those made from metal) within 10' of the wall must make a Strength saving throw vs. the God of Magnetism's Divinity Score or be pulled into the center of the wall. On their next turn, they can attempt to break free by rolling another strength save and spending 20' of movement to move past the wall's 10' magnetic pull.

Creatures holding metal objects within 10' of the wall must make a Strength save vs. the god's Divinity Score or have the item ripped from their hands and fly into the center of the wall.

CRUSHING GRAVITY

Invoking Time: 1 action

Range: 100'

Components: V, S

Duration: Concentration

The God of Magnetism draws upon the iron core of the planet to create a crushing field of gravity in a 50' radius, 100' high cylinder centered on a point within range. All creatures and objects in the area suddenly feel as if their weight, and the weight of everything they are carrying, was increased ten fold.

Creatures affected are considered heavily encumbered. Their speed drops by 20' and they have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Anyone wearing metal armor in the affected area

takes 4d6 damage per round as it crushes them. Any ranged weapon attack fired into or out of the affected area plummets harmlessly to the ground. Creatures in the area of effect holding items must make a Strength save vs. the god's Divinity Score every round to avoid having that item ripped from their hands.

Flying creatures in the area of effect must make a Strength saving throw vs. the god's Divinity Score or be pulled to the ground. Those that fail take 1d6 bludgeoning damage for every 10' they plummet.

METEOR SWARM

Invoking Time: 1 action

Range: 1 mile

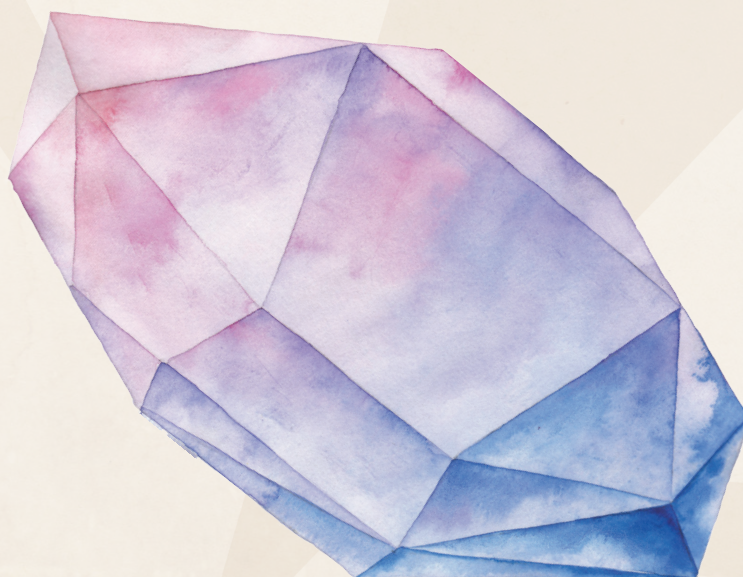
Components: V, S, M (a godstone large enough to be held in both hands, which is consumed by the divinity)

Duration: Concentration, up to 5 rounds

The God of Magnetism uses the metallic core of the planet to pull orbital iron debris left over from the birth of the moon into the atmosphere, plummeting it to the ground at four different points over the next four rounds.

Starting the round after the divinity is invoked, the God of Magnetism selects a point within range, creating a massive explosion in a 40' radius sphere centered on that point. The sphere spreads around corners. Every creature in that radius must make a Dexterity save vs. the god's Divinity Score. A creature takes 20d6 fire damage, and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The god can continue to rain death from the skies for a total of four rounds, at which point the effort becomes taxing. The god requires a short rest before using this divinity again.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.





MOON

Level	Features
1	Light of the Moon
2	Restful Embrace
3	Moonbeam
4	Call of the Moon
5	Lunar Battery (1st level), +1 Wisdom
6	Tidal Wave
7	Wall of Moonlight
8	Mislead
9	Planar Binding
10	Circle of Restoration
11	Lunar Battery (2nd level)
12	Awaken
13	Guided by the Moon
14	Lunar Sight
15	Polymorph
16	Lunar Pact
17	Lunar Battery (3rd level)
18	Reverse Gravity
19	True Polymorph
20	Eclipse

LIGHT OF THE MOON

Invoking Time: Always active at night / 1 action
Range: 120'

Components: None / V, S

Duration: Permanent / Concentration

While the God of the Moon stands under the night sky, they are empowered by lunar light and gain the following abilities:

- **True Darkvision:** While the moon is out, the God of the Moon can see as clearly as if it were day.
- **Faerie Fire:** The God of the Moon can transfer a bit of lunar luminescence to any creature they can see for up to 1 minute, or longer if the god maintains concentration. Each object in a 20' cube within range is outlined by blue, green, or violet light (the god's choice). Any creature in the area when the divinity is invoked is also outlined in light if it fails a Dexterity saving throw vs. the god's Divinity Score. For the duration, objects and affected creatures shed dim light in a 10' radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

CHAPTER THREE: DIVINITIES

RESTFUL EMBRACE

Invoking Time: 1 hour

Range: 60' radius centered on the god

Components: None

Duration: Special

The God of the Moon recovers much faster while under lunar light, allowing them to gain the benefits of a long rest while taking a short rest if they spend the entire hour under an unobstructed, moonlight sky. The god can extend this ability for up to 10 others, provided they remain within 60' of the god for the duration of the short rest.

MOONBEAM

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

A silvery beam of pale light shines down in a 5' radius, 40' high cylinder centered on a point the God of the Moon can see. Until the divinity ends, dim light fills the cylinder.

When a creature enters the divinity's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw vs. the God of the Moon's Divinity Score. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one. If the beam is summoned at night under a clear sky, it inflicts an extra 1d10 damage.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

On each of the god's turns after they summon this divinity, they can use an action to move the beam 60' in any direction.

At Higher Levels: Damage from the Moonbeam increases to 3d10 at 6th level, 4d10 at 9th level, 5d10 at 12th level, 6d10 at 15th level, and 7d10 at 18th level.

CALL OF THE MOON

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 hour

The God of the Moon can summon up to 4 wolves that will fanatically serve them until they are released. Roll initiative for the summoned creatures as a single

group. They obey any verbal commands that the god issues to them (no action required). If the god doesn't issue any commands, they defend themselves from hostile creatures but otherwise take no actions. The DM will have stats the wolves.

At Higher Levels: The God of the Moon can summon dire wolves at 8th level, winter wolves at 12th level, and two additional wolves at 16th level (6 wolves) and 20th level (8 wolves).

LUNAR BATTERY

Invoking Time: Always active at night

Range: Self

Components: None

Duration: Continuous

The God of the Moon continuously absorbs energy from moonlight, allowing them to cast all first level spells at will without draining spell slots. The god also regains all of their spell slots while taking a short rest under a moonlit sky.

At Higher Levels: This ability extends to 2nd level spells at 11th level and 3rd level spells at 17th level.

TIDAL WAVE

Invoking Time: 1 action

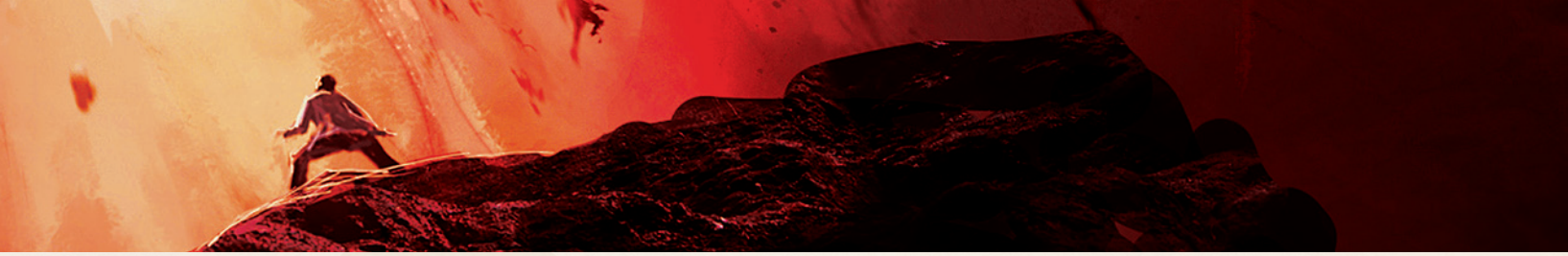
Range: 120'

Components: V, S

Duration: Instantaneous

The God of the Moon can conjure a wave of water that crashes down on an area they can see within range. The area can be up to 30' long, up to 10' wide, and up to 10' tall. Each creature in that area must make a Dexterity saving throw vs. the god's Divinity Score. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30' of it.

If the god uses an existing body of water at least 100' across as the source of this divinity, the wave doubles in maximum size (60' long, 20' wide and 20', tall) and inflicts 8d8 bludgeoning damage on those who fail their save.



WALL OF MOONLIGHT

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of the Moon can summon a wall of silvery light at any point up to 120' away. They can make the wall up to 60' long, 20' high, and 1' thick, or a ringed wall up to 20' in diameter, 20' high, and 1' thick. The wall is transparent and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, a creature takes 5d8 radiant damage, or half as much damage on a successful save. A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the divinity's light.

One side of the wall, selected by the god when they invoke this divinity, deals 5d8 radiant damage to each creature that ends its turn within 10' 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: The radiant damage from the wall increases to 6d8 at 10th level, 7d8 at 13th level, 8d8 at 16th level, and 9d8 at 19th level.

MISLEAD

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

The God of Moon can become invisible at the same time that an illusory double of them appears where they are standing. The double lasts for the duration, but the invisibility ends if the god attacks, casts a spell, or invokes another divinity.

The god can use their action to move the illusory double up to twice their speed and make it gesture, speak, and behave in whatever way they choose.

The God of the Moon can see through their double's eyes and hear through its ears as if the god was located where it is. On each of their turns as a bonus action, the god can switch from using its senses to using their own, or back again. While the god is using the duplicate's senses, they are blinded and deafened regarding their own surroundings.

PLANAR BINDING

Invoking Time: 1 hour

Range: 60'

Components: V, S

Duration: 24 hours

The God of the Moon can attempt to bind a celestial, elemental, fey, or fiend to their service. The creature must be within range for the entire invocation. At the completion of the casting, the target must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, it is bound to serve the god for the duration. If the creature was summoned or created by another spell or divinity, that duration is extended to match the duration of this divinity.

A bound creature must follow the God of the Moon's instructions to the best of its ability. The god might command the creature to accompany them on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of their instructions, but if the creature is hostile to the god, it strives to twist their words to achieve its own objectives. If the creature carries out their instructions completely before the divinity ends, it travels to the god to report this fact if they are on the same plane of existence. If the god is on a different plane of existence, it returns to the place where they bound it and remains there until the divinity ends.

At Higher Levels: At higher levels the duration increases to 10 days at 12th level, 30 days at 15th level, and 180 days at 18th level.

CIRCLE OF RESTORATION

Invoking Time: 1 hour

Range: 60' radius center on the god

Components: V, S

Duration: Instantaneous

When the God of the Moon takes a short rest in direct moonlight, they gain the effect of a *Greater Restoration* spell. The god can share this effect with up to 10 others as long as they remain within 60' of the God for the entire short rest.

AWAKEN

Invoking Time: 8 hours

Range: Touch

Component: V, S, M (a godstone large enough to be held in both hands, which the divinity consumes)

Duration: Instantaneous

After spending the casting time tracing magical pathways within a godstone under the clear moonlight,

CHAPTER THREE: DIVINITIES

the God of the Moon can touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language the god knows. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The DM chooses statistics appropriate for the awakened plant.

The awakened beast or plant is charmed by the god for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the God of the Moon, based on how they treated it while it was charmed.

GUIDED BY THE MOON

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

While under moonlight, the God of the Moon can describe or name a creature or object that is familiar to them. If that creature or object is also under moonlight, the god can sense its direction, regardless of distance. If the creature is moving, the god knows the direction of its movement.

This divinity can locate a particular creature or object known to the God of the Moon. It can also locate the nearest creature of a specific kind (such as a human or a unicorn) or type of object (such as a wagon or inn), so long as the god has seen such a creature or object up close (within 30') at least once. If the creature the god described or named is in a different form, such as being under the effects of a polymorph spell, this ability doesn't locate the creature.

LUNAR SIGHT

Invoking Time: Always active while under moonlight

Range: Self

Components: S

Duration: Continuous

While under moonlight, this divinity provides the God of the Moon with the ability to see things as they are. The god has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

POLYMORPH

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

This divinity transforms the God of the Moon into a new form. The transformation lasts for the duration, or until the god drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the god's level. The god's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. The god retains their alignment and personality.

The God of the Moon assumes the hit points of their new form. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. If the god reverts as a result of dropping to 0 hit points, any excess damage carries over to their normal form.

The god's new form is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, invoke divinities, or take any other action that requires hands or speech. The god's gear melds into the new form. The god can't activate, use, wield, or otherwise benefit from any of its equipment.

LUNAR PACT

Invoking Time: 10 minutes

Range: 60'

Components: V, S

Duration: Instantaneous

Under moonlight, the God of the Moon can place a magical command on a creature they can see within 60', forcing it to carry out some service or refrain from some action or course of activity as the god decides.

If the creature can understand the god, it must succeed on a Wisdom saving throw vs. the god's Divinity Score or become charmed by them for the duration. While the creature is charmed by the god, it takes 4d10 psychic damage each time it acts in a manner directly counter to their instructions. A creature that can't understand the God of the Moon is unaffected by the divinity.

The god can issue any command they choose, short of activity that would result in the target's death. Should the god issue such a command, the divinity ends.

The God of the Moon can end the divinity early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.



REVERSE GRAVITY

Invoking Time: 1 action

Range: 100'

Components: V, S

Duration: Concentration

By calling upon the pull of the moon, this divinity reverses gravity in a 50' radius, 100' high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when the divinity is activated. A creature can make a Dexterity saving throw (DC 15) to grab onto a fixed object it can reach, thus avoiding the fall.

If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration.

At the end of the duration, affected objects and creatures fall back down. If there is a handhold or other anchored object within reach they may attempt to grab hold with a Dexterity save (DC 15).

TRUE POLYMORPH

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration

The God of the Moon can transform themselves or others into a different creature or object (or an object into a creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If the god concentrates on this divinity for the full duration, the transformation lasts until it is dispelled.

This divinity has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw vs. the God of the Moon's Divinity Score, and if it succeeds, it isn't affected by this divinity.

- **Creature into Creature:** If the God of the Moon turns a creature into another kind of creature, the new form can be any kind they choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature

returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

- **Object into Creature:** The God of the Moon can turn an object into any creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to the god and their companions. It acts on each of the god's turns. The god decides what action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement.

If the divinity becomes permanent, the God of the Moon no longer controls the creature. It might remain friendly to the god, depending on how they have treated it.

- **Creature into Object:** If the God of the Moon turns a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the divinity ends and it returns to its normal form.

ECLIPSE

Invoking Time: 1 action

Range: 5 mile radius centered on the God

Components: V, S

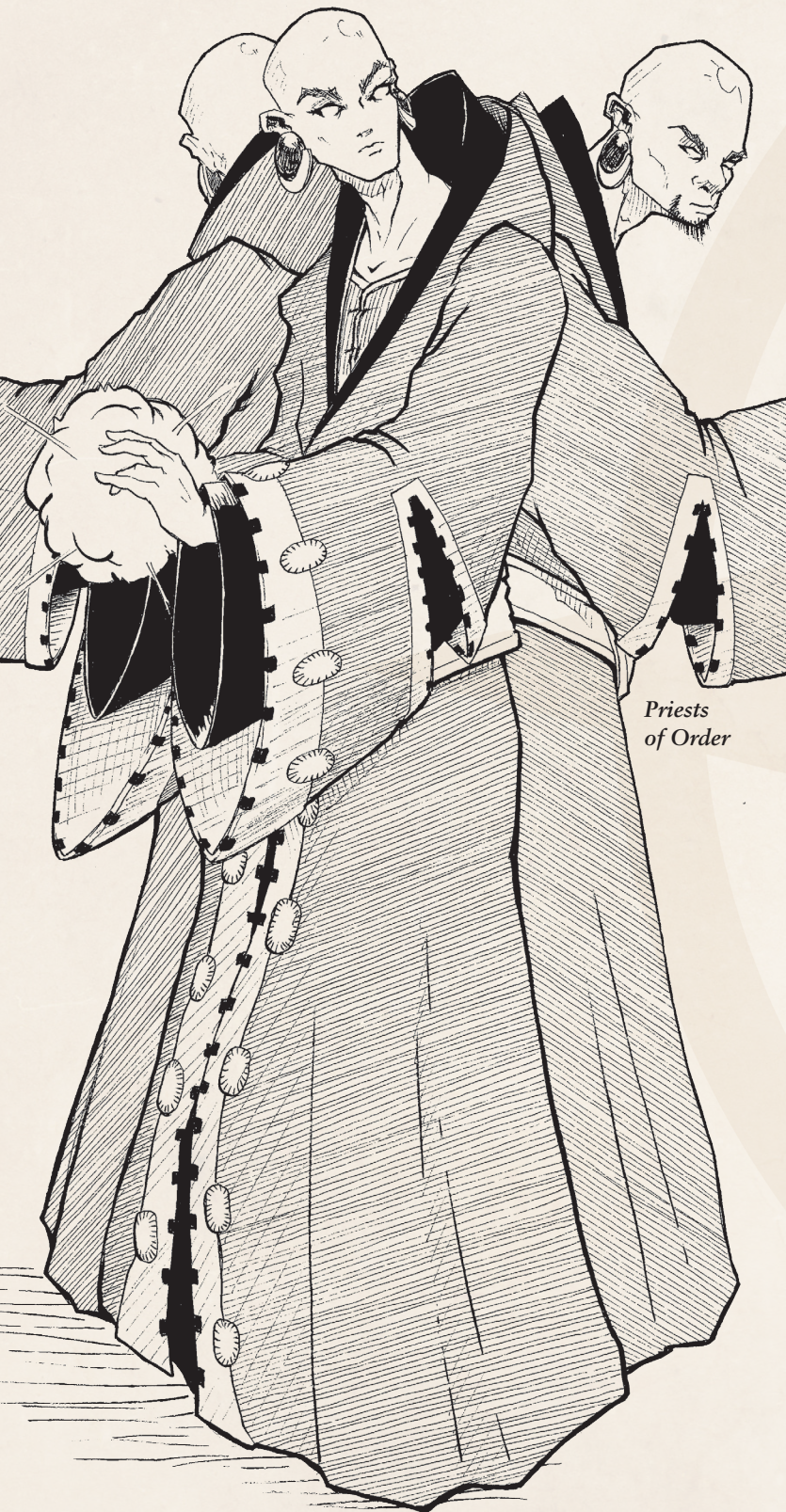
Duration: 1 minute

The God of the Moon can call upon the moon to move between the sun and the earth, creating a solar eclipse. The god may only invoke this ability once per long rest.

While the eclipse is active, the God of the Moon gains access to all abilities they are only able to invoke at night. The eclipse also strips the God of the Sun of all divinities they possess that are only available during the day.

When this divinity is invoked, the moon will suddenly appear on the horizon and move quickly to intercept the sun, blocking it on the next round and remaining in position for 1 minute.

CHAPTER THREE: DIVINITIES



ORDER

Level	Features
1	Alter Self / Other
2	Mask of Divinity
3	Inflict Pain
4	Healing Touch
5	Regeneration
6	Physical Immunity
7	Freedom of Movement
8	Enlarge/Reduce
9	Polymorph
10	Interrupt Divinity
11	Craft Flesh Construct
12	Superior Senses
13	+1 Constitution
14	Greater Healing Touch
15	Mimic Divinity
16	+1 Strength
17	True Polymorph
18	Liquid Form
19	Obliterate
20	Consume Divinity

ALTER SELF / OTHER

Invoking Time: 1 action

Range: Touch

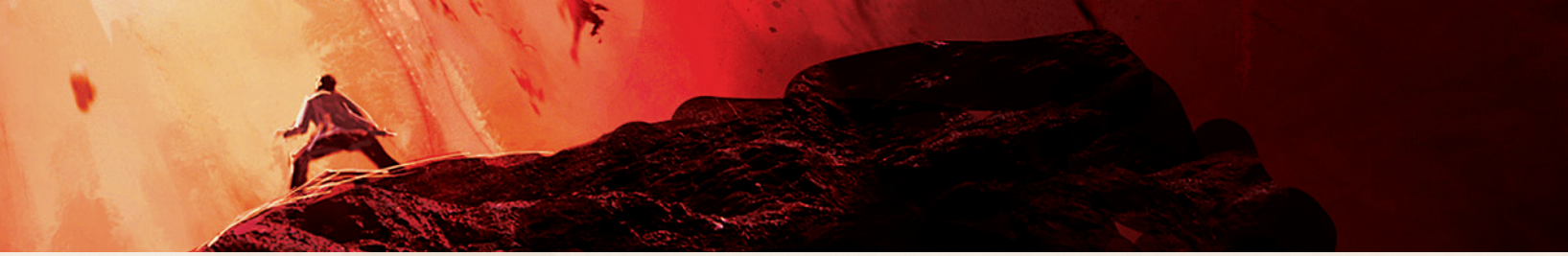
Components: S

Duration: 1 hour

The God of Order can assume a different form at will. When the god uses this divinity, they choose one of the following options, the effects of which last for the duration. Each round the god has the option of ending one alteration to employ another.

The God of Order can touch a creature and impart the same effects. A nonwilling target can roll Constitution vs. the god's Divinity Score to resist the change.

- **Aquatic Adaptation:** The god adapts their body to an aquatic environment. The god can breathe underwater and gains a swimming speed equal to their walking speed.
- **Change Appearance:** The god transforms their appearance. The god decides what they look like, including their height, weight, facial features,



sound of their voice, hair length, coloration, and distinguishing characteristics, if any. The god can make themselves appear as a member of another race, though none of their statistics change. They can't appear as a creature of a different size than they are, and their basic shape stays the same. At any time for the duration of the divinity, the god can use their action to change their appearance in this way again.

- **Natural Weapons:** The god grows a natural weapon of their choice. The god's unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon they chose, and they are proficient with those unarmed strikes. The natural attacks are considered magical, giving the god a +1 bonus to the attack and damage rolls made using them.

MASK OF DIVINITY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Order is undetectable by magic, godstone or divinity. If they wish, the god can use an action to suppress this undetectability for as long as they maintain concentration.

INFLICT PAIN

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration

The God of Order can touch a creature and induce horrible spasms of pain. The creature touched makes a Constitution saving throw vs. the god's Divinity Score. If they fail, they take 4d6 necrotic damage (half if they succeed) and are at disadvantage against Intimidation checks for the following round.

HEALING TOUCH

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

By touching a living, willing creature, the God of Order can manipulate their flesh, healing them for 4d6 hit points.

At Higher Levels: The number of hit points healed increases to 6d6 at 8th level, 8d6 at 12th level, 10d6 at 16th level, and 20th level (12d6).

REGENERATION

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The God of Order can stimulate the natural healing ability of themselves or others. The target regains 4d8+15 hit points. For the duration of the divinity, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the god possesses the severed part and holds it to the stump, the divinity instantaneously causes the limb to knit to the stump.

PHYSICAL IMMUNITY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Order's flesh becomes pliable like clay, allowing them to absorb and reform from almost any bludgeoning, piercing or slashing attack.

When the God of Order is struck by a bludgeoning, piercing, or slashing attack they take damage as normal, but that damage is completely restored to them at the end of the initiative round. If the god takes more damage than they have health before the end of the round, they must roll a Constitution save vs. the total damage of the last blow inflicted. On a failed save, the god is rendered unconscious for 1 minute, but still heals all bludgeoning, piercing, and slashing damage the following round.

If the save is successful, the God of Order has 1 hit point and is stunned until the beginning of the next round. At the end of the following round, the god will regain their hit points from any slashing, bludgeoning, or piercing damage.

FREEDOM OF MOVEMENT

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Order has such mastery over their flesh that their movement is unaffected by difficult terrain, and spells and other magical effects can't reduce their speed or cause them to be paralyzed or restrained.

The god can also spend 5' of movement to automatically escape from non-magical restraints, such

CHAPTER THREE: DIVINITIES

as manacles or a creature that has them grappled. Being underwater imposes no penalties on the god's movement or attacks.

ENLARGE/REDUCE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 minute

The God of Order can cause a creature or an object they can see within range to grow larger or smaller for the duration. The god chooses either a creature or an object that is neither worn or carried. If the target is unwilling, it can make a Constitution saving throw vs. the god's Divinity Score. On a success, the divinity has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

- **Enlarge:** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category; from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the duration ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage.
- **Reduce:** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category; from Medium to Small, for example. Until the divinity ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1)

POLYMORPH

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 hour

This divinity transforms a creature that the God of Order can see within range into a new form. An unwilling creature must make a Wisdom saving throw vs. the god's Divinity Score to avoid the effect. The

spell has no effect on a shapechanger or a creature with 0 hit points.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, invoke divinities, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

INTERRUPT DIVINITY

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

By touching another divine creature, the God of Order can force them to make a Constitution save vs. the god's Divinity Score or lose access to their divinity for the duration. A *Lesser Restoration* spell will restore the target's abilities.

CRAFT FLESH CONSTRUCT

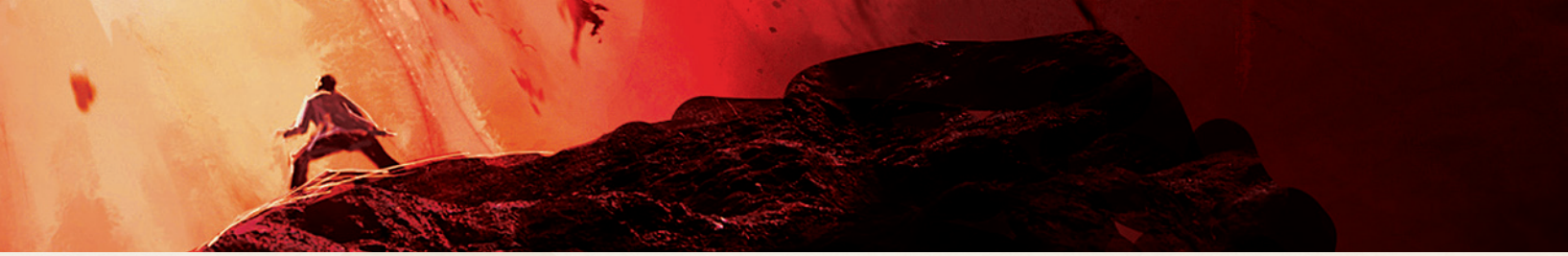
Invoking Time: 1 hour

Range: Touch

Components: V, S, M (an intact corpse and a godstone large enough to replace its heart)

Duration: Permanent

As long as the God of Order has access to a corpse of at least Large size (or two medium sized corpses) they can create a permanent flesh monstrosity that will obey their every command. The DM has the creature's statistics.



SUPERIOR SENSES

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Order has senses so perfectly acute that they always roll with advantage on Perception checks and Initiative rolls. They also gain Darkvision at 120' and Tremorsense out to 60'.

GREATER HEALING TOUCH

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous or concentration

By touching a living creature, the God of Order can completely restore their hit points. If the god maintains contact and concentration, they can regrow lost limbs and purge all poisons and diseases from the target over the next three rounds.

MIMIC DIVINITY

Invoking Time: 1 action

Range: Touch

Components: V, S, M (a godstone worn around the neck, which is consumed by the divinity)

Duration: 1 minute

The God of Order can force another divine creature to make a Constitution saving throw vs. the god's Divinity Score.

On a failure, the God of Order can copy a single divinity from the target of a level that is equal to or less than the god's, and use that divinity as if it was their own for the next minute.

For the duration, the target god cannot use the divinity copied by the God of Order.

TRUE POLYMORPH

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration

The God of Order chooses one creature or non-magical object that they can see within range. The god can transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn or carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If the god concentrates on this divinity for the full duration, the

transformation lasts until it is dispelled or altered by another god.

This divinity has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw vs. the god's Divinity Score, and if it succeeds, it isn't affected by this divinity.

- **Creature into Creature:** The God of Order can turn a creature into another kind of creature. The new form can be any kind the god chooses whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, invoke divinities or take any other action that requires hands or speech unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

- **Object into Creature:** The God of Order can turn an object into any creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to the god and their companions. It acts on each of the god's turns. The god decides what action it takes and how it moves. The DM has the creature's statistics and resolves all of its actions and movement.

If the divinity becomes permanent, the god no longer controls the creature. It might remain friendly to the god, depending on how they treated it.

- **Creature into Object:** If the God of Order turns a creature into an object, it transforms along with whatever it is wearing and carrying into that form. The creature's statistics become those of the object. The creature has no memory of time spent in this form after the divinity ends and it returns to its normal form.

LIQUID FORM

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Order can turn their body into liquid flesh, providing them with immunity to all slashing, bludgeoning, and piercing attacks and the ability to squeeze through an opening at least 1" in width. While in this form, the God cannot be restrained by physical means and automatically escapes the grappled condition. While in this form they can also mimic the color and texture of any surface they are touching, proving them with a +10 bonus to their stealth.

OBLITERATE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Order selects a creature they can see within range, forcing that creature to make a Constitution saving throw vs. their Divinity Score. If the target fails they die instantly, their flesh, bones, and organs liquefying.

Another god who fails their saving throw is reduced to 1 hit point, but not destroyed. Anyone affected by this ability is immune to it for the next 24 hours.

CONSUME DIVINITY

Invoking Time: 1 minute

Range: Touch

Components: V, S, M (a godstone worn around the neck)

Duration: Special

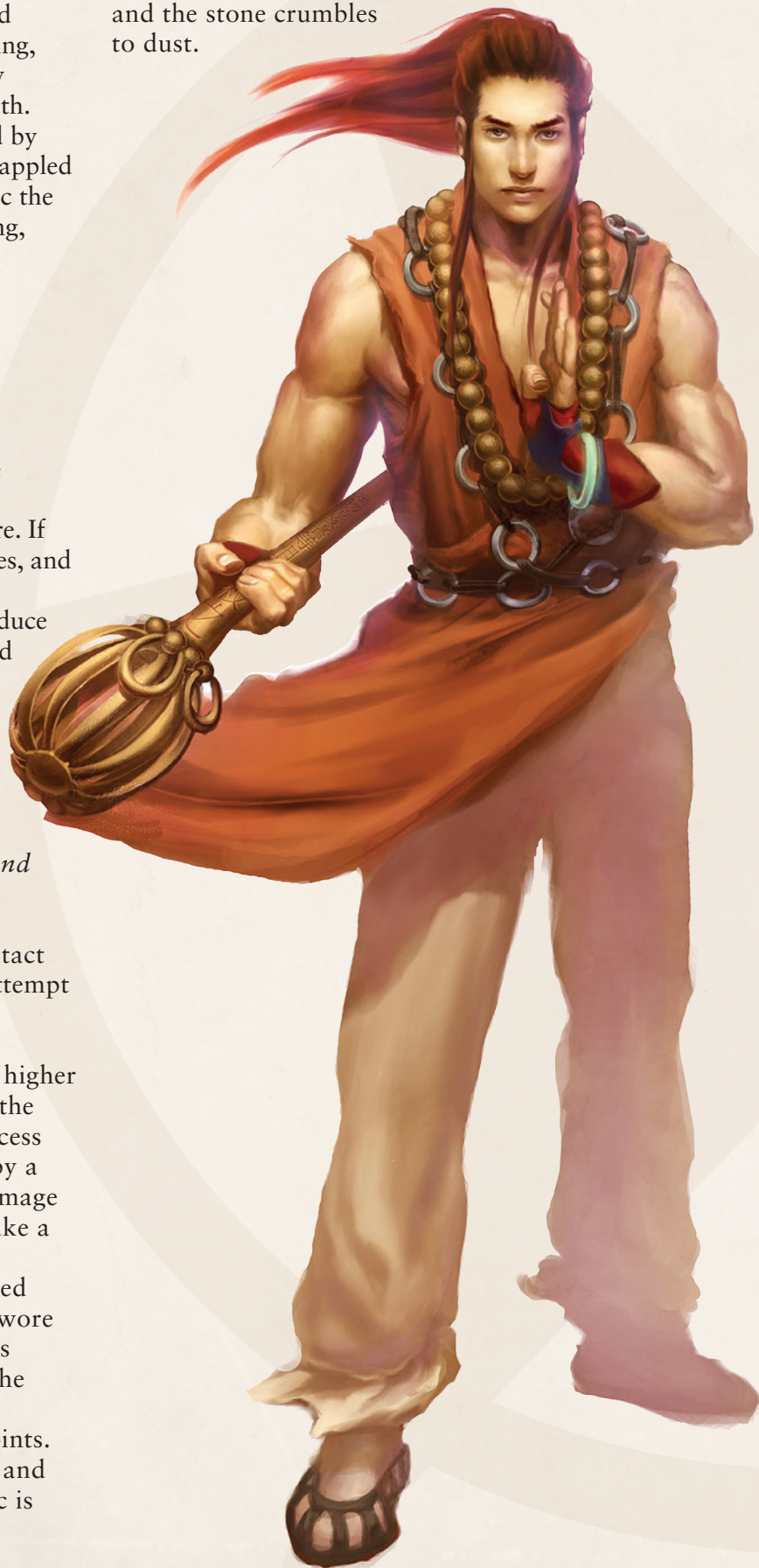
If the God of Order can maintain physical contact with another god for a full minute, they can attempt to consume that god's divine power.

The target rolls a Constitution saving throw against the god's divinity score. If the target is higher level than the god or has hit dice greater than the god's level, they roll with advantage. On a success the divinity fails. The God of Order is struck by a backlash of radiant energy that inflicts 5d8 damage and loses access to their divinities until they take a long rest.

On a failure, the target's divinities are stripped from them and anchored within the godstone worn around the god's neck. The God of Order gains access to these divinities equal to the level of the target or their own, whichever is lower.

The godstone has an AC of 15 and 10 hit points. If the godstone is destroyed, the divinity ends, and the target regains their abilities. If dispel magic is

cast on the godstone, the caster rolls against the God of Order's Divinity Score. On a success, the divinity ends, and the godstone crumbles to dust. If the god enters an antimagic field while wearing an infused godstone, the divinity ends, and the stone crumbles to dust.



PEACE

Level	Features
1	Tranquil Soul
2	Speak With All
3	Calm Emotions
4	Sanctuary
5	Shield of Peace
6	Feather Fall
7	Enhance Ability
8	Mirror Image
9	Revivify
10	Shield of Peace
11	Armor of Peace
12	Truesight
13	Hallow
14	Nullify
15	Shield of Peace
16	Renounce
17	Peacekeepers
18	Globe of Divine Will
19	Etherealness
20	Shield of Peace

TRANQUIL SOUL

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Peace is surrounded by calming, divine energy that defends them against harm by sapping the desire to hurt them from others. All have disadvantage on melee attack rolls to harm the god, and the god cannot be charmed, frightened, or possessed.

SPEAK WITH ALL

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Peace can communicate with any creature in any language as long as they have heard the target speak that language for 1 round. If the god is speaking with multiple creatures, each creature hears only the language they understand.

CALM EMOTIONS

Casting Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Peace can attempt to suppress strong emotions in a group of people. Each humanoid in a 20' radius sphere centered on a point the god chooses within range must make a Charisma saving throw vs. their Divinity Score; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, the god chooses one of the following two effects.

The god can suppress any effect causing a target to be charmed or frightened. When this divinity ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, the God of Peace can make a target indifferent about creatures of their choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or divinity, or if it witnesses any of its friends being harmed.

When the divinity ends, the creature becomes hostile again, unless the DM rules otherwise.

SANCTUARY

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

The God of Peace wards a creature within range against attack. Until the duration ends, any creature who targets the warded creature with an attack or a harmful spell or divinity must first make a Wisdom saving throw vs. the God of Peace's Divinity Score. On a failed save, the creature must choose a new target or lose the attack, spell, or divinity. This divinity doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack, casts a spell, or invokes a divinity that affects an enemy creature, this divinity ends.

SHIELD OF PEACE

Invoking Time: 1 bonus action

Range: Self

Components: V, S

Duration: Until dismissed

As a bonus action, the God of Peace can summon a shield of swirling pink and purple astral energy that functions as a +1 magical shield. The shield has no weight and does not incur any penalty.

At Higher Levels: At 10th level the shield gains a +2 bonus and can expand to the size of a tower shield on the god's reaction, providing the god with cover (evasion) against area attacks (fireballs, dragon breath

CHAPTER THREE: DIVINITIES

attacks, etc.). At 15th level, the shield gains a +3 bonus and absorbs spells and divinities targeting the God of Peace up to 2nd level. At 20th level, the shield absorbs spells and divinities targeting the God of Peace up to 4th level.

FEATHER FALL

Invoking Time: 1 reaction, which the god takes when they or a creature within 60' of them fall

Range: 60'

Components: V

Duration: 1 minute

Even gravity is forgiving to the God of Peace. The god can choose up to 5 falling creatures within range. A falling creature's rate of descent slows to 60' per round until the divinity ends. If a targeted creature reaches the ground before the divinity ends, it takes no falling damage and lands on its feet. The divinity then ends for that creature.

ENHANCE ABILITY

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

The God of Peace can touch a creature and bestow upon it a magical enhancement. The god chooses one of the following effects; the target gains that effect until the divinity ends.

- **Endurance:** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the divinity ends.
- **Strength:** The target has advantage on Strength checks and their carrying capacity doubles.
- **Grace:** The target has advantage on Dexterity checks. They also do not take damage from falling 20' or less if they are not incapacitated.
- **Splendor:** The target has advantage on Charisma checks.
- **Cunning:** The target has advantage on Intelligence checks.
- **Wisdom:** The target has advantage on Wisdom checks.

The god can only heighten one ability per individual, and that individual requires a long rest before they can be enhanced again.

MIRROR IMAGE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of the God of Peace appear in their space. Until the duration ends, the duplicates move with the god and mimic their actions, shifting position, so it's impossible to track which image is real. The god can use their action to dismiss the illusory duplicates.

Each time a creature targets the God of Peace with an attack for the duration, they roll a d20 to determine whether the attack instead targets one of their duplicates.

If the God of Peace has three duplicates, the god must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, the god must roll an 8 or higher. With one duplicate, the god must roll an 11 or higher.

A duplicate's AC equals 10 + the god's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The duration ends when all three duplicates are destroyed.

A creature is unaffected by this divinity if it can't see, if it relies on senses other than sight (such as blindsight), or if it can perceive illusions as false, as with true sight.

REVIVIFY

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Peace can touch a creature that died within the last minute. That creature returns to life with 1 hit point. This divinity can't return life a creature that has died of old age, nor can it restore any missing body parts.

ARMOR OF PEACE

Invoking Time: Always active

Range: Self

Components: V, S

Duration: Permanent

The God of Peace eschews physical attacks, gaining resistance to non-magical bludgeoning, piercing, and slashing damage.



TRUESIGHT

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

This divinity provides the God of Peace the ability to see things as they actually are. The god can see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the god can see into the Astral Plane.

HALLOW

Invoking Time: 24 Hours

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands)

Duration: Until dispelled

The God of Peace can touch a point and infuse an area around it with divine energy that has a radius up to 60'. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. The god can exclude one or more of those types of creatures from this effect.

Second, the God of Peace can bind an extra effect to the area. The god chooses the effect from the following list or an effect offered by the DM. Some of these effects apply to creatures in the area; the god can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a specific sort, such as ogres or trolls. When a creature that would be affected enters the divinity's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw vs. the god's Divinity Score. On a success, the creature ignores the extra effect until it leaves the area.

- **Courage:** Affected creatures can't be frightened while in the area.
- **Darkness:** Darkness fills the area. Normal light, as well as magical light created by spells, can't illuminate the area.
- **Daylight:** Bright light fills the area. Magical darkness can't extinguish the light.
- **Energy Protection:** Affected creatures in the area have

resistance to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.

- **Energy Vulnerability:** Affected creatures in the area have vulnerability to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.
- **Everlasting Rest:** Dead bodies interred in the area can't be turned into undead.
- **Extradimensional Interference:** Affected creatures can't move or travel using teleportation or by extradimensional or interplanar means.
- **Fear:** Affected creatures are frightened while in the area.
- **Silence:** No sound can emanate from within the area, and no sound can reach into it.
- **Tongues:** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

NULLIFY

Invoking Time: 1 reaction

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Peace can interrupt a creature in the process of casting a spell or attempt to interrupt a god in the process of invoking a divinity. If a creature is casting a spell of 5th level or lower, its spell fails and has no effect.

If a creature is casting a spell of 6th level or higher, the God of Peace must succeed on a divinity save (DC equals the Spell Save of the opposing caster). On a success, the creature's spell fails and has no effect.

The God of Peace can also attempt to interrupt another god that is invoking a divinity. If that divinity is 5th level or lower, that divinity fails and has no effect. If the other god is invoking a divinity of 6th level or higher, the God of Peace must succeed on a Divinity Save (DC equals 8 + the divinity level + the invoking god's divinity modifier). On a success, the creature's divinity fails and has no effect.

RENOUNCE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

The God of Peace can target one creature, object, or magical effect within range. Any spell of 5th level or lower on the target ends. For each spell of 6th level or higher on the target, the god must succeed on a Divinity Save (DC equals the Spell Save of the

CHAPTER THREE: DIVINITIES

opposing caster). On a successful check, the spell ends.

The God of Peace can also use this ability to nullify divinities. Any divinity of 5th level or lower on the target ends. If the other god is invoking a divinity of 6th level or higher, the God of Peace must succeed on a Divinity Score save (DC equals 8 + the divinity level). On a success, the divinity ends.

If the God of Peace successfully uses this ability against an "always active" divinity, that power is suppressed for 1 minute.

PEACEKEEPERS

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: 1 minute

The God of Peace can summon spirits from the Astral Realm who exist as a living counterbalance to violent actions. For the duration, these spirits will attempt to incapacitate, but not harm, any creature that employs violence within range. The god may exclude any creature they choose from the peacekeepers watch.

Peacekeepers are floating, transparent walls of energy that wrap around their target in an attempt to pacify them (see Chapter 5: Creatures). If destroyed they simply fade away, returning to the Astral Realm.

GLOBE OF DIVINE WILL

Invoking Time: 1 action

Range: Self (10' radius)

Components: V, S

Duration: Concentration

An immobile, faintly shimmering barrier springs into existence in a 10' radius around the God of Peace and remains for the duration. All spells cast from outside the barrier can't affect creatures or objects within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

Divinities invoked by another god that target creatures and objects within the barrier that are 10th level or lower have no effect. Any divinity over 10th level forces the God of Peace to succeed on a Divinity Score save (DC equals 8 + the divinity level). On a success, the divinity targeting the god or the globe is harmlessly deflected.

Those within the globe can cast spells and invoke divinities without penalty.

ETHEREALNESS

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 8 hours

The God of Peace can step into the border regions of the Ethereal Plane, in the area where it overlaps with their current plane. The god remains in the Border Ethereal for the duration or until they use their action to dismiss the divinity. During this time, the god can move in any direction. If they move up or down, every 1' of movement costs 2'. The god can see and hear the plane they originated from, but everything there looks gray, and they can't see anything more than 60' away.

While on the Ethereal Plane, the God of Peace can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive the god and can't interact with them unless a special ability or magic has given them the ability to do so.

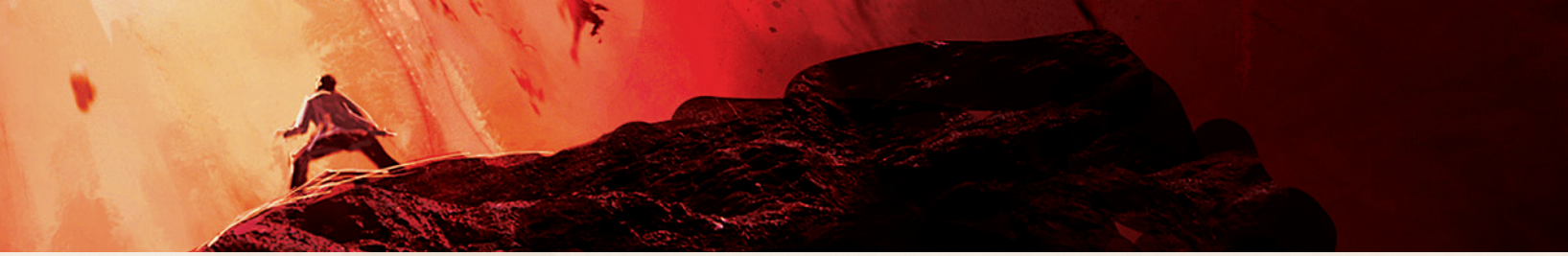
The God of Peace ignores all objects and effects that aren't on the Ethereal Plane, allowing them to move through objects they perceive on the plane they originated from.

When the divinity ends, the God of Peace immediately returns to the plane they originated from in the spot they currently occupy. If the god occupies the same spot as a solid object or creature when this happens, they are immediately shunted to the nearest unoccupied space that they can occupy and take force damage equal to twice the number of feet they are moved.

At Higher Levels: At 20th level the God of Peace can target up to three willing creatures (including themselves). The creatures must be within 10' of the god when they invoke the divinity.



Pearls of Etos



PLANTS

Level	Features
1	Shillelagh
2	Entangle
3	Goodberry
4	Barkskin
5	Speak with Plants
6	Pass without Trace
7	Spike Growth
8	Plant Growth
9	Hallucinatory Terrain
10	Awaken Plants, Kindberry
11	Tree Stride
12	Find the Path
13	Transport via Plants
14	Wall of Thorns
15	Summon Treants
16	Mass of Vines
17	Godberry
18	+2 Wisdom
19	Explosive Growth
20	Summon Ironwood Treants

SHILLELAGH

Invoking Time: 1 bonus action

Range: Touch

Components: V, S, M (a wooden weapon)

Duration: 1 minute

A wooden weapon the God of Plants holds is imbued with nature's power. For the duration, the god can use their divinity modifier instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if the god casts it again or if they let go of the weapon.

ENTANGLE

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Concentration

Grasping weeds and vines sprout from the ground in a 20' square starting from a point within range. For the

duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when the God of Plants invokes the divinity must succeed on a Strength saving throw vs. the god's Divinity Score or be restrained by the entangling plants until the divinity ends. A creature restrained by the plants can use its action to make a Strength check against the god's Divinity Score. On a success, it frees itself.

GOODBERRY

Invoking Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 hour

Up to ten berries appear in the God of Plant's hand and are infused with divinity for the duration. A creature can use its action to eat 1 berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

At Higher Levels: At 10th level (kindberry), each berry restores 10 hit points and eating one is the equivalent of taking a short rest. At 17th level (godberry), each berry restores 25 hit points and eating one is the equivalent of taking a long rest.

BARKSKIN

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Plant's skin can take on a rough, bark-like appearance as a bonus action, providing them with a natural AC of 16.

SPEAK WITH PLANTS

Invoking Time: Always active

Range: 60'

Components: S

Duration: Permanent

The God of Plants can imbue plants within 60' of them with limited sapience and animation, giving them the ability to communicate with the god and follow their simple commands. The god can question plants about events in the divinity's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

The god can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or the god

CHAPTER THREE: DIVINITIES

can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example.

Plants might be able to perform other tasks on the god's behalf, at the DM's discretion. The divinity doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks.

If a plant creature is in the area, the God of Plants can communicate with it as if they shared a common language, but they gain no ability to influence it.

This divinity can also cause the plants created by the entangle spell to release a restrained creature.

PASS WITHOUT TRACE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

A veil of shadows and silence radiates from the God of Plants, masking them and their companions from detection. For the duration, each creature the god chooses within 30' (including the god) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

SPIKE GROWTH

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

The ground in a 20' radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5' it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the divinity is invoked must make a Wisdom (Perception) check against the god's Divinity Score to recognize the terrain as hazardous before entering it.

PLANT GROWTH

Invoking Time: 1 action or 8 hours

Range: 150'

Components: V, S

Duration: Instantaneous

This divinity channels vitality into plants within a

specific area. There are two possible uses for the divinity, granting either immediate or long-term benefit.

If the God of Plants calls upon this divinity using 1 action, they choose a point within range. All normal plants in a 100' radius centered on that point become thick and overgrown. A creature moving through the area must spend 4' of movement for every 1' it moves. The god can exclude 1 or more areas of any size within the divinity's area from being affected.

If the god invokes this divinity over 8 hours, they enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

HALLUCINATORY TERRAIN

Invoking Time: 10 minutes

Range: 300'

Components: V, S

Duration: 24 hours

The God of Plants can make natural terrain in a 150' cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against the God of Plant's Divinity Score to disbelieve it. A creature who discerns the illusion for what it is sees it as a vague image superimposed on the terrain.

AWAKEN PLANTS

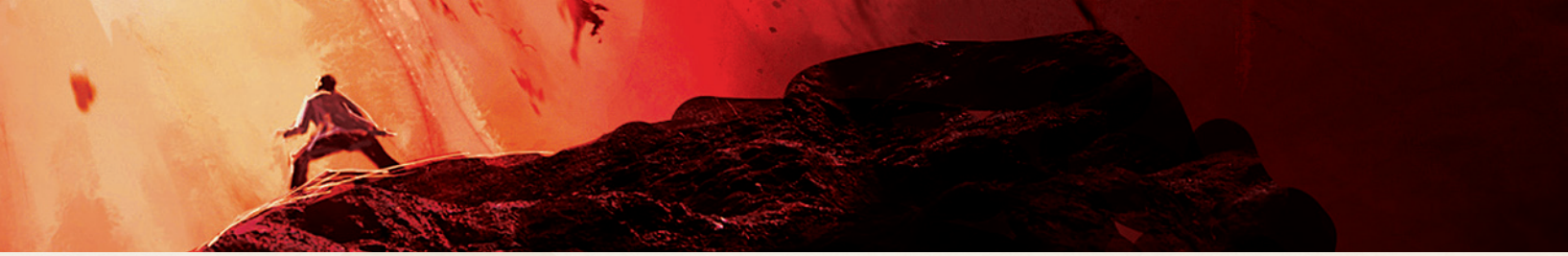
Invoking Time: 8 hours

Range: Touch

Components: V, S, M (a godstone large enough to be held with both hands, which the divinity consumes)

Duration: Instantaneous

After spending time tracing divine pathways within a godstone, the God of Plants touches a Huge or smaller plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak 1 language the god knows. The target gains the



ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The DM chooses statistics appropriate for the awakened plant.

The awakened plant is charmed by the God of Plants for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the god, based on how the god treated it while it was charmed.

TREE STRIDE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute or Concentration

The God of Plants gains the ability to enter a tree and move from inside it to inside another tree of the same kind within 500'. Both trees must be living and at least the same size as the god. The god must use 5' of movement to enter a tree. The god instantly knows the location of all other trees of the same kind within 500' and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree they are in. The god appears in a spot of their choice within 5' of the destination tree, using another 5' of movement. If the god has no movement left, they appear within 5' of the tree they first entered.

The God of Plants can use this transportation ability once per round for the duration. They must end each turn outside a tree.

FIND THE PATH

Invoking Time: 1 minute

Range: Self

Components: V, S

Duration: 1 day

This divinity allows the God of Plants to find the shortest, most direct physical route to a specific fixed location that they are familiar with on the same plane of existence, provided both locations are connected by an expanse of vegetation. If the god names a destination on another plane of existence, a destination that moves (such as a mobile fortress), or a destination that isn't specific (such as "a green dragon's lair"), the divinity fails.

For the duration, as long as the God of Plants is on the same plane of existence as the destination, they know how far it is and in what direction it lies. While the god travels to that locations, whenever they are presented with a choice of paths along the way, they

automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination.

TRANSPORT VIA PLANTS

Invoking Time: 1 action

Range: 10'

Components: V, S

Duration: 1 round

This divinity creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. The God of Plants must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5' of movement.

WALL OF THORNS

Invoking Time: 1 action

Range: 10'

Components: V, S

Duration: Concentration

The God of Plants can bring forth a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. The god can choose to make the wall up to 60' long, 10' high, and 5' thick or a circle that has a 20' diameter and is up to 20' high and 5' thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save a creature takes 7d8 piercing damage, or half as much damage on a successful save (rounding up).

A creature can move through the wall, albeit slowly and painfully. For every 1' a creature moves through the wall, it must spend 4' of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw vs. the god's Divinity Score. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one (rounding up).

At Higher Levels: Damage from this divinity increases by 1d8 to 8d8 (14th level), 9d8 (16th level), 10d8 (18th level), and 11d8 (20th level)

SUMMON TREANTS

Invoking Time: 1 action or 8 hours

Range: Touch

Components: V, S

Duration: 1 hour or Permanent

The God of Plants can choose to invoke this divinity as an action calling forth temporary treant spirits, or as a ritual that bonds those spirits to their new host trees permanently. The god can summon 4 temporary treants, or create 1 permanent treant, per long rest.

The god touches a Huge or smaller tree. The tree must have either no Intelligence score or an Intelligence of 3 or less. The tree gains an Intelligence of 10. The tree gains the ability to speak one language the God of Plants knows and is transformed into a treant.

Temporary awakened treants are charmed by the God of Plants for 1 hour or until they or their companions do anything harmful to it. When the divinity ends, they become inanimate. Permanent creatures are born of their own free will, and may or may not be friendly to the god, at the DM's discretion.

At Higher Levels: At level 20 when the God of Plants summons a treant, they are transformed into an ironwood treant (see Chapter 5: Creatures), even if the tree they were summoned from was not an Ironwood tree.

MASS OF VINES

Invoking Time: 1 action

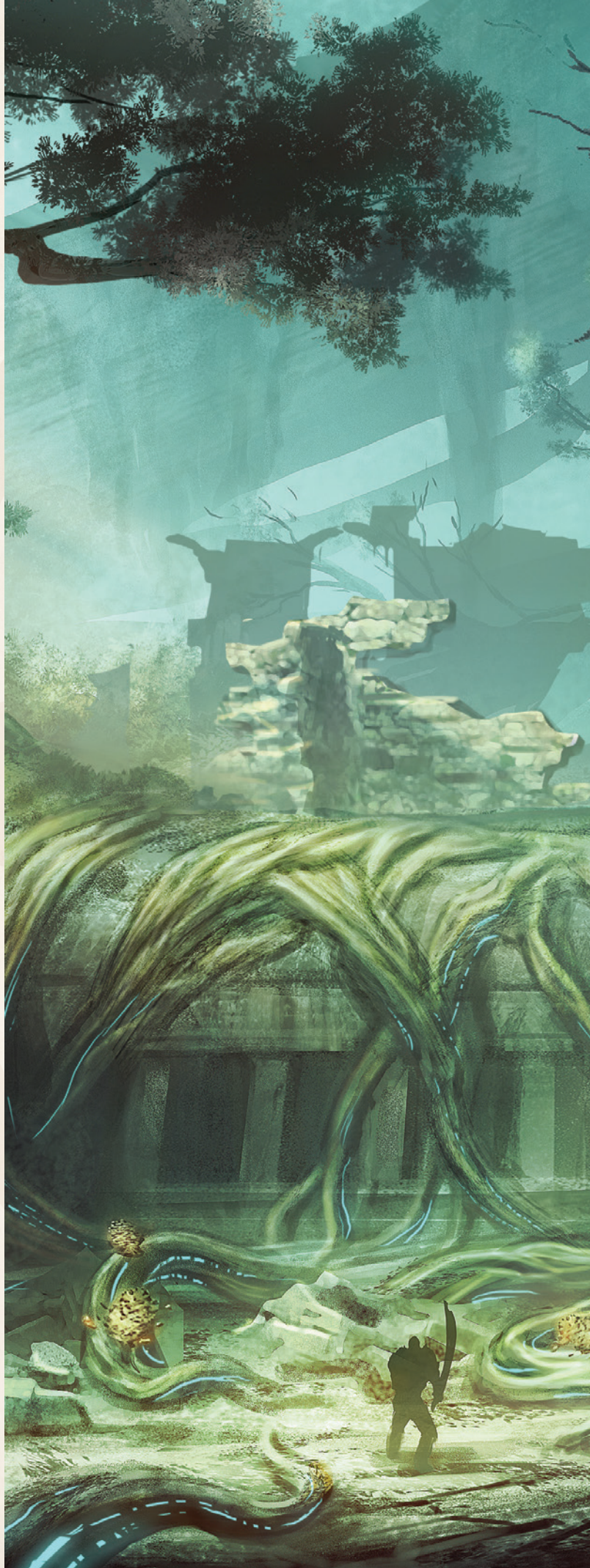
Range: Self

Components: V, S

Duration: Concentration

Thick vines explode from the earth beneath the God of Plants, wrapping around them until they appear as a Large plant creature standing 14' tall.

- **Vineskin:** The vines are tough, providing the god with a natural AC of 16 and a minimum Strength of 24. The vines function as a living armor, absorbing up to 20 points of damage inflicted on the god every round. All excess damage carries through to the god.
- **Tendrils:** The god gains up to four vine attacks per round (the normal amount of attacks available to the god plus one additional one). The vines are melee weapons, have a reach 50', strike with the god's Strength bonus and inflict 3d8+the god's strength bonus. If struck, the target must roll against the god's Strength to avoid being grappled. As a standard action, the god can crush any creature grappled for 5d8+the god's Strength bonus.
- **Climb:** The god can climb at twice their normal movement rate and rolls with advantage on all Strength checks while climbing.





CHAPTER THREE: DIVINITIES

SEA

Level Features

1	One with the Sea
2	Fast Swim
3	Eyes of the Deep
4	Hide of the Deep
5	Squid's Retreat
6	Freedom of Movement
7	Call Lightning
8	Water Walk
9	Tidal Wave
10	Conjure Sea Creature
11	Grasping Seaweed
12	Storm Sphere
13	Control Winds
14	Chain Lightning
15	Titan of the Sea
16	Whirlwind
17	Tsunami
18	Control Weather
19	Storm of Vengeance
20	Great Flood

ONE WITH THE SEA

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of the Sea is at home among the waves and depths of the ocean's waters, and has the following abilities always active:

- **Dive From Any Height:** Provided that the God of the Sea is entering a body of water 100' in diameter, they can do so from any height and at any speed while taking no damage.
- **Breathe Water:** The God of the Sea can breathe water as if it were air.

FAST SWIM

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of the Sea can swim at their normal movement.

At Higher Levels: The God of the Sea can swim at 2x their movement at 8th level, and 5x their movement at 14th level.

EYES OF THE DEEP

Invoking Time: Always active while underwater

Range: Self

Components: None

Duration: Permanent

The God of the Sea has superior vision while underwater, rolling with advantage on all Perception checks. The god also gains echolocation, allowing them to detect any creature within a 120' radius that isn't behind total cover, including creatures that are invisible or otherwise magically disguised from the god's view.

HIDE OF THE DEEP

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of the Sea has fully adapted to their domain, gaining resistance to cold and bludgeoning attacks to survive the frigid, crushing depths of the deep ocean.

SQUID'S RETREAT

Invoking Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

While in water, the God of the Sea can mimic the ability of a squid, propelling themselves up to 30' in any direction without invoking attacks of opportunity.

The god can also generate an ink cloud. A 20' radius cloud of ink extends all around the god, heavily obscuring the area for 1 minute. Any spell or divinity that controls water can disperse this cloud in 1 round.

FREEDOM OF MOVEMENT

Invoking Time: Always active while in water

Range: Self

Components: None

Duration: Permanent

The God of the Sea's movement is unaffected by difficult terrain while in the water, and divinities and other magical effects can neither reduce the god's speed nor cause them to be paralyzed or restrained.

The god can also spend 5' of movement to automatically escape from non-magical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the god's attacks.



CALL LIGHTNING

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

A storm cloud appears in the shape of a cylinder that is 10' tall with a 60' radius, centered on a point the God of the Sea can see 100' directly above them. The divinity fails if the god cannot see a point of air where the cloud could appear (for example: in a room that can't accommodate the cloud).

When the God of the Sea summons the storm, they choose a point they can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5' of that point must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 3d10 lightning damage on a failed save, or half as much on a successful one. On each of the god's turns, until the divinity ends, they can use their action to call down lightning in this way again, targeting the same point or a different one.

If the God of the Sea is outdoors in stormy conditions when they invoke this divinity, the divinity gives them control over the current storm instead of creating a new one. Under such conditions, the divinity's damage is increased by 1d10.

At Higher Levels: The damage from this divinity increases to 6d10 damage at 13th level and 9d10 damage at 19th level.

WATER WALK

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

This divinity grants the target the ability to move across water as if it were harmless solid ground.

If the God of the Sea is submerged in water, the divinity carries them to the surface of the liquid at a rate of 120' per round.

TIDAL WAVE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Instantaneous

The God of the Sea can conjure a wave of water that crashes down on an area within range. The area can be up to 30' long, up to 10' wide, and up to 10' tall. Each creature in that area must make a Dexterity saving throw

vs. the god's Divinity Score. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30' of it.

If the God of the Sea uses an existing body of water at least 100' across as the source of this divinity, the wave doubles in maximum size (60' long, 20' wide and 20', tall) and inflicts 8d8 bludgeoning damage on those who fail their save.

CONJURE SEA CREATURE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

As long as they are within range of a body of water that can accommodate the creature summoned, the God of the Sea can call forth a creature of CR 8 or less that has a swim speed. The creature appears in an unoccupied space in the body of water that the god can see within range. The creature disappears when it drops to 0 hit points or when the duration ends.

The god may summon one creature per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The creature is friendly to the God of the Sea and their companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that the god issues to it (no action required by the god), as long as they don't violate its alignment. If the god does not issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions. The DM has the creature's statistics.

At Higher Levels: The maximum challenge rating for summoned creatures increases to 12 at 15th level, and 16 at 20th level.

GRASPING SEAWEED

Invoking Time: 1 bonus action

Range: 120'

Components: V, S

Duration: Concentration

As long as the God of the Sea is within range of a body of water at least 100' across, they can conjure thick, ropey vines of seaweed that sprout from the water in an unoccupied space of their choice that they can see within range.

CHAPTER THREE: DIVINITIES

The god can direct the vine to lash out at a creature within 120' of the nearest point between the creature and the shore that they can see. If the creature is in the water, the vines appear under them.

The creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or be pulled 20' per round directly toward the vine. When the target reaches the water, they will be drug beneath the surface and start to drown on the following round. Targets already in the water begin to drown immediately.

Until the divinity ends, the God of the Sea can direct the vine to lash out at the same creature or another one as a bonus action on each of their turns.

STORM SPHERE

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

A 20' radius sphere of whirling air springs into existence centered on a point the God of the Sea chooses within range. The sphere remains for the spell's duration. Each creature in the sphere when it appears, or that ends its turn there, must succeed on a Strength saving throw vs. the god's Divinity Score or take 2d6 bludgeoning damage.

The sphere's space is difficult terrain. Until the divinity ends, the God of the Sea can use a bonus action on each of their turns to cause a bolt of lightning to leap from the center of the sphere toward one creature they choose within 60' of the center. The god makes a ranged touch attack. They have advantage on the attack roll if the target is in the sphere. On a hit, the target takes 4d6 lightning damage.

Creatures within 30' of the sphere have disadvantage on Wisdom (Perception) checks made to listen.

At Higher Levels: The damage from this divinity increases at 16th level (3d6 bludgeoning and 6d6 lightning) and 20th level (4d6 bludgeoning and 8d6 lightning).

CONTROL WINDS

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of the Sea takes control of the air in a 100' cube that they can see within range. The god chooses one of the following effects when they summon the winds. The effect lasts for the duration unless the god uses their action on a

later turn to switch to a different effect. The god can also use their action to temporarily halt the effect or to restart one they've halted.

- **Gusts:** Wind picks up within the cube, continually blowing in a horizontal direction that the God of the Sea picks. The god chooses the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 2' of movement for every 1' moved.
- **Downdraft:** The God of the Sea can cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.
- **Updraft:** The God of the Sea cause a sustained updraft within the cube, rising upward from the cube's bottom edge. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10' higher than normal.

CHAIN LIGHTNING

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of the Sea creates a bolt of lightning that arcs toward a target of their choice that they can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30' of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw vs. the god's Divinity Score. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

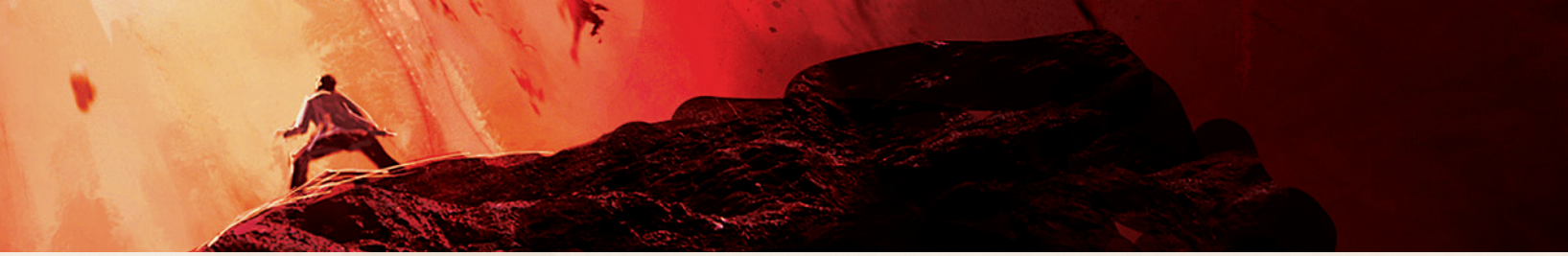
At Higher Levels: Damage from this divinity increases to 12d8 at 17th level and 14d8 at 20th level.

TITAN OF THE SEA

Invoking Time: 1 action

Range: Self

Components: V, S



Duration: *Concentration*

If the God of Sea has access to a body of water at least 1000' across, they can encase themselves in a towering giant of water that mimics their movements. Their new form is Huge, standing 30' tall, and grants the god the following abilities:

- **Strength of the Deep:** The god gains a minimum Strength of 24.
- **Waterform:** This form is immune to piercing, slashing, bludgeoning, and lightning attacks. It has a number of hit points equal to the god's maximum, and it collapses back to water when those hit points are reduced to zero. As a standard action each round, the god can regain 25 hit points by drawing in new water to replenish it.

WHIRLWIND

Invoking Time: *1 action*

Range: *150'*

Components: *V, S*

Duration: *Instantaneous*

A whirlwind howls down to a point on the ground the God of the Sea specifies. The whirlwind is a 10' radius, 30' high cylinder centered on that point. Until the duration ends, the god can use their action to move the whirlwind up to 30' in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw vs. the God of the Sea's divinity the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Also, a Large or smaller creature that fails the save must succeed on a Strength saving throw vs. the god's Divinity Score or become restrained in the whirlwind until the divinity ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5' higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the divinity ends unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against the god's Divinity Score. If successful, the creature is no longer restrained by the whirlwind and is hurled 1d6x10' away from it in a random direction, taking standard falling damage. The creature thrown can make a Dexterity save vs. the god's

Divinity Score for half damage.

TSUNAMI

Invoking Time: *1 action*

Range: *Sight*

Components: *V, S*

Duration: *6 rounds*

A wall of water springs into existence at any point within an existing body of water at least half a mile wide the god can see. The god can make the wall up to 300' long, 300' high, and 50' thick. The wall lasts for six rounds.

When the wall appears, each creature within its area must make a Strength saving throw vs. the God of the Sea's Divinity Score. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of the god's turns after the wall appears, the wall, along with any creatures in it, moves 50' away from the God of the Sea. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw vs. the god's Divinity Score or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50', and the damage that creatures take from the divinity on subsequent rounds is reduced by 1d10. When the wall reaches 0' in height, the divinity ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful Strength (Athletics) check against the god's Divinity Score in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

CONTROL WEATHER

Invoking Time: *1 action*

Range: *150'*

Components: *V, S*

Duration: *Instantaneous*

The God of the Sea can take control of the weather within 5 miles of their location while concentration is maintained. They must be outdoors to use this divinity. Moving to a place where they don't have a clear path to the sky ends the effect immediately.

When enacted, the God of the Sea changes the current weather conditions, which are determined

by the DM based on the climate and season. They can change precipitation, temperature, and wind. It takes 1d4×10 minutes for the new conditions to take effect. Once they do so, the god can change the conditions again. The god can “weave” their created climate into a temporary pattern, maintaining the changes enacted for up to eight hours without need of concentration.

When the God of the Sea changes the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, the god can also change its direction.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

STORM OF VENGEANCE

Invoking Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration

A churning storm cloud forms centered on a point the God of the Sea can see and spreads to a radius of 360'. Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud (no more than 5,000' beneath the cloud) when it appears

must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes.

For each round the god maintains concentration on this divinity, the storm produces additional effects on their turn.

- **Round 2:** Acidic rain falls from the cloud. Every creature and object under the cloud takes 1d6 acid damage.
- **Round 3:** The God of the Sea calls six bolts of lightning from the cloud to strike six creatures or objects of their choice beneath the cloud. A given creature or object can't be struck by more than a single bolt. A struck creature must make a Dexterity saving throw vs. the god's Divinity Score. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- **Round 4:** Hailstones rain down from the cloud. Each creature under the cloud takes 2d6 bludgeoning damage.
- **Round 5+:** Gusts and freezing rain assail the area under the cloud. The area becomes difficult terrain and is heavily obscured. Each creature there takes 1d6 cold damage. Ranged weapon attacks in the area are impossible. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells and divinities. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area whether mundane or magical.

GREAT FLOOD

Invoking Time: 1 action

Range: 1 mile

Components: V, S, M (a godstone large enough to be held with both hands, which is consumed in the process)

Duration: Instantaneous or concentration

The God of the Sea can cause any source of water that is connected to the ocean to swell high above their banks and flood the land.

- **Greater Tsunami:** If the god summons this flood directly from the sea, it arrives as a mile-wide tsunami (see above) that rushes half a mile inland.
- **Relentless Rise:** If the god summons the flood from rivers or other waterways that are connected to the sea, they rise at a rate of 5' per round until the water covers a 1-mile radius. These waters are choppy, and anyone caught within must make a Strength save vs. the god's Divinity Score save every round or begin drowning. Those who have hold of a solid object, like a tree or a rooftop, must make a Strength save each round to avoid being swept away.



CHAPTER THREE: DIVINITIES

SOUND

Level	Features
1	Mimic
2	Signal, Thunderwave
3	Healing Word
4	Shatter
5	Deafen
6	Enthrall
7	Astral Speech
8	+1 Charisma
9	Sonic Flight 30'
10	Harmonic Resonance
11	Siren Call
12	Disintegrate
13	Sonic Flight 60'
14	Word of Recall
15	Power Word Stun
16	Sonic Flight 90'
17	Power Word Heal
18	Sonic Flight 120'
19	Power Word Kill
20	Song of Creation

MIMIC

Invoking Time: 1 action

Range: Self

Components: V

Duration: Concentration

The God of Sound can perfectly recreate any sound or voice they have heard. If the god is pretending to be a certain individual whose voice they have heard before, they have advantage on all Deception checks.

SIGNAL

Invoking Time: 1 round

Range: 1 mile

Components: V, S

Duration: Special

The God of Sound can raise an alarm that is heard across great distances. The god utters a phrase up to seven words long that reverberates out in a cone in a direction of the god's choosing. All creatures within a mile that are awake and outdoors hear the message clearly. Those inside a building or asleep must make a

Perception roll (DC 12) to hear the message.

At Higher Levels: The distance the alarm reaches increases to 5 miles at 7th level, 25 miles at 12th level, and 100 miles at 17th level, traveling at a rate of 1 mile per round.

THUNDERWAVE

Invoking Time: 1 action

Range: Self (15' cube)

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from the God of Sound. Each creature in a 15' cube originating from the god must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10' away from the god. On a successful save, the creature takes half as much damage and isn't pushed back.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10' away from the god by the divinity's effect, and the divinity emits a thunderous boom audible out to 300'.

At Higher Levels: Damage from the wave increases to 3d8 at 4th level, 4d8 at 6th level, 5d8 at 8th level, 6d8 at 10th level, 7d8 at 12th level, 8d8 at 14th level, 9d8 at 16th level, 10d9 at 18th level, and 11d8 at 20th level.

HEALING WORD

Invoking Time: 1 bonus action

Range: 60'

Components: V

Duration: Instantaneous

A creature the God of Sound can see within range that can hear their words regains hit points equal to 1d4 + the god of Sound's Divinity Score modifier. This divinity has no effect on undead or constructs.

At Higher Levels: This ability restores 2d4 hit points at 6th level, 3d4 at 9th level, 4d4 at 12th level, 5d4 at 15th level, and 6d4 at 18th level.

SHATTER

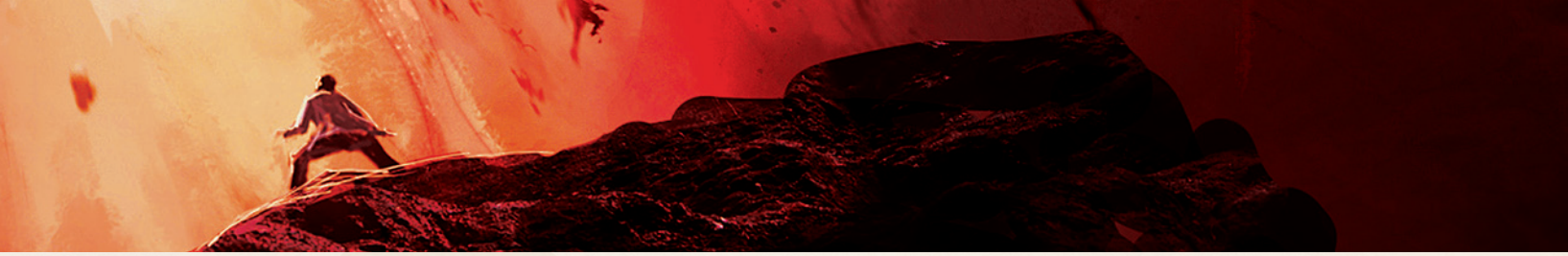
Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point the God of Sound chooses within range. Each creature in a 10' radius sphere centered on that point must make a Constitution saving throw vs. the



god's Divinity Score. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone or metal has disadvantage on this saving throw.

A non-magical object that isn't being worn or carried also takes the damage if it's in the divinity's area. Glass and godstones automatically shatter.

At Higher Levels: Damage increases to 4d8 at 8th level, 5d8 at 12th level, 6d8 at 16th level, and 7d8 at 20th level.

DEAFEN

Invoking Time: 1 action

Range: 30'

Components: V

Duration: 1 minute

The God of Sound can deafen a foe. The god chooses one creature they can see within range to make a Constitution saving throw vs. the god's Divinity Score. If it fails, the target is deafened for the duration. At the end of each of its turns, the target can make a Constitution saving throw vs. the god's Divinity Score. On a success, they regain their hearing.

At Higher Levels: The God of Sound can target 2 creatures at 10th level, 3 creatures at 15th level, and 4 creatures at 20th level. All targeted creatures must be within 30' of each other.

ENTHRALL

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Concentration

The God of Sound can weave a distracting string of words. Creatures of their choice that the god can see within range and that can hear them must make a Wisdom saving throw vs. their Divinity Score. Creatures that can't be charmed succeed on this saving throw automatically, and if the god or their companions are fighting a creature, it has advantage on the save.

On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the God of Sound until the duration ends or until the target can no longer hear them. Those enthralled are unwilling to turn away from the god but can be forcefully pulled or shaken out of the thrall. The divinity ends if the god is incapacitated or can no longer speak.

ASTRAL SPEECH

Invoking Time: 1 action

Range: Unlimited

Components: V

Duration: Concentration

The God of Sound can send a short message of 25 words or less through the Astral Realm to a creature with which they are familiar. The creature hears the message in its mind, recognizes the god as the sender if it knows them, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of the god's message.

The God of Sound's words can travel across any distance and even to other planes of existence, but if the target is on a different plane than the god, there is a 5% chance that the message doesn't arrive.

SONIC FLIGHT

Invoking Time: 1 action

Range: Self

Components: V

Duration: Concentration

The God of Sound can emit a continuous wave of sonic energy that allows them to fly at a speed of 30' for as long as the god can maintain concentration. If the god loses concentration, is made mute, or is rendered unconscious, they immediately fall.

HARMONIC RESONANCE

Invoking Time: Varies

Range: 150'

Components: V

Duration: Concentration

The God of Sound can tune into the harmonic resonance of a structure or location, matching and amplifying that resonance to catastrophic effect.

- **Structures:** The divinity deals 50 thunder damage a structure the god targets each round until the duration ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much

CHAPTER THREE: DIVINITIES

damage and doesn't fall prone or become buried.

- **Mountains:** The God of Sound can trigger an avalanche on the following round if they are within range of a mountain at least 2000' tall. This generates a 300' long, 100' wide path of destruction at a location the god chooses that must start at the base of the mountain. Everyone in that path must make a Strength save against the god's Divinity Score or take 10d8 damage and be pushed 100' by the avalanche.
- **Constructs:** The God of Sound can use this divinity to shatter even magical constructs, inflicting damage that starts at 1d8 the first round and increases 1d8 every round after. For example, if the god targeted a stone construct, it would take 1d8 damage the first round, 2d8 damage the second round, 3d8 damage the third round, and on until the god loses concentration, ends the divinity, or the target destroyed.

SIREN CALL

Invoking Time: 1 action

Range: 1 mile

Components: V

Duration: Concentration

The God of Sound can sing a song that beckons creatures up to a mile away, causing all creatures that are within range and can hear the song to make a Wisdom saving throw against the god's Divinity Score. Any creature that can't be charmed succeeds on this saving throw automatically, and if the god or their companions are fighting a creature, it has advantage on the save.

On a failed save, the target proceeds on a direct path toward the god. If they encounter a dangerous obstacle or creature blocking their path they may roll again with advantage. A successful roll means they break free from the song's enchantment, while a failure means they look for the quickest path around the obstacle or creature. A critical failure means the target proceeds right into the obstacle.

The divinity ends if the God of Sound loses concentration, is incapacitated, or can no longer speak.

DISINTEGRATE

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Sound selects a target within range and

unleashes a thin, devastating wave of focused sound. The target can be a creature, an object, or a creation of magical force, such as a magical barrier created by a *Wall of Force*.

A creature targeted by this divinity must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 hit points, 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 divinity automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this divinity disintegrates a 10' cube portion of it. A magic item is unaffected by this divinity.

At Higher Levels: The damage inflicted increases to 13d6 at 16th level and 16d6 at 20th level.

WORD OF RECALL

Invoking Time: 1 action

Range: 5'

Components: V

Duration: Instantaneous

The God of Sound and up to five willing creatures within 5' are instantly teleported to a previously designated sanctuary. The god and any creatures that teleport with them appear in the nearest unoccupied space to the designated spot when the god prepared their sanctuary (see below). If the god uses this divinity without first preparing a sanctuary, it has no effect.

The God of Sound must designate a sanctuary by singing for a minute in a location with excellent acoustics, such as an auditorium or a wide cave. If the god attempts to use this divinity in this manner in an area that has poor acoustics, the divinity has no effect.

POWER WORD STUN

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Sound speaks a word of power that can overwhelm the mind of one creature they can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the divinity has no effect.

The stunned target must make a Constitution saving



throw vs. the God of Sound's Divinity Score at the end of each of its turns. On a successful save, this stunning effect ends.

POWER WORD HEAL

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Sound can generate words that wash over a target in waves of healing energy, restoring all of their hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This divinity has no effect on undead or constructs.

POWER WORD KILL

Invoking Time: 1 action

Range: 60'

Components: V

Duration: Instantaneous

The God of Sound utters a word of power that can compel one creature they can see within range to die instantly. If the creature the god chooses has a maximum hit point total of 100 or fewer, it dies. Otherwise, the divinity has no effect (101 hit points or more).

SONG OF CREATION

Invoking Time: 1 minute

Range: 60'

Components: V, S, M (a godstone large enough to be held in both hands that must remain held during the entire innovation, which consumes the godstone)

Duration: Concentration

The God of Sound knows the rhythms and words to the music created at the birth of the universe. If the god can sing uninterrupted for a full minute and makes a successful Performance roll (DC 15), they can choose to employ any of the following effects on any creature within range the following round. The god can select a new target within range every round after as long as they can maintain concentration.

- **Song of Healing:** The god can choose any creature within range and completely heal them, restoring all hit points and removing all status effects, including regrowing limbs and restoring senses.
- **Song of Restoration:** The god can remove curses from any person or object within range. If the object was created for the purpose of bestowing a curse, that power is subdued while the song is sung, and

relinquishing the object frees anyone cursed by it. At the end of the song, those affected feel as if they have taken a long rest.

- **Song of Rebirth:** Those that have died within 24 hours, and whose body is present and within range are restored to life at full health with all status and debilitations removed.
- **Song of Undoing:** The god can select a creature to be undone by the words of creation. If the creature is out of range or unable to hear the god at any time during the invocation, the divinity fails. The creature must make a Charisma save vs. the god's Divinity Score or be removed from existence. All who knew the creature must make a Charisma save (with the DC being a natural 20). Those who fail forget they ever knew the creature. This power has no effect on places or things named after the target, but everyone forgets their connection to the target. This power has no effect on other gods.

SPEED

Level	Features
1	+1 Dexterity, Fast Hands, Superior Speed
2	Movement +20'
3	+1 Dexterity, Sprinter
4	Movement +20', Lightning Reflexes
5	+1 Dexterity
6	Movement +20', Extra Attack
7	+1 Dexterity
8	Movement +20', Run On Water
9	+1 Dexterity
10	Movement +20', Swift, Tornado
11	+1 Dexterity
12	Movement +20', Extra Attack
13	+1 Dexterity
14	Movement +20'
15	+1 Dexterity, Run Up Walls
16	Movement +20'
17	+1 Dexterity
18	Movement +20', Extra Attack
19	+1 Dexterity
20	Movement +20', Extra Attack

CHAPTER THREE: DIVINITIES

SUPERIOR SPEED

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

As a divine being, the God of Speed is not bound by mortal limitations. Their Dexterity can be as high as 30 instead of the usual maximum of 20.

FAST HANDS

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Speed rolls all Dexterity-based attacks, skill checks, and saves with advantage. The god also gains proficiency in Slight of Hand if they do not already have it.

SPRINTER

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

When talking the dash action, the God of Speed can triple instead of doubling their movement.

LIGHTNING REFLEXES

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Speed has advantage on all initiative rolls.

RUN ON WATER

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

As long as the God of Speed is moving in a straight line, they can run along the surface of liquids as if they were solid ground without penalty.

SWIFT

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Speed can move so quickly that any attacks of opportunity made against them while moving are at disadvantage.



Aramil, arisen
God of Speed

TORNADO

Invoking Time: 1 action, plus the god's movement action

Range: Self

Components: S

Duration: Concentration

The God of Speed can use an action to encircle an area up to 20' in radius that is within their movement, generating a tornado. The tornado lasts as long as the god maintains concentration. Any creature but the god that enters the tornado must succeed on a Strength saving throw vs. the god's Divinity Score or be restrained by it. The god can move the tornado up to 60' as an action, and creatures restrained by the tornado move with it.

A creature can use its action to free a creature restrained by the tornado, including itself, by succeeding on a Strength check vs. the God of Speed's Divinity Score. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the tornado.

The God of Speed can also use this ability to destabilize existing tornados, as long as the base of those storms fits within the maximum radius for this divinity.

At Higher Levels: The radius of this divinity increases to 50' at 15th level, and 100' at 20th level.

RUN UP WALLS

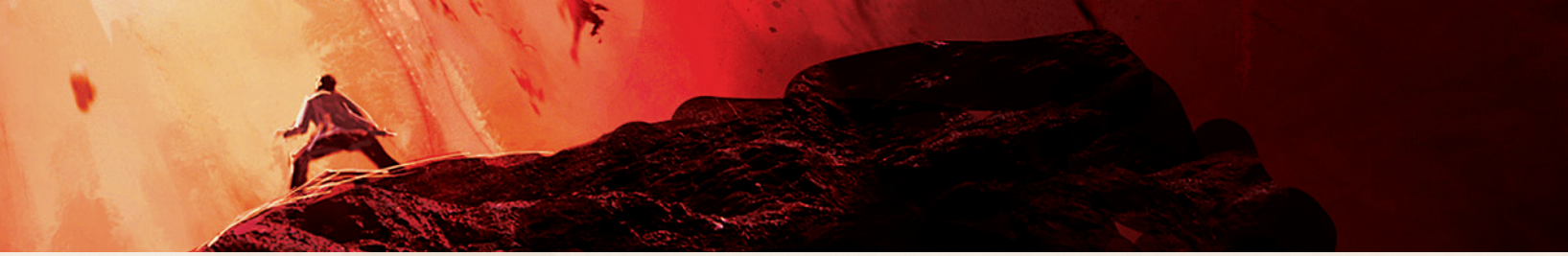
Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

As long as the God of Speed is moving in a straight line, they can run up vertical surfaces without penalty, doing so at their normal movement rate.



SPORT

Level	Features
1	Physical Advantage, Arms Mastery
2	Read Lips, Deflect Missile
3	Critical Attack 19-20, Initiative +1
4	Combat Mastery
5	Dodge and Weave
6	Read Body Language
7	Total Defense, Combat Mastery
8	Know Thy Enemy
9	Initiative +1
10	Interrupt divinity
11	Dexterity +1
12	Combat Mastery
13	Throw Any Object
14	Combat Mastery
15	Control divinity
16	Constitution +1
17	Critical Attack 18-20
18	Initiative +1
19	Combat Mastery
20	Replicate divinity

PHYSICAL ADVANTAGE

Invoking Time: Always active

Range: Self / 30'

Components: S

Duration: Permanent

The God of Sport is physically perfect. They are completely aware of their body at all times, as well as the bodies and movements of those within 30'. The god rolls all weapon attacks, Dexterity and Constitution saving throws, and Strength and Dexterity skill checks with advantage.

ARMS MASTERY

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Sport has proficiency with all ranged and melee weapons, and all armor.

READ LIPS

Invoking Time: 1 action

Range: 60'

Components: None

Duration: Concentration

The God of Sport is so aware of the physical movements of others that they can read lips of any individual speaking a language they understand within range.

DEFLECT MISSILE

Invoking Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

The God of Sport can use their reaction to deflect or catch a missile when they are hit by a ranged weapon attack. When the god does so, the damage they take from the attack is reduced by 1d10 + the god's Divinity Score + their level. If the god is a monk, attacks are reduced by 1d12 + the god's Divinity Score + their level.

If the damage is reduced to 0, the God of Sport can catch the missile if it is small enough for them to hold in one hand and they have at least one hand free. If the god catches a missile in this way, they can immediately make a ranged attack (range 20'/60') with the weapon or piece of ammunition they just caught, as part of the same reaction.

COMBAT MASTERY

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Sport learns from every fight and training session, absorbing combat skills and techniques from others and incorporating them into their style. The god may choose one of the following abilities from the Fighter's Battle Master ability: Commander's Strike, Disarming Attack, Distracting Strike, Evasive Footwork, Feinting Attack, Goading Attack, Lunging Attack, Maneuvering Attack, Menacing Attack, Parry, Precision Attack, Pushing Attack, Rally, Riposte, Sweeping Attack, or Trip Attack.

For Feats that require them, the God of Sport has 3d8 superiority dice. If the god is a fighter that has superiority dice, those dice are added to this total. If the god's class level increases their superiority dice

CHAPTER THREE: DIVINITIES

type, these dice increase in type as well.

At Higher Levels: The amount of Superiority Dice available to the God of Sport increases to 4 at 8th level, 5 at 12th level, 6 at 16th level, and 7 at 20th level.

DODGE AND WEAVE

Invoking Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

When the God of Sport moves, they can use their bonus action to force an attacker to roll with disadvantage when trying to strike them with a melee or ranged attack.

READ BODY LANGUAGE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Sport is so aware of the physical movements of others that they can determine if a creature is lying by focusing on their words, actions, and involuntary physical responses (breathing rate, perspiration, heartbeat, etc.). The god gains advantage on all Deception, Insight, Intimidation, and Persuasion checks against that creature.

TOTAL DEFENSE

Invoking Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

By taking no other actions other than moving, the God of Sport can counter any attack on themselves or an ally within reach of their weapon, whether melee or ranged. If an attack hits, they can choose to block that strike by making an attack roll equal or higher to that attack. The god can block as many attacks per round as they have actions available.

KNOW THY ENEMY

Invoking Time: 5 continuous rounds of fighting

Range: Self

Components: S

Duration: Permanent

If the God of Sport has fought with an enemy for at least five continuous rounds, they gain permanent advantage to all attack and defense rolls against that target.

INTERRUPT DIVINITY

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

By making a successful unarmed attack, the God of Sport can choose to target a pressure point on a creature. The attack causes no damage, and a creature struck must make a Constitution save vs. the god's Divinity Score or be stunned for 1 round.

If the creature struck is another god, they must make a second Constitution save vs. the God of Sport's Divinity Score or lose access to their divinity for the duration. This divinity requires the god's full concentration to be effective, and they may take no other actions that round other than moving toward and attempting to strike the selected target.

THROW ANYTHING

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Sport can throw any object they can hold in one hand as if it were a ranged weapon without penalty. Range is 20'/60' for all objects.

CONTROL DIVINITY

Invoking Time: 1 action

Range: Touch

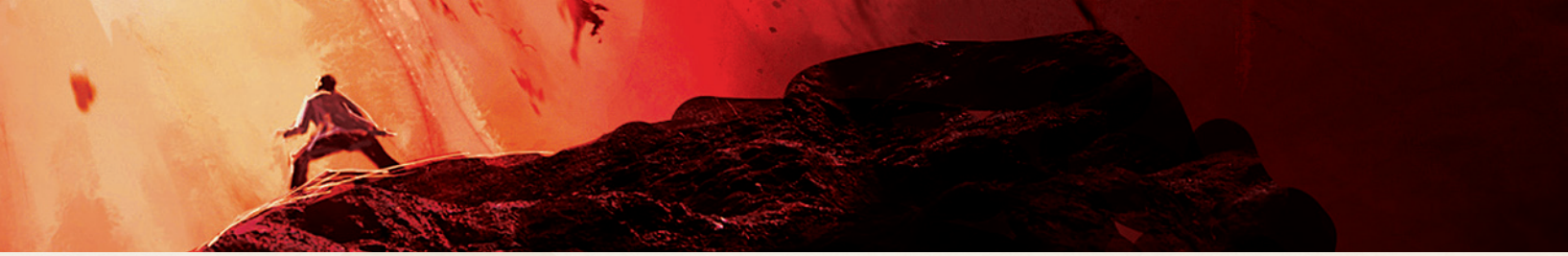
Components: S

Duration: Special (see below)

By successfully grappling a target, the God of Sport can choose to manipulate their pressure points. The attack causes no damage, and a creature struck must make a Strength save vs. the god's Divinity Score or be stunned for 1 round.

If the creature grappled is another god, they must make a Constitution save vs. the god's Divinity Score or lose access to their divinity while grappled. This requires the God of Sport's full concentration to be effective, and they may take no other actions that round other than moving toward the selected target and initiating a grapple.

If the God of Sport can maintain the grapple on the following round, they may force their target to use one of their divinities. For example: if the God of Sport successfully grappled the God of Fire, they could force that god to use their fire blasts against any target the God of Sport can see within the range of that divinity.



REPLICATE DIVINITY

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 1 minute

By successfully grappling a target, the God of Sport can choose to manipulate their pressure points. The attack causes no damage, and a creature struck must make a Strength save vs. the god's Divinity Score or be stunned for 1 round.

If the creature grappled is another god, they must make a Constitution save vs. the God of Sport's Divinity Score or lose access to their divinity while grappled. This requires the god's full concentration to be effective, and they may take no other actions that round other than moving toward the selected target and initiating a grapple.

If the god can maintain the grapple on the following round, they can attempt to siphon off the target's divinity. The target must make a Constitution save vs. the God of Sport's Divinity Score or lose access to their divinity as it is transferred to the God of Sport for the duration.

STRENGTH

Level	Features
1	+1 Strength, Superior Strength, Strong Hands
2	Crack in the Armor, Feat of Strength x2
3	+1 Strength, Throw Anything
4	Stand Your Ground
5	+1 Strength, Feat of Strength x5
6	Crack in the Armor, Superior Grappler
7	+1 Strength
8	Knock-back, Thunderclap
9	+1 Strength
10	Crack in the Armor, Feat of Strength x10
11	Stagger
12	+1 Strength
13	+1 Strength, Thunderclap
14	Crack in the Armor
15	Feat of Strength x25
16	+1 Strength
17	+1 Strength

18 Crack in the Armor, Thunderclap

19 +1 Strength

20 Strong Hands, Feat of Strength x50

SUPERIOR STRENGTH

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

As a divine being, the God of Strength is not bound by mortal limitations. Their Strength can be as high as 30 instead of the usual maximum of 20.

STRONG HANDS

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Strength rolls all Strength-based attack rolls, ability checks, and saving throws with advantage. The god is also proficient in Improvised Weapons, Unarmed Strikes, and Athletics. The God's Unarmed Strikes use a d4 for damage.

At Higher Levels: Damage from unarmed attacks increases to 2d4 at 10th level and 3d4 at 20th level. If the god is also a monk, their unarmed damage die increases as they level (example: a 5th level monk who is also the God of Strength would roll 2d6 unarmed damage with each strike).

CRACK IN THE ARMOR

Invoking Time: Always active

Range: Self

Components: S

Duration: Instantaneous

The God of Strength's strength-based attacks ignore damage resistance. They may forgo one of their attacks in order to target a non-magical object within range. If the object is unattended, it is automatically destroyed. If the object is in the possession of another creature, that creature must make a Dexterity Save vs. the god's Divinity Score. On a failure, the object is sundered.

At Higher Levels: The god can sunder magical items, +1 weapons, and +1 armor at 6th level, +2 weapons and +2 armor at 10th level, +3 weapons and +3 armor at 14th level, and all magical items and artifacts at 18th level.

FEAT OF STRENGTH

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Strength multiplies their carrying capacity, jump distances, and thrown weapon ranges by x2. The god is immune to falling damage as long as they are conscious.

At Higher Levels: Distance multiplies increase to 5x at 5th level, 10x at 10th level, 25x at 15th level, and 50x at 20th level.

THROW ANYTHING

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Strength can throw any object they can hold in one hand as if it were a ranged weapon without penalty. Range is 20'/60' for all objects.

STAND YOUR GROUND

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Strength is nearly impossible to move against their will. Any attack that would move them from their position or render them prone is made with disadvantage, and all saving throws against those conditions are made with advantage.

SUPERIOR GRAPPLER

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of Strength rolls with advantage when grappling and gains all traits of the Grappling feat.

- **Pain:** While continuing the grapple, the god can put pressure on joints of a target they have grappled. All Interrogation checks made against the grappled creature are at advantage.
- **Choke-Out:** The god can attempt to render the target unconscious. The target makes a Constitution save vs. the god's Strength roll. If the target fails, they begin suffocating.

KNOCK-BACK

Invoking Time: Always active

Range: Touch

Components: S

Duration: Instantaneous

On a successful unarmed attack, the God of Strength can opt to knock their target backward. Any large or smaller creature struck by the god must roll a Constitution save vs. the god's Divinity Score. On a failure, the target is pushed 10' away from the God. If the creature strikes a solid object, they take 1d6 damage for every 10' moved.

At Higher Levels: The distance of the knock-back increases to 20' at 9th level, 30' at 12th level, 40' at 15th level, and 50' at 18th level.

THUNDERCLAP

Invoking Time: 1 action

Range: Self (30' cube)

Components: S

Duration: Instantaneous

The God of Strength can strike their palms together with such force that they generate a powerful shockwave. Each creature in a 30' cube originating from the god must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, a creature takes 6d8 thunder damage and is pushed 10' away from the god. On a successful save, the creature takes half as much damage and isn't pushed.

Small, unsecured objects that are within the area of effect are pushed 10' away from the god, and a thunderous boom is audible for half a mile.

At Higher Levels: damage increases to 8d8 at 13th level and 10d8 at 18th level.

STAGGER

Invoking Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

The God of Strength makes an unarmed attack roll. If successful, they strike with such devastating power that the target must make a Constitution save vs. the god's Divinity Score or lose one action on their next round. The effect is cumulative; if a target is staggered twice by the god in a single round, they lose 2 of their actions the following round.

CHAPTER THREE: DIVINITIES

SUN

Level	Features
1	Light
2	Fire and Heat Immunity
3	Solar Flare, Updraft
4	Convert Flame
5	Solar Battery (1st level spells)
6	Plasma Blade (1-handed)
7	+1 Wisdom
8	Purifying Light
9	Solar Regeneration (3d10 hp per round)
10	Sunbeam
11	Solar Battery (2nd level spells)
12	Plasma Blade (2-handed)
13	Reveal
14	+1 Wisdom
15	Sunburst
16	Solar Regeneration (6d10 hp per round)
17	Solar Battery (3rd level spells)
18	Light Form
19	Fusion
20	Supernova

LIGHT

Invoking Time: 1 action

Range: Touch

Components: S

Duration: 1 hour

The God of the Sun touches one object that is no larger than 10' in any dimension. Until the divinity ends, the object sheds bright light in a 20' radius and dim light for an additional 20'. The light can be colored as the god desires. Completely covering the object with something opaque blocks the light. The divinity ends if the god invokes it again or dismiss it as an action.

If the god targets an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw vs. the god's Divinity Score to avoid the divinity.

FIRE AND HEAT IMMUNITY

Invoking Time: Always active

Range: Self

Components: V, S

Duration: Permanent

The God of the Sun is completely immune to all non-magical damage caused by fire and heat.

SOLAR FLARE

Invoking Time: 1 action

Range: 120' or 20' radius

Components: V, S

Duration: Instantaneous

The God of the Sun can generate a ray of solar energy up to 120' away, or explode in a solar flare that burns 20' in all directions. Both attacks inflict 4d6 radiant damage, but creatures who make a successful Dexterity save vs. the god's Divinity Score take half damage from the burst.

At Higher Levels: Both attacks inflict 6d6 damage at 6th level, 8d6 damage at 9th level, 10d6 damage at 12th level, 12d6 damage at 15th level, and 14d6 damage at 18th level.

UPDRAFT

Invoking Time: 1 action

Range: Self

Components: S

Duration: Concentration

By taking a standard action and focusing blasts of flame downward, the God of the Sun can hover while they retain Concentration. They can raise or lower their height by 30' each round after that as a free action.

CONVERT FLAME

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Concentration

The God of the Sun can convert fire into daylight. Each round they can transform up to a 10'x10' cube of fire into a column of bright daylight in a 50' radius, and dim light 50' beyond that.

All fire based attacks directed at the God of the Sun, or that target an area they are within while using this divinity, are also converted into sunlight (Example: if God of the Sun is in an area where a fireball explodes that energy would be transformed into sunlight before it harmed anyone).

CHAPTER THREE: DIVINITIES

At Higher Levels: The amount of fire converted each round increases to 20'x20' at 8th level, 30'x30' at 12th level, 40'x40' at 16th level, and 50'x50' at 20th level.

SOLAR BATTERY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

While in daylight, the God of the Sun continuously absorbs energy from the sun. The god can cast any 1st spells they have access to without draining spell slots. The god can also regain all of their spell slots while taking a short rest in direct sunlight.

At Higher Levels: This ability extends to 2nd level spells at 11th level, and 3rd level spells at 17th level.

PLASMA BLADE

Invoking Time: 1 bonus action

Range: Self

Components: S

Duration: A number of rounds equal to the god's divinity modifier per short rest

A blade made of plasma that inflicts 4d8 damage can be summoned by the God of the Sun in either free hand. The god is proficient with this weapon.

If the blade strikes another weapon or shield, the wielder must make a Constitution save vs. the god's Divinity Score. A failure means a wooden weapon or shield bursts into flame while metal versions are affected as if the Heat Metal spell were cast upon them.

At Higher Levels: At 12th level, the God of the Sun can summon a two-handed sword that inflicts 8d8 damage.

PURIFYING LIGHT

Invoking Time: 1 action

Range: 30' radius of the God

Components: V, S

Duration: Concentration

The God of the Sun can generate an aura of divine, healing light, shining with a golden radiance that bestows the following abilities.

- **Light:** The god sheds bright light 30' in every direction and dim light 30' beyond that. The light created is real daylight and affects those who are vulnerable to the sun's scorching rays.
- **Heal the Living:** Creatures chosen by the god that are within the brightest part of the god's radiance

regain 2d6 hit points every round and are instantly cured of all diseases and poisons (those chosen within the dim light still regain 1d6 hit points). Creatures that remain within the light for at least 1 minute are washed clean by the radiance as if a *Lesser Restoration* spell had been cast on them.

- **Burn the Dead:** Those who cling to unlife and pass into the dim, outer light are affected as if they had been turned, and must roll a Wisdom save vs. the God of the Sun's Divinity Score or flee. Undead that enters the inner ring of light take 8d6 radiant damage and makes their Wisdom save with disadvantage.
- **Reveal:** When the God of the Sun reaches 13th level, the inner circle of bright light they generate also reveals any invisible or otherwise hidden creatures within it.

SOLAR REGENERATION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

While the God of the Sun is exposed to the sun, they regenerate 2d10 hit points every round. The god cannot regain health from sunlight created by magic or divinity. This divinity only functions when the god can see the sun; even a cloud passing over it will negate the effects.

At Higher Levels: At 16th level, the total hit points regenerated per round increases to 4d10.

SUNBEAM

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

A beam of brilliant light flashes out from the God of the Sun's hand in a 5' wide, 60' long line. Each creature in the line must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, a creature takes 6d8 radiant damage and is blinded until the god's next turn. On a successful save, it takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this divinity makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This divinity also temporarily suppresses darkness in its path that was created by magic or divinity.



A mote of brilliant radiance shines in the God of the Sun's hand, shedding bright light in a 30' radius and dim light for an additional 30'. This light is sunlight.

At Higher Levels: Damage from the beam of sunlight increases to 8d8 damage at 15th level, and 10d8 damage at 20th level.

REVEAL

Invoking Time: 1 action

Range: 60' radius from the god

Components: None

Duration: Concentration

The God of the Sun can cast away all magic and divinity within a 60' radius that is concealing a creature or object.

SUNBURST

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

Brilliant sunlight flashes in a 60' radius centered on a point the God of the Sun can see within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 10d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this divinity makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This divinity also dispels any darkness in its area that was created by magic or divinity.

LIGHT FORM

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

As long as they are standing under the rays of the sun, the God of the Sun can transform into a being of pure, radiant energy. While in this form, the god gains the following abilities and effects:

- **Insubstantial:** Immunity to all bludgeoning, piercing and slashing attacks.
- **Flight:** The god gains the ability to fly at 120'.
- **Battery:** Damage from their Sunbeam and Sunburst abilities increases by 2d8 and 2d6, respectively.
- **Light Step:** The god can instantly move to any

location that is also within sunlight up to 150' away.

FUSION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

While in natural daylight, the God of the Sun becomes a living nuclear reactor. All spells and divinities that generate light or deal radiant damage are maximized for range, effect, duration, and damage.

SUPERNOVA

Invoking Time: 1 action

Range: 200' radius centering on the god

Components: V, S

Duration: Instantaneous

By collapsing the vast Divine forces they wield upon themselves, the God of the Sun can trigger a massive supernova. If they survive the explosion (see Maximized below) the god must make a Constitution save (DC 15) or be rendered unconscious for 1 minute.

When activated, the supernova has the following cataclysmic effects:

- **Nuke:** All creatures within 100' of the God of the Sun must make a Dexterity save vs. the god's Divinity Score or take 20d6 damage and are permanently blinded. Those within another 100' take 5d6 damage and roll with advantage against being blinded.
- **Incineration:** All flammable material within 200' is set on fire, even objects that are worn or carried. Lighter objects like cloth, paper, or candles are instantly obliterated.
- **Shockwave:** Those that survive the initial explosion within 100' of the God must make a Strength save vs. the God of the Sun's Divinity Score or be blown 20' away from the god, taking an additional 2d6 bludgeoning damage. Characters who are struck by the shockwave are also permanently deafened. Those who make their Strength save are unaffected.
- **Maximized:** If the God of the Sun empowers this ability with their Fusion divinity, they ignite a hellish cacophony of damage that is both maximized and doubled. The god must make a Constitution saving throw (DC 15) or be obliterated with no hope of ever being resurrected, even with a *Wish* spell. If the god succeeds, they are unconscious for 1 minute and lose access to their divinity until they take a long rest.

TIME

Level	Features
1	Mending
2	Reverse Wounds
3	Expeditious Retreat
4	Time Loop, Hold Person
5	Haste, See The Past (1 year)
6	Pass Without Trace
7	Delay Action
8	Divination
9	First to Act
10	Hold Monster
11	+1 Intelligence
12	Timeless Feast
13	+1 Wisdom
14	Time Sphere
15	Repeat
16	Contingency
17	Word of Recall
18	Regeneration
19	Foresight
20	Time Stop

MENDING

Invoking Time: 1 minute

Range: Touch

Components: S

Duration: Instantaneous

By reversing time in a concentrated area, the God of Time can repair a single break or tear in an object they touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1' in any dimension, it is mended, leaving no trace of the past damage.

This divinity can physically repair a magic item or construct, but it cannot restore magic to such an object.

REVERSE WOUNDS

Invoking Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Similar to mending, the God of Time can reverse damage to flesh, restoring hit points equal to 1d8 + the god's Divinity Score modifier. This divinity has no effect on undead or constructs.

At Higher Levels: Total hit points restored increases by 1d8 at 6th level (2d8), 10th level (3d8), 14th level (4d8), and 18th level (5d8).

EXPEDITIOUS RETREAT

Invoking Time: 1 action

Range: Self

Components: S

Duration: Concentration

The God of Time can accelerate time in a quick burst. As a bonus action on each of their turns until the duration ends, the god can take the Dash action.

TIME LOOP

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled

The God of Time can lock any small, simple object in a perpetual loop, making its state appear permanent. A torch flame continuously burns, a jug never stops pouring water, ice never vanishes yet never stops melting, and so on. The loop will continue until it is dispelled, or until the god dismisses it.

Interactions with these objects are as normal, but the object returns to its looping state once an interruption of that state has ended. If a looping torch is dunked in water, it will sizzle the second it emerges and re-light the following round. If a looping jug pouring water is stopped, it will flow again when uncorked.

If the object enters an area of antimagic, the loop is suppressed until it emerges or the antimagic ends. *Dispel Magic* will disrupt the loop permanently.

HOLD PERSON

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Time selects a humanoid they can see within range and attempts to slow time to a crawl



CHAPTER THREE: DIVINITIES

around them. The target must succeed on a Wisdom saving vs. the god's Divinity Score or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

At Higher Levels: The God of Time can select 2 targets at 9th level, 3 targets at 12th level, 4 targets at 15th level, and 5 targets at 18th level. The humanoids must be within 30' of each other when targeted.

HASTE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 minute

The God of Time chooses a willing creature they can see within range. Until the duration ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the duration ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

SEE THE PAST

Invoking Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration

By standing still and focusing their divinity, the God of Time can peer into the past in a 60' radius centered on them, going back up to 1 year.

If the God of Time knows what date they wish to investigate, they can scroll through history to that event with a successful divinity check (DC 10). If they are searching for a person, thing or an event in the area but don't know what time frame they are looking for, the God rolls an Investigation check (DC 15) every 10 minutes until they locate their target.

At Higher Levels: The amount of history the God of Time can scroll through increases to 10 years at 10th level, 100 years at 15th level and has no limit at 20th level.

PASS WITHOUT TRACE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

A veil of shadows and silence radiates from the God of Time, masking them and their companions from detection. For the duration, each creature the god chooses within 30' (including the god) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

DELAY ACTION

Invoking Time: 1 free action

Range: 60'

Components: V, S

Duration: Instantaneous

By carefully moving time around a creature at the start of their turn, the God of Time can force a target in range to roll an Intelligence save vs. the god's Divinity Score. If the target fails, they are immediately sent to the back of the initiative order. The god can employ this ability against a single target, once per round.

DIVINATION

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

The God of Time can use their divinity to put themselves in contact with an old deity or one of their servants throughout history. The god asks a single question concerning a specific goal, event or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The divinity doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells, invoking of divinities, or the loss or gain of a companion.

If the God of Time invokes this divinity two or more times before finishing their next long rest, there is a cumulative 25% chance for each casting after the first that they get a random reading. The DM makes this roll in secret.

CHAPTER THREE: DIVINITIES

FIRST TO ACT

Invoking Time: 1 free action

Range: Self

Components: V, S

Duration: Instantaneous

At any point after the first round of combat has ended, the God of Time can push themselves to the front of the initiative order as a free action.

HOLD MONSTER

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Concentration

The God of Time chooses a creature that they can see within range and manipulates time around them. The target must succeed on a Wisdom saving throw against the god's Divinity Score or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the duration ends for the target.

At Higher Levels: The God of Time can select two creatures at 15th level and three creatures at 20th level. The creatures must be within 30' of each other when targeted.

TIMELESS FEAST

Invoking Time: 10 minutes

Range: 30'

Components: V, S, M (a table used for dining)

Duration: Instantaneous

The God of Time can stand over any table and bring forth the finest food and drink ever served upon it. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. The total number of people that can participate in the feast is limited only by how many guests the table can seat.

A creature that partakes in the feast gains several benefits. They are cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Their hit point maximum also increases by 2d10, and they gain an equal number of hit points. These benefits last for 24 hours.

If the table selected has an unusually rich provenance (the DM will determine this), those who partake in the food and drink also gain Inspiration.

TIME SPHERE

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 round

The God of Time creates a 10' wide shimmering bubble of temporal energy at a point they can see within range. Any creatures in that area can make a Dexterity saving throw vs. the god's Divinity Score to avoid being trapped within it. Those that succeed are moved to any point they choose just outside the bubble's edge.

Those that fail their saving throw can see and hear those outside the bubble, but cannot be viewed or heard after the initial round as they slip out of time from their surroundings.

All creature's trapped within the sphere must make an Intelligence save vs. the God of Time's Divinity Score. Those who fail are moved 1d4 rounds forward in time, or 1 round backward in time, depending on the god's wishes. The sphere then collapses.

REPEAT

Invoking Time: 1 action

Range: 30'

Components: V, S

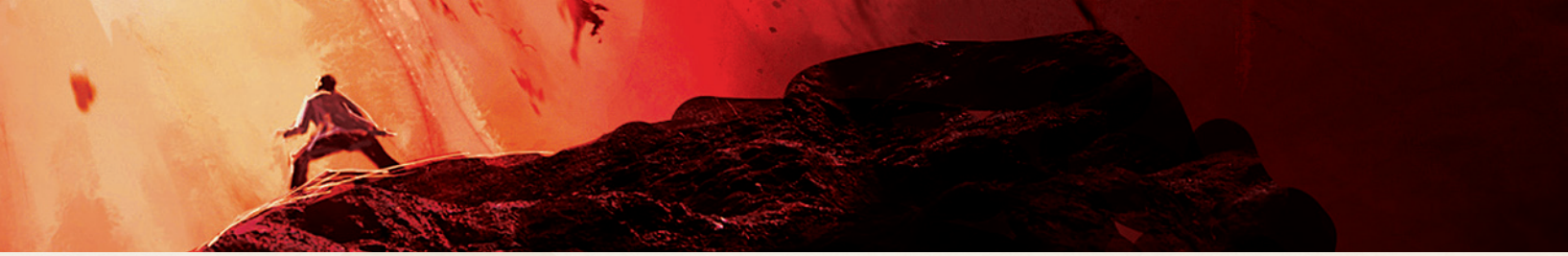
Duration: Instantaneous

The God of Time can rewind time in small bursts, allowing them to reset a single round of action for themselves and everyone within 60' of them, friend or foe.

When invoked, this divinity instantly resets the current round, erasing all events that took place (all damage inflicted that round is restored, all spell slots recovered, etc.). Actions still take place as described in the order they occurred and the God of Time cannot take further action until their turn.

Anyone caught in this divinity can make an Intelligence save vs. the God of Time's Divinity Score to recognize what has happened and change their course of action. This awareness also forces all rolls made against them during that round to be re-rolled.

If the God of Time chooses to rewind another round during the same encounter, there is a cumulative 25% chance that the divinity will fail. If the divinity fails, a shockwave of time doubles back on the god, inflicting 5d8 bludgeoning damage and stripping the god of their divinity until they have taken a long rest.



CONTINGENCY

Invoking Time: 10 minutes

Range: Self

Components: V, S

Duration: 10 days

The God of Time can choose any divinity or spell they can invoke or cast that is 5th level or less, that has a time of 1 action, and that can target themselves. The god invokes that divinity or casts that spell as part of creating a contingency, but the contingent divinity or spell doesn't yet come into effect. Instead, it takes effect when a certain circumstance occurs. The god describes that circumstance when they invoke this divinity. For example, a contingency invoked with water breathing might stipulate that water breathing comes into effect when the god is engulfed in water or a similar liquid.

The contingency takes effect immediately after the circumstance is met for the first time, whether or not the god wants it to take action. And then the contingency ends.

The contingency takes effect only on the God of Time, even if it can normally target others. The god can use only one contingency spell or divinity at a time. If the god invokes this divinity again, the effect of another contingency on them ends. Also, contingency ends on the god if its material component is ever not on their person.

WORD OF RECALL

Invoking Time: 1 action

Range: 5'

Components: V

Duration: Instantaneous

The God of Time and up to five willing creatures within 5' of them instantly teleports to a previously designated space at least 20' wide. Only creatures that were in the location when it was designated are able to travel with the god.

The God of Time and any creatures that teleport with them appear in the nearest unoccupied space to the spot the god designated.

REGENERATION

Invoking Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

The God of Time can touch a creature and not only reverse their wounds, but reverse any new wounds that appear in the future. The target regains 4d8+15

hit points. For the duration of the divinity, the target regains 1 hit point at the start of each of its turns (10 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the God of Time has the severed part and holds it to the stump, the divinity instantaneously causes the limb to knit to the stump.

FORESIGHT

Invoking Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

The God of Time can touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

This divinity immediately ends if the god invokes it again before the duration ends.

TIME STOP

Invoking Time: 1 action

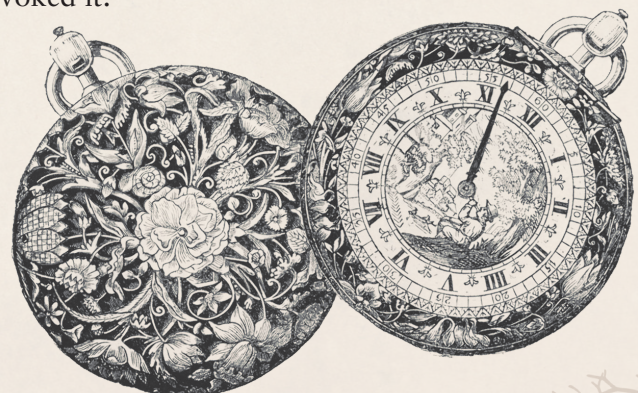
Range: Self

Components: V, S

Duration: Instantaneous

The God of Time can briefly halt the flow of time for everyone but themselves. No time passes for other creatures, while they take 1d4 + 1 turns in a row, during which the god can use actions and move as normal. This divinity ends if one of the actions the god uses during this period, or any effects that they create during this period, affects a creature other than themselves or an object being worn or carried by someone other than them.

Also, the divinity ends if the god moves to a place more than 1,000' from the location where they invoked it.



CHAPTER THREE: DIVINITIES

TRAVEL

Level Features

1	Direction Sense, Skip (10')
2	Skip (30')
3	Teleportation
4	Skip (60')
5	See the Way
6	Teleportation Circle
7	Skip (90')
8	Traveler's Respite
9	Freedom of Movement
10	Skip (120')
11	Contact Other Plane
12	Portals
13	Passwall
14	Scrying
15	Forbiddance
16	Plane Shift
17	Sequester
18	Demiplane
19	Maze
20	Gate, Skip (line of sight)

DIRECTION SENSE

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Travel is always aware what direction they are facing as well as their general location in the world (example, "in the middle of the Torahora desert" or "on the southwestern shore of Brenus.")

SKIP

Invoking Time: 1 movement action

Range: 10'

Components: S

Duration: Instantaneous

The God of Travel can teleport in small jumps, skipping through the Astral Realm and reappearing in any unoccupied space up to 10' away. The god must be able to see the location they are traveling to before they skip.

At Higher Levels: The distance the God of Travel can skip increases to 30' at 2nd level, 60' at 4th level, 90' at 7th level and a maximum of 120' at 10th level.

TELEPORTATION

Invoking Time: 1 action

Range: Special

Components: V, S

Duration: Instantaneous

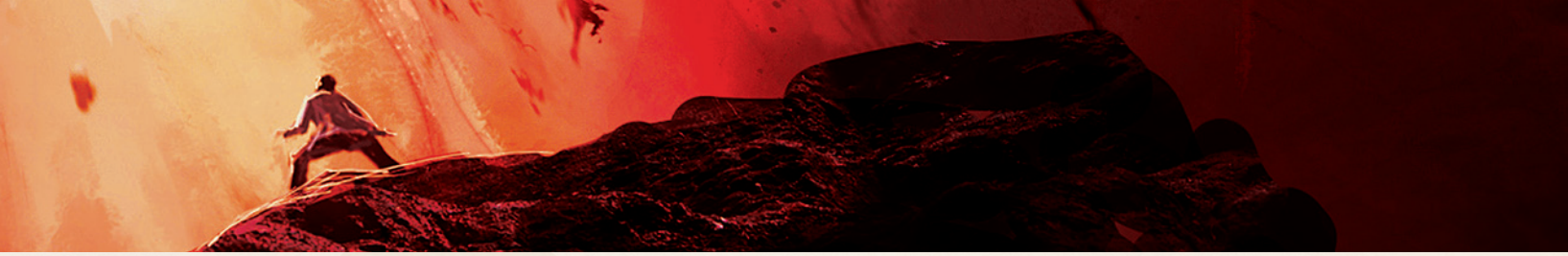
The God of Travel can instantly transport themselves and other creatures of their choice that they can touch, or a single object that they can touch, to a destination that they can see. If the god targets an object, it must be able to fit entirely inside a 10' cube, and it can't be held or carried by an unwilling creature. The god can use a spyglass or magical means of seeing far distances in combination with this ability.

The destination the God of Travel chooses must initially be a location they can see, expanding to full teleportation at higher levels.

At Higher Levels: As the God of Travel increases in power so does their ability to teleport over greater and greater distances.

- **6th Level:** The god can teleport themselves and up to six other people, or one 10' object, to any destination with which they are very familiar (a hometown, a school, a church, or another place they have spent a lot of time).
- **9th Level:** The god can teleport themselves and up to eight other people, or one 10' object, to any destination they have seen casually.
- **12th Level:** The god can teleport themselves and up to eight other people, or one 10' object, to any destination they have been at least once.
- **15th Level:** The god can teleport themselves and up to eight other people, or one 20' object, to any destination according to the chart below.
- **18th Level:** The god can teleport themselves and up to twenty other people, or one 30' object, to any destination that has been described in detail to the god without error.

FAMILIARITY	MISHAP	SIMILAR	NEAR	EXACT
Permanent circle	—	—	—	01-100
Associated object	—	—	—	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100



Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False Description	01-50	51-100	—	—

SEE THE WAY

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration

The God of Travel can touch a road or trail and see every town, city, fort, farm, and village that rests on it. The god can scan up and down the road or path in real time at a rate of 300' per round and see (but not hear) anyone currently traveling on it. If the God focuses on a known individual, creature or item, its exact location will appear to the god if it is currently traveling along that road or path.

TELEPORTATION CIRCLE

Invoking Time: 1 minute

Range: 10'

Components: V, S, M (a circle drawn on the ground and a godstone laid in the center)

Duration: 1 round

As the God of Travel invokes this divinity, they draw a 10' diameter circle on the ground that links their location to a permanent teleportation circle whose sigil sequence they know, and that is on the same plane of existence as the god. A shimmering portal opens within the circle and remains open until the end of the god's next turn. Any creature that enters the portal instantly appears within 5' of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence; a string of magical runes arranged in a particular pattern.

When the god first gains the ability to invoke this divinity, they learn the sigil sequences for two destinations on the Material Plane, determined by the DM. The god can learn additional sigil sequences during their adventures. They can commit a new sigil sequence to memory after studying it for 1 minute. The god can create a permanent teleportation circle by invoking this divinity in the same location every day for one year, or by embedding a godstone large enough to be held with both hands in the center of the new

circle. If the stone is ever destroyed or removed, the circle no longer functions.

TRAVELER'S RESPITE

Invoking Time: 1 minute

Range: Self (10' radius hemisphere)

Components: V, S, M (a godstone large enough to be held with both hands)

Duration: 8 hours

A 10' radius immobile dome of force springs into existence around and above the God of Travel and remains stationary for the duration. The divinity ends if the godstone is removed.

Ten creatures of Medium size or smaller can fit inside the dome. The divinity fails if its area includes a larger creature or more than ten creatures. Creatures and objects within the dome when the God of Travel invokes this divinity can move through it freely. All other creatures and objects are barred from passing through it. Spells, divinities, and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the divinity ends, the God of Travel can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color the god chooses, but it is transparent from the inside.

FREEDOM OF MOVEMENT

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Travel always knows the clearest path through any obstacle and their movement is unaffected by difficult terrain, while spells, divinities and other magical effects can neither reduce their speed nor cause them to be paralyzed or restrained.

The God of Travel can spend 5' of movement to automatically escape from non-magical restraints, such as manacles or a creature that has them grappled. Finally, being underwater imposes no penalties on the god's movement or attacks.



CONTACT OTHER PLANE

Invoking Time: 1 minute

Range: Self

Components: V, S

Duration: 1 minute

The God of Travel can mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane, as long as they are standing in a place where that being has been or passed through before, or if they are in a temple devoted to that being.

Contacting this extraplanar intelligence can strain or even break a divine mind. When the God of Travel invokes this divinity, they must make a DC 15 Intelligence saving throw. On a failure, the god takes 6d6 psychic damage and is insane until they finish a long rest. While insane, they can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A Greater Restoration spell cast on the god ends this effect.

On a successful save, the God of Travel can ask the entity up to five questions. They must ask their questions before the duration ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

PORTALS

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of Travel can connect two locations via a pair of portals that cut across time and space by forging a shortcut through the Astral Realm. Both portals must be placed within 300' of the god of travel.

These portals appear as circles with glowing pink and purple edges up to 10' in diameter. Each circle displays the location it leads to, and travel from one portal to another is possible from either direction. An object or creature that travels through a portal exits from its twin at the same speed it entered (example: an arrow shot through one portal will continue to travel at speed when exiting from the second portal). If a portal overlaps with a physical object, the portal's size is cut short by the object and has no effect on the object.

Any creature who enters a portal immediately exits from the other as if stepping through a painting. On their turn, the God of Travel can move the location, angle, and height of either portal to any point they can see within range. If the god is blinded or otherwise has their vision blocked from either portal, both immediately close.

The God of Travel can choose to hold their action, waiting to use their portals as a defensive measure. This way the god could intercept an attack (like a Lightning Bolt or a dragon's breath attack) and redirect it somewhere else. The god must be the target of the attack and roll a successful DC 15 Dexterity saving throw. A failure means the god takes full damage from the attack with no saving throw.

At Higher Levels: Range increases to 500' at 16th level. At 20th level, the range increases to 1000' and the diameter increases to 20'.

PASSWALL

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: 1 hour

A passage appears at a point of the God of Travel's choice that they can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. The god chooses the dimensions of the opening: up to 5' wide, 8' tall, and 20' deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the divinity are safely ejected to an unoccupied space nearest to the surface on which the God of Travel invoked the divinity.

SCRYING

Invoking Time: 10 minutes

Range: Self

Components: V, S, M (a godstone large enough to be held with both hands)

Duration: Concentration

The God of Knowledge can see and hear a particular creature they choose that is on the same plane of existence as the god. The target must make a Wisdom saving throw vs. the god's Divinity Score, which is modified by how well the god knows the target and the sort of physical connection they have to it. If a target knows the god is invoking this divinity, it can fail the saving throw voluntarily if it wants to be observed.

KNOWLEDGE

SAVE MODIFIER

Secondhand (heard of the target)

+5

Firsthand (met the target)

+0

Familiar (knows the target well)

-5

CONNECTION

SAVE MODIFIER

Likeness or picture

-2

Possession or garment

-5

Body part, lock of hair

-10

CHAPTER THREE: DIVINITIES

On a successful save, the target isn't affected, and the God of Knowledge can't use this divinity against it again for 24 hours. On a failed save, the divinity creates an invisible sensor within 10' of the target. The god can see and hear through the sensor as if it were there. The sensor moves with the target, remaining within 10' of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of a fist. Instead of targeting a creature, the god can choose a location they have seen before as the target of this divinity. The sensor appears at that location and doesn't move.

FORBIDDANCE

Invoking Time: 10 Minutes

Range: Touch

Components: V, S, M (a godstone large enough to be held in both hands)

Duration: 1 Day

The God of Travel creates a ward against magical travel that protects up to 40,000' square space to a height of 30' above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The divinity proofs the area against planar travel and therefore prevents creatures from accessing the area by way of the Astral Plane, Ethereal Plane, or the plane shift spell.

The ward damages types of creatures that the God of Travel chooses when they invoke it. The god chooses one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the divinity's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (the god's choice when they invoke this divinity).

When the God of Travel invokes this divinity, they can designate a password. A creature that speaks the password as it enters the area takes no damage from the divinity.

The divinity's area can't overlap with the area of another forbiddance divinity. If the God of Travel invokes forbiddance every day for 30 days in the same location, the divinity lasts until it is dispelled, and the material components are consumed on the last casting. Whether temporary or permanent, the godstone used as a focus for this divinity must remain within the warded area. If it is removed or destroyed, the divinity ends.

PLANE SHIFT

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Travel and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. The god can specify a target destination in general terms, and they appear at or near that destination.

Alternatively, if the God of Travel knows the sigil sequence of a teleportation circle on another plane of existence, this divinity can take them to that circle. If the teleportation circle is too small to hold all the creatures the god transported, they appear in the closest unoccupied spaces next to the circle.

The god can use this divinity to banish an unwilling creature to another plane. They choose a creature within their reach and makes a melee divinity attack against it. On a hit, the creature must make a Charisma saving throw vs. the god's Divinity Score. If the creature fails this save, it is transported to a random location on the plane of existence they specify. A creature so transported must find its way back to the god's current plane of existence.

SEQUESTER

Invoking Time: 1 action

Range: Touch

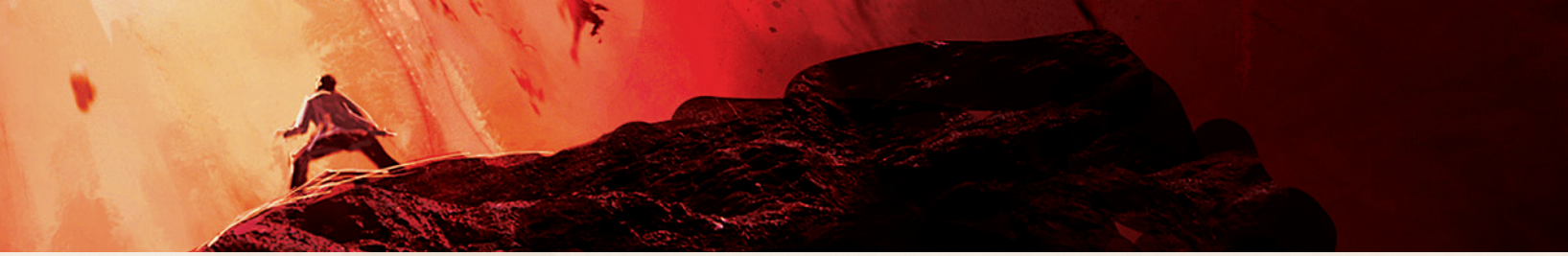
Components: V, S

Duration: Until dispelled

A willing creature or an object can be hidden away, safe from detection for the duration. When the God of Travel invokes this divinity and touches the target, it becomes invisible and can't be targeted by divination spells or divinities, or perceived through scrying sensors created by divination spells or divinities.

If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older.

The God of Travel can set a condition for the divinity to end early. The condition can be anything they choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when a certain god approaches." This divinity also ends if the target takes any damage.



DEMIPLANE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 1 hour

The God of Travel can create a shadowy door on a flat solid surface that they can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30' in each dimension, made of wood or stone. When the divinity ends, the door disappears, and any creatures or objects inside then demiplane remain trapped there, as the door also disappears from the other side.

Each time the God of Travel invokes this divinity, they can create a new demiplane, or have the shadowy door connect to a demiplane they created with a previous invoking of this divinity. Additionally, if the god knows the nature and contents of a demiplane created by another creature, they can have the shadowy door connect to its demiplane instead.

MAZE

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: 10 minutes

The God of Travel can banish a creature that they can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence check vs. the god of Travel's Divinity Score. If it succeeds, it escapes, and the divinity ends (a minotaur or demon automatically succeeds).

When the divinity ends, the target reappears in the space it left or if that space is occupied, in the nearest unoccupied space.

GATE

Invoking Time: 1 action

Range: 60'

Components: V, S, M (godstone large enough to be held with both hands)

Duration: 1 minute

The God of Travel can conjure a portal linking an unoccupied space they can see within range to a precise location on a different plane of existence. The portal is a circular opening, which the god can make from 5 to

20' in diameter. The god can orient the portal in any direction they choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this divinity from opening in their presence or anywhere within their domains.

When the God of Travel invokes this divinity, they can speak the name of a particular creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one the god is on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on the god's side of the portal. The god gains no special power over the creature, and it is free to act as the DM deems appropriate.



Dorro Knott

CHAPTER THREE: DIVINITIES

VITALITY

Level	Features
1	+1 Constitution, Resistance, Superior Vitality
2	Divine Might
3	+1 Constitution
4	Divine Health
5	+1 Constitution
6	Barkskin
7	+1 Constitution
8	Regeneration (Constitution bonus)
9	+1 Constitution
10	Stoneskin
11	+1 Constitution
12	Greater Restoration
13	+1 Constitution
14	Ironskin
15	+1 Constitution
16	Regeneration (Constitution bonus x2)
17	+1 Constitution
18	Mass Heal
19	+1 Constitution
20	Invulnerability

RESISTANCE

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality has permanent resistance to all types of damage, except for psychic damage.

SUPERIOR VITALITY

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

As a divine being, the God of Vitality is not bound by mortal limitations. Their Constitution can be as high as 30 instead of the usual maximum of 20.

DIVINE MIGHT

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality receives their maximum hit points every time they level up.

DIVINE HEALTH

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality is immune to all poisons and diseases.

BARKSKIN

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality's skin turns as hard as bark, providing them with a minimum AC of 16 as a permanent effect.

REGENERATION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality regains hit points at a rate equal to their divinity modifier every round. The god's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the god has the severed part and hold it to the stump, the divinity instantaneously causes the limb to knit to the stump.

At Higher Levels: The damage healed increases to twice the god's divinity modifier at 16th level.

STONESKIN

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality's skin turns as hard as stone. This transformation provides the god with a minimum AC of 18 as a permanent effect.

GREATER RESTORATION

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The God of Vitality can imbue a creature they touch with positive energy to undo a debilitating effect. The god can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores

IRONSKIN

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Vitality's skin turns as hard as iron, providing them with a minimum AC of 20 as a permanent effect.

MASS HEAL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Instantaneous

A flood of healing energy flows from the God of Vitality into injured creatures around them. The god can restore up to 700 hit points, divided as they choose among any number of creatures they can see within range. Creatures healed by this divinity are also cured of all diseases and any effect making them blinded or deafened. This divinity has no effect on undead or constructs.

INVULNERABILITY

Invoking Time: 1 action

Range: Self

Components: None

Duration: Instantaneous

The God of Vitality is immune to all damage types (except for psychic damage).

A weapon or other artifact forged by a god, or a weapon temporarily imbued with divine might inflicts normal damage to the God of Vitality, as does a banesword.

WAR

Level	Features
1	Commanding Strike, Martial Awareness
2	Combat Master
3	Know Thy Enemy
4	Combat Master
5	Rally
6	Combat Master
7	Fighting Style
8	Combat Master
9	+1 Charisma
10	Divine Command, Rally
11	Superior Initiative
12	Combat Master
13	+1 Charisma
14	Combat Master
15	Rally
16	Combat Master
17	Fighting Style
18	Combat Master
19	+1 Charisma
20	Combat Master, Rally

COMMANDING STRIKE

Invoking Time: Always active

Range: 120'

Components: V, S

Duration: Instantaneous

When the God of War can forgo one or more of their attacks to direct their allies to strike. The god chooses one friendly creature per attack sacrificed who can see or hear them. Those creatures can immediately make one weapon attack with a bonus equal to the god's Divinity Modifier.

Higher Levels: At 10th level, targets of Commanding Strike may move their speed before the attack.

MARTIAL AWARENESS

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of War is proficient in all melee and ranged weapons (including unarmed attacks), as well as all

CHAPTER THREE: DIVINITIES

light, medium and heavy armor. The god rolls with advantage on all History checks that involve wars, duels and combat.

COMBAT MASTER

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of War selects one of the following feats every time the Combat Master divinity is listed: Alert, Blade Mastery, Brawny, Charger, Crossbow Expert, Defensive Duelist, Dual Wielder, Fell Handed, Flail Mastery, Grappler, Great Weapon Master, Heavy Armor Master, Inspiring Leader, Light Armor Master, Martial Adept, Medium Armor Master, Mobile, Mounted Combatant, Polearm Master, Resilient, Savage Attacker, Sentinel, Sharpshooter, Shield Master, Spear Mastery, Tavern Brawler, Tough, War Caster, Warhammer Mastery, or Weapon Master.

KNOW THY ENEMY

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Special

As a bonus action, the God of War can study an opponent's mannerisms to gain temporary advantages against them. The god makes an Insight check either against a creature's CR or their level + 5. If successful, the god may choose an ability to gain against that creature. This advantage lasts a number of rounds equal to the god's Divinity Score modifier. The god cannot use this ability on the same creature more than once per day. The god must be able to see their enemy to apply this ability.

- **Awareness:** The god learns about the creature's biology and discerns one piece of knowledge about it: their AC, one saving throw of the god's choice, their current hit points, or one special action they have (if they don't have any the god learns 1 of their attack's statistics)
- **Exposed:** The god finds a weakness in the natural or artificial defenses of their target, reducing its AC to 10 + the target's Dexterity modifier.
- **Habit:** The god notices a tell that the target has when they speak. The god has advantage on all Insight and Charisma checks against the creature and knows if they are lying (unless they are aided by magic or divinity).

- **Pattern:** The god notices a pattern in the target's actions. The target has disadvantage if they try to attack the god.
- **Vulnerability:** The god finds a vulnerable spot on the target's body. This area requires a called shot to hit (adding +5 to the target's AC) and inflicts double damage if successful.

RALLY

Invoking Time: 5 minutes

Range: Self

Components: V, S

Duration: Special

The God of War gives an impassioned speech to rally troops. The god must be within a population of at least 100 creatures that have an intelligence greater than 3 and speak a language the god understands.

The god rolls a d20 + their divinity modifier, +1 for every 100 people that can see and hear the god. The total is the number of people who join the god's crusade. Each volunteer is equal to a guard. The god then rolls d20 + their Divinity Score to determine how many days these followers will remain in their service.

On the last day of service, the God of War can attempt to encourage their troops to stay by making a Charisma saving throw at DC 15. Any attempt to rally a group while another rally is still active is done so at disadvantage and has a minimum DC of 10 (with the total number of troops gained equal to the number rolled above 10). On a failure, the god is also abandoned by his current troops.

Armies do not come without cost. Every soldier gathered requires 1 gold per day. If this financial support is not provided, the divinity ends.

At Higher Levels: At 10th level, the duration troops remain loyal is rolled in weeks instead of days and 1 out of every 10 troops rallied is a Veteran. At 15th level, all troops that can see and hear the God of War use the god's Initiative bonus and a bonus Scout is gained for every 10 troops rallied. At 20th level, all veterans are replaced with Knights (each equipped with armor, weapons, and a warhorse) and soldiers rallied use the god's divinity modifier as their attack bonus if it is higher than their current attack bonus.

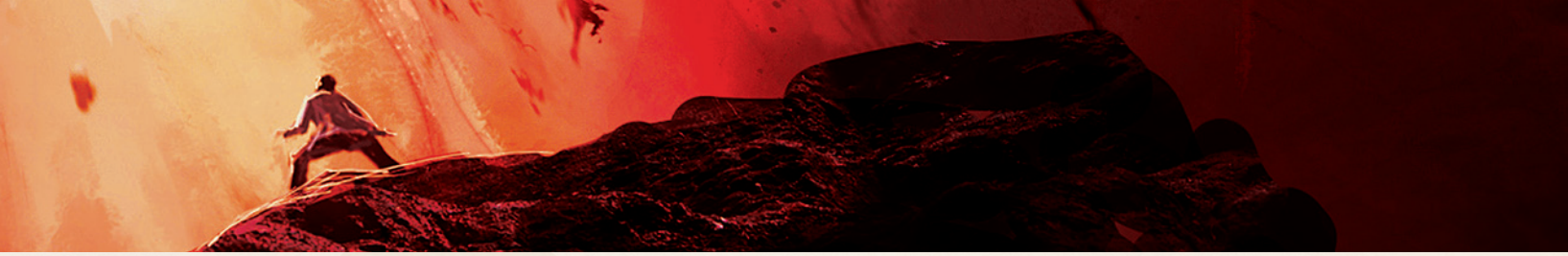
GUARD

Medium humanoid (any race), any alignment

Armor Class: 16 (chain shirt, shield)

Hit Points: 11 (2d8 + 2)

Speed: 30'



STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (0)	11 (0)	10 (0)

- **Skills:** Perception +2
- **Senses:** passive Perception 12
- **Languages:** any one language (usually Common)

ACTIONS

- **Spear:** Melee or Ranged Weapon Attack: +3 to hit, reach 5' or range 20/60', one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

FIGHTING STYLE

Invoking Time: Always active

Range: Self

Components: S

Duration: Permanent

The God of War is a master of all styles of combat. If the god is already a Fighter, these stack with their class and provide them additional flexibility in combat.

DIVINE COMMAND

Invoking Time: Always active

Range: Special

Components: V, S

Duration: Permanent

All forces under the God of War's command are immune to fear and gain advantage vs. any attempts to mentally or magically control them.

SUPERIOR INITIATIVE

Invoking Time: Always active

Range: 60'

Components: V, S

Duration: Permanent

All allies within range that can see and hear the God of War gain advantage on their Initiative rolls. If the god's bonus is higher than their own, the soldiers roll with the god's Initiative bonus.

WATER

Level	Features
1	Shape Water, Water Adaptation
2	Fast Swim
3	Water Walking
4	Water Blast
5	Water Shield
6	Control Water, Swim at 2x Speed
7	Drown
8	Air Pocket
9	Summon Water Elemental
10	Water Form
11	Scrying Pool
12	Swim at 4x Speed
13	Ice Glide
14	Ice Blast
15	Ice Form
16	Swim at 6x Speed
17	Tsunami
18	Blood Boil
19	Desiccation
20	Water Teleportation

SHAPE WATER

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Water can manipulate an area of water that would fit within a 10' cube at a range 120' in the following ways:

- Instantaneously move or otherwise change the flow of the water as the god directs, up to 5' in any direction. This movement doesn't have enough force to cause damage.
- Cause the water to form into simple shapes and animate at the god's direction. This change lasts for 1 hour.
- Change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- Freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

CHAPTER THREE: DIVINITIES

If the God of Water invokes this divinity multiple times, they can have no more than two of its non-instantaneous effects active at a time, and they can dismiss such an effect as an action.

WATER ADAPTATION

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Water is adapted to an aquatic environment, allowing them the following abilities:

- **Breathe Water:** The god can breathe water as if it was air. By kissing another character, the god can pass on this ability for 1 hour.
- **Dive From Any Height:** Provided that the god is entering a body of water at least 100' across, they may dive into it from any height and at any speed, receiving no damage as water rises to great them and cushions their fall.
- **Freedom of Movement:** The god moves freely in water and does not suffer disadvantage when attacking or rolling ability checks.

FAST SWIM

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

At second level, the God of Water can swim at their full movement speed by manipulating the water and currents around them.

At Higher Levels: The rate the god can swim increases to 2x their speed at 6th level, 4x speed at 12th level, and 6x speed at 16th level.

WATER WALKING

Invoking Time: Always active

Range: Self

Components: V, S

Duration: Permanent

By solidifying the liquid beneath their feet, the God of Water can traverse water, snow, and ice as if it was solid ground with no penalty to movement. They can extend this ability to up to 10 willing people within 30'.

WATER BLAST

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Instantaneous

The God of Water can generate powerful blasts of water that inflict 4d6 bludgeoning damage. Creatures struck that are Medium sized or smaller must make a Strength check against the god's Divinity Score or be knocked back 10'. If there is a body of water within 30' of the god they can draw from it, increasing damage from the blast to 8d6 and forcing those struck to roll with disadvantage to avoid being knocked back.

WATER SHIELD

Invoking Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration

The God of Water can create a 5' wide shield of swirling liquid that deflects incoming missiles and forces melee attacks directed at the god to roll with disadvantage. If the player has access to a body of water within 30', they can expand this shield to a 10' dome. Each round after, they can use a bonus action to increase the dome in size by 10' per round.

The shield extinguishes all non-magical fires that come into contact with it. If magical fire or heat is directed at the shield, the God of Water must make a divinity check (DC half the damage inflicted by the fire), or their shield/dome collapses. If a powerful freezing attack strikes the shield, like a Cone of Cold, it becomes a solid bubble of ice and absorbs all damage from the attack.

CONTROL WATER

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of Water can control any free standing water inside an area they choose that is a cube up to 100' on a side. They can choose from any of the following effects. As an action on their turn, the god can repeat the same effect or choose a different one.

- **Flood:** The God of Water can cause the level of all standing water in the area to rise by as much as 20'. If the area includes a shore, the flooding water spills over onto dry land. If they choose an area in a large body of water, the god instead creates a 20' tall wave



that travels from one side of the area to the other and then crashes down. Any Huge or smaller creatures in the wave's path are carried with it to the other side. Any Huge or smaller vessels struck by the wave have a 25% chance of capsizing

The water level remains elevated until the spell ends or the god chooses a different effect. If this effect produced a wave, the wave repeats on the start of their next turn while the flood effect lasts.

- **Part Water:** The god causes water in the area to move apart and create a trench. The trench extends for as far as the god can see and wishes for it to extend, and the separated water forms a wall to either side. The trench remains as long as the god remains focused. Once control over the water is released, it fills in the trench over the course of the next round until the normal water level is restored.
- **Redirect Flow:** The god can cause flowing water in the area to move in a direction they choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as the god directs it, but once it moves beyond the divinity's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction the god chooses until the duration ends or they choose a different effect.
- **Whirlpool:** This effect requires a body of water at least 50' square and 25' deep. The god summons a whirlpool in the center of the area. The whirlpool descends from the surface into a vortex that is 5' wide at the base, up to 50' wide at the surface, and 25' tall. Any creature or object in the water and within 25' of the vortex is pulled 10' toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against the god's Divinity Score.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw vs. the God of Water's Divinity Score. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the divinity ends. On a successful save, the creature takes half damage and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

DROWN

Invoking Time: 1 action

Range: 300'

Components: V, S

Duration: Concentration

The God of Water can force up to ten creatures they can see within range to make a Strength check against their Divinity Score. The water at least twice as deep as the creatures are tall and they must be within 60' of each other. Those who fail their check immediately begin drowning.

AIR POCKET

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes or Concentration

The God of Water can create an air pocket under water that expands 10' out from the god and can hold up to 10 people and provide them breathable air. The pocket is cube shaped with rounded corners and a solidified floor similar to when the god walks on water.

SUMMON WATER ELEMENTAL

Invoking Time: 1 minute

Range: 90'

Components: V, S

Duration: 1 hour

The God of Water can call forth an elemental servant. The god chooses an area of water that fills a 10' cube within range. An elemental of challenge rating 5 or lower appropriate to the area the god chooses appears in an unoccupied space within 10' of it (a water elemental could emerge from a lake or well, rise from a snowbank, or even materialize out of a heavy downpour). The elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The elemental is friendly to the God of Water and their companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that the god 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. The DM has the elemental's statistics.

At Higher Levels: The god can summon a Greater Water Elemental at 14th level and a Superior Water Elemental at 18th level (see Chapter Five: Creatures).

CHAPTER THREE: DIVINITIES

WATER FORM

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

At tenth level, the God of Water gains the ability to transform their entire body into liquid as a standard action. The god retains the ability to speak and use their other divinities while in this form, but cannot wield weapons and armor or cast magic. While in this form the god gains the following abilities:

- **Immunity:** While in liquid form, the god is immune to non-magical Piercing, Bludgeoning, and Slashing damage.
- **Resistance:** Magical weapons inflict half damage to the god while divine weapons and artifacts inflict full damage.
- **Vulnerability:** The god rolls with disadvantage against lightning damage.
- **Waterspout:** The god can summon a column of liquid beneath them, becoming a large creature that moves at a base speed of 60'. In this form, the god ignores all terrain penalties and counts as their own source of liquid for Water Blasts and Water Shields.
- **Healing Waters:** If the god can submerge themselves in a body of water at least 100' across, they immediately regain all hit points as well as the effects of a *Greater Restoration* spell. The god is not able to regain health from water they generate.

SCRYING POOL

Invoking Time: 1 minute

Range: Touch

Components: S

Duration: Concentration

By tracing their fingers across a pool of water and concentrating for 1 minute, the God of Water can see any location they have seen before that connects to that body of water. The god becomes aware of anyone they know who is currently near, on, or in that body of water, and can listen and watch that person as if they had cast Clairvoyance.

ICE GLIDE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration (the ice melts after 1 minute)

The God of Water can freeze water vapor in the air

around them to create a 5' wide continuous path of ice, allowing the god to glide across the ground at a rate of 60'. This glazing of ice removes any terrain penalty for the god while creating a terrain penalty for everyone else.

ICE BLAST

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Instantaneous

A projection of supercooled water and ice explodes from the God of Water, inflicting 6d6 cold damage as a ranged attack. If successful, the target must make a Dexterity save vs. the god's Divinity Score or be encased in ice.

Each round a creature is trapped within ice they can make a Strength save at DC 16 to try and break out. Each round a target spends encased, they must make a Constitution save vs. the god's Divinity Score or take on a level of exhaustion at the beginning of their next turn.

If the God of Water is within 30' of a source of water at least 100' across, the Ice Blast increases to 8d6 cold damage.

ICE FORM

Invoking Time: 1 action

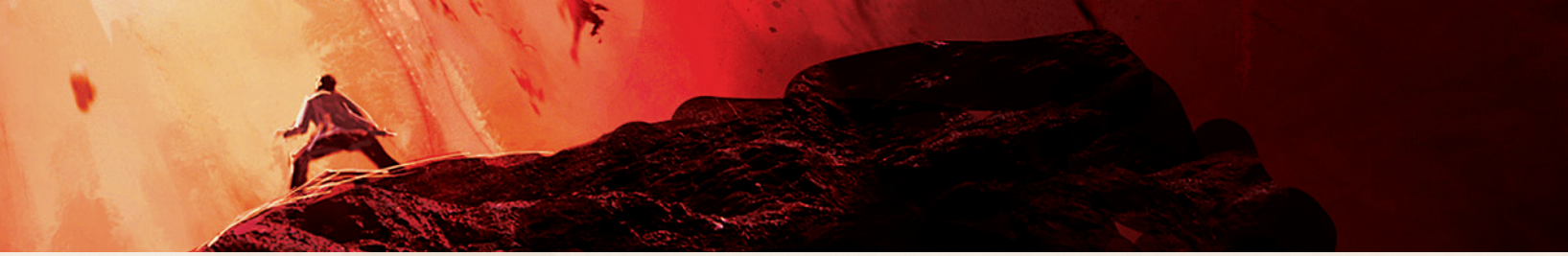
Range: Self

Components: V, S

Duration: Concentration

At fifteenth level, the God of Water can transform their body into solid living ice. The god retains the ability to speak and use their other divinities while in this form, but cannot wield weapons and armor or cast magic. While in this form, the god gains the following abilities:

- **Resistance:** The god takes half damage from piercing and slashing weapons.
- **Cold Regeneration:** Cold-based attacks heal the god and can temporarily increase their maximum hit points as long as they remain in ice form. The god's own cold-based spells and divinities do not add to this total or heal damage.
- **Heavy Hitter:** Damage from Ice Blasts increases to 10d6.
- **Create Ice:** The God of Water can create forms of solid ice at a rate of 10'x10' cubes per round in any shape or configuration they can imagine, as long as the creation is anchored to a solid point.



TSUNAMI

Invoking Time: 1 action

Range: Line of sight

Components: V, S

Duration: 6 rounds

A wall of water springs into existence at any point the God of Water can see. They can make the wall up to 300' long, 300' high, and 50' thick. The wall lasts for 6 rounds.

When the wall appears, each creature within its area must make a Strength saving throw vs. the god's Divinity Score. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of the god's turns after the wall appears, the wall, along with any creatures in it, moves 50' away from the god. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw vs. the god's Divinity Score or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50', and the damage creatures take from the divinity on subsequent rounds is reduced by 1d10. When the wall reaches 0' in height, the divinity ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, the creature must make a successful Strength (Athletics) check against the god's Divinity Score to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

BLOOD BOIL

Invoking Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration

By focusing their divinity on the water inside a living creature they can see within range, the god can cause the target's blood to boil, inflicting 6d6 damage per round. Those targeted must make a Constitution save against the god's Divinity Score to take any action the following round. Otherwise, they are wracked with pain and unable to take any actions for the rest of the round.

DESICCATION

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Instantaneous

The God of Water can draw moisture from every creature in a 30' cube centered on a point they choose within range. Each creature in that area must make a Constitution saving throw vs. the god's Divinity Score. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

WATER TELEPORTATION

Invoking Time: 1 action

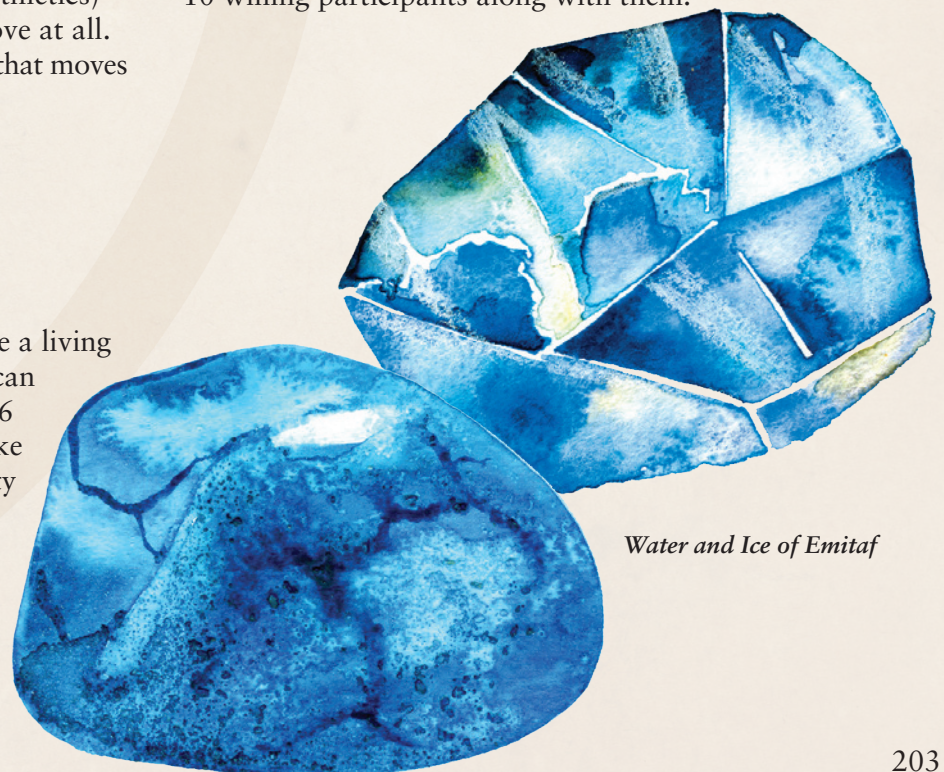
Range: Special

Components: V, S, M (godstone large enough to be held with both hands)

Duration: Instantaneous

The God of Water can teleport to any location that is familiar to them, and within or on the edge of a body of water, so long as the god is also in contact with that body of water.

This movement is unerring and instantaneous. By taking a full minute to swirl water around a godstone placed on the shore, the God of Water can take up to 10 willing participants along with them.



Water and Ice of Emitaf

CHAPTER THREE: DIVINITIES

WILD

Level	Features
1	Entangle, Pass Without Trace
2	Wildvision
3	Lycanthropy (Wererat)
4	+2 Constitution
5	Solitude
6	Lycanthropy (Werewolf)
7	Nondetection
8	Plant Growth
9	Lycanthropy (Weretiger)
10	Hallucinatory Terrain
11	Mislead
12	Lycanthropy (Werebear)
13	Wilding
14	Forbiddance
15	Lycanthropy (Wererhino)
16	True Seeing
17	Lycanthropy (Werehawk)
18	Lycanthropy (Wereshark)
19	Lycanthropy (Wereasaur)
20	Lycanthropy (Weredragon)

ENTANGLE

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Concentration

Grasping weeds and vines sprout from the ground in a 20' square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when the God of the Wild invokes this divinity must succeed on a Strength saving throw vs. the god's Divinity Score or be restrained by the entangling plants until the divinity ends. A creature restrained by the plants can use its action to make another Strength check. On a success, it frees itself.

When the divinity ends, the conjured plants wilt away.

PASS WITHOUT TRACE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

A veil of shadows and silence radiates from the God of the Wild, masking them and their companions from detection. For the duration, each creature the god selects within 30' of them (including the god) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

WILDEVISION

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: Concentration

The God of the Wild gains darkvision out to a range of 120' feet.

SOLITUDE

Invoking Time: Always active when in the wild

Range: Self

Components: None

Duration: Continuous

When the God of Wild is in a place where people have not settled (no villages, no roads, no fences or other permanent structures), their senses become attuned with their surroundings.

The god gains Tremorsense out to a range of 60' and has advantage to spot any creatures who are hidden by natural cover. They also have advantage on all Survival rolls.

LYCANTHROPY

Invoking Time: 1 action

Range: Self

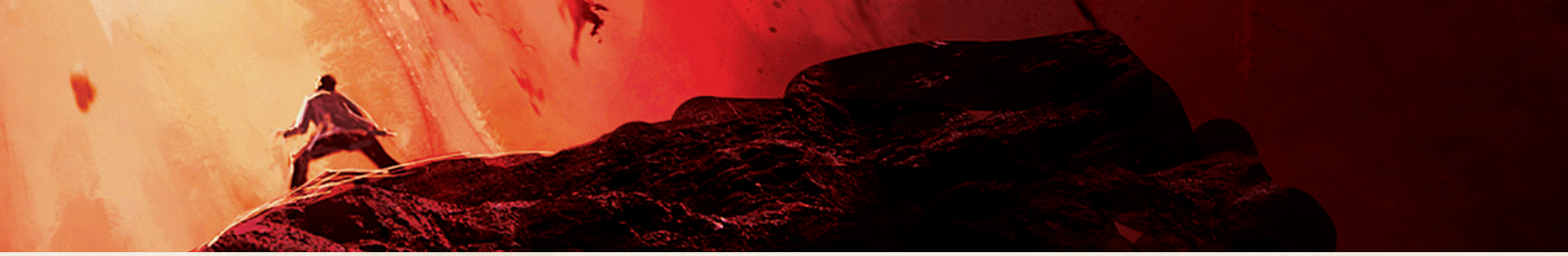
Components: S

Duration: Special

The God of the Wild can use their action to Polymorph into a lycanthrope, or back into its true form. Any equipment the god is wearing or carrying isn't transformed. The god reverts to its true form if it dies.

While the god is transformed, the following rules apply:

The God of the Wild's game statistics are replaced by the statistics of the lycanthrope



they have chosen, but retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. The god also recalls all of their skill and saving throw proficiencies, in addition to gaining those of the lycanthrope. If the lycanthrope has the same proficiency as the god and the bonus in its stat block is higher than the god's, use the lycanthrope's bonus instead of theirs.

If the God of the Wild is wounded while in lycanthrope form and assumes the shape of another lycanthrope before taking a short rest, that creature is equally wounded. For example: if the god was fighting as a werebear and lost 25 hit points while in bear form, and then turned into a weretiger, that weretiger would also be down 25 hit points. The god cannot choose a form with a hit point maximum that is less than the damage they have received while in lycanthrope form. Upon taking a short rest, this damage resets to zero.

When the God of the Wild transforms, they assume the lycanthrope's hit points and hit dice. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. However, if they revert as a result of dropping to 0 hit points, any excess damage carries over to their natural form.

If the god is reduced to 0 hit points while in a lycanthrope form, they cannot assume another lycanthrope form until they have taken a short rest.

The God of the Wild can cast spells and speak as normal in their lycanthrope form. Transforming doesn't break the god's concentration on a divinity they have invoked or spell they have cast, nor does it prevent them from taking actions that are part of a spell or divinity, such as call lightning, that they've already cast or invoked.

The God of the Wild retains the benefit of any features from their class, race, or other source and can use them if the new form is physically capable of doing so. However, they can't use any of their special senses, such as darkvision, unless their lycanthrope form also has that sense.

While in any lycanthrope form, the god is immune to bludgeoning, piercing, and slashing damage from non-magical attacks not made with silvered weapons. The God of the Wild gains access to more lycanthrope forms as they gain in level.

CHAPTER THREE: DIVINITIES

WERERAT

AC: 12, HP: 33, Speed: 30'
STR: 10 (+0), DEX: 15 (+2), CON: 12 (+1)

- **Senses:** darkvision 60'
- **Skills:** Perception +2, Stealth +4, passive perception: 12
- **Keen Smell:** Advantage on Wisdom (Perception) checks that rely on smell.
- **Bite:** +4 to hit, reach 5', one target, 1d4+2 piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

WEREWOLF

AC: 12, HP: 58, Speed: 30'
STR: 15 (+2), DEX: 13 (+1), CON: 14 (+2)

- **Skills:** Perception +4, passive perception: 14
- **Keen Hearing and Smell:** Advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Bite:** +4 to hit, reach 5', one target, 1d8+2 piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.
- **Claws:** +4 to hit, reach 5', one creature, 2d4+2 slashing damage.

WERETIGER

AC: 12, HP: 120, Speed: 30'
STR: 17 (+3), DEX: 15 (+2), CON: 16 (+3)

- **Senses:** darkvision 60'
- **Skills:** Perception +5, Stealth +4, passive perception: 15
- **Keen Hearing and Smell:** advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Pounce:** If the weretiger moves at least 15' 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 weretiger can make one bite attack against it as a bonus action.
- **Bite:** +5 to hit, reach 5', one target, 1d10+3 piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.
- **Claw:** +5 to hit, reach 5', one target, 1d8+3 slashing damage.

WEREBEAR

AC: 11, HP: 135, Speed: 40' (climb 30')
STR: 19 (+4), DEX: 10 (+0), CON: 17 (+3)

- **Skills:** Perception +7
- **Keen Smell:** The werewolf has advantage on Wisdom (Perception) checks that rely on smell.
- **Bite:** +7 to hit, reach 5', one target, 2d10+4 piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with were bear lycanthropy.
- **Claw:** +7 to hit, reach 5', one target, 2d8+4 slashing damage.

WERERHINO

AC: 11, HP: 165, Speed: 40'
STR: 21 (+5), DEX: 8 (-1), CON: 15 (+2)

- **Charge:** If the wererhino moves at least 20' straight toward a target and hits with a gore attack on the same turn, the target takes an extra 2d8 bludgeoning damage. If the target is a Medium or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.
- **Gore:** +7 to hit, reach 5', one target. Hit: 2d8+5 bludgeoning damage.

WERESHARK

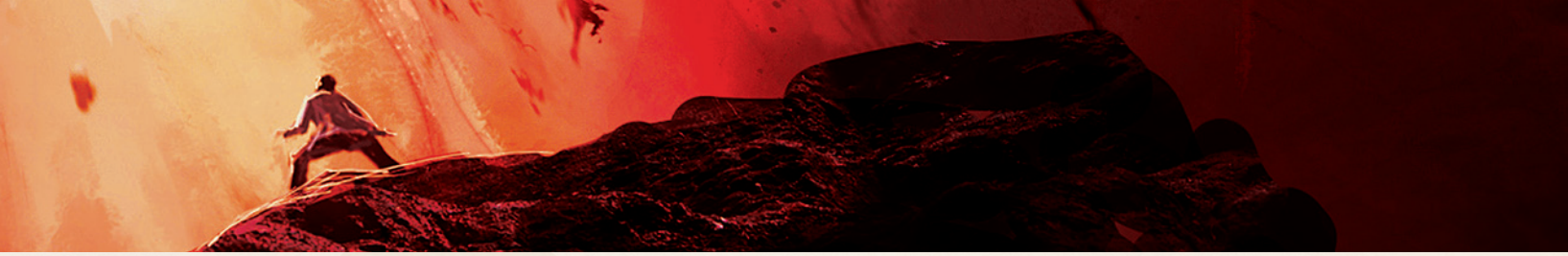
AC: 13, HP: 150, Speed: 30' (swim 50')
STR: 23 (+6), DEX: 11 (+0), CON: 21 (+5)

- **Senses:** blindsight 60'
- **Skills:** Perception +3
- **Blood Frenzy:** The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.
- **Water Breathing:** The wereshark can breathe underwater.
- **Bite:** +9 to hit, reach 5', one target. Hit: 3d10+6 piercing damage.

WEREHAWK

AC: 13, HP: 62 Speed: 30' (fly 120')
STR: 17 (+3), DEX: 17 (+3), CON: 14 (+2)

- **Skills:** Perception +3
- **Keen Sight:** Advantage on Wisdom (Perception) checks that rely on sight.
- **Beak:** +5 to hit, reach 5', one target. Hit: 1d8+3 piercing damage.
- **Talons:** +5 to hit, reach 5', one target. Hit: 2d8+3 slashing damage.



WEREASAUR

AC: 13, HP: 180 Speed: 50'
STR: 25 (+7), DEX: 10 (+0), CON: 19 (+4)

- **Skills:** Perception +4
- **Bite:** +10 to hit, reach 5', one target. Hit: 3d12+7 piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the wereasaur can't bite another target.
- **Tail:** +10 to hit, reach 10', one target. Hit: 2d8+7 bludgeoning damage.

WEREDRAGON

AC: 19, HP: 215 Speed: 40' (climb 40')
STR: 27 (+8), DEX: 10 (+0), CON: 25 (+7)

- **Skills:** Perception +8
- **Senses:** blindsight 60', darkvision 120'
- **Bite:** +14 to hit, reach 15', one target. Hit: 2d10+8 piercing damage plus 2d6 fire damage.
- **Claw:** +14 to hit, reach 5', one target. Hit: 2d6+8 slashing damage.
- **Tail:** +14 to hit, reach 10', one target. Hit: 2d8+8 bludgeoning damage.
- **Fire Breath (Recharge 5-6):** The weredragon exhales fire in a 60' cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 10d6 fire damage on a failed save, or half as much damage on a successful one.

NONDETECTION

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

For the duration, The God of the Wild hides a target that they touch from divination magic. The target can be a willing creature or a place or an object no larger than 10' in any dimension. The target can't be targeted by any divination magic or divinity or perceived through magical scrying sensors.

PLANT GROWTH

Invoking Time: 1 action or 8 hours

Range: 150'

Components: V, S

Duration: Instantaneous

This divinity channels vitality into plants within a specific area. There are two possible uses for the divinity, granting either immediate or long-term benefit.

If the God of the Wild invokes this divinity using 1 action, they select a point within range. All normal plants in a 100' radius centered on that point become thick and overgrown. A creature moving through the area must spend 4' of movement for every 1' it moves. The god can exclude one or more areas of any size within the divinity's area from being affected.

If the God of the Wild invokes this divinity over 8 hours, they enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

HALLUCINATORY TERRAIN

Invoking Time: 10 minutes

Range: 300'

Components: V, S

Duration: 24 hours

The God of the Wild makes natural terrain in a 150' cube in range look, sound, and smell like some other sort of natural terrain. Open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against the God of the Wild's Divinity Score to disbelieve it. A creature who discerns the illusion for what it is sees it as a vague image superimposed on the terrain.

MISLEAD

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of the Wild becomes invisible at the same time that an illusory double of them appears where they are standing. The double lasts for the duration, but the invisibility ends if the god attacks, casts a spell, or invokes a divinity.

The God of the Wild can use their action to move their illusory double up to twice their speed and make it gesture, speak, and behave in whatever way they choose.

The God of the Wild can see through its eyes and

CHAPTER THREE: DIVINITIES

hear through its ears as if they were located where it is. On each of the god's turns as a bonus action, they can switch from using its senses to using their own, or back again. While the god is using the duplicate's senses, they are blinded and deafened in regard to their own surroundings.

WILDING

Invoking Time: 1 round

Range: 60'

Components: V, S

Duration: Instantaneous

By targeting a creature that has been summoned or awakened by magic or divinity, the God of the Wild can attempt to return them to their natural state. The creature who summoned or awakened the target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the bond shatters.

- **Summoned Creatures:** Summoned Creatures immediately return to their plane of existence. For those that came from the same plane as the summoner, they scatter in fear and confusion, running away at full speed.
- **Awakened Creatures and Animal Companions:** Creatures and plants that have been given sentience by magical or divine means revert to their former states. The creature may remain friendly with those they were bonded (Animal Handling check DC 12)

FORBIDDANCE

Invoking Time: 10 minutes

Range: Touch

Components: V, S, M (a godstone large enough to be held with both hands)

Duration: 1 day

The God of the Wild creates a ward against magical travel that protects an area of wilderness up to 40,000' square to a height of 30' above the ground. For the duration, creatures can't teleport into the area or use portals, such as those created by the gate spell, to enter the area. The divinity proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Astral Plane or Ethereal Plane, or the plane shift spell.

The divinity damages types of one or more creatures that the God of the Wild chooses when they invoke it: celestials, elementals, fey, fiends, or the undead. When a chosen creature enters the divinity's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (the god's choice).

When the God of the Wild invokes this divinity, they can designate a password. A creature that speaks the password as it enters the area takes no damage from the divinity.

The divinity's area can't overlap with the area of another Mark of the Wild. If the god invokes this divinity every day for 30 days in the same location, it lasts until it is dispelled. If the godstone is removed or destroyed, the divinity ends.

TRUE SEEING

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This divinity gives any willing creature the God of the Wild touches the ability to see things as they actually are. For the duration, the creature has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

WILL

Level	Features
1	Divine Will
2	Suggestion
3	Comprehend Languages
4	Enthrall
5	Detect Thoughts
6	Hold Person
7	+1 Wisdom
8	Telepathy
9	+1 Intelligence
10	Mass Suggestion
11	+2 Constitution
12	Divine Will
13	+1 Intelligence
14	+1 Wisdom
15	Glibness
16	Mind Blank
17	Feeblemind
18	Dominate Monster
19	Mindtrap
20	Hivemind



DIVINE WILL

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Will has advantage on all saving throws to resist being charmed by magic and divinity or tricked by illusions generated by magic or divinity.

At Higher Levels: At 12th level the god gains Superior Will and is immune to all magical and divine attempts to influence or manipulate their thoughts.

SUGGESTION

Invoking Time: 1 action

Range: 30'

Components: V

Duration: Concentration

The God of Will suggests a course of activity (limited to a sentence or two) and magically influences a creature they can see within range that can hear and understand them. Creatures that can't be charmed are immune to this effect.

The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the divinity.

The target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, it pursues the course of action the god described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the divinity ends when the subject finishes what it was asked to do.

The God of Will can also specify conditions that will trigger a special activity during the duration. For example, they might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the divinity expires, the activity isn't performed.

If the god or any of their companions damage the target, the divinity ends.

COMPREHEND LANGUAGES

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Will can understand any language spoken by creatures they can hear within 120' and can respond in kind. This divinity does not grant the god the ability to read and write in those languages.

ENTHRALL

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Will weaves a distracting string of words. Creatures of the god's choice they can see within range, and that can hear them, roll a Wisdom save vs. the god's Divinity Score. Creatures that cannot be charmed succeed on this saving throw automatically. If the god or their companions are fighting a creature, it has advantage on the save.

On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than the god until the divinity ends or until the target can no longer hear them. Those enthralled are unwilling to turn away from the god but can be forcefully pulled or shaken out of the thrall. The divinity ends if the god is incapacitated or can no longer speak.

SUGGESTION

Invoking Time: 1 action

Range: 30'

Components: V

Duration: 8 hours

The God of Will suggests a course of activity (limited to a sentence or two) and influences a creature they can see within range that can hear and understand them. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the divinity.

The target must make a Wisdom saving throw vs. the God of Will's Divinity Score. On a failed save, the target pursues the course of action described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the divinity ends when the subject finishes what it was asked to do.

The God of Will can also specify conditions that will trigger a special activity during the duration. For example, they might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the duration expires, the activity isn't performed.

If the god or any of their companions damages the target, the ability ends.

DETECT THOUGHTS

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

The God of Will can read the thoughts of certain creatures. They can focus their mind on any one creature they can see. If the creature they choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

The God of Will initially learns the surface thoughts of the creature; what is most on its mind at that moment. As an action, The god can either shift their attention to another creature's thoughts or attempt to probe deeper into the same creature's mind.

If the god probes deeper, the target makes a Wisdom saving throw vs. their Divinity Score. If the target fails, the god gains insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If the creature succeeds, the divinity ends. The target knows that the god is probing into its mind, and unless they shift their attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by the god's divinity modifier check; if the target succeeds, the connection ends.

The god can also use this ability to detect the presence of thinking creatures they can't see, searching for their thoughts within 120'. The divinity can penetrate barriers, but 2' of rock, 2' of any metal other than lead, or a thin sheet of lead blocks the connection. They can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once the god detects the presence of a creature in this way, they can read its thoughts, even if they can't see it, but it must still be within range.

HOLD PERSON

Invoking Time: 1 action

Range: 120'

Components: V, S

Duration: Concentration

The God of Will chooses a humanoid they can see within range. The target must succeed on a Wisdom saving throw vs. the god's Divinity Score or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the target is released.

At Higher Levels: The God of Will can affect two targets at 8th level, three at 10th level, four at 12th level, five at 14th level, six at 16th level, seven at 18th level, and eight at 20th level. All the targets must be within 30' of each other.

TELEPATHY

Invoking Time: 1 action

Range: Unlimited

Components: V, S

Duration: Concentration

The God of Will creates a telepathic link between themselves and a willing creature with which they are familiar. The creature can be anywhere on the same plane of existence as the god. The connection ends if the god or the target is no longer on the same plane. Until the divinity ends, the god and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link. The target recognizes the god as the creature with which it is communicating. The divinity enables a creature with an Intelligence score of at least 1 to understand the meaning of the god's words and take in the scope of any sensory messages they send to it.

MASS SUGGESTION

Invoking Time: 1 action

Range: 60'

Components: V

Duration: 24 hours

The God of Will suggests a course of activity (limited to a sentence or two) and magically influences up to twelve creatures of their choice that they can see within range and that can hear and understand them. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the divinity.

Each target must make a Wisdom saving throw vs. the God of Will's Divinity Score. On a failed save, it pursues the course of action the god described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the divinity ends when the subject finishes what it was asked to do. The god can also specify conditions that will trigger a special activity during the duration. For example, the god might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the divinity ends, the activity isn't performed.

If the God of Will or any of their companions damage a creature affected by this spell, the divinity ends for that creature.

At Higher Levels: At 15th level, the duration increases to 10 days and at 20th level, the duration is 30 days.

GLIBNESS

Invoking Time: 1 action

Range: Unlimited

Components: V, S

Duration: Concentration

Until the divinity ends, when the God of Will makes a Charisma check, they can replace the number rolled with a 15. Additionally, no matter what the god says, magic or divinity that would determine if they are telling the truth indicates that they are indeed truthful.

MIND BLANK

Invoking Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

Until the divinity ends, one willing creature the God of Will touches is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The divinity even foils wish spells and magics or effects of similar power used to affect the target's mind or to gain information about the target.

FEEBLEMIND

Invoking Time: 1 action

Range: 150'

Components: V, S

Duration: Instantaneous

The God of Will blasts the mind of a creature that they can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw vs. the god's Divinity Score.

On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, invoke divinities, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify friends, follow them, and even protect them.

At the end of every 30 days, the creature can repeat its saving throw against this divinity. If it succeeds, the divinity ends. A target that succeeds on a saving throw against this divinity has advantage on future attempts for the next 24 hours. This divinity can also be ended by *Greater Restoration*, *Heal*, or *Wish*.

DOMINATE MONSTER

Invoking Time: 1 action

Range: 60'

Components: V, S

Duration: Concentration

The God of Will can attempt to beguile a creature they can see within range. The creature must succeed on a Wisdom saving throw vs. the god's Divinity Score or

be charmed by them for the duration. If the god or creatures that are friendly to the target are fighting it, the creature has advantage on the saving throw.

While the creature is charmed, the god has a telepathic link with it as long as the two of them are on the same plane of existence. The god can use this telepathic link to issue commands to the creature while they are conscious (no action required), which it does its best to obey. The god 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 them, it defends and preserves itself to the best of its ability.

The god can use their action to take total and precise control of the target. Until the end of the god's next turn, the creature takes only the actions they choose and doesn't do anything that they don't allow it to do. During this time, the god can cause the creature to use a reaction, but this requires the god to use also their reaction.

Each time the target takes damage, it makes a new Wisdom saving throw against the god's Divinity Score. If it succeeds, the divinity ends.

At Higher Levels: At 19th level the duration of this divinity increases to 8 hours, and at 20th level it increases to 24 hours.

MINDTRAP

Invoking Time: 1 minute

Range: 60'

Components: V, S, M (see below)

Duration: Until dispelled

The God of Will creates a series of mental mazes to lock a creature that they can see within range inside their own mind. The target must succeed on a Wisdom saving throw against the god's Divinity Score or be bound by the divinity; if it succeeds, it is immune to this divinity if the god invokes it again. While affected by this divinity, the creature's body is transported into the Ethereal Realm and doesn't need to breathe, eat, or drink, and it doesn't age.

The divinity strands the creature inside a prison of their own mind. The prison can be a labyrinth, a cage, a tower, or any similar confined structure or area of the god's choice.

During the invoking of this divinity, in any of its versions, the God of Will can specify a condition that will cause the duration to end and release the target. The condition can be as precise or as elaborate as they choose, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or deity but otherwise must be based on observable actions or qualities and not based on intangibles such

as level, class, or hit points.

A Dispel Magic spell can end the divinity only if it is cast at 9th-level, targeting either the prison or the special component used to create it, or the god who invoked it.

The god can only create one prison at a time. If they invoke the divinity again, the target of the first invocation is immediately released.

HIVEMIND

Invoking Time: 1 action

Range: 60'

Components: V, S, M (a godstone large enough to be held in both hands)

Duration: Concentration

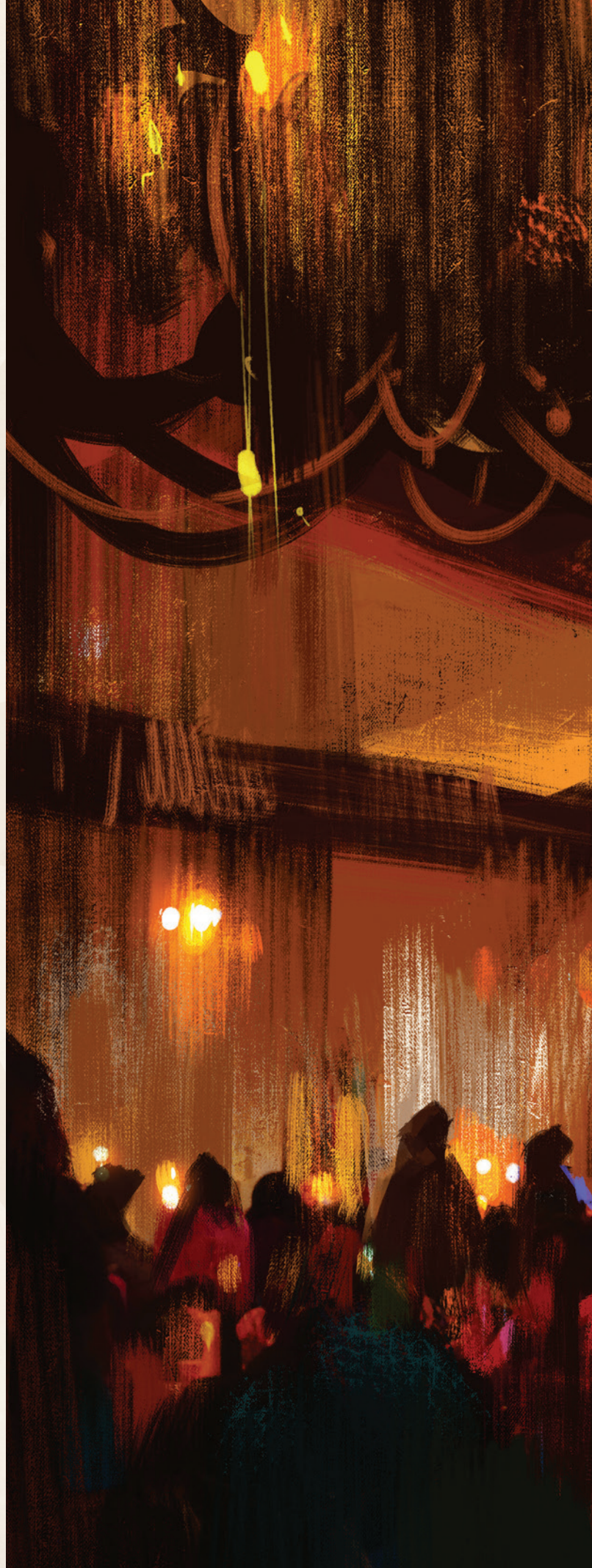
By taking no other action, the God of Will is able to mentally conquer and command an ever-expanding web of sentient creatures. The god starts this chain by forcing a single creature they can see within range to make a Wisdom save vs. their Divinity Score. On a failure, that creature becomes a puppet under the god's command.

The God of Will is able to see and hear what each creature they command is experiencing, but not the events that are happening directly around themselves (unless someone under their command is in the same room). The god can speak through the mouth of any creature they control.

Each round, the god can issue commands to the hivemind and attempt to add another sentient being to their web of control. The god can target those within 60' of themselves or those within 60' of a creature already under their command.

If a controlled creature experiences a shock (is injured, doused with a bucket of cold water, slapped across the face, etc.) they can make an additional Wisdom save vs. the god's Divinity Score to break free of the hivemind. A creature that escapes control of a hivemind has advantage against all future attempts by the god to rejoin them to it.

If the God of Will's concentration is disrupted or they lose contact with the godstone, the hivemind collapses and all controlled creatures are set free. Once a hivemind has ended, the god takes on a level of exhaustion and cannot build another until they have taken a long rest.





CHAPTER FOUR: MAGIC ITEMS

STEELBEARD'S GIFT

When the Weave of Magic was torn asunder during the great Godswar, creatures that were born of that magic began to die out. Smaller creatures like sprites and pixies winked out of existence while larger ones slowly faded away, unable to replenish their numbers without magic.

Treants were among the last of the First Beasts, and the great treants of the Ironwood survived the longest. The King of the Ironwood, an ancient, sprawling elm by the name Steelbeard, saw the inevitable conclusion that lay ahead for his people and his forest. He took swift action in response.

The treant king cut himself in half, rooting his torso in the divine soil of the Ironwood to prolong his fading essence. He then set about forging weapons and shields from the wood of his legs and stripped branches bare to sew quivers and cloaks from his leaves.

He bestowed these magical tools, two dozen of each, to the northern and southern elves of the Ironwood, whom Ocarus had raised long ago as the guardians of the forest. They are made of living Ironwood and have the capacity to regrow and change shape.

GUARDIAN CLOAKS

Wondrous Item (Cloak), Very Rare (requires attunement by an elf)

Sewn from tightly woven blankets of Steelbeard's leaves, guardian cloaks provide the wearer with unparalleled camouflage in natural environments. When the hood is raised, Perception checks on the wearer are rolled with disadvantage, and advantage is gained on all Stealth checks. Raising and lowering the hood requires a standard action.





The cloak can also transform into any outfit of any hue naturally found in leaves: reds, yellows, oranges, and greens. The camouflage ability only functions when it is shaped like a cloak. These garments are unnoticeable at a distance, but anyone within 10' gains advantage on Perception rolls to discern they are made of leaves.

GUARDIAN SUITS

Armor (Leather equivalent), Very Rare (requires attunement by an elf)

Strips of cambium are woven with leaves and vines to form suits of magical +1 armor that function as the equivalent of leather. The suits adjust to fit each wearer and regrow any damage within 24 hours.

As a standard action, the armor can mimic the texture and color of surrounding foliage, providing the wearer advantage on Stealth checks within forests, underbrush, tall grasses, and other areas of dense vegetation.

GUARDIAN BOWS & QUIVERS

Weapon (Longbow, Shortbow), Very rare (requires attunement by an elf)

A guardian bow shifts between a +1 magical shortbow and a longbow as a bonus action. The quiver is a narrow shaft of knotted vines only large enough to hold a handful of arrows. When worn, the quiver forms a minor telepathic link with the wearer and generates arrows on demand.

The arrows are made of magical Ironwood (+1 to damage). When summoned, they can be imbued with the following qualities as a bonus action:

- **Sleep:** Nightshade resin coats an arrowhead when



CHAPTER FOUR: MAGIC ITEMS

the word 'sleep' is whispered in elven. Any creature struck must make a Constitution save DC 14 or be rendered unconscious for 2d4 minutes. When summoned, the fletching of the arrow is deep violet.

- **Signal:** By whispering a color in elven as an arrow is nocked, it will flare at its apex and float slowly back to earth, blazing the color selected. The arrow also generates a high-pitched whistle that can be heard up to a mile away. The fletching of each arrow matches the color named to summon it.

GUARDIAN SHIELDS

Armor (Shield), Very rare (requires attunement by an elf)

Guardian shields are round plates of Ironwood decorated with faint carvings of a wide, sprawling elm tree. They are paired with guardian spears and given to the forest's fiercest warriors.

As a bonus action, the shield can shift between a buckler, a shield, and a tower shield.

The buckler is just over a foot wide and straps to the wearer's upper arm, providing a +1 AC bonus while keeping both hands free. The tower shield provides a +3 bonus to AC but is unwieldy and invokes disadvantage on Acrobatics, Athletics and Stealth checks. All versions are +1 magical shields.

The tower shield grows a wide, sharp point at the base so it can be driven into the earth as a portable barrier, providing full cover. While behind a planted tower shield, the wearer has the equivalent of evasion vs. area-based attacks.

GUARDIAN SPEARS

Weapon (Spear, Javelin, Lance), Very rare (requires attunement by an elf)

These +1 magical weapons are solid shafts of Ironwood sharpened to a fine point. No spearhead is needed, as Ironwood is as strong as steel and the tips reform when blunted.

As a bonus action, the weapon can shift between a javelin, a spear, and a longspear. Longspears are made to be flexible, allowing them to be a finesse weapon, but cannot be thrown (except as an improvised weapon).

When thrown, the weapon trails a thin, silver chain that can stretch up to 100'. By spending a bonus action to yank this cord, the wearer can roll

a DC 12 Dexterity check. If successful, they recall the weapon to them.

GUARDIAN ROPES

Wondrous Item, Rare

Carefully woven from hundreds of crisscrossing Ironwood leaves wrapped around a thin, living vine, guardian ropes are as light as silk and can magically expand up to three times their length as a standard action. The ropes knot and release on command.

GUARDIAN PLATE

Armor (Full Plate), Legendary

Only one suit of guardian plate armor is known to exist, guarded by a hibernating Steelbeard for decades while he awaited the young godlings seen in his visions.

The armor is forged of solid Ironwood plates connected by tightly woven Ironwood leaves. It functions as +1 magical half plate but weighs only half as much. It also floats, providing the wielder with advantage on swim checks.

ARTIFACTS OF ZAVAN

When Zavan chose Jakub Klavivo to be the new champion of Ani and divine leader of the Five Kingdoms, he imbued the warrior's weapons, armor, and equipment with powerful magics.

SWORD OF THE FIVE KINGDOMS

Weapon (longsword), legendary (requires a creature to be Lawful in order to attune to it)

A +3 longsword forged in the Second Age by the God of Magnetism, the Sword of the Five Kingdoms provides its wielder with divine Strength (+2) and Dexterity (+2). It is said to be sharper than any blade ever forged by mortal hand. Siforr helped craft the weapon, and his sun emblem rests as a signature just above the hilt.

When held, the Sword of the Five Kingdoms blazes with the brilliance of the sun, shedding bright light in a 30' radius and dim light 30' beyond that. These white flames inflict an additional 3d6 radiant damage on a successful strike (double damage to fiends and the undead).

The blade ignores all resistances and all immunities, dealing full damage to every creature





it touches, god and mortal alike.

HELM OF FLIGHT

Wondrous Item, Legendary (requires a creature to be Lawful to attune to it)

A platinum and gold helm adorned with large, sweeping wings bestows flight upon the wielder, as well as divine vision and hearing. The helm bonds to those who wear it and springs forth from a gorget. It unfolds and forms around the wielder's head on command as a bonus action.

The helmet provides advantage on Perception checks. It also bestows superior darkvision (120') and the ability to fly at a speed of 60'.

BREASTPLATE OF HONOR

Armor (Breastplate), Legendary (requires a creature to be Lawful to attune with it)

The Breastplate of Honor is a vest of mithral plate bearing Ani's old crest, a shining lighthouse, that was first handed down to Jakub Kladivo by his mother, a

legendary general in the Anian navy.

Bands of a strange, emerald metal line the edges of the solid platinum plate, though not a single joint or cut is visible. It is as if the entire piece were poured from a single, seamless mold.

When worn, the magical +3 breastplate locks the wearer in time, effectively making them immortal. The breastplate can disappear into the wearer's clothing and be summoned as a bonus action on command.

GAUNTLETS OF VALHENA

Wondrous Item, Legendary (requires a creature to be Lawful to attune with it)

A pair of dwarven steel gauntlets with golden forearm plates emblazoned with the Lions of Besa. They provide their wielder with divine Strength (+2) and Constitution (+2) as well as the ability to generate bolts of lightning that inflict 10d6 damage. Targeted creatures roll a Dexterity save to take half damage.

AMULET OF THE FIRST KINGS

Wondrous Item, Legendary (requires a creature to be Lawful to attune with it)

An amulet of bright gold bearing the blocky lions-head crest of the first human city of Besa. The amulet bestows great insight upon its wearer (+2 Wisdom) and fearless courage (immune to all forms of fear, magical or otherwise), as well as the ability to bestow this courage upon his followers.

The amulet surrounded King Kladivo with an aura of trust and nobility, providing advantage on all Charisma checks.

RING OF THE OLD WORLD

Wondrous Item, Legendary (Requires a full day of attunement)

A ring forged by the human hands of a long-lost civilization. It is a band forming an endless ring of bronze clouds that slowly swirl and tumble when worn.

The ring bonds the wielder with the Astral Realm, allowing them to step into it at will as a standard action. It also provides the wielder with the ability to see magic and divinity as an aura and detect the location of those energies from up to a mile away with pinpoint accuracy.



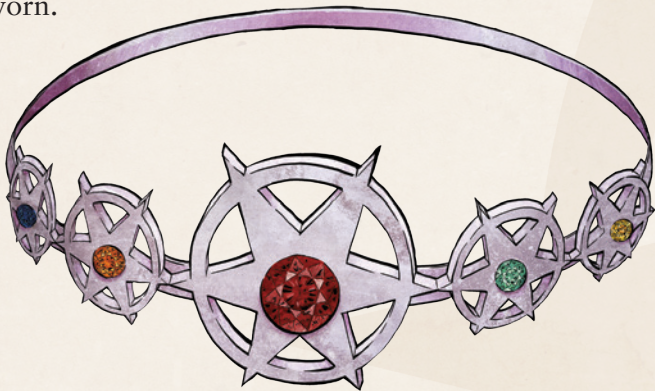
CHAPTER FOUR: MAGIC ITEMS

RING OF THE SUN ELVES

Wondrous Item, Legendary (requires a full day of attunement under the blazing suns of a desert)

A gold disc carved with ancient elven text folded over a gold band, this ring was said to be forged by a tribe of desert-dwelling sun elves. It carries within it the last magics of their once great nomadic tribes.

Those who wear the ring are shielded from the scorching rays of the sun; they are immune to fire damage and cannot be blinded by light. If a creature is susceptible to penalties or damage while in direct sunlight, those penalties are removed while the ring is worn.



CROWN OF DIVINITY

Wondrous Item, Legendary (requires a creature to be Lawful to attune with it)

The Crown of Divinity is a narrow band of platinum connecting five, six-pointed stars of the Five Kingdoms, each set with a different color magical gem stone.

The gems protect the wearer from all mind altering effects, whether through natural ability or magic and psionics. The crown also provides the wearer resistance to psychic damage.

The magical gemstones allow the wearer to read the surface thoughts of all within 120' and communicate telepathically with up to a dozen people at once over a distance of a mile by linking their minds to the crown.

TABARD OF MERCY

Wondrous Item, Legendary (Requires a full day of attunement)

An ivory tabard emblazoned with the crimson symbol of the Five Kingdoms, the royal vestment is worn over armor and can adjust to fit any wearer.

In addition to making the wearer immune to all poisons and disease, the Tabard of Mercy bestows the ability to lay on hands as if the character was a paladin of their level. If the character already has a pool of hit

points they can heal with, this amount is added to that pool.


If the user has not expelled any of their healing pool, they have the ability to magically triage an unlimited amount of creatures by touch. Each creature is purged of disease and poison and healed for 1 hit point. This allows the wearer to stride among a ruined battlefield or a village overrun with plague and save every single individual they come across.



SHIELD OF UNITY

Armor (Shield), Legendary (can only be attuned by a descendant of the godking; if none live, anyone can attune with it)

A shield of ivory adorned with swirling copper and gold bands along the edges, the Shield of Unity was a gift from Zavan's divine allies: Ceato, Death, and Etos. The snarling bust of a golden lion encompasses the majority of the shield's face but adds no extra weight or bulk. The shield is indestructible and can be summoned as a bonus action as long as it is on the



same plane of existence as the wearer.

The Shield of Unity functions as a +3 magical shield that bestows the wielder with *Leap* as bonus action and quintuples their jump distance (x5). The wielder also gains the ability to fall without damage from any height provided they are upright, conscious, and able to position the shield beneath them.

The shield is a magnet for magical energy and absorbs all hostile spells of 3rd level or less directed at the wielder.

BANESWORDS

Weapon (Longsword), Legendary (requires a long rest to attune while the wielder coats the sword's pommel in their own blood)

Born in the mighty lava forges by the dwarven craftsmen of Gal-Hadir, these weapons are known best by the saying “A Thousand For One.”

When the armies of Kadar marched across what was left of the world, they confiscated huge stockpiles of magical weapons, armor, and equipment. They shipped these items to the dwarves of Gal-Hadir to break down in their massive lava forges. The dwarves harnessed the raw energy of a thousand shattered magic items to forge a single new one: a banesword.

It is all a lie.

Though magical weapons and arms are indeed sacrificed for the base materials to form baneswords, only a dozen items are required. The rest is paid with the souls of the elves who once lived in Deepwood.

A thousand elves are sacrificed for the creation of every blade. Their throats are slashed with a silver knife under moonlight, and their blood is gathered in magical barrels formed of Ironwood. Each time a banesword is removed from the forge, the steel is quenched in this blood.

The sword is a +2 longsword that suppresses all magic and divinity within 5'. Creatures whose existence is empowered by magic (such as constructs, animated objects, and awakened creatures and plants) are rendered inanimate on a successful strike. If a banesword strikes magical weapons, armor, or equipment the wielder must make a Constitution save DC 17. On a failure,

the banesword permanently banishes all of the item's magical effects. Artifacts and other divinely empowered items roll with advantage.

Baneswords are deep violet, almost onto black. Their blade is covered in thin, silver etchings. A godstone, chiseled and polished to a sphere, is set in the blade's curving guard.



GODSTONES

Wondrous Item, Rare

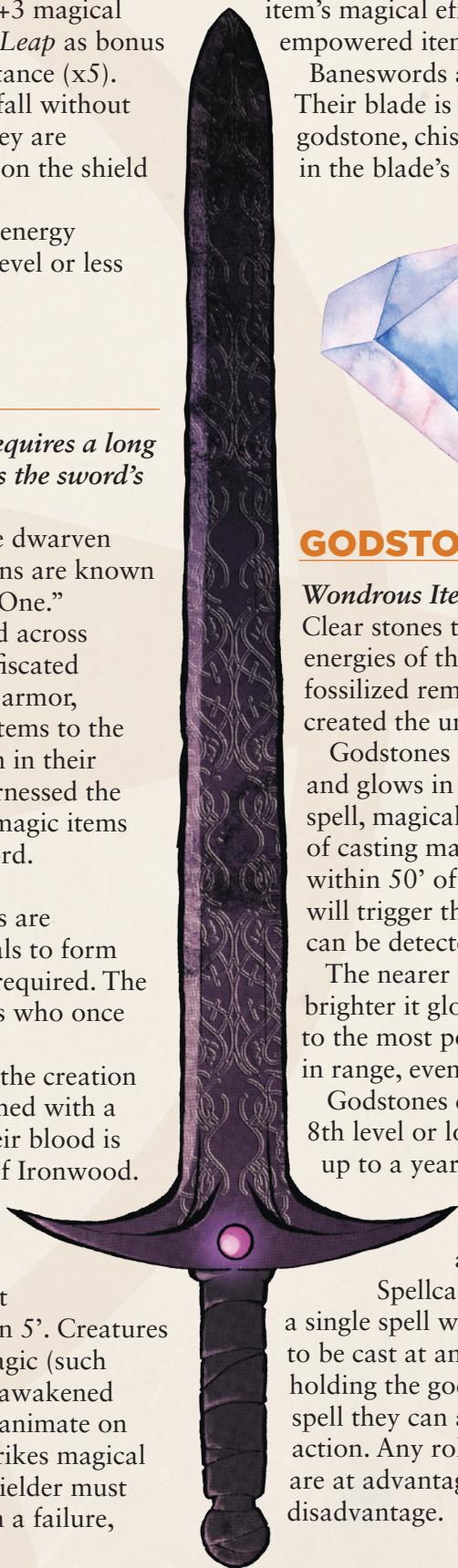
Clear stones that shine with the pink and purple energies of the Astral Realm, godstones are fossilized remnants of the divine forces that created the universe.

Godstones react to magical and divine energies and glow in their presence. A magical item, active spell, magical creature, or even a person capable of casting magic causes the stone to glow when within 50' of it. An active divinity or a divine item will trigger the stone from 100' away, while a god can be detected up to 200' away.

The nearer the stone is to magic or divinity, the brighter it glows. Godstones will always be drawn to the most powerful source of magic or divinity in range, even if that source is further away.

Godstones can be used to store a divinity of 8th level or lower that has a limited duration for up to a year. Only one divinity can be stored in a godstone at once. The stored divinity can be summoned by anyone who touches the godstone.

Spellcasters who wield them can also store a single spell within a godstone, allowing the spell to be cast at any point in the next week by anyone holding the godstone. If a mage casts the same spell they can activate the godstone as a bonus action. Any rolls for that spell made by the caster are at advantage and any rolls by the target at disadvantage.



CHAPTER FOUR: MAGIC ITEMS

ASPECTS OF DIVINITY

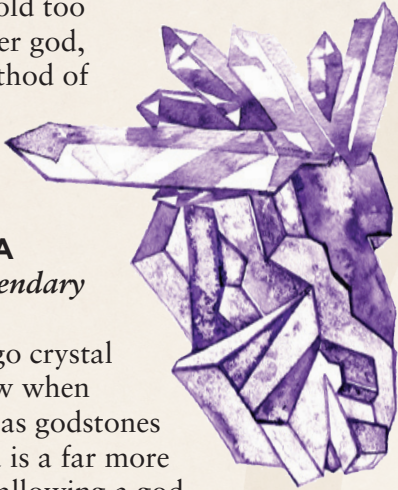
Before the Breaking of the World, Barros convinced many of the Old Gods to craft a stone that held an aspect of their own divinity. He claimed this was so none of them could hold too much sway over any other god, but in truth sought a method of controlling the other gods with his Fists of Order.

CRYSTALS OF ATUNA

Miscellaneous Item, Legendary (requires attunement)

A cluster of vibrant indigo crystal spikes that hum and glow when exposed to magic, much as godstones do. The Crystal of Atuna is a far more powerful divine battery, allowing a god to amplify magic with their divinity.

When held by a spellcaster, the crystal allows them to maximize any spell they can cast.



EYE OF SAH

Miscellaneous Item, Legendary (requires attunement)

A polished oval that swirls with pink and purple clouds, the Eye of Sah can connect anyone who wields it with the Astral Realm. Creatures with an Intelligence of 3 or greater that hold the stone must make a DC 15 Constitution saving throw to remain conscious. Those who fail are immediately transported into the Astral Realm at their current location as if the *Astral Projection* spell had been cast on them. Those who succeed remain conscious in the material world while experiencing the Astral Plane as if they were present.

If a god is able to hold the Eye of Sah and remain conscious the stone acts as a divine battery to power divinities (see the entry for “All For One” at the beginning of Chapter 3: Divinities)



DREAMSLATE

Miscellaneous Item, Legendary (requires attunement)

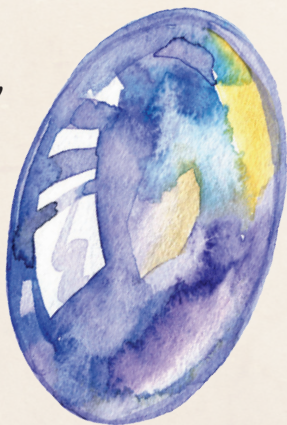
A rough square of dark gray slate four inches across and half an inch deep, the Dreamslate is a piece of the Dreamscape forged into reality by the old God of Dreams, Ocarus. When placed beneath the head of a sleeping creature, they are guarded against any magical or divine

intrusions on their sleep. Additionally, the creature gains the benefits of a long rest whenever they take a short rest.

EGG OF YALA

Miscellaneous Item, Legendary (requires attunement)

The old god of life created an aspect that was a translucent, oblong stone swirling with thin layers of violet and yellow. The stone grants its wielder immortality; they do not age and are immune to all poisons and toxins.



FANG OF OVA

Miscellaneous Item, Legendary (requires attunement)

A jagged, onyx hook that resembles a large incisor, the Fang of Ova allows those who possess it to *Speak With Animals* at will. If that individual is also the arisen God of Beasts, the stone also allows them to merge with any creature at least Large in size, taking control of the creature's body.

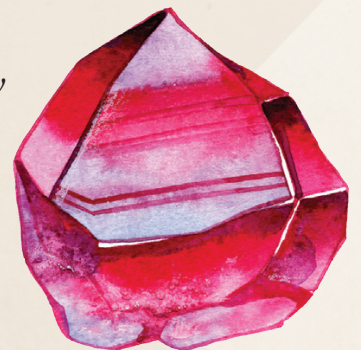
To do so, the fang's owner must make physical contact with the creature and succeed roll a successful Constitution saving throw. The DC for this check is 10 + the CR of the creature with which they are attempting to merge. If the creature has an Intelligence of 3 or higher, it can roll an opposing Wisdom Saving Throw to try and resist the control.


GEM OF VORRA

Miscellaneous Item, Legendary (requires attunement)

A lump of solid ruby that narrows to a sharp point, the Gem of Vorra is the crystallized blood of Vorra, the fallen God of Force. When attuned, the gem confers the following abilities to its wielder.

- **Shield:** Whenever the wielder is attacked, the gem responds by summoning a shield of force energy





that confers +5 to AC and absorbs *Magic Missiles*.

- **Telekinesis:** The gem allows the wielder to manipulate objects that weigh less than 250 pounds up to 120' away.

HILOITE

Miscellaneous Item, Very Rare
(requires attunement)

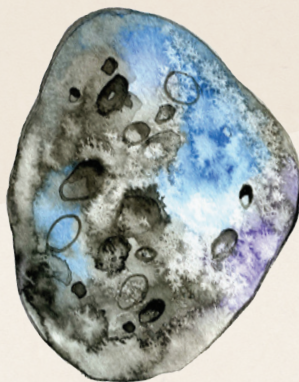
Formed in smooth, octagonal shafts that end in blunted points, these stones confer any who attune with them the ability to fly. Before the Breaking, the old God of Flight made his temples at the peaks of Khalgun's highest mountains. Hilo would gather crystals and soar around the planet at incredible speeds, infusing the stones with his divine energy. He gave this hiloite to his clerics and paladins, which conferred to them a flying speed of 120'.



MOONROCK OF IUS

Miscellaneous Item, Legendary
(requires attunement)

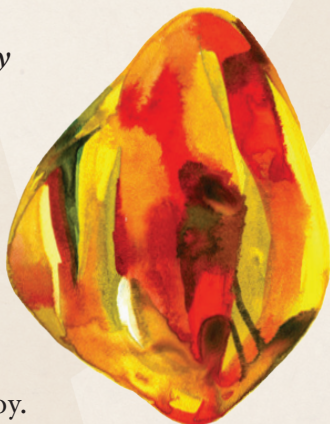
A chunk of actual moonrock brought to Khalgun by Ius, the stone provides whomever posses it with the ability to survive in a vacuum. They are immune to cold damage, resistant to bludgeoning damage, and do not need to breathe.



MOTE OF YTAR

Miscellaneous Item, Legendary
(requires attunement)

A stone that roils with red and orange flame beneath its polished surface, the Mote of Ytar is the flame that Siforr stole from Ytar in order to ignite the sun. It provides the wielder with immunity to fire damage and maximizes all fire spells and divinities they employ.



ORE OF RAPEL

Miscellaneous Item, Legendary
(requires attunement)

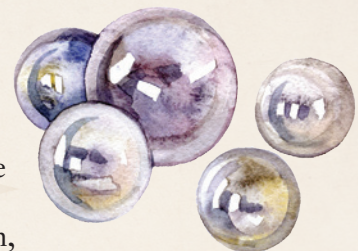
This aspect is a reflective clump that bends light into vibrant rainbow hues along its impossibly smooth surfaces. The ore is highly magnetic and will attach to any ferrous material within five feet, requiring a Strength check DC 14 to separate. When connected with metal weapons or armor the ore grants that item +2 magical properties.



PEARLS OF ETOS

Miscellaneous Item, Legendary
(requires attunement)

When held in a closed hand and released, this cluster of radiant pearls hovers around the head of whom they are attuned. The pearls fill the user with calm, providing them with advantage vs. magic or divinities that affect the mind. They also allow the wielder the ability to read the auras of others.



SHARD OF MORDUKAI

Miscellaneous Item, Legendary
(requires attunement)

This polished onyx stone that fits in a halfling's palm grants its wielder power that belies its size. A person attuned with the Shard of Mordukai cannot be killed except by a divinity or via an artifact. If reduced to zero hit points through any other means, the wielder is instead reduce to 1 hit point and must roll a Constitution save (the DC equalling the damage dealt) to avoid being stunned on their next round.



CHAPTER FOUR: MAGIC ITEMS

SPHERE OF OGUN

Miscellaneous Item, Legendary (requires attunement)

A perfect sphere of solid garnet six inches across that continuously spins clockwise. The stone's surface is impossibly smooth and nearly frictionless, making it difficult to handle. Anyone attempting to hold the sphere must make a Dexterity check at DC 15 or immediately drop it.

When the sphere comes into contact with other rock or stone, it will slowly and permanently transform them into garnet at a rate of one foot square per minute. The sphere will transform any continuous stone or rock surface up to a mile wide and deep.

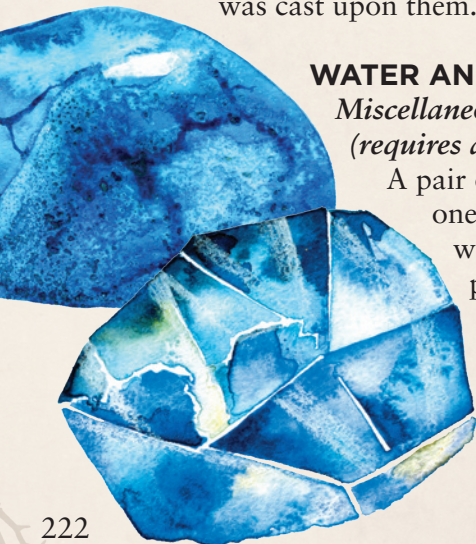


TEAR OF CEATO

Miscellaneous Item, Legendary (requires attunement)

A three-foot-tall shard of pure sapphire, the Tear of Ceato was torn from the chest of the old God of the Sea by Zavan in order to power Ani and the Worldstorm that protects the Five Kingdoms. The tear continuously explodes with fresh, magical water that feeds Ani's aqueducts and empowers the fauna and flora that consume it.

The tear can generate up to 1,000 gallons of water per second, either fresh or salt. As long as the water is in contact with the source, those who drink it are cured of poison and feel as if they have taken a short rest. Those who drink or bathe in the water over a long rest are also cured of any disease. If a person spends a week immersed in the waters, they are affected as if a *Lesser Restoration* spell was cast upon them.



WATER AND ICE OF EMITAF

Miscellaneous Items, Legendary (requires attunement)

A pair of deep blue stones, one flowing like ocean waves and the other a permanently frozen shard of ice, these aspects can function separately but gain their true power when wielded together.

The water aspect

grants the ability to *Breathe Water* and *Shape Water* on command. The ice aspect grants immunity to cold damage and the ability to summon an *Ice Knife*. When combined, they grant the ability to *Control Water* and summon an *Ice Storm*.





FISTS OF BARROS

Miscellaneous Items, Legendary (requires attunement)

In order to maintain peace, Barros convinced many of the old gods to gift him a fragment of their divinity. They trusted the God of Order for he had always been fair with all, showing no bias or any desire for personal gain.

Over time, the God of Chaos corrupted Barros and led him to commission a pair of statues in the form of magical, golden fists. They stand four feet tall and

wide, sporting four indentations in the shape of a diamond along the back of each hand. Along the bottom is a carved mural stretching around in a bracelet, depicting four of the old gods.

On the right wrist are the gods of force and the Astral Realm, while the left depicts the gods of death and fire. Four immaculate godstones are set in the back of the right hand, each carved into exact replicas of each other. On the back of the left were the Eye of Sah, the Gem of Vorra, the Mote of Ytar, and the Shard of Mordukai.

By forming a Bridge with the left fist and calling on the power of these aspects, Barros was able to invoke their divinities equal to a level and power with his own. Only one stone is required for the fist to function, but a god can only call forth divinities whose aspects are present.

When an aspect is invoked, the fist opens into a corresponding hand shape; curled to form a circle for the Eye of Sah, a flat palm held out for the Gem of Vorra, fingers spaced apart and writing for the Mote of Ytar, and the forefinger extended for the Shard of Mordukai.

Even with no divinities attached, the left fist can still be used as a conduit to empower worshipers of a god. When forming a bridge with the fist all worshipers who are true and praying within 30' of the statue gain the ability to cast divine magics for that day. If the God of Magic has access to the fist they can also grant arcane magics to their followers. This ability functions even after the Weave of Magic is shattered.

The right fist can attune with up to four mortals, granting them the ability to invoke divinities of their own. These can be borrowed from any aspect attached to the left fist, or granted directly by the god forming a Bridge with it. The power is activated when a god forms a bridge with the fists as the chosen mortals pray around it. The fist connects each mortal to the bridge (a euphoric experience unlike any other), and grants them access to a single divinity. Divinities track level for level just like with arisen gods, but mortals only have access up to level five.

The divinities and magical abilities granted by the Fists of Barros in any configuration last for 24 hours. If a god remains connected to the fists via the Bridge, they can select any divinity to which they have access.

CHAPTER FIVE: CREATURES

Before the world was shattered, the lands of Khalgun were rife with a variety of monsters, outsiders, and fey, either brought forth directly by divine hand or an afterthought of the gods meddling with the planet and the life that lived upon it.

Many of these creatures perished in the great Godswar, and many more slowly faded away without magic to sustain and replenish their numbers. A small handful survived.

The ocean protected some of these creatures, and it is not uncommon for sailors to encounter a dragon turtle lured to the surface by cargo holds laden with gold. Merfolk are rumored to live among the shattered rocks and caves of Blackfang Bay, and kuo-toa are said to infest the underwater caverns of the Deep Marsh.

Dragons are rumored to exist still, secluded high above the Five Kingdoms in the Coalspine and Titan's Ridge mountains. Others speak of an entire clan of frost giants who have made the White Waste their new empire at the northern edge of the Worldstorm.

Additionally, the Godswar tore open rifts in time and space across the entire planet that led new aberrations and abominations to Khalgun.

GRANTA

Huge Beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 126 (11d12+55)

Speed: 40'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

- **Passive Perception:** 10
- **Languages:** None
- **Challenge:** 6 (2,300 XP)
- **Trampling Charge:** If the granta moves at least 20' straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the granta can make one stomp attack against it as a bonus action.

ACTIONS

- **Gore:** Melee Weapon Attack: +10 to hit, reach 10', one target. Hit: 4d8 + 7 piercing damage.
- **Stomp:** Melee Weapon Attack: +10 to hit, reach 5', one prone creature. Hit: 4d10 + 7 bludgeoning damage. As large and powerful as an elephant, grantas stand over 10' tall and weigh half a ton each. They are a dark red in color that lightens to deep orange on their bellies and have bright yellow eyes that are sharp in both daylight and darkness. Male grantas sport powerful tusks that are used to fight off predators and rivals for their mates.

DESCRIPTION

Grantas live and travel in tightly knit communities. Both males and females take care of the young as a group, helping to ensure for the safety and health of the entire herd. Young grantas are usually born as singular calves, but twins are fairly frequent.



DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class: 20 (natural armor)

Hit Points: 341 (22d20+110)

Speed: 20', swim: 40'

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

- **Saving Throws:** Dex +6, Con +11, Wis +7
- **Damage Resistances:** fire
- **Senses:** darkvision 120', passive Perception 11
- **Languages:** Aquan, Draconic
- **Challenge:** 17 (18,000 XP)
- **Amphibious:** The dragon turtle can breathe air and water.

ACTIONS

- **Multiattack:** The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.
- **Bite:** Melee Weapon Attack: +13 to hit, reach 15', one target. Hit: 3d12 + 7 piercing damage.
- **Claw:** Melee Weapon Attack: +13 to hit, reach 10', one target. Hit: 2d8 + 7 slashing damage.
- **Tail:** Melee Weapon Attack: +13 to hit, reach 15', one target. Hit: 3d12 + 7 bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10' away from the dragon turtle and knocked prone.
- **Steam Breath (Recharge 5–6):** The dragon turtle exhales scalding steam in a 60' cone. Each creature in that area must make a DC 18 Constitution



CHAPTER FIVE: CREATURES

saving throw, taking 15d6 fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DESCRIPTION

Dragon turtles are huge, ancient beings that live a mostly solitary life as the apex predators of any ocean in which they are found. Named for the spiny, rock-like ridges along their backs that resemble the shells of tortoises, the armor of a dragon turtle is made of large dragon scales that have merged together and calcified after centuries under the deep water.

The maw, head, and nose horn of these deep ocean beasts resemble that of a snapping turtle. The larger horns protruding from the top of the head sweep back and curl, clearly identify the creature as dragon kind.

While they are plodding and ungainly on land, thick, leathery webbing that runs along the bottom of their legs, arms and in-between their fingers allow the massive beasts to swim and maneuver at incredible speeds underwater. Their tail has fins prominently flared on both sides, allowing it to be used as an effective rudder or to gain a burst of speed.

They lack the higher intelligence and spellcasting abilities of their kind but are smart enough to be bribed by sea captains looking to make safe passage above their vast undersea lairs.

They will eat nearly anything, attacking smaller predators like sharks and orca or swallowing up schools of fish. They will even feed off the blubbery carrion of a dead whale. In times when food is scarce, they have even been know to blast whole flocks of seabirds out of the skin with their steam breath or break off huge chunks of coral, smashing them into a thick paste with their powerful jaws. Dragon turtles have massive appetites when they are young that lessen as their bodies mature and their metabolism slows; the young hunt continuously, while the older ones hibernate for years or even decades.

Dragon turtles never stop growing and seem to have nearly infinite life spans. Before the Breaking, there were rumors of some that were thousands of years old, approaching the known age of all the universe. It is said that these creatures were as big as islands (and often mistaken for such), luring

in lost ships by surrounding themselves in a thick mist to obscure the sailor's vision of what lay before them.

Since the Godswar, dragon turtles have been the only dragonkind widely witnessed, and many assume them to be the last dragons alive on Khalgun. Those that have been spotted usually bear large, fresh scars suggesting battle with something equally large and powerful. Many argue that this is due to increased infighting for control and establishment of their territory in this shrunken, ruined world, but others suspect there remain many creatures in the swirling oceans not yet discovered.



SCREAMING HORROR

Huge Beast, unaligned

Armor Class: 13 (natural armor)

Hit Points: 8d12 (112)

Speed: 0'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-3)	11 (+0)	6 (-2)

- **Saving Throws:** Wisdom +7
- **Senses:** tremorsense 60', passive perception 10
- **Languages:** none
- **Challenge:** 7 (2,900 XP)
- **Camouflage:** A screaming horror has advantage on Hide checks among dense vegetation.

ACTIONS

- **Multiattack:** The screaming horror can strike up to four creatures within range per round with its ensnaring tentacles.
- **Ensnaring Tentacles:** Melee Weapon Attack: +8 to hit, reach 20', one target. Hit: 3d6 + 6 bludgeoning and the target is grappled.
- **Bite:** Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 6d6 + 6
- **Swallow:** The screaming horror makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the screaming horror, and it takes 3d6 acid damage and 3d6 bludgeoning damage at the start of each of the screaming horror's turns. The screaming horror can have only one target swallowed at a time.

If the screaming horror dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5' of movement, exiting prone.

DESCRIPTION

Brought through a worldgate during the Godswar, screaming horrors are semi-intelligent plants with an appetite for flesh. They wait in ambush, indistinguishable from surrounding vegetation, and attack with thick, barbed vines that strike at anything within reach.

Creatures struck and entangled and drawn toward the center of the plant, which opens to consume them whole. Those pulled into a screaming horror must

make a Constitution save (DC 15) or are paralyzed and slowly digested. An entangled creature can roll an opposed Strength check to escape a screaming horror's vines. On a failure, they are drug 10' closer to being swallowed whole.

This is not the screaming horror's only trick. It can use its powerful vines to hollow out its victims, leaving mangled shells of intact skin from head to ankle. By filling the skin with its own living vines and inflating a series of air sacks, the screaming horror can generate a human-like moan. It will wave the skin around while doing so, raising it up like a wounded man begging for help, drawing more victims to it.

IRONWOOD TREANT

Gargantuan Plant, chaotic good

Armor Class: 16 (natural armor)

Hit Points: 260 (20d12 + 60)

Speed: 40'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	6 (-2)

- **Saving Throws:** Wis +11
- **Damage Immunities:** bludgeoning, piercing, and slashing from non-magical weapons
- **Senses:** passive Perception 13
- **Languages:** Common, Druidic, Elvish, Sylvan
- **Challenge:** 11 (7,200 XP)
- **False Appearance:** While the treant remains motionless, it is indistinguishable from a normal tree.
- **Siege Monster:** The treant deals double damage to Objects and structures.

ACTIONS

- **Multiattack:** The treant makes two slam attacks.
- **Slam:** Melee Weapon Attack: +10 to hit, reach 5', one target. Hit: 4d8 + 7 bludgeoning damage.
- **Rock:** Ranged Weapon Attack: +10 to hit, range 60/180', one target. Hit: 4d10 + 7 bludgeoning damage.
- **Animate Trees (1/Day):** The treant magically animates one or two trees it can see within 60' of it. These trees have the same Statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of

the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120' from the tree; or until the treant takes a Bonus Action to turn it back into an inanimate tree. The tree then takes root if possible.

DESCRIPTION

Ironwood Treants were the first of their kind, emerging from the forest soon after Ocarus and Wodea grew the first trees of their namesake. They are taller, stronger and more resilient than other treants. Their bark is as tough as steel and provides them with advantage against bludgeoning and piercing attacks, and negates their vulnerability to fire.

As with all creatures fully born of magic, treants slowly faded after the Godswar. One by one their number grew old and weak, and found themselves unable to awaken more of their kind. The great treant king Steelbeard was the last of his kind, sacrificing half his body to gift the Elves of the Ironwood with powerful magical weapons (see Chapter 4: Magic Items).



ASTRAL RAIDER

Huge Outsider, neutral

Armor Class: 14 (natural armor)

Hit Points: 170 (20d12 + 40)

Speed: fly 50' (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	11 (0)

- **Skills:** Perception +8, Stealth +10
- **Damage Resistances:** bludgeoning, piercing, and slashing from non-magical attacks
- **Damage Immunities:** poison
- **Condition Immunities:** exhaustion, paralyzed, petrified, poisoned, unconscious
- **Senses:** truesight 60', passive Perception 18
- **Languages:** Celestial, understands Common but doesn't speak it
- **Challenge:** 8 (3,900 XP)

ACTIONS

- **Multiattack:** The astral raider makes one tentacle and one slam attacks, or two tentacle attacks.
- **Slam:** Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 3d6 + 4 bludgeoning damage.
- **Tentacle:** Melee Weapon Attack: +7 to hit, reach 15', one target. Hit: 2d8 + 4 slashing damage. Creatures stuck by two tentacles in the same round must roll a Strength challenge. If the creature loses, it is grappled and takes an additional 6d6 lightning damage.
- **Invisibility:** Astral Raiders can turn invisible at will.
- **Chromatic Shell:** Astral Raiders can change the color and texture of their skin as a bonus action, allowing them to seamlessly blend in with their surroundings. They can also generate swirling clouds of color that hypnotise creatures. Each creature in the area who sees the pattern must make a Wisdom saving throw DC 14. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect if a hypnotised creature takes any damage or if someone else uses an action to shake the creature out of its stupor.
- **Electrified:** The skin of the astral raider is highly charged with electricity. A creature that touches an astral raider (or lands a melee attack against one with a metallic weapon) must make a Dexterity save DC 14. On a failed save, that creature takes 3d6 lightning damage.
- **Lightning Bolt** (Recharge 5-6): An astral raider can generate a bolt of lightning that inflicts 8d6 damage against any target within 90' (Dexterity save DC 14 for half damage).



CHAPTER FIVE: CREATURES

Astral Raiders resemble massive, floating jellyfish that scour the Astral Realm for interlopers, attacking them on sight. Their skin is translucent and their bodies roil with pink and purple storm clouds. Arcs of energy crackle along their skin. When an astral raider is close to the ground, narrow tendrils of lightning will randomly fire from their bodies and into the earth.

NIGHT TERROR

Medium Aberration, chaotic evil

Armor Class: 16 (natural armor)

Hit Points: 110 (6d8 + 12)

Speed: fly 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	12 (+1)	14 (+2)	6 (-2)

- **Damage Resistances:** acid, psychic
- **Condition Immunities:** blinded, charmed, paralyzed, prone, stunned, unconscious
- **Senses:** darkvision 120', passive Perception 15
- **Languages:** Celestial, understands Common but doesn't speak it
- **Challenge:** 6 (2,300 XP)

ACTIONS

- **Bite:** Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 2d4 + 2 piercing damage.
- **Slumbering Gaze:** The night terror can target any creature it can see within 60' and force them to roll a Constitution save DC 14 or fall asleep for 2d4 minutes.
- **Fear:** A night terror continuously generates fear in a 10' radius. Each creature in this area must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened, a creature must take the Dash action and move away from the night terror by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the night terror, the creature can make another Wisdom saving throw. On a successful save, the fear effect ends for that creature.
- **Phantasmal Killer (Recharge 5-6):** A night terror can summon a phantasmal killer as per the spell within the mind of any creature they can see within range.

DESCRIPTION

When a creature dies due to their spirit being weakened by terrifying, reoccurring dreams about a particularly traumatic event, their tortured soul can sometimes birth a night terror. These wailing, skeletal torsos float about the Dreamscape, feeding off the fear of nightmares and devouring the souls of anyone who trespasses onto their plane. For each soul they claim, another pale-blue rose appears somewhere on or inside them.

GATE BEHEMOTH

Gargantuan monstrosity, chaotic evil

Armor Class: 18 (natural armor)

Hit Points: 472 (27d20 + 189)

Speed: 30' (swim: 40')

STR	DEX	CON	INT	WIS	CHA
26 (+7)	11 (+0)	22 (+6)	11 (+0)	12 (+1)	6 (-3)

- **Saving Throws:** Str +12, Dex +3, Con +9, Wis: +5
- **Damage Immunities:** lightning; bludgeoning, piercing, and slashing from non-magical attacks
- **Condition Immunities:** frightened, paralyzed
- **Senses:** darkvision 120 ft., passive Perception 14
- **Languages:** understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120'.
- **Challenge:** 23 (50,000 XP)
- **Freedom of Movement:** The gate behemoth ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from non-magical restraints or being grappled.
- **Aura of Terror:** Each creature in a 30' radius must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened, a creature must take the Dash action and move away from the night terror by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the night terror, the creature can make another Wisdom saving throw. On a successful save, the fear effect ends for that creature.

ACTIONS

- **Multiattack:** The gate behemoth makes three tentacle attacks (it can replace each with a *Fling*)
- **Bite:** Melee Weapon Attack: +12 to hit, reach 5', one target. Hit: 3d8 + 8 piercing damage. If the target is a Large or smaller creature grappled by the gate horror, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the gate horror, and it takes 12d6 acid damage at the start of each of the gate horror's turns. If the gate horror takes 50 damage or more on a single turn from a creature inside it, the gate horror must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the gate horror. If the gate horror dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15' of movement, exiting prone.
- **Tentacle:** Melee Weapon Attack: +12 to hit, reach 30', one target. Hit: 3d6 +8 bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The gate behemoth has eight tentacles, each of which can grapple one target.
- **Fling:** One Large or smaller object held or creature grappled by the gate behemoth is thrown up to 60' in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 1d6 bludgeoning damage for every 10' it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.
- **Mind Blast (Recharge 6):** A gate behemoth can blast psychic energy in a 60' cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 6d8 + 4 psychic damage and are stunned until the end of their next turn.



CHAPTER FIVE: CREATURES

LEGENDARY ACTIONS

The gate behemoth 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. The gate behemoth regains spent legendary actions at the start of its turn.

- **Detect:** The gate behemoth makes a Wisdom (Perception) check.
- **Tentacle Attack or Fling:** The gate behemoth makes one tentacle attack or uses its Fling.
- **Mind Blast (Costs 2 actions):** The gate behemoth can use its mind blast ability even if the ability has not recharged.

DESCRIPTION

Gate Behemoths are monstrosities from another world and another dimension. When the old God of Chaos Vistrix opened up interdimensional portals on Khalgun, one of these giants became trapped between worlds, forever tied to the worldgate that summoned it. If the portal is ever activated again it will find its way to Khalgun and mindlessly ravage everything in its path.

ASH WORM

Gargantuan monstrosity, unaligned

Armor Class: 18 (natural armor)

Hit Points: 264 (16d20 + 96)

Speed: 50' (burrow 30')

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	23 (+6)	1 (-5)	8 (-1)	4 (-3)

- **Saving Throws:** Con +12, Wis +4
- **Senses:** blindsight 30', tremorsense 60', passive Perception 9
- **Damage Innunities:** Fire
- **Languages:** none
- **Challenge:** 16 (15,000 XP)

Tunneler: The worm can burrow through solid rock at its full burrow speed, leaving a 10' diameter tunnel in its wake.

ACTIONS

- **Bite:** Melee Weapon Attack: +9 to hit, reach 10', one target. Hit: 3d8 + 9 piercing damage. If the target

is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 8d6 fire damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10' of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20' of movement, exiting prone.

- **Boons of the Worm:** When an ash worm burrows through the ground, it consumes earth and rock in its fiery maw, which it breaks down and constantly excretes. Mountains of precious metals and gems can be found within the bodies of ash worms. Ash worms seek out godstones to ingest and will go to great lengths to acquire them.
- **Magma Breath (Recharge 6):** The ash worm exhales magma in a 30' cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 18d6 fire damage on a failed save, or half as much damage on a successful one. Those who fail their saving throw take an additional 4d6 damage the following round as the magma cools.

DESCRIPTION

Ash Worms are ancient creatures created by Ytar during the creation of Khalgun. The old God of Fire sought to bring her flames and warmth to the ball of rock and sent the ash worms to hollow out the planet's core.

For centuries they peacefully swirled around the heat of the molten core until the Godswar cracked the planet open and flung dozens of them to the surface. They were left to circle the shattered land of the void, consuming the raw elements left behind by lava and asteroids rained down by Ogun.

Ash worms never stop moving, claiming narrow rings around the Union as their territory in the Void. The most powerful of the creatures claim the inner, mineral rich rings why the young and the sick squabble for overlapping territory at the far edges.



ELEMENTALS

Arisen gods have access to powers that far exceed magic, and the elemental creatures they call forth to serve them are larger and more powerful than ever seen before on Khalgun.

GREATER AIR ELEMENTAL

Large elemental, neutral

Armor Class: 15

Hit Points: 120 (16d10 + 32)

Speed: 0', fly 90' (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

- **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', passive Perception 10
- **Languages:** Auran
- **Challenge:** 8 (3,900 XP)
- **Air Form:** The elemental 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:** The elemental makes two slam attacks. Slam. Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 3d8 + 5 bludgeoning damage.
- **Gust of Wind:** The elemental can generate a gust of wind 60' long and 10' wide. Creatures caught in the blast must make a Strength saving throw or be pushed 15' in a direction following the line. Any creature in the line must spend 2' of movement for every 1' it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.
- **Whirlwind (Recharge 4–6):** Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 4d8 + 2 bludgeoning damage and is flung 20' away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10' it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half damage and isn't flung away or knocked prone.

SUPERIOR AIR ELEMENTAL

Huge elemental, neutral

Armor Class: 14

Hit Points: 152 (16d12 + 48)

Speed: 0', fly 90' (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

- **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', passive Perception 10
- **Languages:** Auran
- **Challenge:** 11 (7,200 XP)
- **Air Form:** The elemental 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:** The elemental makes two slam attacks. Slam. Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 4d8 + 6 bludgeoning damage.
- **Gust of Wind:** The elemental can generate a gust of wind 60' long and 10' wide. Creatures caught in the blast must make a Strength saving throw or be pushed 15' in a direction following the line. Any creature in the line must spend 2' of movement for every 1' it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.
- **Whirlwind (Recharge 4–6):** Each creature in the elemental's space must make a DC 16 Strength saving throw. On a failure, a target takes 5d8 + 2 bludgeoning damage and is flung 20' away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10' it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 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.
- **Steal Breath:** The elemental can draw the breath out of any creature within 60', forcing the victim to make an immediate DC 15 Constitution save or begin suffocating at the beginning of their next turn.

GREATER EARTH ELEMENTAL

Large elemental, neutral

Armor Class: 17 (natural armor)

Hit Points: 172 (15d10 + 90)

Speed: 30', burrow 30'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	10 (+0)	5 (-3)	5 (-3)

- **Damage Vulnerabilities:** thunder
- **Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** poison
- **Condition Immunities:** exhaustion, paralyzed, petrified, poisoned, unconscious
- **Senses:** darkvision 60', tremorsense 60', passive Perception 10
- **Languages:** Terran
- **Challenge:** 8 (3,900 XP)
- **Earth Glide:** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.
- **Siege Monster:** The elemental deals double damage to objects and structures.

ACTIONS

- **Multiattack:** The elemental makes two slam attacks.
- **Slam:** Melee Weapon Attack: +8 to hit, reach 10', one target. Hit: 3d8 + 8 bludgeoning damage.
- **Earth Tremor:** The elemental causes tremor in the ground in a 10' radius. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone.

SUPERIOR EARTH ELEMENTAL

Huge elemental, neutral

Armor Class: 17 (natural armor)

Hit Points: 229 (17d12 + 119)

Speed: 30', burrow 30'

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	24 (+7)	10 (+0)	5 (-3)	5 (-3)

- **Damage Vulnerabilities:** thunder
- **Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** poison
- **Condition Immunities:** exhaustion, paralyzed, petrified, poisoned, unconscious
- **Senses:** darkvision 60', tremorsense 60', passive Perception 10
- **Languages:** Terran
- **Challenge:** 11 (7,200 XP)



- **Earth Glide:** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.
- **Siege Monster:** The elemental deals double damage to objects and structures.

ACTIONS

- **Multiattack:** The elemental makes two slam attacks.
- **Slam:** Melee Weapon Attack: +8 to hit, reach 10', one target. Hit: 4d8 + 10 bludgeoning damage.
- **Earth Tremor:** The elemental causes tremor in the ground in a 10' radius. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone.
- **Erupting Earth (Recharge 4-6):** The elemental can summon a fountain of churned earth and stone in a 20' cube centered on a point within 120' of it. Each creature in that area must make a DC 14 Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one.

CHAPTER FIVE: CREATURES

GREATER FIRE ELEMENTAL

Large elemental, neutral

Armor Class: 13

Hit Points: 142 (15d10 + 60)

Speed: 50'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

- **Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** fire, poison
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60', passive Perception 10
- **Languages:** Ignan
- **Challenge:** 8 (3,900 XP)
- **Fire Form:** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5' of it takes 1d10 fire damage. In addition, the elemental 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 1d10 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns.
- **Illumination:** The elemental sheds bright light in a 30' radius and dim light in an additional 30'.
- **Water Susceptibility:** For every 5' the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

- **Multiattack:** The elemental makes two touch attacks.
- **Touch:** Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 3d6 + 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 1d10 fire damage at the start of each of its turns.
- **Rebirth:** When defeated, the elemental collapses into a pile of burning embers and coals. If these embers are not completely drenched with water or otherwise smothered, it will roar back to life as a normal elemental one round later.

SUPERIOR FIRE ELEMENTAL

Large elemental, neutral

Armor Class: 14

Hit Points: 142 (15d10 + 60)

Speed: 50', flight 60'

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

- **Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** fire, poison
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60', passive Perception 10
- **Languages:** Ignan
- **Challenge:** 8 (3,900 XP)
- **Fire Form:** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5' of it takes 1d10 fire damage. In addition, the elemental 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 1d10 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns.
- **Illumination:** The elemental sheds bright light in a 30' radius and dim light in an additional 30'.
- **Water Susceptibility:** For every 5' the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

- **Multiattack:** The elemental makes two touch attacks.
- **Touch:** Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 3d6 + 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 1d10 fire damage at the start of each of its turns.
- **Rebirth:** When defeated, the elemental collapses into a pile of burning embers and coals. If these embers are not completely drenched with water or otherwise smothered, it will roar back to life as a normal elemental one round later.



- **Fireball (Recharge 4-6):** A bright streak flashes from the elemental, targeting a point within 150' and blossoming into an explosion of flame. Each creature in a 20' radius sphere centered on that point must make a DC 15 dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

GREATER WATER ELEMENTAL

Large elemental, neutral

Armor Class: 14

Hit Points: 114 (12d10 + 48)

Speed: 30', swim 90'

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

- **Damage Resistances:** acid, bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** poison
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses:** darkvision 60', passive Perception 10
- **Languages:** Aquan
- **Challenge Rating:** 8 (3,900 XP)
- **Water Form:** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
- **Freeze:** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20' until the end of its next turn.

ACTIONS

- **Multiattack.** The elemental makes two slam attacks. Slam. Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 3d8 + 4 bludgeoning damage.
- **Whelm (Recharge 4-6):** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 3d8 + 4 bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 3d8 + 4 bludgeoning

CHAPTER FIVE: CREATURES

damage. A creature within 5' of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

- **Tidal Wave (Recharge 4-6):** The elemental can conjure up a wave of water that crashes down on an area within 120'. The area can be up to 30' long, up to 10' wide, and up to 10' tall. Each creature in that area must make a DC 14 Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30' of it.

SUPERIOR WATER ELEMENTAL

Huge elemental, neutral

Armor Class: 13

Hit Points: 142 (15d10 + 60)

Speed: 50'

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	5 (-3)	10 (+0)	8 (-1)

- **Damage Resistances:** acid, bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** poison
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses:** darkvision 60', passive Perception 10
- **Languages:** Aquan
- **Challenge Rating:** 11 (7,200 XP)
- **Water Form:** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.
- **Freeze:** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20' until the end of its next turn.

ACTIONS

- **Multiattack.** The elemental makes two slam attacks. Slam. Melee Weapon Attack: +7 to hit, reach 5', one target. Hit: 3d8 + 4 bludgeoning damage.
- **Whelm (Recharge 4-6):** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 3d8 + 4 bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe

unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time.

At the start of each of the elemental's turns, each target grappled by it takes 3d8 + 4 bludgeoning damage. A creature within 5' of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

- **Tidal Wave (Recharge 4-6):** The elemental can conjure up a wave of water that crashes down on an area within 120'. The area can be up to 30' long, up to 10' wide, and up to 10' tall. Each creature in that area must make a DC 14 Dexterity saving throw. On a failure, a creature takes 4d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30' of it.
- **Wall of Water:** The elemental summons a wall of water on the ground at a point within 60' up to 30' long, 10' high, and 1' thick Alternatively, the elemental can make a ringed wall up to 20' in diameter, 20' high, and 1' thick. The wall's space is difficult terrain. Any ranged weapon attack that enters the wall's space has disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target.

STEAM ELEMENTAL

Huge elemental, neutral

Armor Class: 14

Hit Points: 190 (20d12 + 60)

Speed: 0', fly 90' (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

- **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', passive Perception 10
- **Languages:** Aquan and Ignan
- **Challenge:** 11 (7,200 XP)

- **Steam Form:** The elemental 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:** The elemental makes two slam attacks. Slam. Melee Weapon Attack: +8 to hit, reach 5', one target. Hit: 4d8 + 6 bludgeoning damage.
- **Fog Cloud:** The elemental can generate a thick cloud of fog that expands to fill a 50'x50' area. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
- **Scalding Blast (Recharge 4–6):** The elemental can generate a blast of scalding steam 60' long and 10' wide. Those caught in the blast must make a Reflex save or take 6d6 fire damage, while those who succeed take half. The blast disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area.

LAVA ELEMENTAL

Huge elemental, neutral

Armor Class: 14

Hit Points: 230 (20d12 + 100)

Speed: 40'

STR	DEX	CON	INT	WIS	CHA
22 (+5)	12 (+1)	22 (+5)	6 (-2)	10 (+0)	7 (-2)

- **Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities:** fire, poison
- **Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious Senses darkvision 60', passive Perception 10
- **Languages:** Terran and Ignan
- **Challenge:** 11 (7,200 XP)
- **Lava Form:** Any metal object that comes into contact with a lava elemental is immediately affected as if *Heat Metal* had been cast upon it. The effect last four rounds after contact is broken.
- **Illumination:** The elemental sheds bright light in a 20' radius and dim light in an additional 20'.



- **Water Susceptibility:** For every 5' the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

- **Multiattack:** The elemental makes two touch attacks.
- **Touch:** Melee Weapon Attack: +6 to hit, reach 5', one target. Hit: 4d8 + 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 1d10 fire damage at the start of each of its turns.



CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

INSPIRATION

ARMOR CLASS

INITIATIVE

SPEED

DEXTERITY

PROFICIENCY BONUS

MAX HP TEMPORARY HIT POINTS

CONSTITUTION

Acrobatics DEX
 Animal Handling CHA
 Arcana INT
 Athletics STR
 Deception CHA
 History INT
 Insight WIS
 Intimidation CHA
 Investigation INT
 Medicine WIS
 Nature INT
 Perception WIS
 Performance CHA
 Persuasion CHA
 Religion INT
 Slight of Hand DEX
 Stealth DEX
 Survival WIS

SKILLS

TOTAL HIT DICE

SUCCESSSES FAILURES

INTELLIGENCE

NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

WISDOM

CHARISMA

PASSIVE WISDOM (PERCEPTION)

SCORE DIVINITY


SCORE DIVINITY

OTHER PROFICIENCIES & LANGUAGES

DIVINITIES

FEATURES & TRAITS

CP SP EP GP PP



WHEN GODS FALL HEROES RISE

Khalgun is a broken world.

The Old Gods fought one another to mutual destruction, obliterating magic and swallowing much of the planet in a permanent Worldstorm.

The Five Kingdoms that remain live by an uneasy truce born out of necessity, a peace which is tested when the New Gods begin to arise.

This Worldbook is designed to work with the fifth edition of the greatest fantasy RPG game ever written. It contains an original and expansive fantasy story, maps, races, art, creatures, rules, NPCs and the super-human abilities that empower the gods known as divinities.