

GODS OF OLYMPUS

*PIETY MECHANICS FOR THE
GREEK PANTHEON*



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WHAT IS THE PIETY SYSTEM?

The basic rules for the Piety system can be found in the *Dungeon Master's Guide* (page 23), however the Piety mechanics featured in this guide are based on the more advanced iteration developed for the *Mythic Odysseys of Theros* sourcebook.

An overview of this more advanced version is included here for reference, in line with the terms of the DMs Guild.

PIETY SCORES

Being a god's champion carries no benefits in and of itself. Each god's description in this guide paints a picture of the god's typical champion, including ideas for how a player character might end up in that position and provides ideals that represent the god's interests.

The gods do reward the devotion of their champions, though. The strength of your devotion to your god is measured by your piety score. As you increase that score, you gain blessings from your god.

Piety has nothing to do with faith or belief, except insofar as a person's thoughts and ideals drive them to action in a god's service. Your piety score reflects the actions you have taken in your god's service—actions that the god richly rewards.

When you choose a god to worship as a beginning character, your piety score related to that god is 1. Your piety score increases by 1 when you do something to advance the god's interests or behave in accordance with the god's ideals. The gods expect great deeds from their champions, so your piety score typically increases only when you accomplish a significant goal (such as the completion of an adventure), make a significant sacrifice of your own self-interest, or otherwise when the DM sees fit. Each god's description in this chapter includes a discussion of the god's goals and ideals, which your DM uses to judge whether you earn an increase in your piety score. As a general rule, you can expect to increase your piety by 1 during most sessions of play, assuming that you are following your god's tenets. The DM decides the amount of any increase or decrease, but a single deed typically changes your piety score by only 1 point in either direction unless your action is very significant.

BENEFITS OF PIETY

The gods bestow favors on those who prove their devotion. When your piety score crosses certain thresholds—3, 10, 25, and 50—you gain a benefit detailed in the sections describing the gods' champions throughout this chapter. If your piety score exceeds and then falls below one of those thresholds, you lose the benefit you gained at the higher tier.

INSPIRATION AND PIETY

To some extent, piety is its own reward. Behaving in accordance with your god's dictates and ideals inspires you and might enable you to succeed where you might otherwise fail. At your DM's discretion, whenever you increase your piety score, you might also gain inspiration, reflecting the improvement in the harmony between you and your god.

REFERENCES AND SOURCES

Most of the content referenced in this guide (such as spells, classes and cleric domains) can be found in the *Player's Handbook*, however on occasion there may be a reference to another official sourcebook. For ease of use, these references will be marked with the following:

XGE - can be found in *Xanathar's Guide to Everything*.

TCE - can be found in *Tasha's Cauldron of Everything*.

SCAG - can be found in *Sword Coast Adventurer's Guide*.

MOT - can be found in *Mythic Odysseys of Theros*.

THE GREEK PANTHEON

The pantheon of Greek mythology consists of countless thousands of gods, demi-gods, primordial entities and other immortal beings and personifications. It would be impossible to recollect them all, however in this guide you will find a selection of deities that represent a variety of different domains and personalities. From this core group, players should have no trouble finding the right patron god for their character.

OLYMPIAN AND CHTHONIC

Despite the name of this guide, the gods of the Greek pantheon do not all live exclusively on Mount Olympus. Many non-Olympian deities instead reside in the Underworld, the realm governed by the god Hades. This order of non-Olympians are collectively referred to as Chthonic gods, to represent their subterranean nature.

Although the Underworld is considered a dark, grim realm, Chthonic gods are not inherently evil. As with any deity in the Greek pantheon, they have a sense of responsibility towards their given area of oversight, but are also prone to the same bouts of impulse and ego as their Olympian cousins.

Each god's entry in this guide will indicate if they are of an Olympian or Chthonic nature, however this makes no mechanical difference in gameplay.

GODS OF THE GREEK PANTHEON

Name	Order	Alignment	Suggested Domains	Symbol
Aphrodite, goddess of love	Olympian	Chaotic Good	Light, Peace ^{TCE}	Sea shell
Apollo, god of the sun	Olympian	Lawful Good	Knowledge, Life, Light	Lyre on a sunburst
Ares, god of war	Olympian	Chaotic Evil	War	Spear and shield
Artemis, goddess of the hunt	Olympian	Neutral Good	Life, Nature	Bow and arrow on a lunar disk
Athena, goddess of wisdom	Olympian	Lawful Good	Knowledge, Order ^{TCE} , War	Owl
Demeter, goddess of the harvest	Olympian	Neutral Good	Life, Nature	Sheaf of wheat
Dionysus, god of revelry	Olympian	Chaotic Neutral	Life	Wine goblet and grape cluster
Eris, goddess of discord	Olympian	Chaotic Evil	Trickery	Golden apple
Hades, god of the Underworld	Chthonic	Lawful Neutral	Death, Grave ^{XGE}	Black ram
Hecate, goddess of sorcery	Chthonic	Neutral Evil	Arcana ^{SCAG} , Trickery	Paired torches
Hephaestus, god of the forge	Olympian	Neutral Good	Forge ^{XGE} , Knowledge	Hammer and anvil
Hera, queen of the gods	Olympian	Chaotic Neutral	Life, Order ^{TCE} , Trickery	Fan of peacock feathers
Hercules, god of strength	Olympian	Chaotic Good	Tempest, War	Lion's head
Hermes, god of travel	Olympian	Chaotic Good	Trickery	Caduceus (winged staff and serpents)
Hestia, goddess of the hearth	Olympian	Neutral Good	Life	Hearth
Hypnos, god of sleep	Chthonic	Lawful Neutral	Twilight ^{TCE}	Poppy
Nike, goddess of victory	Olympian	Lawful Neutral	Order ^{TCE} , War	Winged woman
Nyx, goddess of the night	Chthonic	Neutral	Arcana ^{SCAG} , Twilight ^{TCE}	Crescent moon
Pan, god of the wilds	Olympian	Chaotic Neutral	Nature	Syrinx (pan pipes)
Persephone, goddess of seasons	Chthonic	Neutral Good	Grave ^{XGE} , Nature	Pomegranate
Poseidon, god of the seas	Olympian	Chaotic Neutral	Tempest	Trident
Thanatos, god of death	Chthonic	Lawful Evil	Death, Grave ^{XGE}	Skull
Tyche, goddess of fortune	Olympian	Neutral	Trickery	Red pentagram
Zeus, king of the gods	Olympian	Neutral	Order ^{TCE} , Tempest	A fist full of lightning bolts

Note: Several of the details in the above table differ from those given for the Greek pantheon in the *Player's Handbook*.

APHRODITE, GODDESS OF LOVE • OLYMPIAN

The goddess of love, beauty and desire, Aphrodite holds dominion over one of the most powerful forces known to mortalkind. Whether it is the rush of youthful passion or the enduring devotion of a lifetime spent together, love can inspire, influence and inflame mortals in a way nothing else can.

APHRODITE'S CHAMPIONS

Alignment: Usually good, often chaotic

Suggested Classes: Bard, cleric, warlock

Suggested Cleric Domains: Life, Peace^{TCE}

Suggested Backgrounds: Acolyte, charlatan, entertainer

Most worshipers of Aphrodite believe love is the strongest force in existence. They are guided by a sense of compassion, and seek to inspire a similar creed in their fellow mortals.

APHRODITE'S FAVOR

Among many mortals, worship of Aphrodite commonly focuses on their passions and desires. Others believe that what Aphrodite most values is meaningful, lasting devotion; particularly when that devotion is directed towards her.

Why did Aphrodite seek you out as a champion? The following table offers a few suggestions.

APHRODITE'S FAVOR

d6	Circumstance
1	You are a talented artist or performer who dedicated your greatest work to the goddess.
2	You suffered a great heartbreak in your past, but became stronger for it.
3	You have dedicated your life to showing unconditional kindness to others.
4	You have always been considered exceptionally beautiful.
5	You once did something no mortal has ever done, all in the name of love.
6	You helped someone escape a cruel and loveless relationship.

DEVOTION TO APHRODITE

Following Aphrodite means dedicating yourself to love and compassion above all else. As a follower of Aphrodite, consider the ideals below as alternatives to those suggested for your background.

APHRODITE'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Passion. I wear my emotions on my sleeve, and always let them guide me. (Chaotic)
3	Love. True love conquers all. (Any)
4	Kindness. There is no greater joy than showing compassion to my fellow mortals. (Good)
5	Ego. My self-worth is only as good as what others think of me. (Any)
6	Joy. It takes less effort to smile than to frown. (Good)

EARNING AND LOSING PIETY

You increase your piety score to Aphrodite when you expand her influence in the world in a concrete way through acts such as these:

- Helping someone in their search for love
- Creating a beautiful work of art in Aphrodite's name
- Instilling someone with a sense of self-worth

Your piety score to Aphrodite decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Breaking someone's heart with unnecessary cruelty
- Destroying something of beauty
- Judging someone's intent based only on their appearance

APHRODITE'S DEVOTEE

Piety 3+ Aphrodite trait

As a devotee of Aphrodite, you have proven yourself accomplished at forming bonds with other creatures. You can call on Aphrodite's blessing and cast *charm person* with this trait. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

APHRODITE'S VOTARY

Piety 10+ Aphrodite trait

You can cast *warding bond* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being charmed.

APHRODITE'S DISCIPLE

Piety 25+ Aphrodite trait

Once per long rest, you can call on Aphrodite's blessing to incite a sense of burning adoration in another creature. As an action, choose one creature you can see within 30 feet of you. That creature must make a Wisdom saving throw; the save DC for this is 8 + your proficiency bonus + your Charisma modifier. A creature can choose to fail this saving throw if it wishes.

On a success, the creature is unaffected. On a failure, the creature is charmed by you until the start of your next turn, and it must immediately use its reaction to make a weapon attack against a target you designate. If there are no valid targets, it uses its reaction to admire you.

APHRODITE'S CHAMPION

Piety 50+ Aphrodite trait

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

APOLLO, GOD OF THE SUN • OLYMPIAN

Apollo's divine responsibilities are numerous. Not only is he charged with custody of the sun itself, he is also the patron deity of healing, prophecy and the arts. With so many duties to oversee, it is no surprise that Apollo takes his role as a champion of culture very seriously.

APOLLO'S CHAMPIONS

Alignment: Usually good, often lawful

Suggested Classes: Bard, cleric, paladin

Suggested Cleric Domains: Knowledge, Life, Light

Suggested Backgrounds: Acolyte, athlete^{MOT}, entertainer

Followers of Apollo hold civilization and society in the highest regard. They draw strength from their sense of duty and love of the arts, making them paragons of chivalry and culture.

APOLLO'S FAVOR

Apollo believes that the greatest heroes can be foretold by prophecy, and often seeks champions who have a touch of destiny about them. A talent for music or healing also goes a long way in catching the sun god's eye.

Why did Apollo seek you out as a champion? The following table offers a few suggestions.

APOLLO'S FAVOR

d6	Circumstance
1	You defended one of Apollo's shrines from bandits, despite being outnumbered.
2	Your skill in the healing arts saved the life of one of the god's own priests.
3	It is said that your music, poetry or other performances can bring tears to the eyes of your audience.
4	You once consulted an oracle, who predicted you would have a mighty destiny.
5	You have sworn an oath to live a life worthy of song.
6	You are a one-time champion of a major athletic event.

DEVOTION TO APOLLO

Following Apollo means making a commitment to defend the civilized world and its culture from the forces of chaos and darkness. As a follower of Apollo, consider the ideals below as alternatives to those suggested for your background.

APOLLO'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Duty. I have a responsibility to fight for what is right and just. (Lawful)
3	Destiny. I have been marked by fate, and must live up to the greatness expected of me. (Any)
4	Culture. Our culture is what separates us from the beasts. (Lawful)
5	Inspiration. I should be an example that others want to emulate. (Any)
6	Courage. I shall face any foe without flinching. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Apollo when you expand his influence in the world in a concrete way through acts such as these:

- Defending or helping someone in need for no reward
- Dedicating a notable kill or performance to Apollo
- Inspiring others to follow Apollo's ideals

Your piety score to Apollo decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Deliberately trying to defy an oracle's prophecy
- Undermining or disrespecting a cultural institution
- Abandoning or refusing to help the innocent

APOLLO'S DEVOTEE

Piety 3+ Apollo trait

As a devotee of Apollo, you have proven yourself worthy of the sun god's assistance in battle. You can call on Apollo's blessing and cast *divine favor* with this trait. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

APOLLO'S VOTARY

Piety 10+ Apollo trait

You can cast *daylight* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, you have advantage on Charisma (Performance) checks when the subject matter involves Apollo, the sun or destiny.

APOLLO'S DISCIPLE

Piety 25+ Apollo trait

As one of his most trusted disciples, Apollo has granted you the power to harness the sun itself. You have resistance to fire and radiant damage.

In addition, you have advantage on saving throws against being blinded.

APOLLO'S CHAMPION

Piety 50+ Apollo trait

You can increase your Constitution or Charisma score by 2 and also increase your maximum for that score by 2.

ARES, GOD OF WAR • OLYMPIAN

Though many might claim that war can be necessary, even noble, its patron god Ares represents everything about it that is brutal and savage. Loving nothing more than a vicious fight with plenty of bloodshed, Ares stands ready to reward those that dispense death and violence in his name.

ARES'S CHAMPIONS

Alignment: Chaotic, sometimes evil

Suggested Classes: Barbarian, cleric, fighter

Suggested Cleric Domains: War

Suggested Backgrounds: Gladiator, soldier

Champions of Ares almost always favor violence as a first resort. Though far from being mindless killers, their discipline and self-restraint only stretch so far.

ARES'S FAVOR

For those not bound by morality, earning Ares's favor can seem a trifling matter - the more death they deal, the higher their standing with the bloodthirsty god. More even-tempered followers, however, will find it easier to impress him through fearless endurance and unrelenting courage in battle.

Why did Ares seek you out as a champion? The following table offers a few suggestions.

ARES'S FAVOR

d6	Circumstance
1	You are a great warrior who has yet to be defeated in battle.
2	As a child you slew a vicious beast, facing it without fear.
3	You have sworn to unleash a bloody vengeance on someone powerful who has wronged you.
4	Your bloodthirsty nature has led many to whisper that you may have been fathered by the God of War himself.
5	One of your ancestors was a great general, and Ares expects you to live up to that pedigree.
6	You were once victorious in a major fighting contest.

DEVOTION TO ARES

Following Ares means swearing to be an extension of the god of war's own sword arm. As a follower of Ares, consider the ideals below as alternatives to those suggested for your background.

ARES'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Bloodlust. The only time I feel truly alive is when I am cutting down a foe in battle. (Chaotic)
3	Discipline. The steadiest spear always finds its mark. (Any)
4	Courage. I fear no man, beast or monster. (Any)
5	Pride. If there is a greater warrior out there, I have yet to meet them. And if I do, I'll kill them. (Chaotic)
6	Revenge. I have been wronged, and will stop at nothing until I have my vengeance. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Ares when you expand his influence in the world in a concrete way through acts such as these:

- Securing the killing blow on a notable enemy
- Emerging victorious in a contest of strength or endurance
- Convincing a group of people that violence is the answer

Your piety score to Ares decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Being defeated in battle in a humiliating manner
- Deliberately choosing diplomacy in favor of bloodshed
- Dedicating a victory to another deity

ARES'S DEVOTEE

Piety 3+ Ares trait

As a devotee of Ares, you can cast *compelled duel* with this trait. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

ARES'S VOTARY

Piety 10+ Ares trait

You can cast *blinding smite* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being frightened.

ARES'S DISCIPLE

Piety 25+ Ares trait

You have proven to Ares that you are a reliable dealer of death and destruction. You learn one of the following fighting styles, following the same restrictions and gaining the same benefits as those listed in the fighter class feature:

- Archery
- Defense
- Dueling
- Great Weapon Fighting
- Protection
- Two-Weapon Fighting

If you lose this trait as a result of your piety score falling, you lose access to your chosen fighting style. If you regain this trait at a later time, you must choose the same fighting style as the first time you acquired it.

ARES'S CHAMPION

Piety 50+ Ares trait

You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.

ARTEMIS, GODDESS OF THE HUNT • OLYMPIAN

In many respects, Artemis is a goddess of contrasts. She is the patron deity of the hunt, but also the guardian of wild animals. Her twin brother Apollo celebrates the sun, whereas she venerates the moon. This appreciation for balance in all things is a key tenet of the maiden huntress's faith.

ARTEMIS'S CHAMPIONS

Alignment: Usually neutral, often good

Suggested Classes: Druid, fighter, ranger

Suggested Cleric Domains: Life, Nature

Suggested Backgrounds: Folk hero, hermit, outlander

Balance informs much of how champions of Artemis view the world, particularly in relation to nature. They learn to both preserve nature and draw from its bounty in equal measure.

ARTEMIS'S FAVOR

Artemis selects champions who seek to preserve the natural balance above all else. Unlike her brother, she considers civilized culture to be secondary to the cycle of nature itself.

Why did Artemis seek you out as a champion? The following table offers a few suggestions.

ARTEMIS'S FAVOR

d6	Circumstance
1	You are a skilled hunter, though you never kill for sport.
2	You were abandoned as a child and raised by wild animals, where you learned to respect the natural order.
3	You have spent much of your life wandering the forests, protecting them from the excesses of other mortals.
4	Your parents arranged a marriage for you, so you chose to run away and live the life of a solitary adventurer instead.
5	You have always considered yourself more of an animal lover than a 'people person'.
6	You healed an injured animal using water from a spring sacred to Artemis.

DEVOTION TO ARTEMIS

Following Artemis means being prepared to put the sanctity of nature above all else. As a follower of Artemis, consider the ideals below as alternatives to those suggested for your background.

ARTEMIS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Balance. I may hunt a deer in the morning, and nurse its fawn in the evening. (Neutral)
3	Freedom. We are all wild animals, and must be allowed to roam free. (Chaotic)
4	Nature. We all have our role to play in the natural order of things. (Neutral)
5	Restraint. I hunt when I am hungry, not to see a living thing die. (Good)
6	Kinship. The companions we choose help to define us. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Artemis when you expand her influence in the world in a concrete way through acts such as these:

- Dedicating the bounty of a hunt to Artemis
- Healing a wild animal that is injured or sick
- Challenging anything that disturbs the natural balance

Your piety score to Artemis decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Failing to protect a place of nature from corruption
- Killing an animal without good cause
- Interfering with nature's balance, such as stopping a predator from hunting its natural prey

ARTEMIS'S DEVOTEE

Piety 3+ Artemis trait

As a devotee of Artemis, you have proven that you can be trusted to respect the natural balance. You can cast *hunter's mark* a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you gain proficiency in longbows if you do not already have it.

ARTEMIS'S VOTARY

Piety 10+ Artemis trait

You can cast *conjure barrage* with this trait, requiring no material components. The form this spell takes is always that of a barrage of arrows. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have resistance to poison damage.

ARTEMIS'S DISCIPLE

Piety 25+ Artemis trait

As one of her most dedicated followers, Artemis has chosen to favor you with a mighty gift. When you first gain this trait, choose one non-magical weapon in your possession. That weapon is now considered magical and gains a +2 bonus to attack and damage rolls made with it.

In addition, if it is a ranged weapon, attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with it.

ARTEMIS'S CHAMPION

Piety 50+ Artemis trait

You can increase your Dexterity or Wisdom score by 2 and also increase your maximum for that score by 2.

ATHENA, GODDESS OF WISDOM • OLYMPIAN

Elegant, stoic and wisest of the Olympian gods, to many Athena stands as one of the truest examples of a benevolent deity. In addition to her duties as the goddess of wisdom, Athena is also a patron of heroes, favoring those who achieve victory through wits and guile.

ATHENA'S CHAMPIONS

Alignment: Lawful, usually good

Suggested Classes: Cleric, paladin, wizard

Suggested Cleric Domains: Knowledge, Order^{TCE}, War

Suggested Backgrounds: Acolyte, noble, sage

Champions of Athena find themselves on a never-ending journey of learning and seeking to better understand the world around them. However the wisest of them also possess the caution to know that a little knowledge can be a dangerous thing.

ATHENA'S FAVOR

When Athena chooses a champion, she asks herself three simple questions. Will this person appreciate the value of the wisdom she can grant them? Will they use it to fight injustice and defend the innocent? And will they remember to remain humble, and never forget where these blessings came from?

Why did Athena seek you out as a champion? The following table offers a few suggestions.

ATHENA'S FAVOR

d6	Circumstance
1	You were the first mortal to solve a seemingly impossible puzzle.
2	Despite the mockery of your peers, as a child you taught yourself to read and write.
3	You once defeated an enemy in battle armed only with your wits.
4	You have always preferred the company of scrolls and books over other people.
5	You have always challenged injustice and corruption, even when it has cost you dearly.
6	Every night you dream of becoming a hero, just like in the stories you love to read.

DEVOTION TO ATHENA

Following Athena means vowing to be led by knowledge and wisdom, not impulse or emotion. As a follower of Athena, consider the ideals below as alternatives to those suggested for your background.

ATHENA'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Knowledge. The pursuit of knowledge is its own reward. (Any)
3	Aspiration. Like Athena herself, I wish to be known across the land for my intelligence and wisdom. (Any)
4	Teaching. Those of us gifted with knowledge have a responsibility to pass it on to others. (Good)

d6 Ideals

5	Duty. I will always uphold the law and fight injustice wherever I find it. (Lawful)
6	Cunning. My wits are the deadliest weapon in my arsenal. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Athena when you expand her influence in the world in a concrete way through acts such as these:

- Resolving a dangerous confrontation without violence
- Tutoring someone in an academic or scholarly pursuit
- Upholding the law, even at great risk to yourself

Your piety score to Athena decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Destroying or disrespecting a place of learning
- Breaking just laws for your own personal gain
- Charging blindly into a situation without caution or preparation

ATHENA'S DEVOTEE

Piety 3+ Athena trait

As a devotee of Athena, you have proven yourself worthy of receiving her blessing - and sharing it with others. You can cast *heroism* with this trait. You can cast the spell in this way a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

ATHENA'S VOTARY

Piety 10+ Athena trait

You can cast *crusader's mantle* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being frightened.

ATHENA'S DISCIPLE

Piety 25+ Athena trait

You have earned the privilege of having Athena herself award you with occasional bouts of insight and knowledge. When you fail an Intelligence check or Intelligence saving throw, you can reroll the die, and you must use the new roll. You can do this a number of times equal to your Intelligence modifier (minimum of once) but only once per check. You regain all expended uses when you finish a long rest.

ATHENA'S CHAMPION

Piety 50+ Athena trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.

DEMETER, GODDESS OF THE HARVEST • OLYMPIAN

Those that believe a goddess of agriculture is nothing to fear should be derided for the fools they are. When their crops are dead, their harvests ruined and their children starving, it is to Demeter that they will plead to forgive them for their blasphemy - and she is not always merciful.

DEMETER'S CHAMPIONS

Alignment: Neutral, often good

Suggested Classes: Cleric, druid, ranger

Suggested Cleric Domains: Life, Nature

Suggested Backgrounds: Folk hero, hermit, outlander

Worshippers of Demeter understand that all the concerns of mortalkind are nothing if they lack the sustenance to survive. No army can match the rampant destruction of a famine, so it is wise to keep the goddess of the harvest happy at all times.

DEMETER'S FAVOR

Despite the power she has at her fingertips, Demeter is not a cruel deity. She selects champions who know to show her respect, but has no interest in those looking to serve out of fear.

Why did Demeter seek you out as a champion? The following table offers a few suggestions.

DEMETER'S FAVOR

d6	Circumstance
1	You have always shared what you have with those who have nothing.
2	Your family's farm suffered a terrible blight, but you swore to dedicate your life to Demeter if she gave her blessing to save the harvest.
3	Plants and crops seem to flourish under your care.
4	You once saved an entire village from starvation.
5	You have never failed to say a prayer to Demeter at every meal.
6	As a baby you were left at a shrine to the goddess.

DEVOTION TO DEMETER

Following Demeter means dedicating yourself to the greater good, and placing the needs of the community before your own. As a follower of Demeter, consider the ideals below as alternatives to those suggested for your background.

DEMETER'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Respect. If I have nothing nice to say, I say nothing at all. (Good)
3	Community. I feel a deep responsibility to look after those around me. (Any)
4	Charity. There is joy to be found in helping those less fortunate than us. (Good)
5	Gratitude. We must be thankful for the bounty that the harvest provides us. (Lawful)
6	Humility. It is never shameful to make sacrifices for the greater good. (Neutral)

EARNING AND LOSING PIETY

You increase your piety score to Demeter when you expand her influence in the world in a concrete way through acts such as these:

- Feeding the starving and supporting the needy
- Helping a group or community unite for a common cause
- Ensuring prayers are given to Demeter at all meals

Your piety score to Demeter decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Allowing the wider community to suffer on your behalf
- Destroying crops, herd animals or water sources
- Refusing to help someone in need

DEMETER'S DEVOTEE

Piety 3+ Demeter trait

As a devotee of Demeter, you have learned the art of fending off disease. You can cast *purify food and drink* with this trait. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *druidcraft* cantrip. Wisdom is your spellcasting ability for these spells.

DEMETER'S VOTARY

Piety 10+ Demeter trait

You can cast *plant growth* with this trait, enriching the land around you. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being poisoned.

DEMETER'S DISCIPLE

Piety 25+ Demeter trait

Your dedication to extolling the virtues of Demeter's ideals has been rewarded with the right to exact punishment on those that defy them. You can cast *insect plague* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

DEMETER'S CHAMPION

Piety 50+ Demeter trait

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.

DIONYSUS, GOD OF REVELRY • OLYMPIAN

As the god of revelry, Dionysus personifies the belief that there is no problem that cannot be improved by throwing a big celebration and getting everyone drunk. Feasts, dancing and ritual madness are his preferred means of convincing mortals to forget their troubles and settle their differences.

DIONYSUS'S CHAMPIONS

Alignment: Usually neutral, often chaotic

Suggested Classes: Bard, cleric, monk

Suggested Cleric Domains: Life

Suggested Backgrounds: Charlatan, entertainer, noble

Those that follow Dionysus believe that if he was the only god on Olympus, the world would be safer, friendlier and generally more fun. They promote the belief that self-indulgence and the pursuit of pleasure should be the only true goals in life.

DIONYSUS'S FAVOR

Unlike many of his fellow gods, Dionysus has no need for deadly warriors or keen thinkers. His champions are those that lose themselves in the moment, allowing impulse and instinct to lead them - whilst encouraging as many others as possible to do the same.

Why did Dionysus seek you out as a champion? The following table offers a few suggestions.

DIONYSUS'S FAVOR

d6	Circumstance
1	You once stopped two settlements from fighting by convincing both sides to hold a festival instead.
2	The parties you throw are the stuff of legends.
3	You have won at least one major eating, drinking or dancing contest in your lifetime.
4	You were once so drunk that you vomited on a priest of Dionysus, which the god himself found hilarious.
5	You were raised by satyrs, who taught you how to party.
6	You invented a popular drinking game that is sweeping the land.

DEVOTION TO DIONYSUS

Following Dionysus means pledging to always trust your instincts and follow your impulses, wherever they may lead. As a follower of Dionysus, consider the ideals below as alternatives to those suggested for your background.

DIONYSUS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Generosity. What's mine is yours, friend. We can't take it with us to the Underworld, after all. (Good)
3	Peace. Make love not war, that's what I always say. (Any)
4	Impulse. I always trust my gut. My instincts never let me down. (Chaotic)
5	Easygoing. Don't worry about it, I never liked that vase anyway. (Neutral)

d6 Ideals

6	Freedom. Forget the rules, live for the moment. (Chaotic)
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EARNING AND LOSING PIETY

You increase your piety score to Dionysus when you expand his influence in the world in a concrete way through acts such as these:

- Helping a group of people to relax and forget their troubles
- Using your charisma to avoid a deadly confrontation
- Ensuring that feasts and festivals go ahead with the appropriate level of energy and enthusiasm

Your piety score to Dionysus decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Declining, discouraging or in any way disrupting an opportunity for revelry
- Hoarding wealth instead of embracing self-indulgence
- Opting for violence as a first resort

DIONYSUS'S DEVOTEE

Piety 3+ Dionysus trait

As a devotee of Dionysus, you excel at helping people to see the funny side of things. You can cast *Tasha's hideous laughter* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

DIONYSUS'S VOTARY

Piety 10+ Dionysus trait

You can cast *aura of vitality* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, you impose disadvantage on Wisdom (Insight) checks made against you if you have consumed alcohol in the last 2 hours.

DIONYSUS'S DISCIPLE

Piety 25+ Dionysus trait

Thanks to many years of dedicated revelry, you've mastered the art of quaffing a drink whilst focused on something else. You can drink a potion as a bonus action, instead of as an action.

In addition, you have advantage on any saving throws triggered by ingesting an alcoholic substance. You may choose to forgo this for any given check, such as willingly getting drunk.

DIONYSUS'S CHAMPION

Piety 50+ Dionysus trait

You can increase your Constitution or Charisma score by 2 and also increase your maximum for that score by 2.

ERIS, GODDESS OF DISCORD • OLYMPIAN

The goddess of chaos and discord may not get invited to many Olympian parties, but you can bet your life that will not stop her from showing up and causing trouble anyway. A mistress of mischief and mayhem, Eris believes life is more interesting when nobody knows what is going to happen next.

ERIS'S CHAMPIONS

Alignment: Chaotic, sometimes evil

Suggested Classes: Cleric, rogue, warlock

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, criminal, urchin

Worshippers of Eris may be servants of anarchy, but they have the common sense not to advertise their allegiance. They know that keeping a low profile is the best way to ensure they are positioned to create the most mischief.

ERIS'S FAVOR

For a goddess of discord, Eris chooses her champions with care. Only those tricksters with a gift for causing real, unprecedented mayhem draw her eye - though they may come to regret doing so as even the goddess's most loyal servants are not spared her own brand of chaos from time to time.

Why did Eris seek you out as a champion? The following table offers a few suggestions.

ERIS'S FAVOR

d6	Circumstance
1	You enacted a complicated, needlessly over-the-top revenge on those who bullied you as a child.
2	You may have been the one who released all the king's horses into the wild. Good luck proving it though.
3	You provoked a small provincial conflict because you were bored one day.
4	You can never resist spreading a good rumor, even if you have to make it up yourself.
5	You have an idea for the ultimate trick, and have spent years working on it.
6	You have no idea who painted a mustache on that statue of Aphrodite. Honest.

DEVOTION TO ERIS

Following Eris means dedicating yourself to the tenets of mischief, mayhem and discord. As a follower of Eris, consider the ideals below as alternatives to those suggested for your background.

ERIS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Anarchy. Rules only exist to stop us from enjoying ourselves. (Chaotic)
3	Fun. We only get one chance at life, why waste it? (Any)
4	Skulduggery. That merchant doesn't need all that gold, I'm doing him a favor really. (Chaotic)

d6	Ideals
5	Madness. Some of us just want to watch the world burn. (Evil)
6	Amusement. If someone laughs, then it can't have been a bad thing. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Eris when you expand her influence in the world in a concrete way through acts such as these:

- Overcoming an obstacle through trickery or deceit
- Embarrassing the acolytes of other gods in amusing ways
- Convincing someone to break the rules

Your piety score to Eris decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Getting caught before your mischief can bear fruit
- Keeping juicy secrets and gossip to yourself
- Meekly abiding by etiquette and protocol

ERIS'S DEVOTEE

Piety 3+ Eris trait

As a devotee of Eris, you have been marked with the goddess of discord's blessing. You can cast *disguise self* with this trait. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *minor illusion* cantrip. Charisma is your spellcasting ability for these spells.

ERIS'S VOTARY

Piety 10+ Eris trait

You impose disadvantage on Intelligence (Investigation) and Wisdom (Insight) checks made by other creatures to see through your tricks and deceptions, including spell effects. This does not apply if the creature is aware they have been tricked by you previously, or knows of your allegiance to Eris.

ERIS'S DISCIPLE

Piety 25+ Eris trait

Your commitment to sowing discord amongst your fellow mortals has been rewarded. You can cast *modify memory* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

ERIS'S CHAMPION

Piety 50+ Eris trait

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

HADES, GOD OF THE UNDERWORLD • CHTHONIC

Many mortals may refuse to speak his name, but despite popular belief the lord of the Underworld is not a malicious deity. Grim, implacable and stubborn he may be, but Hades is concerned only with the correct and well-ordered acquisition of souls for his kingdom. After all, he has no need to rush; everyone comes to him eventually.

HADES'S CHAMPIONS

Alignment: Lawful, usually neutral

Suggested Classes: Cleric, sorcerer, wizard

Suggested Cleric Domains: Death, Grave^{XGE}

Suggested Backgrounds: Acolyte, hermit, sage

Those that worship Hades accept that death is inevitable and do not fear it. They are guided by an obligation to ensure that those passing into the afterlife are allowed to do so in an orderly manner, subject to all the proper rites and ceremonies.

HADES'S FAVOR

Hades carries out his duties as lord of the Underworld with a dour, impartial purpose. When choosing his champions, he looks for mortals that share his detached sense of responsibility.

Why did Hades seek you out as a champion? The following table offers a few suggestions.

HADES'S FAVOR

d6	Circumstance
1	You worked for many years as a gravedigger and always ensured your charges received their burial rites.
2	You lost someone close to you, and swore a vow to serve Hades if he released them from his realm.
3	You almost died once. For some reason it didn't take.
4	You slew a necromancer who was robbing Hades of his subjects.
5	You were tricked into eating a fruit that had been grown in the Underworld, forever binding you to it.
6	You seek to serve Hades in life so that you may enjoy a more pleasant afterlife.

DEVOTION TO HADES

Following Hades means humbling yourself to the inevitable nature of your own mortality. As a follower of Hades, consider the ideals below as alternatives to those suggested for your background.

HADES'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Impartiality. Even my foes should receive the proper burial rites. (Neutral)
3	Duty. I have a job to do. Defy me at your peril. (Any)
4	Legacy. Everybody dies. The only choice is what we leave behind. (Any)
5	Tradition. The living should honor the dead. (Lawful)
6	Apathy. Whether today or tomorrow, our time will come. (Neutral)

EARNING AND LOSING PIETY

You increase your piety score to Hades when you expand his influence in the world in a concrete way through acts such as these:

- Convincing a group of people to accept misfortune
- Easing someone's passing or assisting with funeral rites
- Ensuring that the deeds and knowledge of someone who has died are remembered and preserved

Your piety score to Hades decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Denying a dead or dying person their final rites
- Forsaking your duties for personal gain or pleasure
- Removing wealth from a corpse or defiling a tomb

HADES'S DEVOTEE

Piety 3+ Hades trait

As a devotee of Hades, you have proven that you have what it takes to be a servant of the Underworld. You can call on Hades's power and cast *bane* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

HADES'S VOTARY

Piety 10+ Hades trait

You have been entrusted with the rare honor of being allowed to call upon the fallen to do your bidding. You can cast *animate dead* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

HADES'S DISCIPLE

Piety 25+ Hades trait

One day you will pass into Hades's realm, but it will be when he wishes it, not before. So that you might serve Hades better in the realm of the living, you gain advantage on death saving throws.

In addition, you have resistance to necrotic damage.

HADES'S CHAMPION

Piety 50+ Hades trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.

HECATE, GODDESS OF SORCERY • CHTHONIC

The enigmatic Hecate is as much a mystery to her fellow deities as she is to the mortal world, her movements often shrouded in secrecy. A patron of spellcasters, the goddess of sorcery prefers to stick to the shadows and operate through proxies and intermediaries.

HECATE'S CHAMPIONS

Alignment: Neutral, sometimes evil

Suggested Classes: Sorcerers, warlocks, wizards

Suggested Cleric Domains: Arcana^{SCAG}, Trickery

Suggested Backgrounds: Acolyte, charlatan, spy

Worshippers of Hecate believe that all magic comes from the gods and that, as the goddess of sorcery, this must make Hecate amongst the mightiest of deities. They put their faith in magic as the divine solution to all of mortalkind's problems.

HECATE'S FAVOR

Whether it is learned from a book, derived from a supernatural patron or inherited from one's ancestors, Hecate invariably selects mortals with a gift for magic as her champions. It is incredibly rare, almost unheard of, for her to choose a champion that does not possess any magical ability at all.

Why did Hecate seek you out as a champion? The following table offers a few suggestions.

HECATE'S FAVOR

d6	Circumstance
1	You are descended from a long line of powerful mages.
2	Your goal in life is to develop your own unique spell.
3	You have dedicated your life to the study of magic, and you long to show the world what you have learned.
4	You were dipped into the waters of a magical river as a baby, to bless you with arcane power.
5	You discovered you had magical abilities when you were in mortal danger and unleashed them to save yourself.
6	You were apprenticed to a wizard, but failed to cast a single spell until the day you prayed to Hecate.

DEVOTION TO HECATE

Following Hecate means trusting in the arcane arts, and seeking to develop your own magical gifts. As a follower of Hecate, consider the ideals below as alternatives to those suggested for your background.

HECATE'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Knowledge. Knowledge is power. Nowhere is that more true than in the study of magic. (Any)
3	Ambition. I wish to be known as one of the greatest spellcasters in history. (Any)
4	Creativity. My only limit is my imagination. (Any)
5	Ruthless. I know I am destined for greatness. Get out of my way or I'll walk right over you. (Evil)
6	Enigmatic. Secrecy is the key to success. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Hecate when you expand her influence in the world in a concrete way through acts such as these:

- Manipulating an outcome through purely magical means
- Invoking the arcane to persuade someone to do your bidding
- Nurturing magical talent in another, such as by taking an apprentice

Your piety score to Hecate decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Passing a shrine or temple to Hecate without paying tribute
- Discouraging the use of magic to resolve a problem
- Beseeching another deity to render assistance

HECATE'S DEVOTEE

Piety 3+ Hecate trait

As a devotee of Hecate, you have a natural talent for sensing the arcane. You can cast *detect magic* with this trait. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *prestidigitation* cantrip. Charisma is your spellcasting ability for these spells.

HECATE'S VOTARY

Piety 10+ Hecate trait

You can cast *major image* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, when you are the target of a spell attack that misses or fails, you can use your reaction to gain inspiration.

HECATE'S DISCIPLE

Piety 25+ Hecate trait

Hecate has rewarded your loyal service with access to more powerful arcane secrets. You can cast *circle of power* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

HECATE'S CHAMPION

Piety 50+ Hecate trait

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.

HEPHAESTUS, GOD OF THE FORGE • OLYMPIAN

Hephaestus is one of the few Olympians wise enough to try and stay out of the squabbles and politics of his fellow gods. He would much rather dedicate his time and effort to tinkering in his divine forge, crafting new and wonderful artifacts for gods and heroes alike.

HEPHAESTUS'S CHAMPIONS

Alignment: Neutral, usually good

Suggested Classes: Artificer^{TCE}, cleric, fighter

Suggested Cleric Domains: Forge^{XGE}, Knowledge

Suggested Backgrounds: Guild artisan, folk hero, sage

Nothing fascinates a worshiper of Hephaestus more than taking something apart to discover how it works. They are guided by an intellectual curiosity that drives them to understand the building blocks of the world around them.

HEPHAESTUS'S FAVOR

Hephaestus selects his champions as he would a hammer for use in his forge. He wants someone reliable, with the strength to get the job done to the high standard he expects of all his finest projects.

Why did Hephaestus seek you out as a champion? The following table offers a few suggestions.

HEPHAESTUS'S FAVOR

d6	Circumstance
1	You are a gifted inventor who already has several innovative creations to their name.
2	You were abandoned by your parents as a child and left to fend for yourself. For some reason Hephaestus sympathized.
3	You braved a dangerous journey just to secure the best raw material for an item you wished to create.
4	You were apprenticed to a master artisan favored by Hephaestus, but they died before they could teach you everything they knew.
5	You are expected to involve yourself in local politics, but you would much rather tinker in your workshop.
6	You crafted something so unique many people mistook it for the work of Hephaestus himself.

DEVOTION TO HEPHAESTUS

Following Hephaestus means immersing yourself in a world of humility and hard work, but also creativity and innovation. As a follower of Hephaestus, consider the ideals below as alternatives to those suggested for your background.

HEPHAESTUS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Pride. The work I do helps make the world a better place. (Good)
3	Appreciation. Positive feedback means more to me than monetary reward. (Any)
4	Innovation. I am motivated by the thought of creating something never seen before. (Any)

d6 Ideals

5	Self-Respect. Hard work is its own reward. (Good)
6	Humility. I never forget that all my skills are mine only by the grace of the gods. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Hephaestus when you expand his influence in the world in a concrete way through acts such as these:

- Helping a group or community improve their quality of life
- Creating something unique and extraordinary
- Persevering in the face of adversity

Your piety score to Hephaestus decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Settling for the easy answer when you know it is wrong
- Needlessly destroying something of wondrous craftsmanship
- Giving up when confronted with a difficult obstacle

HEPHAESTUS'S DEVOTEE

Piety 3+ Hephaestus trait

As a devotee of Hephaestus, you have a keen aptitude for determining the properties of items and artifacts. You can cast *identify* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *mending* cantrip. Intelligence is your spellcasting ability for these spells.

HEPHAESTUS'S VOTARY

Piety 10+ Hephaestus trait

You have learned much about crafting weapons from your service to the forge god. You can cast *elemental weapon* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

HEPHAESTUS'S DISCIPLE

Piety 25+ Hephaestus trait

Your hard work in Hephaestus's service continues to pay off. When you cast *elemental weapon* with the Hephaestus's Votary trait, the effect is as if the spell had been cast using a 5th level spell slot.

In addition, you gain resistance to fire damage, the better to help you when working in the forge.

HEPHAESTUS'S CHAMPION

Piety 50+ Hephaestus trait

You can increase your Strength or Intelligence score by 2 and also increase your maximum for that score by 2.

HERA, QUEEN OF THE GODS • OLYMPIAN

When mortals speak of Hera, wife of Zeus and queen of Olympus, the first thing many of them mention is her infamous temper. While it is true that Hera's wrath, once stirred, can be as unforgiving as it is terrifying to behold, the queen of the gods herself is generally a graceful, majestic deity who protects children and upholds the sanctity of marriage.

HERA'S CHAMPIONS

Alignment: Usually neutral, sometimes chaotic

Suggested Classes: Cleric, paladin, sorcerer

Suggested Cleric Domains: Life, Order^{TCE}, Trickery

Suggested Backgrounds: Acolyte, courtier^{SCAG}, noble

Worshippers of Hera value the eminence of institutions and the observance of correct protocol and ceremony. Traditions, particularly those relating to family, marriage and devotion to the gods, are of paramount importance to Hera's followers.

HERA'S FAVOR

As queen of the gods, Hera has no shortage of mortals ready to pledge their lives to her service. This abundance of candidates means she has the luxury of holding her chosen champions to very high standards - even compared to other Olympians.

Why did Hera seek you out as a champion? The following table offers a few suggestions.

HERA'S FAVOR

d6	Circumstance
1	Your family has served Hera loyally for generations.
2	You helped someone close to you get revenge on an unfaithful spouse.
3	You once stopped an attempt to violently disrupt an important religious festival.
4	You were raised as an orphan, and continue to support and protect the orphanage where you grew up.
5	You once made a mighty sacrifice to Hera that has yet to be matched.
6	You have a one true love, and have never wavered in your faith to them.

DEVOTION TO HERA

Following Hera means defending and upholding countless generations of customs and traditions. As a follower of Hera, consider the ideals below as alternatives to those suggested for your background.

HERA'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Passion. I am not afraid to let my love for a person or institution dictate my actions. (Chaotic)
3	Tradition. Our traditions represent our history, we must respect them. (Neutral)
4	Family. There is nothing more important to me than the safety and happiness of my family. (Any)

d6 Ideals

5	Wrath. If pushed, I will stop at nothing to destroy my enemies. (Chaotic)
6	Respect. Is it so much to ask for a bit of common decency? (Any)

EARNING AND LOSING PIETY

You increase your piety score to Hera when you expand her influence in the world in a concrete way through acts such as these:

- Defending a temple from attack or desecration
- Assisting in the running of a major community event
- Punishing those who abandon their spouses or children

Your piety score to Hera decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Disrespecting traditional institutions and customs
- Undermining marriage or family unity
- Destroying or desecrating a temple or other holy site

HERA'S DEVOTEE

Piety 3+ Hera trait

As a devotee of Hera, you speak with the queen of Olympus's voice. You can call on Hera's blessing and cast *command* with this trait. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

HERA'S VOTARY

Piety 10+ Hera trait

Your faith in Hera has granted you a degree of focus that makes it nearly impossible for your enemies to shake your resolve. You have advantage on saving throws against being charmed and frightened.

In addition, when you participate in a civic or religious ceremony, you gain inspiration.

HERA'S DISCIPLE

Piety 25+ Hera trait

Those that cross you have earned Hera's wrath. You can cast *geas* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

HERA'S CHAMPION

Piety 50+ Hera trait

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

HERCULES, GOD OF STRENGTH • OLYMPIAN

One of the few gods in the pantheon to be born a mortal, Hercules (also known as Heracles), was a hero of such might and renown that he was made a deity by his father, the almighty Zeus. Now he serves as the ultimate role model to aspiring heroes everywhere.

HERCULES'S CHAMPIONS

Alignment: Good, often chaotic

Suggested Classes: Barbarian, fighter, paladin

Suggested Cleric Domains: Tempest, War

Suggested Backgrounds: Folk hero, gladiator, soldier

To many of his followers, Hercules represents the pinnacle of what a mortal hero can achieve - a place on Olympus itself. They seek to emulate his glory and ferocity through their own deeds.

HERCULES'S FAVOR

When choosing a champion, Hercules looks for bravery, honor and skill at arms. These, he claims, are all anyone needs to become a mighty hero - he tends to leave out the bloodthirsty temper and superhuman strength that made him famous.

Why did Hercules seek you out as a champion? The following table offers a few suggestions.

HERCULES'S FAVOR

d6	Circumstance
1	You slew a terrifying monster that was roaming the land.
2	You emerged victorious in a prestigious contest of strength, endurance or martial skill.
3	It is rumored that your family is descended from Hercules himself, from his time as a mortal.
4	You can't explain it, but you've always felt you were destined for greatness.
5	You are already a local legend in your home village.
6	You were given a seemingly insurmountable task, but prayed to Hercules to help you with this labor.

DEVOTION TO HERCULES

Following Hercules means trusting in your own strength, both inner and outer, to make your mark upon the world. As a follower of Hercules, consider the ideals below as alternatives to those suggested for your background.

HERCULES'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Courage. I have the heart of a hero, nothing frightens me. (Any)
3	Rage. I can't help it, sometimes I just see red. (Chaotic)
4	Legacy. One day my name will be as widely known as Hercules himself. (Any)
5	Honor. Being a hero means choosing the right course, not the easiest one. (Good)
6	Glory. Let my enemies come. One at a time or all at once, it makes no difference to me. (Chaotic)

EARNING AND LOSING PIETY

You increase your piety score to Hercules when you expand his influence in the world in a concrete way through acts such as these:

- Slaying a fierce monster
- Carrying out a mighty feat of strength or endurance
- Inspiring others to tell of your deeds in plays, songs or art

Your piety score to Hercules decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Defeating a foe through dishonorable means
- Giving up on a difficult task instead of seeing it through
- Suffering an embarrassing defeat in single combat

HERCULES'S DEVOTEE

Piety 3+ Hercules trait

As a devotee of Hercules, you have set yourself on the path of a hero. At the start of your first turn in a combat encounter, you may choose to gain inspiration. You may not benefit from this trait if you are surprised at the start of the encounter. Inspiration gained in this way that remains unspent at the end of the encounter is lost. Once you have gained inspiration in this way, you can't do so again until you finish a long rest.

HERCULES'S VOTARY

Piety 10+ Hercules trait

You can cast *enhance ability* with this trait, requiring no material components, but may only use the Bear's Endurance or Bull's Strength effects. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being frightened.

HERCULES'S DISCIPLE

Piety 25+ Hercules trait

Like Hercules himself, your temper is a terrible thing once roused. You can enter a rage with this trait, following the same restrictions and gaining the same benefits as those listed in the barbarian class feature. Your rage damage bonus for this trait is +2. Once you enter a rage in this way, you can't do so again until you finish a long rest.

If you have levels in the barbarian class, you forgo the above and instead gain an additional rage use once per long rest.

HERCULES'S CHAMPION

Piety 50+ Hercules trait

You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.

HERMES, GOD OF TRAVEL • OLYMPIAN

Hermes is a deity full of contradictions. He is the god of travelers, but also of the thieves that prey on them. He is the messenger of Olympus, yet also helps ferry souls to the Underworld. This apparent hypocrisy doesn't seem to bother him much though, as he will happily inform anyone who asks.

HERMES'S CHAMPIONS

Alignment: Usually good, often chaotic

Suggested Classes: Bard, monk, rogue

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, criminal, urchin

Many merchants pray to Hermes for his blessing in commerce, but his most devoted followers are usually the thieves in need of divine assistance when relieving said merchants of their profits.

HERMES'S FAVOR

When picking champions from his mortal followers, Hermes tends to be most impressed by those armed with cunning and deftness. Rogues in particular are a favorite of the nimble messenger god.

Why did Hermes seek you out as a champion? The following table offers a few suggestions.

HERMES'S FAVOR

d6	Circumstance
1	You seek to travel the entire known world, and maybe explore some of the unknown too.
2	You have a gift for talking your way out of trouble.
3	You frequently steal from the rich to give to the poor.
4	You have developed a 'reputation' with the locals. Completely unjustified of course.
5	You once stole a valuable artifact from the royal vaults, and nobody ever found out.
6	You once out-riddled a sphinx. Or so you claim.

DEVOTION TO HERMES

Following Hermes means putting faith in the greatest weapon in your arsenal - your cunning. As a follower of Hermes, consider the ideals below as alternatives to those suggested for your background.

HERMES'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Fairness. There's never any point in shooting the messenger. (Good)
3	Cunning. I live for seeing the look on someone's face when they realize they've been outwitted. (Chaotic)
4	Ego. If I ever meet someone smarter than me, I'll probably die a little inside. (Any)
5	Charity. Yes I help out the needy, but don't shout about it. I have a reputation to maintain. (Good)
6	Wealth. Be honest, who doesn't love the jingle of a fat coin-purse? (Any)

EARNING AND LOSING PIETY

You increase your piety score to Hermes when you expand his influence in the world in a concrete way through acts such as these:

- Carrying out an entire mission without your enemies noticing you
- Successfully distorting the value of something in your favor
- Using the proceeds from a theft or other criminal action for a charitable purpose

Your piety score to Hermes decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Exploiting the desperate, impoverished or needy
- Relying on excessive violence to get you out of trouble
- Being outshone by someone who shares your talents

HERMES'S DEVOTEE

Piety 3+ Hermes trait

As a devotee of Hermes, you are more nimble with his blessing. You can cast *expeditious retreat* with this trait. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, you increase your base movement speed by 5 feet.

HERMES'S VOTARY

Piety 10+ Hermes trait

You can cast *sending* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, the bonus to your base movement speed from the Hermes's Devotee trait increases to 10 feet.

HERMES'S DISCIPLE

Piety 25+ Hermes trait

Hermes is highly impressed with your displays of guile and cunning in his service. As a reward, you gain proficiency in any combination of two skills or tools of your choice.

In addition, the bonus to your base movement speed from the Hermes's Devotee trait increases to 15 feet.

HERMES'S CHAMPION

Piety 50+ Hermes trait

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

HESTIA, GODDESS OF THE HEARTH • OLYMPIAN

As the goddess of the hearth, Hestia rarely worries herself with the vicious battles and shifting politics that seem to dominate the mortal realm. She spends her days preserving the sanctity of the home and ensuring the ancient rules of hospitality are observed.

HESTIA'S CHAMPIONS

Alignment: Usually neutral, often good

Suggested Classes: Cleric, druid, paladin

Suggested Cleric Domains: Life

Suggested Backgrounds: Acolyte, folk hero, hermit

Worshippers of Hestia tend to be kind, welcoming people with a generous spirit. They show compassion with every act, and seek to inspire the same in others.

HESTIA'S FAVOR

Hestia does not choose champions in the same way as her fellow gods. As she has no self-serving agenda, the only task her chosen servants have is to spread kindness and compassion to as many other mortals as possible.

Why did Hestia seek you out as a champion? The following table offers a few suggestions.

HESTIA'S FAVOR

d6	Circumstance
1	You have dedicated your life to helping those in need, and have never asked for anything in return.
2	You once invited an exhausted traveler to share what little food you had. That traveler was Hestia in disguise.
3	When a vicious beast attacked your village, you pulled a thorn from its paw and sent it on its way.
4	You once labored tirelessly through a harsh winter to keep your neighbors warm and fed.
5	When you make an offering to a god, you always say a prayer to Hestia as well.
6	You once lost everything you had to a conman. Instead of seeking revenge, you swore to help their other victims.

DEVOTION TO HESTIA

Following Hestia means committing yourself to being kind and welcoming to everyone you encounter. As a follower of Hestia, consider the ideals below as alternatives to those suggested for your background.

HESTIA'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Family. Our loved ones make everything worth the trouble. (Good)
3	Balance. I don't like taking sides, I would much rather we all tried to get along. (Neutral)
4	Kindness. I truly believe that a good deed is its own reward. (Good)
5	Community. I help my neighbors in the hope they would do the same for me. (Good)

d6 Ideals

6	Peace. Violence is never the answer in my book. (Good)
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EARNING AND LOSING PIETY

You increase your piety score to Hestia when you expand her influence in the world in a concrete way through acts such as these:

- Refusing to ignore or abandon the helpless
- Showing hospitality to strangers, even if it costs you
- Successfully using diplomacy to resolve a situation

Your piety score to Hestia decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Benefiting from the suffering of innocents
- Using violence when there are other options
- Judging someone by their appearance or background

HESTIA'S DEVOTEE

Piety 3+ Hestia trait

As a devotee of Hestia, the goddess has equipped you to help your friends and allies. You can cast *sanctuary* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

HESTIA'S VOTARY

Piety 10+ Hestia trait

You can cast *create food and water* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on Charisma (Persuasion) checks against creatures that have willingly consumed food or drink prepared by you in the past 12 hours.

HESTIA'S DISCIPLE

Piety 25+ Hestia trait

You can cast *Mordenkainen's private sanctum* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

HESTIA'S CHAMPION

Piety 50+ Hestia trait

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

HYPNOS, GOD OF SLEEP • CHTHONIC

The personification of sleep itself, Hypnos is a Chthonic god that resides in the Underworld. Like many of his Chthonic brethren, he represents something ever-present and inevitable. No matter how hard a mortal may try, one way or another sleep will always overtake them.

HYPNOS'S CHAMPIONS

Alignment: Neutral, sometimes lawful
Suggested Classes: Bard, sorcerer, wizard
Suggested Cleric Domains: Twilight^{TCE}
Suggested Backgrounds: Acolyte, sage, urchin

Like many Chthonic gods, Hypnos's worshipers in the mortal realm are few in number, but are fierce in their devotion. Many see the twilight of sleep as the only true pathway to finding inner peace.

HYPNOS'S FAVOR

Hypnos chooses his champions with care, for he has no desire to be dragged from his duties into the petty squabbles of his Olympian cousins. As such his servants tend to be those with calm, disciplined minds.

Why did Hypnos seek you out as a champion? The following table offers a few suggestions.

HYPNOS'S FAVOR

d6	Circumstance
1	You used to sleepwalk as a child. During your nocturnal travels, Hypnos himself would speak to you.
2	You have a gift for interpreting people's dreams.
3	You always say a small prayer to Hypnos before going to sleep.
4	You are known in your home town as being a voice of reason.
5	Whenever someone asks you for advice, your go-to suggestion is to 'sleep on it'.
6	You can't prove it, but you think that sometimes your dreams are visions of the future.

DEVOTION TO HYPNOS

Following Hypnos means putting yourself forward as the voice of compromise, never afraid to see both sides of an issue. As a follower of Hypnos, consider the ideals below as alternatives to those suggested for your background.

HYPNOS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Discipline. Giving in to our emotions rarely helps the situation. (Any)
3	Reason. We cannot make an informed decision until we have heard both sides. (Neutral)
4	Prophecy. Dreams are visions from the gods. We should heed them. (Any)
5	Determination. I may take my time reaching a decision, but once my mind is set it rarely changes. (Any)

d6	Ideals
6	Calm. I am pretty hard to rattle. Neither anger nor joy come to me easily. (Neutral)

EARNING AND LOSING PIETY

You increase your piety score to Hypnos when you expand his influence in the world in a concrete way through acts such as these:

- Acting on the prophecies of a reputable seer or oracle
- Spreading Hypnos's ideals to the wider community
- Convincing someone to turn away from a destructive course of action

Your piety score to Hypnos decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Disrupting your allies' rest without good cause
- Making a rash decision based on sparse or insufficient information
- Letting your emotions get the better of you

HYPNOS'S DEVOTEE

Piety 3+ Hypnos trait

As a devotee of Hypnos, you have a taste of the god's power at your command. You can call on Hypnos's blessing and cast *sleep* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

HYPNOS'S VOTARY

Piety 10+ Hypnos trait

You can cast *catnap*^{XGE} with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, when resting you only require half as many hours as you normally would to gain the benefits of a long rest.

HYPNOS'S DISCIPLE

Piety 25+ Hypnos trait

Hypnos believes he has found in you a true servant of the twilight. You can cast *dream* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

HYPNOS'S CHAMPION

Piety 50+ Hypnos trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.

NIKE, GODDESS OF VICTORY • OLYMPIAN

A fighter may swear their sword to Ares, a bard might pledge their lyre to Apollo and a paladin may vow to serve almighty Zeus, but there is one goddess they would all be wise to still say a prayer to. Nike, the personification of victory itself, who ensures that the good and just will always triumph.

NIKE'S CHAMPIONS

Alignment: Neutral, usually lawful

Suggested Classes: Cleric, fighter, paladin

Suggested Cleric Domains: Order^{TCE}, War

Suggested Backgrounds: Gladiator, noble, soldier

Followers of Nike like to keep things simple - they want to win, and always believe they can. This singular sense of purpose gives them the strength to keep fighting no matter the odds.

NIKE'S FAVOR

As the goddess of victory, Nike favors those mortals who never know when to give up, especially when they believe they have justice on their side. Stubbornness, a trait some gods might find disqualifying in a champion, is a boon in Nike's eyes.

Why did Nike seek you out as a champion? The following table offers a few suggestions.

NIKE'S FAVOR

d6	Circumstance
1	You come from a lawless town where you are the only one trying to keep the peace.
2	You entered a major contest as the underdog, but still emerged victorious.
3	In all your years, you have never lost a one-on-one fight.
4	You once ran for days without stopping in order to acquire help for your starving village. The journey almost killed you.
5	You won a famous victory in your youth.
6	When you were born, a bird not native to the region passed overhead - a sure sign of Nike's favor.

DEVOTION TO NIKE

Following Nike means pledging yourself to never give up when you know you have law, order and justice on your side, and encouraging others to do the same. As a follower of Nike, consider the ideals below as alternatives to those suggested for your background.

NIKE'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Justice. Our laws are just, and they must triumph over those that defy them. (Lawful)
3	Ambition. I often feel like I need more of what I have. (Any)
4	Victory. The thrill of winning is something I'll never get tired of. (Any)
5	Skill. May the best mortal win. That would be me. (Any)

d6 Ideals

6	Honor. It is better to lose than to win dishonorably. (Lawful)
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EARNING AND LOSING PIETY

You increase your piety score to Nike when you expand her influence in the world in a concrete way through acts such as these:

- Emerging victorious when the odds are against you
- Dedicating one of your triumphs to Nike herself
- Leading a group of people to victory

Your piety score to Nike decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Cheating or achieving victory through dishonorable means
- Refusing to accept defeat when you have lost fairly
- Using your skills to bully or exploit those beneath you

NIKE'S DEVOTEE

Piety 3+ Nike trait

As a devotee of Nike, you can call on the goddess's blessing and cast *guiding bolt* with this trait. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

NIKE'S VOTARY

Piety 10+ Nike trait

You can use what you have learned from the goddess of victory to inspire others. You can cast *beacon of hope* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

In addition, you have advantage on Constitution checks and saving throws made to resist gaining or increasing levels of exhaustion.

NIKE'S DISCIPLE

Piety 25+ Nike trait

The goddess of victory's blessing imbues you with a determination to never give up. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a long rest.

This trait stacks with other features that provide the same benefit, such as a half-orc's Relentless Endurance.

NIKE'S CHAMPION

Piety 50+ Nike trait

You can increase your Constitution or Charisma score by 2 and also increase your maximum for that score by 2.

NYX, GODDESS OF THE NIGHT • CHTHONIC

Few of the Underworld's Chthonic deities can claim to be shrouded in mystery to the same degree as Nyx, the goddess of the night herself. Mother to the gods Hypnos and Thanatos, to many mortals Nyx represents the same dread of inevitability as her children, though she herself favors neither good nor evil.

NYX'S CHAMPIONS

Alignment: Neutral

Suggested Classes: Rogue, sorcerer, warlock

Suggested Cleric Domains: Arcana^{SCAG}, Twilight^{TCE}

Suggested Backgrounds: Acolyte, sage, urchin

Many of Nyx's worshipers come from societies that fear the bright, harsh light of day. Those that trust in secrets and shadows make offerings to the goddess of the night, currying her favor so that they may conduct their business without prying eyes.

NYX'S FAVOR

Despite the fear of the unknown that night and darkness represent to many mortals, Nyx is a decidedly neutral deity. When she chooses a champion, she looks only for those that seek the shadows to cloak themselves in her embrace.

Why did Nyx seek you out as a champion? The following table offers a few suggestions.

NYX'S FAVOR

d6	Circumstance
1	You were born during an eclipse, as if delivered by the goddess of the night herself.
2	Sunlight makes you uncomfortable. You prefer the cool chill of the evening.
3	You once escaped a vicious monster by blinding it, leaving the poor creature to flail in darkness.
4	You are descended from many generations of shadow worshipers.
5	You only ever make your offerings to the gods at night.
6	As a child, the locals used to whisper that you were cursed. You knew it was Nyx's blessing instead.

DEVOTION TO NYX

Following Nyx means embracing night, darkness and shadow as a child embraces their mother. As a follower of Nyx, consider the ideals below as alternatives to those suggested for your background.

NYX'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Discretion. I hate being the center of attention. (Any)
3	Cunning. Wit and guile are greater than any sword. (Any)
4	Mystery. Darkness is my friend, and my secrets are safe within it. (Any)
5	Acceptance. Dusk comes as surely as the dawn. Some things will never change. (Any)

d6 Ideals

6 **Self-Respect.** I know who I am, and am content. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Nyx when you expand her influence in the world in a concrete way through acts such as these:

- Uncovering an important secret without being noticed
- Convincing a group of people to accept their lot in life
- Using darkness or nighttime to gain a tactical advantage

Your piety score to Nyx decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Allowing someone to wallow in anguish or self-pity
- Revealing sensitive information to a stranger
- Making yourself the focus of attention in a large group of people

NYX'S DEVOTEE

Piety 3+ Nyx trait

As a devotee of Nyx, you know how to protect your secrets. You can cast *illusory script* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

NYX'S VOTARY

Piety 10+ Nyx trait

You can cast *darkness* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you gain darkvision if you do not already have it. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

NYX'S DISCIPLE

Piety 25+ Nyx trait

You have served Nyx well, and she has rewarded you. You can cast *greater invisibility* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, the range of your darkvision increases by 20 feet.

NYX'S CHAMPION

Piety 50+ Nyx trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.

PAN, GOD OF THE WILDS • OLYMPIAN

Although an Olympian in name, in reality the fickle Pan prefers to spend most of his time wandering the vast forests and grasslands of the mortal realm, frolicking with nymphs, satyrs and other fey creatures. He is a carefree guardian of the wilds, though not one to be underestimated.

PAN'S CHAMPIONS

Alignment: Often chaotic, usually neutral

Suggested Classes: Bard, druid, ranger

Suggested Cleric Domains: Nature

Suggested Backgrounds: Folk hero, hermit, outlander

Pan represents everything that is wild and unpredictable about nature, and his worshipers follow his example. They are guided by their love for the natural world and an unrestricted sense of freedom, often bordering on chaos.

PAN'S FAVOR

On the few occasions where Pan takes an interest in mortals for long enough to pick a champion, he favors those that encourage the wild whims of nature instead of trying to tame it.

Why did Pan seek you out as a champion? The following table offers a few suggestions.

PAN'S FAVOR

d6	Circumstance
1	You have lived as a hermit for years, tending to your own private grove deep in the forest.
2	As a child you got lost in the woods. A mysterious voice helped you conquer your fear and find your way out.
3	You have always had a way with animals, and have sworn never to hunt them.
4	You once stumbled into a group of satyrs throwing a party in the forest. It was the best night of your life.
5	You wrote a bawdy song about Pan that the god found hilarious.
6	You once saved a nymph from a group of hunters. She told Pan the whole story.

DEVOTION TO PAN

Following Pan means believing in the freedom to do as you please, so long as you do nothing harmful or unnatural. As a follower of Pan, consider the ideals below as alternatives to those suggested for your background.

PAN'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Freedom. Live your life however you want, that's what I always say. (Neutral)
3	Friendship. I seem to find it really easy to get along with people. (Any)
4	Easygoing. My friend, put your feet up and grab a horn of ale. Your troubles can wait until tomorrow. (Chaotic)
5	Nature. There's nothing more beautiful than an overgrown meadow or an untamed forest. (Chaotic)

d6 Ideals

6	Humor. Let's turn that frown upside down, shall we? (Any)
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EARNING AND LOSING PIETY

You increase your piety score to Pan when you expand his influence in the world in a concrete way through acts such as these:

- Protecting an area of natural beauty from outside influences
- Escaping or defeating a wild animal without harming it
- Helping someone to make a new friend

Your piety score to Pan decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Treating others with cruelty or disdain
- Killing a wild creature unnecessarily
- Ignoring the plight of the enslaved or imprisoned

PAN'S DEVOTEE

Piety 3+ Pan trait

As a devotee of Pan, you can cast *animal friendship* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

PAN'S VOTARY

Piety 10+ Pan trait

You can cast *conjure animals* with this trait, calling on Pan's allies in the wild to come to your aid. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being poisoned.

PAN'S DISCIPLE

Piety 25+ Pan trait

Like Pan himself, you have developed a keen instinct for understanding the natural world. You can cast *commune with nature* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

PAN'S CHAMPION

Piety 50+ Pan trait

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

PERSEPHONE, GODDESS OF SEASONS • CHTHONIC

Persephone is unique amongst the pantheon as she exists in both the Olympian and Chthonic orders simultaneously. The daughter of Demeter, Persephone spends half the year on Olympus with her mother, and the other half in the Underworld with her husband Hades, serving as his queen.

PERSEPHONE'S CHAMPIONS

Alignment: Neutral, usually good

Suggested Classes: Cleric, druid, ranger

Suggested Cleric Domains: Grave^{XGE}, Nature

Suggested Backgrounds: Acolyte, hermit, outlander

Mortals that choose to worship Persephone do so out of recognition of what the changing seasons represent. They are firm believers in the concept of death and rebirth as a constant, endless cycle, and seek to reflect this in their daily lives.

PERSEPHONE'S FAVOR

When choosing a champion, Persephone seeks out those who bend with the wind, and accept that life is in constant motion. Champions of Persephone know that if they can survive the cold winter, a blessed spring waits for them on the other side.

Why did Persephone seek you out as a champion? The following table offers a few suggestions.

PERSEPHONE'S FAVOR

d6	Circumstance
1	You once made a great sacrifice for your family.
2	You have a tendency to try and prepare for every possible outcome.
3	You once took your fate into your own hands and escaped a terrible situation.
4	You own a plant that is said to have been blessed by Persephone herself. You have cared for it for years.
5	You have a complicated past, and it still hangs over you.
6	You composed a song or play that moved the queen of the Underworld to tears.

DEVOTION TO PERSEPHONE

Following Persephone means enduring misfortune and working towards a better future. As a follower of Persephone, consider the ideals below as alternatives to those suggested for your background.

PERSEPHONE'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Nature. The cycle of nature is never-ending, but it grows stronger with time. (Neutral)
3	Love. Sometimes I wonder if true love is the answer to all my woes. (Any)
4	Change. Change is healthy, we should not fear it. (Any)
5	Duty. I am not afraid to make a sacrifice if it means a better life for the people I care about. (Good)
6	Mortality. Everything dies, but that doesn't mean we cannot live full lives. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Persephone when you expand her influence in the world in a concrete way through acts such as these:

- Giving something up to help someone else
- Helping someone come to terms with a personal tragedy
- Forfeiting something now to reap a reward later

Your piety score to Persephone decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Endangering others through reckless action
- Destroying or desecrating a place of natural beauty
- Disrespecting the rites and traditions of the Underworld

PERSEPHONE'S DEVOTEE

Piety 3+ Persephone trait

As a devotee of Persephone, you can cast *goodberry* with this trait, requiring no material components. Berries created by this spell appear as pomegranate seeds. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *spare the dying* cantrip. Wisdom is your spellcasting ability for these spells.

PERSEPHONE'S VOTARY

Piety 10+ Persephone trait

You can cast *life transference*^{XGE} with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

PERSEPHONE'S DISCIPLE

Piety 25+ Persephone trait

Like the seasons themselves, you have become a whirlwind of change and rebirth. Once per day after finishing a short or long rest, you can choose of the four following benefits:

- Spring: You have resistance to radiant damage, and can cast *cure wounds* with this trait.
- Summer: You have resistance to fire damage, and can cast *burning hands* with this trait.
- Autumn: You have resistance to poison damage, and can cast *ray of sickness* with this trait.
- Winter: You have resistance to cold damage, and can cast *armor of Agathys* with this trait.

You can cast a spell in this way a number of times equal to your Wisdom modifier (minimum of once), requiring no material components. Wisdom is your spellcasting ability for these spells.

PERSEPHONE'S CHAMPION

Piety 50+ Persephone trait

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.

POSEIDON, GOD OF THE SEAS • OLYMPIAN

As fierce and tempestuous as the sea itself, Poseidon holds dominion over oceans, storms and even earthquakes. Often identified by his signature trident, Poseidon is a generous god to his followers, but a merciless, unrelenting foe to his enemies.

POSEIDON'S CHAMPIONS

Alignment: Neutral, often chaotic

Suggested Classes: Barbarian, fighter, sorcerer

Suggested Cleric Domains: Tempest

Suggested Backgrounds: Gladiator, pirate, sailor

The vast majority of Poseidon's most devoted followers are sailors, pirates and other seafarers. Any sailor worth their salt knows just how unpredictable the sea can be, so they always ensure Poseidon receives his proper tribute before any long journey.

POSEIDON'S FAVOR

Poseidon favors strength and skill in his champions. After all, it takes both to survive the dangers of the open sea. That said, his immense power has also given him a healthy ego, and those chosen to serve him would do well to ensure they keep him plied with plenty of prayers and offerings.

Why did Poseidon seek you out as a champion? The following table offers a few suggestions.

POSEIDON'S FAVOR

d6	Circumstance
1	You were shipwrecked on a deserted island, the only survivor from your vessel.
2	Your village offended Poseidon by forgetting to pay him tribute. Somehow your prayers managed to calm his infamous temper.
3	You almost drowned once, and since then have heard the sea god's voice in your dreams.
4	You helped build a grand monument to Poseidon.
5	You caught Poseidon's eye when you recovered a lost artifact from a sunken ship.
6	You were able to evade or outwit a mighty sea monster.

DEVOTION TO POSEIDON

Following Poseidon means swearing your strength and skill to the sea god's service, and never missing an opportunity to remind others of his greatness. As a follower of Poseidon, consider the ideals below as alternatives to those suggested for your background.

POSEIDON'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Ruthless. Like the sea itself, I am unrelenting, unforgiving and unstoppable. (Chaotic)
3	Power. I let my might speak for itself. (Any)
4	Ego. Nothing gets under my skin more than someone who thinks they're better than me. (Any)

d6 Ideals

5	Survival. It's a 'dog eat dog' world out there, I know what it takes to survive. (Chaotic)
6	Revenge. Nobody can nurture a grievance quite like I can. (Chaotic)

EARNING AND LOSING PIETY

You increase your piety score to Poseidon when you expand his influence in the world in a concrete way through acts such as these:

- Dedicating a great feat to Poseidon
- Making an appropriate offering before any journey by sea
- Enacting retribution on someone who has wronged you

Your piety score to Poseidon decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Declining a challenge to prove your strength and might
- Failing to make Poseidon an offering of sufficient splendor or value
- Meekly giving in to an enemy's demands

POSEIDON'S DEVOTEE

Piety 3+ Poseidon trait

As a devotee of Poseidon, you can cast *thunderwave* with this trait. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

POSEIDON'S VOTARY

Piety 10+ Poseidon trait

You can cast *water breathing* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

In addition, you have advantage on Strength saving throws made to resist being moved against your will.

POSEIDON'S DISCIPLE

Piety 25+ Poseidon trait

You have proven your might to Poseidon, and he has granted you a taste of his own divine power. You can cast *control water* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

POSEIDON'S CHAMPION

Piety 50+ Poseidon trait

You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.

THANATOS, GOD OF DEATH • *CHTHONIC*

Hades may rule over the Underworld, but it is Thanatos, the god of death itself, that keeps his realm well-supplied with new subjects. A son of Nyx, Thanatos is as enigmatic a deity as they come, often appearing to mortals as a terrifying, faceless figure cloaked in black.

THANATOS'S CHAMPIONS

Alignment: Lawful, sometimes evil
Suggested Classes: Cleric, rogue, warlock
Suggested Cleric Domains: Death, Grave^{XGE}
Suggested Backgrounds: Acolyte, sage, soldier

Most mortals consider the worship of death itself to be a grim, abhorrent thing. Yet to those that devote themselves to Thanatos, death is accepted as an inevitable part of mortal nature, and is to be embraced, rather than feared.

THANATOS'S FAVOR

It is rare for a mortal to share Thanatos's own view of death - to consider mortality merely the next step in the natural cycle, rather than its end. Therefore those that enlighten themselves to this belief may find themselves chosen to serve as one of his acolytes in the mortal realm.

Why did Thanatos seek you out as a champion? The following table offers a few suggestions.

THANATOS'S FAVOR

d6	Circumstance
1	You died once, but were revived before your soul was claimed. Since that day, Thanatos has spoken to you.
2	Since you were a child, you have had a morbid fascination with crypts and graveyards.
3	You no longer feel grief, as one by one you have witnessed your friends and loved ones pass away.
4	You swore an oath to Thanatos after the god of death found you trying to loot a tomb.
5	It is said that one of your ancestors once entered the Underworld and returned to tell the tale.
6	You have been responsible for countless deaths in your lifetime, making you a favorite of the god.

DEVOTION TO THANATOS

Following Thanatos means pledging your loyalty to serving the natural cycle of life and death, and to assist him in delivering plenty of souls to the Underworld. As a follower of Thanatos, consider the ideals below as alternatives to those suggested for your background.

THANATOS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Mortality. Two things are inevitable - death and taxes. And I'm no accountant. (Evil)
3	Mercy. I deal out death, not needless cruelty. (Lawful)
4	Fortitude. Once you have seen death itself, no mortal threat can strike fear in you. (Any)

d6	Ideals
5	Duty. Through my actions, I serve a greater purpose. (Lawful)
6	Grief. Although I consider it necessary, I still mourn every life I take. (Neutral)

EARNING AND LOSING PIETY

You increase your piety score to Thanatos when you expand his influence in the world in a concrete way through acts such as these:

- Observing the correct funeral rites for those you kill
- Ending someone's suffering as painlessly as possible
- Seeking Thanatos's blessing before resurrecting someone

Your piety score to Thanatos decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Seeking immortality or helping another do the same
- Summoning undead without Thanatos's permission
- Relishing or displaying unnecessary cruelty in the death of others

THANATOS'S DEVOTEE

Piety 3+ Thanatos trait

As a devotee of Thanatos, you can awaken another creature's sense of mortality. You can cast *cause fear*^{XGE} with this trait. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *toll the dead*^{XGE} cantrip. Wisdom is your spellcasting ability for these spells.

THANATOS'S VOTARY

Piety 10+ Thanatos trait

You can cast *speak with dead* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you gain resistance to necrotic damage.

THANATOS'S DISCIPLE

Piety 25+ Thanatos trait

You can cast *blight* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, as his faithful servant Thanatos now trusts your judgment on whether a mortal's time has come or not. Once per day after finishing a long rest, you may choose one other creature to gain resistance to necrotic damage for the next 24 hours. Only one creature may benefit from this at a time.

THANATOS'S CHAMPION

Piety 50+ Thanatos trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.

TYCHE, GODDESS OF FORTUNE • OLYMPIAN

When mortals talk of 'Lady Luck', they are speaking of Tyche, goddess of fortune, even if they do not realize it. Although some might call her fickle, Tyche prefers to think of herself as neutral, carrying out a divine duty to maintain the balance between good and evil.

TYCHE'S CHAMPIONS

Alignment: Neutral

Suggested Classes: Bard, cleric, rogue

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, folk hero, urchin

There are few mortals who have not, at some point in their lives, made a desperate prayer for luck to be on their side. Some worshipers even go as far as to grant Tyche their full, undying devotion, all in an effort to share in a bit of good fortune.

TYCHE'S FAVOR

Being the champion of the goddess of fortune is a prize many a mortal would crave, but Tyche chooses her servants with care. She is attracted to those who have been touched by destiny, taking those favored by fate and raising them up to greatness.

Why did Tyche seek you out as a champion? The following table offers a few suggestions.

TYCHE'S FAVOR

d6	Circumstance
1	You cannot explain it, but things just always seem to work out okay for you in the end.
2	Nobody who knows you will gamble with you these days.
3	Your mother died giving birth to you at a shrine to Tyche. The goddess has watched over you ever since.
4	Your village thinks you are a mighty hero for slaying a terrible monster. The truth is you just got lucky and found it dead.
5	You once survived something that absolutely should have killed you.
6	As a child an oracle predicted you would leave your mark on the world.

DEVOTION TO TYCHE

Following Tyche means placing all your trust in a power greater than yourself. As a follower of Tyche, consider the ideals below as alternatives to those suggested for your background.

TYCHE'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Fortune. Life has been good to me, and I'm thankful for it every day. (Any)
3	Charity. I don't believe in hoarding my good fortune for myself. (Good)
4	Ego. Look, I'm not saying I'm better than everyone else. I'm just saying the gods seem to think so. (Any)
5	Apathy. Sometimes things go your way, sometimes they don't. (Any)

d6 Ideals

6	Tragedy. What the gods give, then can take away just as easily. (Any)
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EARNING AND LOSING PIETY

You increase your piety score to Tyche when you expand her influence in the world in a concrete way through acts such as these:

- Exceeding someone's expectations
- Remembering to thank Tyche for any good fortune
- Convincing someone to appreciate what they have, not to obsess over what they don't

Your piety score to Tyche decreases if you diminish her influence in the world or contradict her ideals through acts such as these:

- Taking all the credit for something lucky
- Neglecting to pay your respects at any shrine to Tyche
- Cheating in favor of letting fate decide

TYCHE'S DEVOTEE

Piety 3+ Tyche trait

As a devotee of Tyche, you can share good fortune with others. You can cast *bless* with this trait, requiring no material components. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

TYCHE'S VOTARY

Piety 10+ Tyche trait

Tyche now permits you to mark your enemies with misfortune. You can cast *bestow curse* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

TYCHE'S DISCIPLE

Piety 25+ Tyche trait

You have served Tyche well, and have been granted a degree of control over your own fate. You have 2 luck points, following the same restrictions and gaining the same benefits as those listed as part of the Luck feat. You regain expended luck points when you finish a long rest.

TYCHE'S CHAMPION

Piety 50+ Tyche trait

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

ZEUS, KING OF THE GODS • OLYMPIAN

Ruler of Olympus. Mightiest of the gods. Master of the earth and sky. Zeus holds many titles, and his dominance over the cosmos is unquestioned. Yet even he, greatest of the immortals, is still prone to the flaws and foibles that define so many of his brethren.

ZEUS'S CHAMPIONS

Alignment: Neutral, often lawful

Suggested Classes: Cleric, fighter, paladin

Suggested Cleric Domains: Order^{TCE}, Tempest

Suggested Backgrounds: Acolyte, folk hero, soldier

Worshippers of Zeus do so not only out of fear and respect for his almighty power, but out of a deep belief in the importance of law and order. The concept of justice is sacred to Zeus's acolytes, and they defend it with the knowledge that they do so with the ruler of Olympus himself's blessing.

ZEUS'S FAVOR

More than any other deity, Zeus has no shortage of mortals clamoring for his favor. The mightiest warriors, the sharpest minds and the most ardent defenders of justice are all his to choose from when selecting his champions.

Why did Zeus seek you out as a champion? The following table offers a few suggestions.

ZEUS'S FAVOR

d6	Circumstance
1	You were raised as part of an order sworn to deal out justice in the name of Zeus.
2	You once slew a mighty foe in the midst of a thunder storm.
3	You welcomed a weary stranger into your home. That stranger was none other than Zeus himself.
4	You swore a vow that before you died, you would earn the respect of the king of the gods.
5	When you came of age, your mother revealed to you that you have the blood of Zeus in your veins.
6	You were exploited by criminals in the past. You have pledged to eradicate such cruelty from the world.

DEVOTION TO ZEUS

Following Zeus means dedicating yourself to seeking glory, acting with honor and upholding the law. As a follower of Zeus, consider the ideals below as alternatives to those suggested for your background.

ZEUS'S IDEALS

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Honor. Once I have given my word, I never break it. (Lawful)
3	Courage. I place my faith in Zeus, and know that I can face any challenge with him watching over me. (Any)
4	Duty. Every mortal has a responsibility to uphold the law and punish those that break it. (Lawful)

d6 Ideals

5	Pride. I know what it takes to make the world a better place. (Any)
6	Justice. Every action, good or bad, has a consequence. (Lawful)

EARNING AND LOSING PIETY

You increase your piety score to Zeus when you expand his influence in the world in a concrete way through acts such as these:

- Defending the innocent and upholding the law
- Striking down an enemy that represents chaos or evil
- Inspiring others to follow Zeus's ideals

Your piety score to Zeus decreases if you diminish his influence in the world or contradict his ideals through acts such as these:

- Violating the law or conducting yourself dishonorably
- Breaking a promise or vow that you have made
- Surrendering to fear or cowardice in the face of danger

ZEUS'S DEVOTEE

Piety 3+ Zeus trait

As a devotee of Zeus, you can cast *thunderous smite* with this trait. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

ZEUS'S VOTARY

Piety 10+ Zeus trait

You can call upon the power of Zeus himself to aid you in battle. You can cast *lightning bolt* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

ZEUS'S DISCIPLE

Piety 25+ Zeus trait

As Zeus himself once did to the Titans of old, you now have the power to expel your otherworldly foes from the mortal realm. You can cast *banishment* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

In addition, you are immune to thunder and lightning damage.

ZEUS'S CHAMPION

Piety 50+ Zeus trait

You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.