

FAITHS OF THE FORGOTTEN REALMS



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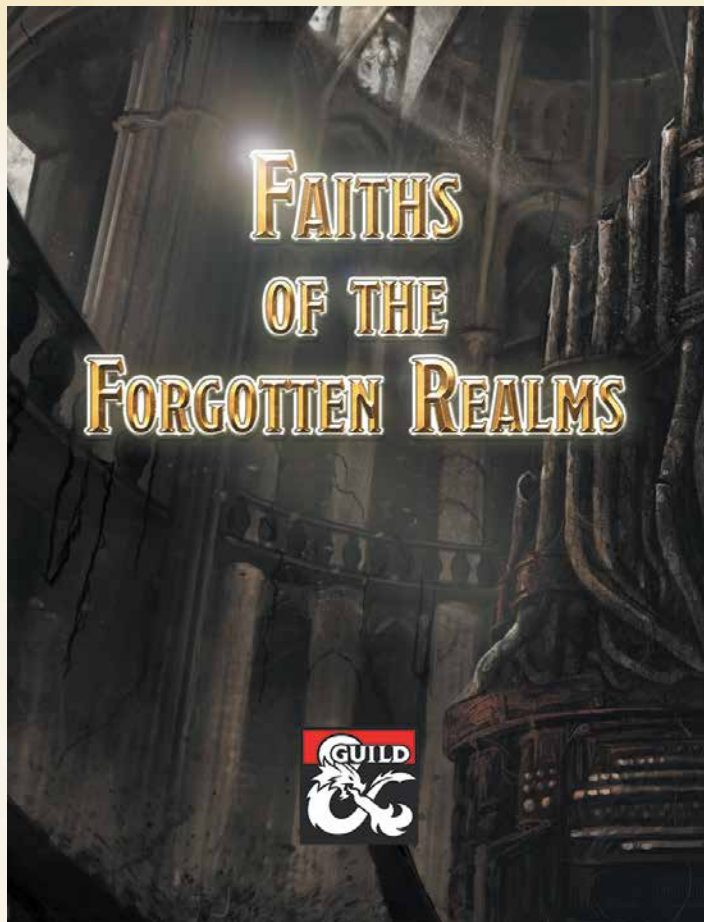
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On the Cover: Abandoned Organ by Jack Holliday



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INTRODUCTION

Dungeons & Dragons has progressed to be far kinder to the 'faithful' classes in recent years. In the Fifth Edition of the game, paladins have strayed away from rigid, lawful-good adherents of a certain faith to slightly more flexible followers of broad ideals. Clerics continue to enjoy varied domains with diverse themes. It's been better for these classes than previous editions; healthier, more encompassing of how different people want to play.

But something's missing. If the game is kinder to these faithful classes, where's the faith? Deities are often little more than framing devices, a generally-understood means of grounding a character within a certain scope. "I'm a life cleric of Lathander," a player remarks...before rarely, if ever, referring to the character's patron deity again. Dungeon Masters are sometimes guilty of falling into this same pattern—they'll occasionally threaten the anger of a cleric's deity or the disappointment of a paladin's chosen god or goddess in an already-crucial moment, but too often these mysterious beings are less a living part of a Forgotten Realms campaign and more like monster stat blocks, ready to be pulled out only on the most convenient occasions.

The goal of this project was to make some small effort to address both of these issues, for those players and DMs who want to make the deities of the Forgotten Realms a more consistent, vibrant presence in their campaigns. To clerics or paladins, who will find numerous options within these pages, a deity should feel like a pointed sponsor of their actions, their power, and their lifelong drive. For a Dungeon Master, gods and goddesses can feel more like living patrons—seeking to direct and advise, tempt and bargain, uplift or smite, guard or overcome. Every player character and every NPC are important pieces on a chessboard, part of a great cosmic game that has gone on between dozens of participants for thousands of years.

So grab your holy symbol, take up your shield, say your prayers. Open these pages and set up the grand board that spans time and planes uncountable. It's time to play.



CHAPTER 1: DEEPER FAITH

This chapter provides a brief section on each of the deities of the Faerûnian pantheon as listed in the *Sword Coast Adventurer's Guide*. Each section lists the term for the given deity's worshippers if there is one, insight into the holy days and rituals for each faith, and a section on the deity's most important temples, practices, and holy sites. The end of each deity's section includes four ideas for players to use as ways they were introduced to a given faith or chose to pursue it.

UNDERSTANDING THE CALENDAR OF HARPTOS

The Calendar of Harptos measures the passage of time in the Forgotten Realms. It consists of twelve months of thirty days each made up of three 'tendays.' Five additional days fall between certain months, marking major holidays and bringing the total days of the calendar year to 365, or 366 every four years (see Shieldmeet, below).

THE MONTHS AND THEIR APPROXIMATE EARTH EQUIVALENTS:

Month	Name	Common Name	Earth Name
1	Hammer	Deepwinter	January
2	Alturiak	The Claw of Winter	February
3	Ches	The Claw of Sunsets	March
4	Tarsahk	The Claw of Storms	April
5	Mirtul	The Melting	May
6	Kythorn	The Time of Flowers	June
7	Flamerule	Summertide	July
8	Eleasis	Highsun	August
9	Eleint	The Fading	September
10	Marpenoth	Leafall	October
11	Uktar	The Rotting	November
12	Nightal	The Drawing Down	December

There are a number of celebrated holidays known as holy days that each faith recognizes.

FAERÛNIAN HOLIDAYS

Order	Holiday	Occurrence
1	Midwinter	Between Hammer and Alturiak. Also called Deadwinter Day. Commonly a holiday acknowledging the harshness of winter.
2	Spring Equinox	Ches 19th
3	Greengrass	Between Tarsahk and Mirtul. Celebrates the first day of spring.
4	Summer Solstice	Kythorn 20th
5	Midsummer	Between Flamerule and Eleasis. A day for love and good weather.
6	Shieldmeet	The day after Midsummer, once every four years. The 'leap year' day of the Harptos calendar. Many festivals, tournaments, and meetings are held on Shieldmeet.
7	Autumn Equinox	Eleint 21st
8	Highharvestide	Between Eleint and Marpenoth. Commonly a festival celebrating the harvest. Usually marks a time for tithing and annual taxation.
9	Feast of the Moon	Between Uktar and Nightal. Also called Moonfeast. Commonly marks a day to remember and honor the dead.
10	Winter Solstice	Nightal 20th

Worshippers of Faerûn's deities mark some of these days with celebrations that echo the holiday's broadly held purpose, but with each faith's own focus. Such occasions are discussed in the following section.

THE FAITHS

AKADI (AKADIAN)

During the Fellowship of Flight, priests and priestesses of Akadi gather to summon an air elemental in their midst. They laud it with prayers and poems to the goddess, and then release it back to the plane of air with incense.

Midsummer. This holiday is Akadians' only regularly scheduled festival. The faithful capable of traveling journey to the Shaar Desolation or the ruins

at Blaskaltar, which contain the oldest known shrines to Akadi. Each year, the names of heroes of the faith are recited and honored, and the names of those fallen in the past year are added to the ever-growing list.

Temples and Shrines. Temples to Akadi are few and far between. The First Shrine of the Queen of Air, located in Blaskaltar, is the holiest site. Though the structure is long gone, worshippers still gather there every Midsummer. Other temples to Akadi are maintained by a rotation of priests, who remain at the shrine for a time before their replacements arrive.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was part of a pilgrimage to Blaskaltar as a child and heard the voice of the goddess, calling me to her faith.
2	I spent part of my youth being raised in a temple of Akadi. The rotations of priests provided many parental figures until I was old enough to set out on my own.
3	I was saved by a paladin of the Untamed Wind whose example and teachings inspired me to pursue the faith.
4	I had an encounter with an air elemental, and my awe at the wind's power inspired me to worship Akadi.

AMAUNATOR (AMAUNATORI)

The signing of the Pantheon Contour is celebrated on the third full moon of the year, this festival commemorates the signing of an agreement between powers that were overseen by Amaunator. To celebrate Amaunator's wisdom and judgment, Amaunatori dress in judicial clothes and parade through the streets. They take care to stop and celebrate in front of court buildings.

Summer Solstice. Amaunatori see this holiday as essential for their deity to continue providing light and warmth to the world. Despite its importance, the Amaunatori celebrate it with relaxation as well as prayer. Sunbathing and time outside in the sunlight are common activities.

Temples and Shrines. There are few surviving, major centers of worship for Amaunator. Many of Amaunator's priests are fond of casting *continual flame* atop their heads, causing some simple tribes or people to refer to such clergy as "lightened ones."

BACKGROUND STORY OPTIONS:

d4	Event
1	I saw the summer solstice festival as a child and was welcomed and taught by the worshippers there.
2	I witnessed the march of Amaunatori through city streets, and my curiosity led me to the faith.
3	An Amaunatori argued the law successfully in my defense or for someone close to me. I was appreciative of the faith and decided to learn more.
4	Blazing sunlight protected me from a terrible creature, and this was the turning point in my life that gave my heart to Amaunator.

ASMODEUS

Asmodeus is unlike many other deities, in that he has few holy days or holy sites to his name. The inarguably evil nature of worshipping him forces many of his followers to do so in secret or to form secretive cults whose terrible rituals are kept hidden from public knowledge.

BACKGROUND STORY OPTIONS:

d4	Event
1	I made a pact with a devil to spare my own life. My soul is already forfeit; I might as well harness the full power of Asmodeus with the time I have left.
2	My family was part of a secret cult to Asmodeus. I have been raised in awe of his power my whole life.
3	I witnessed devils attacking my town but was unafraid. One of the devils smiled at me; from that moment, I knew the Nine Hells called to my soul.
4	I discovered a book on demons and devils filled with what some would call blasphemy. I say it opened my eyes to the truth of Asmodeus's power.

AURIL (AURILAN)

Midwinter is a most holy day for worshippers of Auril. It is celebrated with ice-dancing lasting the night, meant for followers to both enjoy themselves and attract new followers.

The Embracing. This is a personal ritual that most worshippers must undergo. Initiates of the faith are sent to the arctic or into a blizzard in winter. The initiate spends the night moving through the winter landscape with only boots and thin clothing and are often painted with symbols of the goddess. Many perish in this ritual, but those who endure are often the source of Auril's clerics and paladins.

Coming Storm and the Last Storm. These rituals are used by Auril's clergy to summon a terrible winter storm at the onset of winter or at the start of spring. It serves as a reminder to some towns and regions that Auril's power is fierce and sudden.

Temples and Shrines. The House of Auril's Breath lies north of the Moonsea and boasts hundreds of worshippers. It is in the town of Glister, which is settled in a desolate region of permafrost. This and other major temples to Auril are sometimes called "the cold house" by common folk, and the high priest holds a rank of High Hand of Ice.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was dying in a winter storm, and Auril embraced and protected me from the cold. She has greater plans for my life.
2	My town was struck by a winter storm summoned by Auril's worshippers. I was amazed by their power and sought them out to learn more about the goddess.
3	I saw the ice dancers at the Midwinter festival and was drawn in. The priests there were happy to tell me about their beliefs and teachings.
4	I've always been drawn to the cold and have always feared and respected winter. I was drawn to Auril in order to learn how to control snow and ice.

AZUTH (AZUTHAN)

Azuthans hold a revel each time a worshipper ascends to the rank of Magister or Favored. They otherwise avoid many scheduled rituals.

The Transforming. Novice worshippers of Azuth spend a tenday undergoing a *shapechange* spell cast on them by a ranking master of the faith. The initiate experiences a broad number of forms, forcing contemplation from many different perspectives. This humbling experience is an official means of marking the novice's graduation to full priest.

Mage Fairs. Though not strictly an Azuthan holy day, followers organize events to celebrate magic and act as neutral parties to settle conflicts and disputes between wizards and other magic-users and to celebrate and practice arcane arts.

Temples and Shrines. The House of the High One is the best-known temple. It stands in Saerloon, in the interior of Faerûn, though a rising tide of Shar worship in the city threatens the Azuthans there. The House of the High One Ascendant lies in the mountains near western Halruaa, shaped from the natural caverns.

In all temples of Azuth, each of the three meals is accompanied by readings from tomes full of arcane teachings.

BACKGROUND STORY OPTIONS:

d4	Event
1	I attended a Mage Fair and was amazed at the power of magic. I sought out an Azuthan and asked to be taught the ways of the faith.
2	I was given shelter in a temple of Azuth, and the things I learned from the readings during meal times inspired my own magical talent—and my faith.
3	A follower of Azuth saved me from dangerous and wild magic, which served as my introduction to the teachings of Azuth.
4	The local wizard where I lived was a follower of Azuth, whose neutral and helpful sharing of the knowledge of magic was a major influence in my life.

BANE (BANITE)

Banites generally celebrate no marked calendar days as holy ones. However, many of the faithful revel on Midwinter as the day when Bane was resurrected from death by bursting through the body of his son and now-dead lesser deity, Iyachtu Xvim.

The Black Altar. This is a plain, stone slab draped with black cloth where congregations to Bane perform private rituals. A symbol of Bane is made to hover over the altar, if possible. Many of these rituals involve a subject who is tortured and humiliated before being sacrificed.

Temples and Shrines. Bane's presence is strong around the Moonsea. The House of the Black Lord in Mulmaster is one of the largest openly celebrated temples. In other areas, such as along the Sword Coast, Banites are less publicly accepted and tend to make their meetings and rituals secret.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was to be sacrificed upon a Black Altar, but Bane intervened through his worshippers and brought me into their fold instead.
2	Bane filled me with the hate and fury needed to survive a terrible battle. Now I feel his power coursing through me each day.
3	Followers of Bane conquered my city for a time when I was young. Like many others, I was taught Bane's power from an early age.

d4 Event

- | | |
|---|--|
| 4 | My love of battle and joy in strife has always been with me. I found a deity who encourages me to embrace my nature. |
|---|--|

BESHABA (BESHABAN)

Both devout worshippers and fearful common folk will sometimes burn a valuable personal possession until it is at least partially damaged. Once this is done, the person kneels and prays to Beshaba. This is often done to avoid or alter some misfortune, or to appease Beshaba into preventing such a misfortune from occurring. During both Midsummer and Shieldmeet, followers of Beshaba are destructive and impudent in wild festivals.

The Passing. The most somber ritual where a departed follower is sent downriver as part of a ceremony that turns its corpse into an undead creature and then teleports it to a random part of the world, ensuring immediate chaos (and misfortune) wherever it arrives.

Temples and Shrines. Followers of Beshaba are most often wanderers, many of them undercover. Their primary goal is to cause or celebrate misfortune and bring new worshippers into the fold from among the common folk who fear bad luck. Many wandering priests and priestesses manipulate simple people into fearful worship through mystery and superstitions.

BACKGROUND STORY OPTIONS:

d4 Event

- | | |
|---|--|
| 1 | A follower of Beshaba frightened many in my village into paying respect to Beshaba. I wanted more, so I asked how I could worship the goddess and be in control of misfortune. |
| 2 | I witnessed a destructive revel of Beshabans during Midsummer or Shieldmeet. I felt drawn to their wild misrule. |
| 3 | I foresaw a terrible calamity and made prayers to Beshaba and avoided it. I realized that I wanted to carry the power and protection of the goddess all my life. |
| 4 | I was deeply wronged by a person or group. Through Beshaba's power, I will bring calamity to my enemies. |

BHAAL (BHAALIST OR BHAALYN)

Bhaalist worship usually consists of murder. Not random, not wanton, but often carefully planned and ritualized. Individual worshippers or groups will often spend their nights in secret prayers and preparations for such acts.

During an act of killing another creature, Bhaalists recite a prayer: "Bhaal awaits thee, Bhaal embraces thee, none escape Bhaal."

The Feast of the Moon. A feast where gathered Bhaalyn celebrate notable slayings by boasting of their own deeds or reciting well-known tales of murders committed by historic Bhaalists.

Temples and Shrines. The best-known temple is The Tower of Swift Death in Tyraturos, in Thay. In any formal temple of Bhaal, worshippers gather for nightly prayers before retiring for the evening, called the Day's Farewell.

BACKGROUND STORY OPTIONS:

d4 Event

- | | |
|---|--|
| 1 | I sought Bhaal's blessing in killing a rival. When I felt his power within me, I knew I had found my true calling. |
| 2 | I knew an assassin who paid homage to Bhaal. He introduced me to the faith's teachings. |
| 3 | A murder occurred in my town. My family paid offerings to the local Bhaalyn priest, which piqued my interest in the faith. |
| 4 | A Bhaalist acquaintance invited me to the Moonfest celebration of his faith. I was welcomed by members of the faith and learned Bhaal's teachings. |

CHAUNTEA (CHAUNTEAN)

Chauntean priests and priestesses are often called upon to pray over freshly tilled soil, over new planting fields, and at harvest. In rural communities, weddings are sometimes held on or adjacent to a tilled field by Chauntean clerics, which is said to bless the couple with happiness or fertility.

Greengrass. This is a fertility festival, where Chaunteans take pleasure in consumption of food, drink, and hedonistic pursuits.

High Prayers of the Harvest. This is a celebration of Chauntea's aid to an agrarian community. These celebrations occur on or near Highharvestide, though they are often specific to a community's actual harvest season.

Temples and Shrines. Most of Chauntea's temples are small shrines that double as storage facilities for seeds and crops. Offerings of crops by local farmers are preserved longer than in mundane facilities, and the clergy there freely give seeds and food to those in need.

The best-known holy site of Chauntea is Goldenfields, which is a large abbey and farmland enclosed by walls and located northeast of Waterdeep. The nearly two dozen square miles of farmland is tended by a few thousand worshippers.

In the kingdom of Amn, the Harvest House is tended by an all-female clergy known as the Sisters of the House. The gardens found there have no equal in Faerûn.

BACKGROUND STORY OPTIONS:

d4	Event
1	I grew up in a farming community. Chauntea has been a near-daily presence in my life, and I was raised seeing the practical application of her divine power.
2	I lived in Goldenfields for part of my life, and by extension, I was exposed to Chauntean doctrine.
3	I attended the wedding of a friend or family member that was overseen by Chauntean clergy. I was intrigued by the teachings and decided to learn more.
4	When I was a traveler in need, a temple of Chauntea took me in and provided for me.

CORELLON LARETHIAN (TEL'QUESSIR)

Lateu'quor, the Forest Communion of the Crescent Moon, is held each month, and devotees offer up prayers through music, song, and dance in open moonlit glades in seclusion. These ceremonies are celebrations of life and freedom and are occasionally blessed with a manifestation of Corellon in the form of a burst of magical energy.

Shieldmeet. Priests of Corellon gather to venerate the Lord of the Elves on Shieldmeet, and once per decade in secret rituals.

Temples and Shrines. Temples to Corellon exist in most elven settlements, though they tend to be informal and understated, blending naturally with the landscape.

However, the primary center of worship is Corellon's Grove, deep in the heart of the great forest on the island retreat of Evermeet. The trees surrounding Corellon's Grove create a barrier bound with enchantments that allow passage only to the faithful. Within the grove the barriers between Faerûn and the Feywild are thin, allowing the primal fey nature to hold sway through the wild gardens, fountains, and pools.

BACKGROUND STORY OPTIONS:

d4	Event
1	I hear the song of the fey, a music never meant for mortal ears. It guides and inspires me.
2	I was born during Lateu'quor, a sign that I'm blessed by the Lord of Elves.
3	I'm drawn to the peace and seclusion of forest glades, and the beasts and fey that dwell within. My heart is of the fey.
4	I once stumbled upon a priest of Corellon dancing alone in a secluded glade in veneration to the Protector. I was mesmerized by the inhuman grace, even for one of the people, and I've been fascinated with the priesthood ever since.

CYRIC (CYRICISTS)

Cyric has no defined holy days on the calendar. The date of his ascension to godhood isn't celebrated, as church canon insists that Cyric has always been a deity, despite other canonical stories about him, including his mortal deeds.

Day of the Dark Sun. This is a general term for any day declared holy by a powerful follower of Cyric. It is marked by a valuable blood sacrifice to the deity, which allows worshippers to make pleas to Cyric for guidance or power.

Temples and Shrines. Cyricism has few friends on the Sword Coast, and as a result, permanent temples aren't common. More than this, the constant, intentional contradictions that Cyric introduces to the beliefs of his followers make any permanent house of worship difficult to maintain without the clergy tearing each other apart.

BACKGROUND STORY OPTIONS:

d4	Event
1	I've always delighted in sowing strife and chaos. I was drawn to the church by my nature.
2	I was exposed to the Cyrinshad and was an enchanted follower of Cyric for years. Now that I'm free, so much of my identity is tied to Cyricism that I gave myself to the faith willingly.
3	I found a ruined temple of Cyric and the god spoke to me. I alone have been taught his One True Way.
4	I've always regarded the doctrines of other religions as blasphemous or untrue. Cyricism appealed to my disbelief in agreed-upon history.

DENEIR (DENEIRRATH)

Shieldmeet is an important day for followers of Deneir. Contracts and other legal documents are made available to the public. Visitors can request a document or book

to review at a temple of Deneir, which must be provided to them for the day if the temple has it available.

The Day of the Gilding. Shieldmeet is a ritual in which priests and priestesses gather to inlay a tome with the dogma of Deneir one golden letter at a time. Afterward, the text is made available to the public, and at least one clergy member keeps a watchful eye for thieves who would try to steal any part of the golden text.

Temples and Shrines. The Master's Library in Faerûn holds more books than even the library of Candlekeep—but it is hidden in the Earthfast Mountains. Silverymoon has a temple to Deneir. The Soaring Spirit is a cathedral built on the ruins of a joint Deneirath and Oghmanyte library, located at the border of Amn in the Snowflake Mountains.

BACKGROUND STORY OPTIONS:

d4	Event
1	A local cleric of Deneir was always writing down the stories and songs of my hometown. The cleric taught me to read and about Deneirath faith.
2	I've always been bookish, and my desire is to one day earn the right through faith to serve in one of the great libraries, like the Master's Library.
3	My family received the writing services of a follower of Deneir, who left a book of the deity's teachings. I read it and chose to follow the faith.
4	In my travels, a Deneirath cleric saved me from a dangerous magical glyph, and introduced me to the worship of Deneir.

ELDATH (ELDATHYN)

The Eldathyn faith is often personal and solitary, with many of her clergy praying in a private setting or sanctuary. The only calendar festival to Eldath is the Greening during Greengrass.

The Greening. The faithful gather on this holiday to consecrate peaceful outdoor places as shrines and holy sites to Eldath. Larger rituals will see days of prayer leading up to an appearance by an image of the goddess herself, who blesses the site. Waters in this location often have miraculous healing powers for the remainder of the day.

Temples and Shrines. Many groves, springs, pools, and similar areas are blessed by Eldath. One of the most remarkable holy sites is Duskwood Dell in the kingdom of Amn. The River Rimril flows from Eldath's Mount to the Green Goddess Falls and into a holy forest.

BACKGROUND STORY OPTIONS:

d4	Event
1	I stumbled across a peaceful spring that had been blessed by Eldath. I was so moved I couldn't help but give my heart to Eldath.
2	I've seen horrid violence in my life. I chose to follow Eldath and be a small beacon of peace and hope in a brutal world.
3	I witnessed an Eldathyn get cut down in defense of a place of natural beauty. My heart broke at the sight, and I chose to follow the brave cleric's faith.
4	I met a hermit or sage at a holy site of Eldath, who tended my wounds and initiated me to the teachings of the faith.

GOND (GONDAR)

Followers of Gond have a calendar celebration in the twelve days preceding Greengrass, an event called Ippensheir. Ippen was the first notable cleric of Gond, and in honor of the faith, the Gondar clergy members gather at the nearest temple or holy site to share inventions or marvels with one another. Major Gondar sites are often linked by teleportation circles or similar magic during this time so that worshippers can travel between as many gatherings as possible.

Temples and Shrines. The holiest site of Gond is located on the island of Lantan, at the High Holy Crafthouse of Inspiration in the city of Illul. On the mainland, the town of Tilverton in Cormyr boasts the House of the Wonderbringer. In both locations, the faithful of Gond include holy clerics, paladins, and artificers.

BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a follower of Gond with a mechanical construct companion once. It was such a remarkable experience I was driven to learn more about Gond.
2	A friend or family member allowed me access to an Ippensheir festival. I learned a lot about the faith and decided to begin studying its teachings.
3	I traveled to Lantan once and saw its technological wonders. The impression stayed with me and drove me to learn about Gond.
4	I've had an affinity for contraptions and invention my entire life. I was naturally drawn to Gond's doctrine.

GRUMBAR (GRUMBARRYN)

Followers of Grumbar are initiated into the faith with the Oath of Landwalking, a ritual where they vow to travel by air or sea in only dire circumstances. Those

who violate the ritual-promise are quick to pray for forgiveness from the Earth Lord.

Midwinter. Festivals are held on this holiday to celebrate the previous year and decide plans for the new one. These plans can't be changed once decided, reflecting the Grumbarryn resistance to quick change.

Temples and Shrines. Many temples are hidden in the Spine of the World mountain range in the north and numerous other ranges. They are usually found in natural caverns, not constructed buildings. The Muaraghal Mountains, on the eastern border of Halruaa, contains the holiest of these sites. Grumbarryn are encouraged to visit this site at least once in their lives.

Sects of Grumbarryn are organized into 'holds,' consisting of seven specialty priests or clerics, seven monks, and seven crusaders leading as many common worshippers as can be supported. These holds usually have a shared view or alignment and are primarily concerned with fulfilling the objectives laid out during Midwinter.

BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a Grumbarryn cleric arguing against a change of law in my village. The belief in the preservation of tradition and slow change appealed to me, and I asked to find out more.
2	In my travels, I encountered a hold. The dedicated, focused labor of the worshippers there impressed me, and I joined the ranks of the faith as an initiate.
3	I've had an ear for Terran and an affinity for the earth my entire life. I'm finally old enough to truly answer Grumbar's calling.
4	I witnessed a Grumbarryn paladin shaking the very earth in a battle with a deadly creature. It opened my eyes to the power of Grumbar.

GWAERON WINDSTROM

Gwaeron's followers hold no specific holy days of their own, though they often honor the holidays celebrated by followers of Mielikki. Worshippers of Gwaeron are encouraged to perform a short ritual upon successfully tracking a creature, wherein they make a radiant circle of six footprints, heel toward the center and toes pointing out.

Temples and Shrines. Since dedicated followers of Gwaeron Windstrom are few and far between, and because he is a deity of nature, there are no temples in his name, only natural sites consecrated as shrines. The most important of these is Gwaeron's Slumber, a grove of trees west of Triboar. Followers of Gwaeron

and residents of Triboar protect the grove from deforestation and the incursion of evil creatures.

Gwaeron is held in some reverence throughout the realms but has a more dedicated following in the deep wilds. Here, many tribes and rangers worship him as an approachable intermediary between their mortal selves and Mielikki, whose divine nature they find too wild and mysterious to interact with directly.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was lost in the wilderness and suddenly caught a glimpse of a strong ranger with a long, white beard. I followed the visions of the ranger until I was led safely to civilization. I realized afterward that a vision of Gwaeron had saved my life.
2	I spent time in Triboar and visited Gwaeron's Slumber. I camped there overnight and had a powerful dream that turned my faith to the ranger-god.
3	I was raised around rangers, and many of them worshipped Gwaeron. I learned about nature hand-in-hand with Gwaeron's dogma.
4	I lived among followers of Mielikki, but their respect toward Gwaeron interested me. I learned about the deity and felt more drawn to his purview.

HELM (HELMITE)

The only calendar celebration dedicated to Helm occurs each Shieldmeet, an event called the Ceremony of Honor to Helm. Most of the rituals and celebrations of the deity are internal to the church's members. The Consecration of a Postulant is a ritual celebrating a member's full initiation into the faith. A similar ritual exists to bless items and artifacts brought into the service or protection of the faith, called the Consecration of a Glymtul (or 'favored thing').

The Purification. This is a ritual that must be completed for followers who have left the faith and returned or members of the church who have failed in their duties or committed a taboo of the faith—a ritual of prayer and atonement is overseen by other members of the clergy.

Temples and Shrines. Helm enjoys widespread respect throughout the world, from simple folk to knightly orders. In the city of Tsurlagol on the northern coast of the Sea of Fallen Stars, the Noble Hand doubles as both a temple and martial academy. Helm's faith is strong throughout this region of interior Faerûn, including Cormyr.

BACKGROUND STORY OPTIONS:

d4	Event
1	I grew up in a city and noticed many of the guards carrying a small symbol of a gauntlet stamped with a watching eye. I finally asked about it and was told about Helm.
2	A bard in a tavern sang the tragic tale of Helm slaying Mystra. It wasn't until I blinked away the tears in my eyes that I realized how much the tale moved me.
3	I was in the army or served closely with knights who had a strong faith in Helm. Their stalwart dedication inspired me to pursue the faith.
4	At one point I was defending myself against many foes. I felt an inspiring presence that gave me the strength to hold fast and endure. I believe Helm interceded to save me.

HOAR

Followers of Hoar observe personal holidays commemorating their proudest acts of vengeance, and the anniversary of transgressions against them they have yet to repay. Unknown to many of the uninitiated, followers of Hoar also remember those who have meaningfully helped them and seek to repay them equally.

Hoar's worshippers celebrate two marked holidays. The first is The Penultimate Thunder on the 11th of Eleint, celebrating the victory of Hoar over Ramman (an old foe) with feasting. The second holiday is celebrated on the 11th of Marpenoth, a ritual celebration called the Impending Doom. Here oaths, drums, and chanted prayers anticipate acts of vengeance that have yet to be enacted, seeking blessings from Hoar in these endeavors.

Temples and Shrines. Hoar has a strong following in Akana and Chessenta, which lie on the southern shores of the Sea of Fallen Stars. An uncommon deity on the Sword Coast, Hoar's pantheon is often overshadowed by Beshaba, Bhaal, or Tyr. Many of the Doombringer's followers are solitary, comprised of nomadic clergy, adventurers, and vigilantes. Small chapels and sects can be found in towns and cities where crime and other conflict create ample scenarios where Hoar's message of revenge is most appealing.

BACKGROUND STORY OPTIONS:

d4	Event
1	Someone wronged me terribly in my life. Hoar is the one who gave me the power to ensure justice for myself.
2	A cleric of Hoar surprised me by repaying a kindness I performed. It opened my eyes to the hidden depths of Hoar's doctrine.

d4	Event
3	I was raised with a strong sense of justice, but less respect for the law. My belief that justice must be meted out when the law fails drew me to Hoar's church.
4	A follower of Hoar imposed some punishment upon me for a transgression I committed. I repented my deed and decided to dedicate my life to Hoar as an act of atonement.

ILMATER (ILMATERI)

Ilmater don't have calendar-specific celebrations, only personal rituals or those specific to the church. When the duties of the faith become too emotionally or physically overwhelming, followers can perform a ritual plea, which grants a ten-day rest from their normal duties. Some clergy rest in order to perform tasks the church would otherwise not officially permit.

Priests and priestesses of Ilmater also perform the Turning, wherein they perform final rites and prayers with a dying creature in order to ease its suffering and bring it a measure of peace in the face of death.

Temples and Shrines: In Calimshan, south of the Sword Coast, the House of the Broken God rests in the center of the city of Keltar. Throughout the Sword Coast itself, Ilmater's faith is mainly exercised by knightly and monastic orders. The reach of such orders can be found throughout the continent and especially in sites of battle.

The followers of Ilmater often enjoy a sense of protection in formal battlefields, as striking one down is often seen as a terrible affront. In turn, clerics and other devout Ilmater seek to bring alleviation to friend and foe alike, their suffering of equal importance in the eyes of the deity.

BACKGROUND STORY OPTIONS:

d4	Event
1	A follower of Ilmater calmed and comforted me when I thought I was going to die. I never forgot the benefactor's measured calm and kindness, and dedicated my life to Ilmater beliefs.
2	One of the Ilmater comforted a loved one who was passing on, performing the Turning. It had a significant impact on my life and is the key event that led me to the faith.
3	I saw a follower of Ilmater bearing terrible suffering. It was an example that moved me and piqued my interest in the god's dogma.
4	The church of Ilmater came to the place where I grew up and provided care and food to the poor. I never forgot its charity.

ISTISHIA (ISTISHIAN)

Istishians celebrate the seasonal change of the tides with festivals on beaches or over bodies of water. These feasts are occasionally visited by friendly intelligent water-dwelling creatures who participate in the celebration.

Temples and Shrines. As a deity over the water itself, Istishia enjoys a broad range of followers. Sailors and pirates often pay him homage, and chapels or temples to the deity can be found in almost any sizable coastal city, including Waterdeep and Calimport.

Istishia is a welcome elemental deity in many settlements because his followers occupy themselves with useful domestic projects. Istishians seek to cleanse waterways of filth and waste, improve communication between aquatic races and land races, and provide pottery courses to locals as a means of teaching water's triumph over other elements.

BACKGROUND STORY OPTIONS:

d4	Event
1	I served aboard a ship or worked on the docks for a long period of time. There, I was constantly exposed to Istishian views.
2	I attended a course in pottery at an Istishian temple. The lesson of water's power over other elements appealed to me and served as my introduction to Istishian beliefs.
3	Waste and pollution choked the waterways of a city where I lived, and disease was rampant. Where other clerics only treated the sickness, Istishians cleansed the waters and brought healing. I sought them out and joined the church at once.
4	I had a positive interaction with an aquatic race or water elemental. I joined the church as the best means of learning more about such creatures and strengthening the bonds between the world of land and water.

JERGAL (JERGALI)

Due to the constant work performed by the clergy, Jergali observe only a single calendar event that could be described as a holy day. On the last night of the year, the 30th of Nightal, the scribes are permitted to stopworking for a single night. Upon the start of the new year, the Jergali declare "One year closer!" before burning the year's work and starting again.

Temples and Shrines. Grim, stony crypts and mausoleum-like chapels are the only structures frequently occupied by followers of the Bleak Seneschal. The scribes who occupy these locations labor daily to record the death of all sentient beings, listing their cause of death and final destination in

the afterlife. Some become Mummified Scriveners of Doom, entering a state of near-lichdom to work without pause until death finally claims them. Active adventuring among Jergali is rare and often frowned upon but accepted by some sects if the worshipper records the death of sentient creatures in rare and remote locations, providing these records at least once a year.

BACKGROUND STORY OPTIONS:

d4	Event
1	The first time a sentient creature died near me, I heard Jergal's voice whispering to me its name and destination in the afterlife. I picked up a writing instrument and haven't stopped recording death around me since.
2	A doomscribe of Jergal was present at a family member's funeral, recording the events of the death. The doomscribe's ability to remain detached from death helped give me purpose in my grief.
3	I stumbled upon a crypt occupied by a Mummified Scrivener of Doom and unintelligent undead servants. I marveled at the experience and realized the importance of Jergal.
4	I heard the story of someone who died and went to the Fugue Plane but was later resurrected. That lucky person had an encounter with Jergal himself and the story of it affected me deeply.

KELEMVOR

The best-known ritual of Kelemvor is the Passing, the last rite that calls on the deity to watch for the approaching soul. Events of mass death, such as battlefields or areas of catastrophe, experience a large-scale version of the ritual known as the Lament for the Fallen.

Kelemvor marks two major calendar days. During Shieldmeet and the Feast of the Moon, faithful gather for the Deeds of the Dead, celebrating the good works of those who have passed on. In times of calamity or troublesome events, rituals are performed to consult with the souls of dead heroes in a manner similar to a *speak with dead* spell. The ritual on this day by the faithful is more powerful than the standard spell, allowing for a longer conversation and one less cryptic or limited.

Temples and Shrines. Though there are few great temples to Kelemvor, his clergy are everywhere. They are consistently called upon for last rites, funerals, and remembrances. Those who die with no one to bury them are taken in and given burial by the clergy. Those who die without a will have their possessions claimed by the church to fund its ministry, usually as part of

an intermittent ritual known as Thanks to the Guide. It is at this same disbursement of goods that ranking priests tend to receive direction for the work of their temple or chapel.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was at death's door once, and the Passing was performed over me by a follower of Kelemvor. I was comforted and, when I recovered, sought to bring that same peace to others.
2	Once I witnessed a paladin of Kelemvor lay an undead creature to rest. I was amazed at how the paladin prioritized bringing peace to the creature, not just destroying it.
3	I attended a Festival of the Moon or Shieldmeet ritual where the followers of Kelemvor raised spirits of dead heroes to consult them about a current crisis. It was an amazing experience that first introduced me to the importance of their faith.
4	A friend or family member died and was given a respectful burial by followers of Kelemvor. Their somber respect struck a chord with me and I was compelled to learn more about the faith.

KOSSUTH (KOSSUTHAN)

Followers of Kossuth go through the Oath of Firewalking, a ritual where acolytes become full priests by walking across hot coals. This ritual is often repeated as formal priests and priestesses rise in rank in the church, with the walk becoming longer and hotter. It is believed that those who plot against the church or who aren't devoted to the faith will find themselves terribly injured by the trial.

Temples and Shrines. Shrines, temples, and chapels to Kossuth are popular near areas of fire and heat, especially deserts and volcanoes. The birthdate of each temple's head clergy member is a celebrated holiday, during which clergy from other faiths and local leaders are invited to the temple and lavished with food and gifts. This is primarily seen as an opportunity for the head priest or priestess to forge and strengthen relationships with the local community to the temple's advantage.

BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a ritual where followers of Kossuth summoned a fire elemental. I knew then that Kossuth was the power I wished to pledge my life to.

d4 Event

2	I met a Red Wizard of Thay who followed Kossuth's teachings. The wizard shared the tenants of the faith, which helped me understand the superiority of Kossuth.
3	I was part of a group invited to the local Kossuthan temple to celebrate the head clergy member's birthdate. I marveled at the gifts and displays of power and asked to learn more.
4	I was trapped in a burning building and showed bravery. Kossuth intervened and allowed me to survive, a rare occurrence that changed my life.

LATHANDER (LATHANDERIAN/ LATHANDERITE)

Almost any ceremony performed at dawn is considered blessed by Lathander. Lathanderians also celebrate on some calendar days: on Midsummer and the spring and fall equinoxes followers of Lathander in larger temples perform the Song of Dawn, a progression of musical hymns to the Morninglord.

Temples and Shrines. The Spires of the Morning is the grandest and most well-known temple to Lathander, housed in Waterdeep. In this and temples across the realms, local members of the clergy perform daily payers at dawn and often at highsun (noon). Local temples sometimes organize competitions of art, writing, and non-hostile sport as a means of bringing a community together.

BACKGROUND STORY OPTIONS:

d4	Event
1	The dawning of the sun protected me from encroaching creatures, saving my life. I believe Lathander aided me in my hour of need.
2	I was in a temple of Lathander while clergy members performed the Song of Dawn. The experience was so spiritually moving, I resolved to learn more about Lathander.
3	Lathanderite clergy provided food and healing to my community in their hour of need. Their charity was never forgotten.
4	I watched in awe as Lathanderians raised someone from the dead with magic. I saw the power of Lathander that day and knew he was the deity I sought to follow.

LEIRA (LEIRAN)

Leirans are secretive and misleading for the sheer joy of it and hold no marked calendar celebrations to those outside the faith. Followers of Leira gather six times a year in Conclaves, though they're never at the same time each year; the word is spread quietly among

Leirans in the tendays leading up to the event. During these Conclaves, the rare direction is given to speak only truth, allowing for the sharing of information and the performance of administrative duties without concern for the Leirans' usual flair for intentional absurdity.

Temples and Shrines. Priests and priestesses within a temple of Leira conceal their faces, keeping their identity hidden. Local temples and chapels will happily spread false rumors and create small illusions for a small fee and work independently to reveal hoaxes and falsehoods as often as they create them. Talented followers will provide disguises to those in need, or even allow themselves to be hired to impersonate relatives, friends, enemies, or companions of the supplicant if the situation promises to be amusing.

BACKGROUND STORY OPTIONS:

d4	Event
1	A Leiran used a disguise and deception to help get me out of a tight situation. I became curious about the faith.
2	I traced a strange rumor back to a clergy member of the local Leiran temple. From there I began peeling away the half-truths and learning the true teachings of Leira.
3	Deceit has always been second-nature to me. I heard the voice of Leira calling out to me in the morning mist and have followed the sound of her voice all my life since.
4	I've seen firsthand how wonder and mystery—whether true or false—brings hope and meaning to life. Leira is the only deity who embodies my worldview.

LLIIRA (LLIIRAN)

All the holidays are holy days to followers of Lliira, who will seize upon any excuse for a celebration or a "lesser revel" on less-widely-observed calendar days. These celebrations always begin with songs and dancing leading up to a feast. Events after the meal commonly align with what is considered generally appropriate for whatever holiday the event falls on. Particularly holy rituals and celebrations begin with Swords Cast Down, a ceremony where multiple weapons are thrown to the ground and covered in flowers.

Temples and Shrines. The rich port city of Selgaunt on the Sea of Fallen Stars houses the Palace of Holy Festivals, the greatest temple of Lliira. While followers of Lliira are known to be the most fun clergy to be around in all the realms, the reasons vary from member to member. Despite their dedication to joy

and seemingly carefree attitude, the ranking members of the clergy take care to place their followers in daily tasks that best suit their personal talents. Clownish followers can provide joy to common folk, but the most intelligent and well-versed Lliiran consult with nobles and academics.

BACKGROUND STORY OPTIONS:

d4	Event
1	I grew up near a temple of Lliira. The constant presence of their festivals exposed me to the teachings of the faith from an early age.
2	Lliiran clergy often came to my community to perform theater or other amusing antics. I had a talent for their craft and they took time to instruct me in both our shared craft and Lliira's dogma.
3	I suffered a personal tragedy. Joydancers of Lliira lifted me from my depression and helped me find a joyful attitude in the face of loss.
4	I've always found it easy to take joy in all aspects of life, even when I suffer adversity. I was drawn to the Lliiran faith as a result.

LOVIATAR (LOVIATAN/LOVITE)

All four seasonal equinoxes are marked at organized temples with the Rite of Pain and Purity, a drumming dance performed by the faithful atop hazards such as thorns, barbs, and broken glass. These rituals cause a magical red mist to rise over the proceedings, sometimes causing the goddess herself to appear and communicate with her followers. Every twelve days, temples and chapels hold Candle Rites, which mirror the above ritual but involve passing parts of the body over lit candles. In both rituals, the participants are healed once they are finished.

Temples and Shrines. Loviatar enjoys widespread worship throughout the realms, with larger and more active sects in major cities like Waterdeep, Mulmaster, and Calimport. Though members of the clergy are commonly both masochistic and sadistic, the pain they inflict and receive is heavily structured by the strictures of the church. Inflicting terrible pain on both the willing and unwilling is central to a Loviatan's duties and can involve physical injury or causing emotional turmoil.

BACKGROUND STORY OPTIONS:

d4	Event
1	I suffered an injury that left me in agony and sometimes pains me to this day. Loviatans taught me to embrace my pain and to channel it.

d4 Event

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|---|---|
| 2 | I've enjoyed causing pain and distress for as long as I can remember. In Loviatar I've found a faith that embraces rather than shuns me. |
| 3 | I experienced a deep personal loss. It was then that I realized the world is a place of pain, and Loviatar is the only goddess who accepts this fact in a meaningful way. |
| 4 | I was tortured once and withstood the pain without breaking. Followers of Loviatar took me in, healing my wounds and teaching me the Willing Whip's dogma. |

MALAR (MALARITE)

High Hunts are commonly practiced throughout the year, where followers of Malar kidnap one or more humanoids and set them loose in the wilderness to be hunted down. Malarites attend with only simple daggers or weapons fashioned like claws, with many forming a ring around the area to prevent the quarry's escape. Any prey who escapes or survives until dawn is praised and lavished with gifts.

Feast of the Stags. Malarites prepare for the holiday with a frenzy of hunting. On Highharvestide, they celebrate the Feast of Stags, where a bloody parade of Malarites displaying their grim trophies precedes a grand feast. All are welcome at the feast, even enemies. At the celebration, followers of Malar pledge their services to provide meat throughout the winter for the elderly and others unable to provide for themselves.

Temples and Shrines. Organized Malarite sects are rarely tolerated in metropolitan areas and are regarded with heavy scrutiny in even remote communities. In the wilds, their temples often make use of natural caverns in a den-like fashion, or shrines consisting of a ring of fang-like stone pillars.

Malarites commonly pray before, during, and after a hunt. A simple, low chant called the Bloodsong is intoned over kills from hunts and battles alike.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|---|
| 1 | I survived a High Hunt, and the incredible thrill of brutal survival led me to join the Malarite faith. |
| 2 | A town where I lived saw many carried through the winter by the charity of Malarite hunters. I learned how brutal savagery serves the cycle of nature and learned to embrace Malar. |
| 3 | On the hunt or in the battlefield, I developed an obsession with personal, bloody kills. When I learned about Malar, I realized it was the blessing of the Beastlord that rushed through my veins when I slew my enemies. |

d4 Event

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| 4 | I bested an evil lycanthrope who turned out to be a worshipper of Malar. In my fevered recovery from my injuries, Malar came to me and heralded me as destined for great violence. |
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MASK (MASKARRAN)

Worshippers of Mask don't observe marked calendar events. Established temples or shrines observe the Ritual of the Unseen Presence at least once a month, during which worshippers join in chants and hymns while making offerings to the Master of All Thieves from items they have stolen since the previous ritual.

Temples and Shrines. Thieves' guilds are the most reliable place to find a shrine dedicated to Mask. Even thieves who aren't devout followers of the deity usually pay small offerings to the shrine or the local temple, if one is independently established. Dedicated followers are constantly involving themselves in plots and plans to acquire objects or gain leverage over individuals. The best way for a follower of Mask to gain a distinguished reputation among the clergy is to pledge toward such a plan and enact it on schedule.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|---|
| 1 | I've more than my share of thievery under my belt. When you're a thief, you're quickly made aware of Mask and the rudiments of his teachings. One day, I decided to learn more. |
| 2 | I caught someone trying to pick my pocket. When I demanded to know what the pick-pocket was doing, the thief gladly showed me a coin purse with the Maskarran symbol and explained the faith. |
| 3 | I grew up in either wealth or poverty. In either case, I quickly learned that you have a right to own whatever you can get away with taking. The Maskarran eventually sought me out and brought me into the fold. |
| 4 | Stealth and deception have been my closest and oldest friends. Mask's dogma offers me a way to find spiritual purpose in my natural talents. |

MIELIKKI (MIELIKKIAN)

The most widely known calendar events of Mielikki are the First, Second, Third, and Fourth Feasts, which fall on the solstice and equinox dates each year. They are generous (and occasionally risqué) celebrations.

During Greengrass and Midsummer, larger feasts occur and are sometimes accompanied by the Wild Ride, when the faithful are permitted to ride herds of unicorns across vast distances and see much of Mielikki's domain before returning to the festivities.

The Green Regent. Every four years at Shieldmeet, a new chosen of Mielikki is selected. Known as the Green Regent, this empowered worshipper occupies time with the preservation of the Delimbiyr Crescent, said to be Mielikki's most cherished location in the region of western Faerûn (if not all the realms).

Temples and Shrines. As a nature deity, most of Mielikki's worshippers consist of clerics, rangers, and druids who reside in the forests of the world. In towns and settlements along wild frontiers, dedicated chapels or public shrines to the goddess are a common stopping point for those about to undertake a hunt or a journey through the wilds. Organized faithful partake in the Song of Trees at least once a month, calling forth dryads and treants to perform small tasks; clergy living in towns preach healthy respect for nature and encourage living in balance with civilization.

BACKGROUND STORY OPTIONS:

d4	Event
1	I met the Green Regent and witnessed Mielikki's power, which introduced me to the faith.
2	I witnessed followers of Mielikki partaking in the Wild Ride. Seeing a herd of unicorns stampeding across the land with lightning speed left me in awe.
3	I was lost and starving in the wilds, and a unicorn found me. The majestic celestial had been guided to me by the goddess to spare my life.
4	I found a natural site that had been made into a shrine to Mielikki. I cherished the serene and peaceful environment and felt led to learning more about her faith.

MILIL (SORLYN)

Calendar days marked by Sorlyn include the Call to the Flowers, a song performed at Greengrass, and a festival at Midsummer known as the Grand Revel. The Grand Revel is light-hearted, playing up satire.

Temples and Shrines. The Temple of Good Cheer is a notable place of worship in Waterdeep. Some say the high clergy have a magical gateway to Arbalest's House in Athkatla, the distant capital city of Amn. Arbalest's House is the site where Milil himself founded a sect of followers during the Time of Troubles and it is considered the most holy of his temples.

BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a performing bard be blessed by Milil, taking the performance to divine heights.
2	When I was afraid, I heard a disembodied voice singing to me. The voice gave me comfort and guidance. I believe the voice was Milil.
3	After an unusually good performance of song on my part, I was given a vision by Milil and felt called to both his faith and to adventure.
4	I attended the Grand Revel during Midsummer and was delighted by it. While there, I asked the clergy of Milil to teach me about the faith.

MORADIN (MORANDIAN)

Worshippers of the Soulforger steadfastly gather once a month around forges to give thanks in a ritual that is both long and precise, as befits dwarven culture. Each hold has its own tradition of the date, some preferring to hold it on the full moon, some on the crescent moon, but always once per month without fail. The ceremony involves the surrendering of weapons (in times of peace), the steady cadence of hammers on forge and an elaborate, synchronized chant culminating in the affirmation "The dwarves shall prevail, the dwarves shall endure, the dwarves shall grow!" until such time as they receive a sign from Moradin himself.

These ceremonies are also the times for earnest and frank discussions amongst the clergy, for personal sacrifices and oaths, and for the sharing or display of crafts dedicated to the Soul Forger.

Temples and Shrines. Any dwarf hold, mine or fortification that has a forge—which is every one—has a temple or shrine to the Soul Forger. Many of the larger holds have elaborate temples that extend off the main forge, often with great vaulted ceilings and enormous statues of Moradin and the dwarven pantheon cast in solid gold. No expense is spared in the veneration of their maker and the provider of prosperity.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was lost in the deep tunnels below my hold as a child. A glowing hammer appeared to me and marked the passages to my safe return.
2	I received a vision while working my forge. The warhammer I created that day rivals the greatest of my clan's craft. I've never been able to replicate its quality, but I pledged to master my craft to one day match it.
3	I was beset by a goblin raiding party, and saved by a paladin of the Soulforger whose example and teachings inspired me to pursue the faith.

d4 Event

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| 4 | As a child I fell into my mother's forge but miraculously escaped unharmed. All agreed I was blessed by the Dwarffather. |
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MYRKUL (MYRKULYTE)

The Feast of the Moon marks Myrkulytes' only calendar celebration, the Day the Dead are Most with Us. Followers of Myrkul believe all dead souls are close at hand on this day, seeking to write messages to their loved ones in subtle ways. Most other rites observed by Myrkul's followers are funeral rituals, which temples charge a modest fee to perform as a means of supporting the faith.

Temples and Shrines. The Black Spire in Tulmon, near the Lake of Steam, is the largest temple of Myrkul. Throughout the realms, temples of Myrkul supported the faith by performing funeral rites, assisting the dying with drafting wills or enacting final washes, and in rare cases a warrior of Myrkul could be hired to avenge one's death.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|---|
| 1 | I found myself at the mercy of undead in a Necropolis of Myrkul, but the leading clergy there were directed by the Lord of the Dead to spare my life and bring me into the fold. |
| 2 | At the funeral for a friend or loved one, I saw a hooded, skeletal figure staring at me from beside a grave—an image of Myrkul. Terrified, I joined Myrkul's church in hopes of pleasing the Lord of Bones. |
| 3 | I attended the Day the Dead are Most with Us ceremony at a temple of Myrkul. One of my deceased family members wrote a message to me in dust, telling me to serve Myrkul or face calamity. |
| 4 | I was raised with a healthy respect and fear of death and resented those who didn't respect its power. Now through Myrkul, I can make death as feared and respected as it should be. |

MYSTRA (MYSTRAN)

Followers of Mystra celebrate the 15th of Leafall, called God's Day, which marks the return of the Lady of Mysteries to divinity. This is especially popular in Waterdeep, culminating in magical fireworks throughout the night. Follower initiations and weddings are celebrated by Starflight, wherein the honored individual(s) are given the power of magical flight while the stars that night are visible.

Magefire. This is a ritual of healing and reinvigoration; a participant is surrounded by a circle of Mystrans and infused with magical energy until surrounded by a glow of blue fire. It is an empowering ceremony that can also be used to remove some magical curses or conditions.

Temples and Shrines. The House of Mysteries in Elventree (near the Moonsea) is a ruined hall of impenetrable magical darkness where travelers might implore the Voice of the Goddess, a specialty member of the clergy, for services. The Voice of the Goddess offers veiled information, magical identification, and even spells for those in need. The largest Mystran temple is in Mt. Halath in the country of Halruaa, a system of caverns mostly open to anyone (apart from libraries and caverns where magic items are stored).

BACKGROUND STORY OPTIONS:

d4 Event

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| 1 | Fireworks in the night sky led me to the local God's Day celebration, where followers of Mystra welcomed me into their revels. |
| 2 | I've grown up around wizards and other magic-users but never questioned the source of their powers. Upon learning of Mystra and her importance to magic, I devoted myself to the craft and to the faith. |
| 3 | I hunger for magical knowledge and insight into the true mysteries of magic. I believe faith in Mystra is the best means of accomplishing my goals. |
| 4 | I suffered from a magical affliction. Mystrans performed the Magefire ritual on me and cleansed me of the curse; from then on, I've sought service to the goddess in repayment. |

OGHMA (OGHMANYTE)

Followers of Oghma observe both Midsummer and Shieldmeet as important dates, if only because they often mark the inception or renewal of contracts, covenants, and similar bonds. However, Oghmanytes observe two daily rituals: a morning prayer of praise called the Binding, and an evening recitation of knowledge learned that day, called the Covenant.

Temples and Shrines. Candlekeep is the largest and best-known center of Oghma's worship, the massive library containing knowledge from worlds beyond Toril. Oghmanytes have other large temples throughout the world, including the House of Many Tomes in Impiltur and the Font of Knowledge in Waterdeep.

BACKGROUND STORY OPTIONS:

d4	Event
1	I always sought to learn more and more. What better faith than Oghma's to learn as much about everything as possible?
2	I'm determined to learn about a specific event or piece of information. Oghma is the deity who will empower me with the knowledge I seek or grant me the insight to know where to look.
3	A follower of Oghma used vital knowledge to save me or someone close to me. I soon realized that knowledge was greater than any weapon and sought to learn more about the god.
4	When I was in a dire situation, I felt Oghma's presence in my mind. The deity helped to calm me and solve my crisis with rationality.

RED KNIGHT

Every Midwinter, followers of the Red Knight observe The Retreat, a review of the prior year's battles, strategies, and campaigns. Successes and failures alike are analyzed, the lessons learned incorporated into the teachings of the church.

The Queens Gambit. This is a day of festivities occurring on the first day of Tarsahk. The Queen's Gambit is a day of feasts and games. Chess tournaments are the highlight, with worshippers receiving recognition and prizes (which vary depending on the size of the festival and sponsoring temple).

Temples and Shrines. The Citadel of Strategic Militancy stands forty miles northeast of Baldur's Gate, a small castle and home to the Red War College. Even noble houses and knightly orders who worship other deities are sorely tempted to send their officers to train in the College, which boasts checkered red-and-white walls and massive training fields for mock battles and training maneuvers.

BACKGROUND STORY OPTIONS:

d4	Events
1	I was leading warriors in combat against overwhelming odds. I felt the Red Knight's presence in my mind, granting me the clarity to see advantages I wouldn't have on my own.
2	I spent some time in training at the Red War College, sent by a family member or other patron. While there, I was introduced to the Red Knight's faith.
3	I've had a knack for games of strategy my entire life. I placed well in a chess tournament sponsored by the local followers of the Red Knight and was encouraged to explore the faith.

d4	Events
4	I discovered a fallen commander who possessed a book of the Red Fellowship. I learned much about both the art of strategy and the Red Knight's dogma.

SAVRAS

Followers celebrate a holiday called The Vision during the Feast of the Moon. Worshippers meditate for a full day, at the end of which each receives a vision from the deity. Those who receive such visions are expected to act upon them or face Savras's anger.

Temples and Shrines. Just east of Chult lies the city of Tashluta, capital of Tashalar. The House of the All-Seeing Orb in this city is the greatest temple of Savras, though many residents of the Sword Coast still find it easier to visit the deity's shrine in Candlekeep. In temples across the world, followers of Savras both provide guidance based on visions of the future and advice based on the lessons of the past.

BACKGROUND STORY OPTIONS:

d4	Event
1	I was given a vision of the future that allowed me to avoid a disaster. I realize Savras saved me for some greater purpose.
2	I had a vision of myself holding an important role in Savras's church. I believe service to the deity is my path to greatness.
3	A disciple of Savras contacted me, warning to avoid a certain action. I don't know if avoiding it helped me, but it did get me interested to know about the cleric's faith.
4	I visited Candlekeep and was surprised to learn that Savras's followers study the past as well as the future. It opened my eyes to the complexities of their faith.

SELÛNE (SELUNITE)

Each Shieldmeet, gatherings of Selunite worshippers perform the Conjuring of the Second Moon. This summons the divine warrior-maidens known as Shards, who can aid the followers for a single night. The Shards are often summoned to combat great evil, such as sects of Shar. When the night ends, one mortal priestess is taken by the Shards to become one of their number.

Temples and Shrines. Selûne's largest temple is the House of the Moon in Waterdeep, where many followers visit to see a flawless replica of Selûne's personal weapon, the Rod of the Four Moons. It is said that the high priest or priestess of the temple can wield

the replica with the full powers of the true weapon in times of great need.

BACKGROUND STORY OPTIONS:

d4	Event
1	A paladin of Selûne saved me or my community from an evil lycanthrope. The paladin saw my potential and recruited me into the faith.
2	When I was lost and afraid, a path of moonlight led me to safety. Selûne guided my steps and I owe the goddess my life.
3	Followers of Selûne revealed a plot by a cult of Shar that would've torn my world apart. I recognized the evil of Shar and similar powers and knew following Selûne was the best way to combat them.
4	I travelled with a cleric of Selûne for some time, learning of the genuine goodness and kindness the Moonmaiden's followers live by. I joined the faith and strive to live up to that example.

SHAR (SHARRAN)

To Sharran clergy, the Feast of the Moon is celebrated as the Rising of the Dark. The usually autonomous followers gather on this date to perform a blood sacrifice and receive direction for the plots their goddess desires. It is one of the few instances where Sharrans gather predictably.

Temples and Shrines. In Calimport, the Temple of Old Night is traditionally considered the largest temple to Shar in Faerûn. It competes with a temple in Amn called the Dark Embrace; both establishments seek to be the dominant Sharran sect in the realms, and their plots grow ever-bolder to win the goddess's approval.

Apart from these and a few others, most cities along the Sword Coast have no publicly known shrines to Shar. Worshipers often conceal their faith to perform crafty machinations in secrecy.

BACKGROUND STORY OPTIONS:

d4	Event
1	When calamity befell me, it was a follower of Shar who promised and delivered sweet revenge. I pledged my soul and service to the goddess in exchange.
2	I crave forbidden knowledge. The church of Shar enticed me with dark secrets, and I know through Shar I can learn the things other faiths would never permit.
3	I've always been a pessimist, or at least learned not to expect anything good from life. Shar understands me and allows me to show how bleak life truly is.

d4 Event

4	I despise the power structures of society. The Sharran church gives me the opportunity to knock the legs out from nobles and topple kings.
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SILVANUS (SILVANITE)

Followers of Silvanus celebrate many of the major calendar days as holidays—Midwinter, Greengrass, and Highharvestide are all observed. On any one day of the year, sects of Silvanus worshippers celebrate the Night the Forest Walks. This night is marked by changes to the natural landscape; trees move, flowing waters rapidly alter course, caverns close off or suddenly become accessible, and magic in the forest is often stronger and wilder. It is said these events occur because Silvanus grows restless with the celebration of the holiday.

Temples and Shrines. Most holy rituals and observances to Silvanus occur amidst a stand of the oldest trees in the region, especially those found on hilltops. Normally scattered followers make material (not blood) sacrifices and gather here for dancing rituals that can't be accomplished alone. In 'civilized' areas, the Emerald Enclave is often the best avenue for seeking out the Silvanites.

BACKGROUND STORY OPTIONS:

d4	Event
1	I never felt at home in the place I grew up. The local temple or shrine to Silvanus is the only place where I felt at peace. I was drawn to the faith as a result.
2	I found myself in a forest during the Night the Forest Walks. I was in awe of Silvanus's power over the natural world and sought out the Silvanites to learn his dogma.
3	I hate to see the natural world spoiled by the greed of civilization. Silvanus gives me the power to push back against civilization's encroachment.
4	Studying life and the natural world, I came to realize that the Silvanite faith had the deepest understanding of life and a long-term understanding of the natural world. This caused me to view the faith differently and made me interested to know more.

SUNE (SUNITE)

Both Greengrass and Midsummer night are celebrated by followers of Sune with risqué forest chases or equally suggestive romps. Organized Sunites also host a Grand Revel once a month that is open to outsiders. The celebration is often a recruiting tool for the church,

where outsiders are treated to dancing and minstrel song, and beautiful art objects are placed on display.

Temples and Shrines. Waterdeep boasts the Temple of Beauty, the largest center of Sunite faith on the Sword Coast. It is closely followed by the House of Firehair in Daerlun. Temples and shrines to Sune often provide mirrors and makeup to all, and Sunite temples in major cities act as a neutral ground for many (especially nobles) to pursue romance away from prying eyes.

BACKGROUND STORY OPTIONS:

d4	Event
1	I pursued a romance that my family or community would've frowned upon. The temple of Sune provided a safe haven for us, and I chose to pursue the faith.
2	I attended a Grand Revel and was moved by the displays of art and song. I kept returning to the temple, learning more about the faith each time.
3	The local temple of Sune provided me an education in art and other finery that shaped my sense for the aesthetic and eventually acted as a foundation for my faith.
4	When I was alone in the world, the clergy of Sune provided me friendship and helped bring me back to the light. My gratitude drove me to learn more about the Sunite faith.

TALONA (TALONITE/TALONTAR)

Every twelve days Talonites celebrate holy days where the faithful show their dominion over disease and poisons. Non-believers are welcome to come see the sick and diseased be healed by Talona's clerics, or to purchase small poisons (for common household pests, of course). Whichever of these holy days falls closest to Highharvestide marks the initiation of lay followers into the priesthood, usually marked by rituals of scarring or tattooing holy symbols of the goddess onto the skin.

Temples and Shrines. The House of Night's Embrace in Tashluta (east of the Chultan peninsula) is the premier Talonite temple. Clergy here craft some of the deadliest poisons in the world, sending forth their merchants to peddle such wares under the guise of wine and perfume merchants. Elsewhere in the world, the faithful of Talona gather in secretive or remote places of rot and disease: molded, putrid sewers, fetid bogs, and ruins overgrown with deadly fungi act as the perfect places for the faithful to gather and keep others away.

BACKGROUND STORY OPTIONS:

d4	Event
1	I suffered from a horrible ailment, which the Talonites healed as a holy day display of power. I gave my soul to Talona, to serve her for the duration of the life she gave me.
2	Rumor that the Talontar used disease to strike down a village that had insulted Talona didn't horrify me. It excited me and made me worshipful of Talona's deadly power.
3	Disease and poison secretly terrify me. Through worship of Talona, I can become immune to the things I fear and even learn to control them.
4	I sought revenge against an enemy. A follower of Talona, disguised as a merchant, sold me the poison that gave me revenge. Now, I can't help but be addicted to wielding death in a vial or in the touch of my hand.

TALOS (TALASSAN)

Talassan worshippers attempt to mark each major holiday with the summoning of lightning and storms, though such large-scale events aren't always possible. A ritual related to this practice is known as Calling Down the Thunder, which specifically uses lightning to sacrifice a humanoid to Talos. This action usually grants the worshipper(s) a boon or special prayer to the deity.

Temples and Shrines. The Gulf of Storms in east Amn is geologically and geographically ripe for breathtaking displays of lightning, whether magical or natural. The bowl-shaped gulf, combined with special iron ore deposits in the hills, causes electrical energies to leap and spiderweb in a fashion unseen anywhere else.

Elsewhere in the world, Talos is invoked through fear or threat. Talassan threaten disaster to those who don't respect the deity and are often happy to provide this disaster personally if their word isn't heeded.

BACKGROUND STORY OPTIONS:

d4	Event
1	I witnessed the blinding display of storm-power in the Gulf of Storms. I knew that if I gave my soul to Talos, this power could be mine to wield.
2	In battle I witnessed a lone Talassan fighter wreak havoc, screaming his god's name. His passion and ferocity challenged me to find a similar zeal.
3	A bolt of red lightning struck me, leaving me unharmed. I heard the voice of Talos in my head, informing me that he had marked me for greatness in his service.

d4 Event

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|---|--|
| 4 | A great fury drives me, leading me to the Talassan church as a means of mastering my penchant for destruction—not to contain it, but to best unleash it. |
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TEMPUS (TEMPURAN)

Followers of Tempus celebrate the anniversaries of great battles, the dates of which are often personal or relevant to each organization of the faithful. All Tempurans celebrate the Feast of the Moon as a time to remember great clashes and fallen heroes.

Temples and Shrines. The site of Tempus's descent into Faerûn during the Time of Troubles was in the Dalelands, in a place appropriately named Battledale. The Abbey of the Sword is constructed on this site and is considered one of the holiest locations of the Tempuran church. Tempus has few grand temples but many followers. The faithful can be found on both sides of any given battle; the most likely place to find followers of the war-god is among the ranks of soldiers. Among the faithful of Tempus, armed forces can have rigid hierarchies independent of a given worshipper's military rank.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|--|
| 1 | Tempuran clergy made the cowardice of a mercenary company known far and wide; the mercenaries used torture and similar tactics. I was impressed with the clergy's espousal of honorable warfare and asked to learn more. |
| 2 | A friend or relative died in battle. The Tempuran clergy held a funeral for the loved one and paid their respects in a memorial. I was touched by the gesture and afterward I decided to learn more about Tempus. |
| 3 | I served in a military company or spent time in close contact with one. Many of the soldiers were followers of Tempus and I learned much of his dogma from them. |
| 4 | Before a fight, I had a vision of a giant armored man gazing down at me from beneath his helmet. The vision filled me with fervor and strength. Afterward, I realized I had been given a vision of Tempus. |

TORM (TORMISH/TORMTAR)

Followers of Torm celebrate two calendar days as holy. The Divine Death on the 13th of Eleasis marks the day Torm died (temporarily) destroying the evil god Bane (also temporarily). Torm absorbed the souls

of thousands of faithful to accomplish this task, all Tormish above the age of fourteen in the region giving their lives to empower the Loyal Fury. Those age fourteen and below who survived were known as the Martyr's Progeny. Now over a century later, the Divine Death is a feast honoring those fallen in service to Torm or the defense of others.

The True Resurrection. On the 15th of Marpenoth, Tormish celebrate the True Resurrection. This marks the date when Torm was restored to life even greater than before. This is the one date when Tormish can set rigid laws and directives aside. Many take the opportunity to speak openly, enjoy forbidden pleasures, or in rare cases seek vengeance where they would otherwise be bound by law. To be clear, however, these actions are never acts of wanton evil, but are usually acts against evil that would normally be prevented by the laws a Tormtar has sworn to obey.

Shieldmeet. As with many faiths, Shieldmeet is a day for pledges and oaths to be renewed. Among the Tormish, many prefer to marry or have pledges of service to end on Shieldmeet.

Temples and Shrines. A sturdy white granite fortress in Tantras is the site where Torm appeared during the Time of Troubles. The Temple of Torm's Coming has seen its share of battles and it sponsors many knightly and fighting orders to Torm throughout the realms.

If a city doesn't have a standalone structure to Torm, those with a temple or shrine to Tyr (and less frequently Ilmater) have an alcove or small holy symbol where the Tormtar are welcome to pray to their own god.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|--|
| 1 | The story of Torm mutually destroying Bane inspires me to stand against evil even in the face of death. Torm's example is what I seek to emulate every day. |
| 2 | I saw knights of the Golden Lion working to restore a community decimated by wild magic. Their humility and service spoke to my soul; I immediately sought to learn more about Torm. |
| 3 | Followers of Torm rooted out corruption among the local authorities. I was impressed with their conduct and sought them out to ask about their faith. |
| 4 | Tormish warriors destroyed a Banite cult that had terrorized a nearby region for months. I wanted to learn how to stand against evil and decided the best way was to follow Torm. |

TYMORA (TYMORAN)

The most important holiday specific to Tymorans is the 22nd of Marpenoth, called Starfall. It is supposedly the date of Tymora's birth. Members of a structured Tymoran church often receive their advancement or initiation on this holiday. Followers of Tymora also celebrate Midsummer with raucous feasts. Pranks and romantic adventures are common on this date, when the faithful are particularly light-hearted.

Temples and Shrines. The tendency for Tymorans to participate in, sponsor, encourage, and aid adventurers has made them popular and widespread as a faith. Many folks see Tymora as a positive and optimistic deity of luck and prefer to place their faith in her above her sister of ill fate, Beshaba.

BACKGROUND STORY OPTIONS:

d4	Event
1	A cleric of Tymora encouraged me to take the risk of becoming an adventurer. Not only did I follow the cleric's advice, I asked about the faith and took steps to become part of the church.
2	I avoided certain death by sheer dumb luck—or maybe it was more than luck. I believe Tymora smiled upon me so that I could live to serve her.
3	The Luckmaiden has always seemed to have my back, letting me scrape by in bad situations. Now that I'm older, I don't take that luck for granted. I see myself as part of a larger picture, with Tymora watching over me.
4	I partook in the Tymoran Midsummer celebration. The ability to live boldly, carefree, and take risks was something to be envied. I wanted to live a life like Tymora's worshippers...so I became one.

TYR (TYRRAN)

Worshippers of Tyr observe three holy days every month: Seeing Justice falls on the first day of the month, the Maiming on the thirteenth, and the Blinding on each twenty-second day. The rituals associated with these days serve to remind followers of Tyr's missing hand and blinded sight.

Temples and Shrines. Tyr's followers consist of many knightly orders, but also include many officials, bureaucrats, guards, and others who prefer to see a society of both just and efficient laws. As such, a temple to Tyr can be found in almost any sizeable city. Whether in cities or the frontier, Tyrran temples often double as fortified headquarters for the faith's knightly orders.

BACKGROUND STORY OPTIONS:

d4	Event
1	In the frontier, a member of the Tyrran clergy had to serve as judge and jury in a matter of local crime. I was impressed by the Tyrran's methodical devotion to justice.
2	A follower of Tyr bravely confronted local authorities over conflicting and unjust laws. I admired the follower's courage and asked to learn more about the faith.
3	A Tyrran served as my legal advisor in a city where I was wrongfully accused of a crime. When I was found innocent, I decided to learn more about the church.
4	I've always had an eye for bureaucratic efficiency. The Tyrran belief in a good and just system is sensible and appealing to me.

UMBERLEE (UMBERLANT)

A public parade celebrates the breaking of sea-ice with the coming spring. This celebration, called First Tide, sees a procession of flutes and drums lead an animal to the thawing waters and cast it, weighted with a stone, into the water. An animal that survives this ordeal is considered sacred by the faith. Some cities consider this practice barbaric, but it's preferable to the days when the ritual used people.

Stormcall. The second public event of the Umberlant faith is Stormcall, where a fearful public begs Umberlee to divert an oncoming storm. This ritual's name implies its second use, when clergy of the faith supplicate the goddess to summon a storm against a ship or harbor.

Temples and Shrines. Despite the church's often chaotic followers, fear of Umberlee all but guarantees a shrine or temple to the goddess in any coastal city. Cities that rely heavily on safe passage of merchant's vessels often have more lavish temples to please the Sea Bitch and avoid costly disasters.

BACKGROUND STORY OPTIONS:

d4	Event
1	A ship I was traveling on was destroyed by a terrible storm. I barely survived, but ever since have felt Umberlee's calling. I must serve my goddess...or risk her wrath.
2	Living in a coastal town for years led me to realize it would be better to enjoy Umberlee's power as a worshipper rather than fear it.
3	I saw followers of Umberlee perform Stormcall, punishing a port city that didn't respect the goddess. I realize this was the kind of power I wanted to wield and asked to join the faith.

d4 Event

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|---|---|
| 4 | I served aboard a ship with a powerful cleric of Umberlee. The cleric destroyed pirates and others who dared cross a follower of the Sea Bitch and piqued my interest in her dogma. |
|---|---|

VALKUR

Followers of Valkur celebrate the Shattering, marking the day in spring when the ice breaks up enough to allow the passage of ships once again. In the south where there is no such ice, the holiday is celebrated on a date determined by the clergy. In either case, the day is usually one to celebrate the unfurling of sails on new ships and the embarkation of voyages by the clergy.

Temples and Shrines. The *Schooner of the Seas* is the fastest sea vessel around and simultaneously acts as a seaborne temple of Valkur's clergy. Generally, temples to Valkur populate coastal cities along the Sword Coast and in the Sea of Fallen Stars to support the faithful by blessing ships that merchants hope to ward against storms or other misfortune.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|--|
| 1 | I attended a celebration of the Shattering in the north and was inspired by the followers of Valkur leaving on a maiden voyage. I asked to join them and learn about the faith. |
| 2 | A cleric of Valkur used divine power to save me from a terrible storm. I believe the cleric perished in doing so and I owe my life and faith to the church for the bravery that saved my life. |
| 3 | I hate seeing people worship deities like Umberlee out of fear. I decided to follow Valkur to defy these powers and show people they don't need to be afraid. |
| 4 | I knew many downtrodden sailors or was one myself. The charity and resources provided by the church of Valkur touched me personally and I never forgot it. |

WAUKEEN (WAUKEENAR)

Followers of Waukeen mark a full twelve holy days, which respect different historical traditions or serve a diverse set of interests. The first holiday, Cold Counting Comfort, is dedicated to the accounting on the 15th of Hammer during the coldest part of winter. Similar to it is the Great Weave on the 20th of Alturiak, a day when the high houses would practice weaving in the winter months. Highcoin is a feast on the 30th of Ches, celebrating the success of the wealthy. Donations for Spheres, the next holy day on the 10th of Tarsakh,

are gathered during Highcoin. During Spheres, glass orbs full of donated money and goods from Highcoin are paraded around until they are broken, and their contents free to take by the citizenry. Sammardach is a holiday occurring on Mirtul 12th; it commemorates a Waukeenar so wealthy he bought an entire city and donated it to the church. On the 21st of Kythorn, a public parade and feast marks the holiday of Brightbuckle, when Waukeen's clergy attempt to recruit new followers to the faith.

During Flamerule, from the 3rd through the 5th, Waukeenar celebrate Sornyn, which is a day of striking new deals and the ability to revel freely even with one's enemies. A more environmentally-friendly feast occurs on the 17th of Elesias, called Huldark. Huldark thematically celebrates the bounty of the land and usually sees the faithful planting (or sponsoring) new plants and fields. The 7th of Eleint is Spryndalstar, a date for Waukeenar to sponsor mages and magic.

Marthoon, on the 1st of Marpenoth, is a similar holiday celebrating guards and other defenders. Craftsmen are given a feast on the Night of Hammers and Nails, the 10th day of Uktar. The final holiday is the most somber. Orbar, the 25th day of Nightal, remembers those who have died as a result of greed. Adventurers, treasure seekers, or those slain in pursuit of theft or at the hand of thieves are remembered on this date.

Temples and Shrines. Followers of Waukeen are as widespread and diverse as currency itself, with many large cities (especially merchant cities) hosting a temple. The church itself rarely owns established knightly orders of the faithful, instead generally sponsoring adventuring and mercenary companies who pay a tithe to the institution.

BACKGROUND STORY OPTIONS:

d4 Event

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|---|--|
| 1 | I attended a feast during Brightbuckle and was dazzled by the wealth and inspirational speeches of the Waukeenar. I decided to join the faith. |
| 2 | Growing up with an interest in trade, negotiation, and wealth—worshipping Waukeen wasn't just a spiritual decision for me—it was good business. |
| 3 | I've always wanted to maximize my charity to others and see everyone provided for. Waukeen's faith is one of charity as well as prosperity—perfect for my goals. |
| 4 | Waukeenar invested in my business or my family's business when others wouldn't. I've devoted my life to paying it forward and providing that hope and prosperity to all. |

CHAPTER 2: ARCHETYPES OF THE FAITHS

This chapter provides character class options for clerics and paladins who follow one of the faiths described in the previous chapter. There are also ranger and druid options for a couple of the deities. A character choosing one of these class options has decided to answer a greater calling or has found inspiration to loyally uphold the dogma and tenets expected of a deity's faithful.

AKADI

Queen of Air, the Lady of Air, Lady of the Winds

Akadi is the goddess of air, wind, and creatures of elemental air. The Queen of Air is powerful and capricious, changeable and unpredictable, the embodiment of whim and freedom.

DIVINE DOMAIN

Clerics of Akadi can choose from among the Air or Tempest domains.

AIR DOMAIN

Members of Akadi's clergy emulate their god's nature, seeking freedom and travel, going where and when their whims take them. They chafe at restrictions, seeking to escape the confinement of any boundaries, borders or externally imposed limitations.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements*</i> , <i>warding vortex</i>
3rd	<i>gust of wind</i> , <i>updraft</i>
5th	<i>fly</i> , <i>gaseous form</i>
7th	<i>conjure minor elementals</i> , <i>steal breath</i>
9th	<i>conjure elemental</i> , <i>control winds*</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS LANGUAGE

When you choose this domain at 1st level, you learn the Primordial language.

BONUS CANTRIPS

Also at 1st level, you learn the *gust** and *breathless* cantrips. These are considered cleric cantrips for you and don't count against the number of cantrips you know.

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BLESSING OF AKADI

Starting at 1st level, you are blessed by the Lady of Air. When you fall a distance greater than 10 feet, you can choose to expend your reaction to cast *feather fall* without expending a spell slot, except that it only affects you.

Once you use this feature, you can't use it again until you finish a long rest.

In addition, air elementals and elemental creatures associated with air treat you as the same creature type. This doesn't guarantee cooperation, merely recognition.

PROHIBITION OF AKADI

Also at 1st level, you are forbidden from casting spells that create or manipulate the element of earth or stone. These spells can't be prepared by you. If a spell can generate both earth and stone and other elemental effects—such as *conjure minor elementals*—you can prepare and cast the spell but you are prohibited from using its earth or stone variables.

In addition, if you use any magic item associated with earth or stone, you suffer disadvantage on all saving throws for 24 hours. Instances of forbidden item use extend the duration from the point of last use. However, you can be the recipient of spells and effects of earth and stone from the actions of others without penalty.

CHANNEL DIVINITY: FURY OF WIND

Beginning at 2nd level, as an action, you present your holy symbol and release a powerful blast of wind from the Elemental Plane of Air. All creatures in a 30-foot cone, starting from your symbol, must make a Strength saving throw. Creatures take bludgeoning damage equal to 2d6 + your cleric level and are knocked prone on a failed saving throw, or half as much damage and retain their footing on a successful one.

A creature that has total cover from you is unaffected.

LIGHT AS A FEATHER

Beginning at 6th level, you gain advantage on Dexterity saving throws.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.



ASCENSION

At 17th level, you have a flying speed equal to your current walking speed whenever you aren't underground or indoors.



PALADIN OATH

Paladins of Akadi can take the Oath of the Untamed Wind.

OATH OF THE UNTAMED WIND

Paladins of the Untamed Wind are Akadi's heralds that travel the breadth of Faerûn at a whim, championing freedom and challenging those who seek to cage or limit others. These paladins view the eternal conflict between the creatures and representatives of the other three elements—water, fire and earth—with disinterest bordering on disdain, knowing air is the superior element and allowing the three lesser elements to squabble for positions below them.

TENETS OF THE UNTAMED WIND

Air is Freedom. Act as you will, where you will, when you will.

Air is Changeable. Don't get locked into inflexible ways. Appraise, evaluate, and alter as needed.

Air is Limitless. There are no limits except those you set for yourself.

Air Rises Above All. Of the four elements, air is superior. Seek to promote and demonstrate that superiority wherever the other elements are found.

OATH OF THE UNTAMED WIND SPELLS

Paladin Level	Spells
3rd	<i>absorb elements*</i> , <i>warding vortex</i>
5th	<i>gust of wind</i> , <i>updraft</i>
9th	<i>fly</i> , <i>gaseous form</i>
13th	<i>conjure minor elementals</i> , <i>steal breath</i>
17th	<i>conjure elemental</i> , <i>control winds*</i>

* From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

AIR SMITE

Your Divine Smite feature deals thunder instead of radiant damage.

CHANNEL DIVINITY

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

Air Sphere. As an action you present your holy symbol and create a slightly pressurized sphere of air in a 30-foot radius centered on you that moves with you. The sphere hedges out any airborne effects, such as fog, mist, vapor, gasses, smoke, spores, pollens and even poisons. These effects can't enter the area while the sphere lasts.

In addition, the sphere provides breathable air for any creatures within it for the duration. It doesn't provide any barrier to water or other physical material, objects or creatures, but those within the sphere are still provided with air even while underwater.

The sphere lasts for a number of rounds equal to your Charisma modifier (minimum of 1 round).

Gentle Breeze. As an action (or reaction when you or any creature within 60 feet of you falls) you can conjure a gentle breeze to surround and support you and creatures you choose. You can select a number of creatures that you can see within 60 feet equal to your paladin level. For 1 minute, each creature's falling rate slows to 60 feet per round until the effect ends. If the creature lands before the duration expires it is on its feet and doesn't take falling damage.

In addition, affected creatures gain a +2 bonus to AC against ranged attacks for the duration as the swirling winds turn away incoming objects.

LIGHTSTEP AURA

Beginning at 7th level, you are surrounded by an aura of dancing winds that support your weight as you move, granting you and all allies within 10 feet the ability to ignore difficult terrain.

At 18th level this aura extends to 30 feet.

SCION OF THE WIND

Starting at 15th level, you are resistant to thunder and lightning damage.

AVATAR OF AIR

At 20th level, you are surrounded by whipping and swirling winds that lash at loose items and clothing. Using your action, you undergo a transformation. For 1 minute, or until you use a bonus action to end the transformation, you gain the following benefits:

- * You gain a flight speed of 60 feet.
- * Ranged attacks against you have disadvantage.

- * Any creature starting its turn in an adjacent space must make a Strength saving throw. A creature takes 2d6 + your paladin level bludgeoning damage and is pushed back 15 feet on a failed save or half as much damage and isn't pushed back on a successful one.
- * All creatures of the elemental type are cowed by your presence. An elemental creature won't willingly attack you unless attacked by you first. Powerful, unique elemental creatures—such as the Elemental Princes—are immune to this effect.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BREATHLESS

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a creature to experience a moment of suffocation as air is forcibly drawn from its lungs. The target creature must make a Constitution saving throw or suffer 1d8 bludgeoning damage and lose its reaction until the end of its next turn. On a successful save the cantrip has no effect.

This cantrip doesn't affect undead, constructs, or creatures that don't need to breathe.

The bludgeoning damage increases to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th.

STEAL BREATH

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small bag)

Duration: Concentration, up to 1 minute

You choose a creature within range, forcefully expelling the air from its lungs and crushing it. The creature must make a Constitution saving throw or it suffers 1d8 bludgeoning damage and it is unable to talk or cast spells with verbal components. The spell ends on a successful saving throw.

At the end of each of its turns, the creature can make another saving throw to end the spell early. On a failed save, the creature takes 1d8 bludgeoning damage and suffers the continued effects as described above.

SUMMON DJINNI

9th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small replica lamp worth 1000 gp)

Duration: Concentration, up to 1 hour

You call forth a servant of Akadi in the form of a djinni. The djinni appears in an unoccupied space you can see within range, and it disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the djinni, which has its own turns. When you summon it, and on each of your turns for the duration, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you don't issue a command, it spends its turn attacking any creature within reach that has attacked it.

The djinni is treated as an ally and it will obey your commands willingly. It has statistics as per the *Monster Manual*, except it doesn't have access to wishes, nor can it use *conjure elemental* or *planeshift*.

UPDRAFT

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a feather)

Duration: Instantaneous

You choose a 10-foot radius area within range and cause a powerful sudden updraft, propelling all creatures and loose objects upward 30 feet into the air. Creatures in the area must make a Dexterity saving throw. On a failed saving throw, they are flung 30 feet into the air, only to fall again immediately, taking 3d6 bludgeoning damage upon landing. Creatures with a flight speed may elect to not fall, remaining at the 30-foot height. The air column doesn't propel creatures with enough force to cause damage if they strike a solid object or surface (a stone ceiling for example), and if such an object is encountered, the upward lift is limited to that height, and the falling damage is limited to 1d6 per 10 feet fallen.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the height increases by 10 feet.

WARDING VORTEX

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

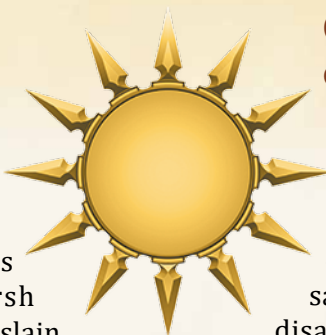
You surround yourself with a small vortex of rapidly rushing air that cushions incoming attacks. Once per round, when you are successfully damaged by a melee or ranged attack, you can roll 1d4 + your proficiency modifier and subtract the result from the damage taken.



AMAUNATOR

The Keeper of the Eternal Sun, the Light of Law, the Yellow God, At'ar the Merciless

Amaunator is the god of the sun and law. He is worshipped as an implacable and often uncaring deity dedicated to the status quo, order, bureaucracy, and the harsh ever-present sun. The Yellow God has been slain, but he always returns, much as the sun rises after each night. The sun is eternal, consistent, and unrelenting, as are the earthly laws modeled from its example. The Bedine tribes of Anauroch know Amaunator as At'ar, a female goddess of spiteful fury—of heat and fire—respected for her merciless gaze.



DIVINE DOMAIN

Clerics of Amaunator may select from the Light or Sun domains.

SUN DOMAIN

Members of Amaunator's clergy serve as functionaries and lawkeepers in sparsely populated areas where bureaucracy is limited, and as legal advocates in more civilized lands. In both cases, the clergy holds that unlawful behavior is revealed in the light of day, and divine punishment for such transgressions should be as implacable as the beating sun.

SUN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Amaunator's uncertainty, command</i>
3rd	<i>flaming sphere, zone of truth</i>
5th	<i>Amaunator's order, daylight</i>
7th	<i>advanced sunshine, At'ar's fire</i>
9th	<i>flamestrike, geas</i>

BONUS CANTRIPS

When you choose this domain at 1st level, you learn the *produce flame* and *light* cantrips. These are considered cleric cantrips for you and don't count against the number of cantrips you know.

BLESSED LAW

Also at 1st level, when you choose this domain, you are well versed in the finely detailed and convoluted ways of bureaucracy and law. Whenever you make an Intelligence ability check involving law or bureaucracy, you are considered proficient in the relevant skill, and you gain double your proficiency bonus on the roll.

CHANNEL DIVINITY: WAVES OF EXHAUSTION

Beginning at 2nd level, as an action, you present your holy symbol and emit waves of heat that exhaust creatures of your choice in a 30-foot radius from you. Each creature you target must make a Constitution saving throw, or its speed is halved, and it has disadvantage on all ability checks for 1 minute. On a successful save, the target is unaffected.

An affected creature can make another saving throw at the end of its turn. On a successful save, the effect ends for it.

CHANNEL DIVINITY: AT'AR'S FURIOUS GAZE

Starting at 6th level, as an action, you present your holy symbol and emit a beam of searing light and heat that strikes a creature you can see within 60 feet of you. The target must make a Constitution saving throw or take 2d10 + your Wisdom modifier radiant damage and it is blinded for 1 minute. On a successful save, the damage is halved, and the creature isn't blinded.

A blinded creature can make a saving throw at the end of its turn, and on a success the effect ends for it.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SUNLORD'S FAVOR

At 17th level, you have resistance to fire and radiant damage, and you suffer no ill effects from prolonged exposure to high temperatures (such as from dehydration or hyperthermia).



PALADIN OATH

Paladins of Amaunator can take the Oath of the Eternal Sun.

OATH OF THE ETERNAL SUN

Paladins of the Oath of the Eternal Sun are wanderers, seeking to promote, and if necessary, enforce laws and foster harmony. By bringing Amaunator's light to dark places they seek to eradicate chaos and discord.

TENETS OF THE ETERNAL SUN

Light Banishes Darkness. Darkness conceals all manner of evils. In light, all is revealed.

Order Abates Chaos. Chaos is unstable and inconsistent. Societies flourish under order and structure.

Law is Right. Law is fair, just, and unbiased. All peoples flourish under the rule of law.

Sun Promotes Strength. As the natural world flourishes under the light of the sun, so do civilized peoples. The brutal harshness of the sun serves to make us resilient and promotes endurance.

OATH OF THE ETERNAL SUN SPELLS

Paladin Level	Spells
3rd	<i>Amaunator's uncertainty, searing smite</i>
5th	<i>branding smite, flaming sphere</i>
9th	<i>Amaunator's order, blinding smite</i>
13th	<i>At'ar's fire, staggering smite</i>
17th	<i>banishing smite, flamestrike</i>

CHANNEL DIVINITY

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

Reinvigorating Warmth. As an action, you present your holy symbol and generate a wave of pleasant warmth in a 30-foot radius around you. All creatures of your choice within the area regain hit points equal to 1d4 + your Charisma modifier (minimum of +1).

In addition, creatures of your choice within the area are no longer blinded if they were suffering from that condition due to a spell, feature, or some other temporary effect.

Heatwave. As an action, you present your holy symbol and generate a wave of heat in a 30-foot radius around you. A creature within the area must make a Constitution saving throw or take 2d8 + your paladin level fire damage and it can't take reactions until the end of its next turn. On a successful save, the creature takes half the damage but suffers no further effect.

EYES OF AMAUNATOR

Beginning at 7th level, you can see through normal and magical darkness to 60 feet and you are immune to the blinded condition. Allies within 10 feet of you are also immune to the blinded condition. The range increases to 30 feet at 18th level.

IMPLACABLE ENDURANCE

Starting at 15th level, you gain advantage whenever you make a Constitution ability check, and if you fail the check, you can reroll the die, but you must use the new roll. Once you reroll a saving throw, you can't do so again until you finish a short rest.

AVATAR OF LIGHT

At 20th level, you can use your action to transform into a form of pure light and energy. For 1 minute, or until you end the transformation with a bonus action, you gain the following benefits:

- ★ You become incorporeal and can't touch or manipulate physical objects, nor can you make weapon attacks or cast spells. You can pass through solid objects and you gain a flying speed equal to your walking speed. You become immune to all nonmagical damage, and you have resistance to all forms of magical damage. You can end your turn within a solid object, but if you do, the other effects of this feature (blindness and radiant damage) are suppressed.
- ★ All creatures that can see you within 30 feet are blinded. A blinded creature that stays in the affected area can make another saving throw at the end of its turn. On a successful save, the effect ends for it.
- ★ A creature that starts its turn within 30 feet of you that isn't behind total cover takes 1 radiant damage.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

ADVANCED SUNSHINE

5th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (an hourglass filled with diamond dust worth 500 gp that is slowly consumed for the duration)

Duration: 1 week

You create a zone of sunlight that either benefits or harms an area depending on the choice you make when you cast this spell. You must be in an area where natural sunlight reaches at some point during the day or the spell fails. You create a 100-foot radius area of increased sunlight that is centered on you but is stationary and doesn't move with you. This area has normal day and night cycles, but the sunlight is brighter and more intense during the day.

Whether it is day or night, spells causing darkness are dispelled or fail within the area if they are cast using a lower level spell slot than the one used for this spell. Likewise, a creature's aura that causes darkness would be suppressed within the area unless the creature has more Hit Dice than your spellcasting level.

Additionally, all Dexterity (Stealth) and Charisma (Deception) checks made within the area suffer disadvantage under Amaunator's steady gaze.

When you cast this spell, select one of the following effects that lasts for the duration and can't be changed.

Soothing Sunlight. The pleasant warmth encourages plant growth and healing. All plants thrive under these conditions, experiencing unprecedented growth and offsetting other adverse conditions, such as lack of water and low night temperatures—plants will grow unless they are subject to directly damaging effects. All creatures that take short rests in the area regain an additional 1 hit point per Hit Die spent to recover lost hit points.

Harsh Sunlight. The beating—merciless sun—causes plants to wither and falter. Plants will die irrespective of otherwise good conditions unless they are tended with care, requiring a Nature check against a DC equal to your spell save DC. A successful check must be made each day to cultivate plant life. Additionally, creatures that spend an hour in the area without shelter take 1 point of radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you extend the duration by an additional week for each slot level above 5th, and spells that generate darkness must exceed the new spell level to function (e.g., if *advanced sunshine* is cast with a 7th level slot, only spells of 8th level or higher can generate darkness in the affected area).

AMAUNATOR'S ORDER

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a page from a legal text)

Duration: 1 minute

You select a single creature within range, imposing Amaunator's sense of law and order on it. The target must make a Wisdom saving throw. On a failed save, the creature can't knowingly act in a way that breaks a local law. Moreover, if it observes any lawbreaking activity, the creature will be obliged to intervene if possible or report the activity to the nearest local authority.

There are no 'shades of grey' in the reasoning allowed within the strict codes imposed (e.g., breaking laws for the 'greater good'). The Dungeon Master will inform players of what activities constitute

lawbreaking. Even when intervening when others break the law, the creature won't break any laws to do so.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.

AMAUNATOR'S UNCERTAINTY

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an hourglass)

Duration: Concentration, up to 1 minute

You target one creature you can see within range, who is plagued with doubts over the logical reasoning of its choices. The creature must make a Wisdom saving throw or lose its bonus action on its turn, and it is unable to take reactions.

A creature affected by this spell makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st.

AT'AR'S FIRE

4th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of sulfur and desert sand)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. You are never harmed by the fire produced by this spell.

The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can either choose to exclude 1 creature in the area from taking fire damage or increase the damage by 1d6 for each slot level above 4th.

ASMODEUS

The Lord of the Ninth, the Cloven, Old Hoof and Horn

The origins of Asmodeus are as slippery as the Old Hoof and Horn himself. A generally accepted origin describes the god as originally a servant of lawful powers, tasked with defeating the demons of the Abyss. As the gods' mortal creations continued to bring ruin on themselves, Asmodeus suggested that he be allowed to harvest and punish the souls of the wicked; this would discourage mortals from evil acts, empower Asmodeus's battle against the demons, and let the gods focus on other affairs. The gods eventually agreed, signing what became known as the Pact Primeval. When the gods realized that Asmodeus was actively tempting mortals into sin to harvest their souls, they confronted him. His response? "Read the fine print."

DIVINE DOMAIN

Clerics of Asmodeus may select the Sin domain.

SIN DOMAIN

When a fallen soul dies, it is either sent straight to the Nine Hells to become a lowly fiend, such as a lemure, or to the Fugue Plane, where it awaits claim by its eventual destination. While they wait, agents of Asmodeus offer temptations and half-truths to these dead souls, attempting to change their destination to Asmodeus's domain. Living followers of the Sin Domain concern themselves with these efforts on the Material Plane, hoping to tempt the living into wickedness and securing their souls for the Nine Hells before death. In return, these faithful see a chance to enter the Nine Hells as something greater than a pathetic lemure.

SIN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>devilcall, dissonant whispers</i>
3rd	<i>cruel disappointment, detect thoughts</i>
5th	<i>bestow curse, fear</i>
7th	<i>forbidden speech, guardian of faith</i>
9th	<i>dominate person, planar binding</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Persuasion and Deception skills.



PACT PRIMEVAL

When you choose this domain at 1st level, sending evil creatures to the Nine Hells earns your lord's approval. When a hostile, evil creature that isn't a devil dies within 30 feet of you, your next attack or ability check within 1 minute is made with advantage. You can choose to benefit from this feature twice, regaining uses when you finish a short or long rest.

CHANNEL DIVINITY: LET'S MAKE A DEAL

Starting at 2nd level, you can use your Channel Divinity as an action to tempt a creature into sin. You whisper into the mind of a creature that you can see within 60 feet of you, promising its heart's desire in exchange for its service. The creature must make a Charisma saving throw. On a failed save, it is charmed by you for 1 minute, following your verbal commands to the best of its ability. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success. The target won't follow an order that would clearly cause it harm. The creature has advantage on its saving throws if you are fighting it or if you cause it to harm its allies. If the initial saving throw is successful, the creature is unaffected.

CHANNEL DIVINITY: THE FINE PRINT

Starting at 6th level, you can turn a creature's success into a possible failure. When a creature you can see within 60 feet of you rolls a Charisma, Intelligence, or Wisdom saving throw, you can use your Channel Divinity as a reaction to roll 1d6 and subtract the result from the creature's saving throw total. This becomes the creature's new saving throw result.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

RAKSHASA

At 17th level, your loyal service to the supreme ruler of the Nine Hells transforms you into a powerful and quasi-immortal devil. Your creature type registers as a fiend and you are affected by spells and features that detect such creature types. You can also cast *disguise self* at will without expending a spell slot.

In addition, when you are killed on any plane other than the Nine Hells, your body reforms in the Nine Hells over a number of days equal to 1d12 - your Wisdom modifier (minimum of 1 day). Afterwards, you can reenter the Material Plane (or another plane the DM allows) once again as a living creature.

However, you suffer a permanent 1d4 penalty to your Constitution score. It is at the DM's discretion whether you appear where you died, at your previous remains, at a shrine or temple to Asmodeus, or at some other location. If you are killed while you are in the Nine Hells, or if a creature uses a *wish* over your remains while your spirit is re-forming, only a *reincarnate* or *true resurrection* spell can restore you to life. Being returned to life by *raise dead* or a similar spell doesn't impose the Constitution loss.



PALADIN OATH

Paladins of Asmodeus can take the Oath of the Pit.

OATH OF THE PIT

While Asmodeus's clerics focus their efforts on turning mortal souls, the Lord of the Nine Hells empowers his paladins with the might of his devils. Whereas true fiends are invariably sensed, hunted down, and purged by impetuous do-gooders, Asmodeus's paladins can act more freely to channel the dominating power of the Hells in other planes.

TENETS OF THE PIT

Temptation. Mortals are weak and fickle creatures. Learn the weaknesses and desires of those around you and use them to your advantage.

Manipulation. Always look to gain the upper hand, whether by gaining better information, leverage, or even blackmail.

Domination. Where a silver tongue may fail, a steel blade can succeed. If enemies can't be wooed, they will be cowed.

Preparation. A representative of Asmodeus always looks for the upper hand in a deal and knows how to turn any crisis into a fortunate result.

OATH OF THE PIT SPELLS

Paladin Level	Spells
3rd	<i>devilcall</i> , <i>hellish rebuke</i>
5th	<i>blindness/deafness</i> , <i>cruel disappointment</i>
9th	<i>blinding smite</i> , <i>fear</i>
13th	<i>forbidden speech</i> , <i>staggering smite</i>
17th	<i>hold monster</i> , <i>planar binding</i>

CHANNEL DIVINITY

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

Devil's Chains. As an action, you can use your Channel Divinity to create deadly bindings reminiscent of a chain devil. You select up to two creatures you can see within 30 feet of you; magical, razor-sharp chains burst up from the ground around them and attempt to wrap around each target. The targets must make a Dexterity saving throw or take slashing damage equal to twice your paladin level and become restrained until the end of your next turn. A creature who makes this saving throw takes half as much damage and isn't restrained. A creature of Huge size or larger automatically succeeds on its saving throw.

Voice of the Cloven. Your faith in Asmodeus gives you authority over his devils. As an action, you can shout a word in the Infernal tongue that all fiends either fear or respect; each fiend within 30 feet of you that can hear you must make a Charisma saving throw. If the fiend's Charisma score is lower than your own, it has disadvantage on the saving throw. Devils who fail the saving throw are charmed by you for 1 minute, while demons are frightened of you instead. An affected fiend can repeat the saving throw at the end of each of its turns, ending the effect early on itself with a success.

DEVIL'S SIGHT

At 7th level, you emulate the senses of fiends. You gain darkvision to 120 feet, and magical darkness doesn't impede your vision. Friendly creatures within 10 feet of you can also see through magical darkness.

At 18th level, the range affecting friendly creatures increases to 30 feet.

NINE HELLS REBUKE

Starting at 15th level, your ability to punish your attackers is second nature to you. When you use your reaction to cast *hellish rebuke*, you don't expend a spell slot if you cast it at 1st level.

DREAD MIGHT

At 20th level, you can use your action to transform into a terrifying devil reminiscent of a pit fiend. The transformation lasts for 1 minute or until you end it early with a bonus action. While transformed, you gain the following benefits:

- * Bat-like wings sprout from your back, melding from out of your armor or other gear. You gain a flying speed equal to your walking speed.

- ✱ Your weapon attacks deal an extra 1d6 fire damage.
- ✱ On each of your turns, you can use a bonus action to make a ranged spell attack by hurling flames at a target you can see within 80 feet. On a hit, the flames deal 4d6 fire damage and ignite objects that aren't being worn or carried.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

CRUEL DISAPPOINTMENT

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 hour

Choose a creature within range that you can see. The next time the target makes an attack roll or ability check, it must make a Wisdom saving throw. On a successful save, nothing happens. On a failed save, the attack roll or ability check automatically fails, but the target believes it was wildly successful. If failure has unmistakable consequences (falling instead of successfully climbing, for example), the creature finds a way to justify the attempt as successful or correct. The target continues to behave as if its course of action was successful until the end of its next turn, at which time it realizes that it was magically misled.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of rounds the target acts as though its course of action was successful increases by one round for each slot level above 2nd.

DEVIL CALL

1st-level divination

Casting Time: 1 bonus action

Range: Touch

Components: V, M (a pinch of sulfur spread across the fingertips)

Duration: Instantaneous

You touch a willing creature and grant it fiendish insight. The target's next Intelligence (Arcana) or Intelligence (Religion) check is made with advantage. Once a creature is targeted by this spell, it can't benefit from it again until it finishes a long rest.

FORBIDDEN SPEECH

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, M (a doll with no mouth and eyes of black onyx gems worth a minimum of 500 gp total, which the spell consumes)

Duration: Until dispelled

You touch a creature while naming a specific topic and force it to make a Wisdom saving throw. On a failed save, the creature is unable to discuss the named topic by any means. The creature can't talk about the subject and its attempts to write about it are unintelligible scribbles, gestures are useless, and even mental communication (telepathy or spells such as *detect thoughts*) are jumbled. The named topic must be specific, such as an event lasting no more than five minutes, a password or specific piece of information, a conversation, and so on. Overly broad topics, such as all information about a given individual, the entire contents of a book, or similar, will cause the spell to automatically fail. An affected target doesn't forget the information, but it is unable to communicate it to others in any way. The creature can repeat the saving throw every seven days to end the effect; otherwise, a *greater restoration* or *remove curse* spell is required to end the effect. On a successful save, the creature is unaffected.



AURIL

Frostmaiden, Icedawn, the Cold Goddess

The goddess of cold and winter is a cruel and vain deity who delights in catching those who didn't pay her proper homage unaware as they feel winter's deadly embrace. Auril has no pity for those ignorant of her power. Indeed, caring, compassion and love are alien to the Frostmaiden as she is said to have a heart of pure ice.

Auril's faithful are spread across northern Faerûn in loosely organized congregations. Clerics, druids, and paladins most often make up the church's leadership.

DIVINE DOMAIN

Clerics of Auril can choose the Cold domain.

COLD DOMAIN

Auril's clerics wander the North spreading fear of the Frostmaiden's wrath. They warn others to be wary of Auril's power, to expect harsh winters, and to make sacrifices to the goddess to ensure their safety.

COLD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>frost fingers, snow boots</i>
3rd	<i>frost breath, frost whip</i>
5th	<i>icelance, sleet storm</i>
7th	<i>elemental bane*, ice storm</i>
9th	<i>cone of cold, snow snake</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS CANTRIP

When you choose this domain at 1st level, you learn either the *frostbite* or *ray of frost* cantrip. This is considered a cleric cantrip for you and doesn't count against the number of cantrips you know.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with one of the following skills: Animal Handling, Nature, Religion, or Survival.

In addition, you are proficient with the battleaxe.

ADAPTED TO COLD ENVIRONMENTS

Also starting at 1st level, you are immune to the effects of cold environments, such as hypothermia, as your

body always remains at its optimal temperature in cold weather.

However, you aren't immune or resistant to cold damage.

CHANNEL DIVINITY: COLD SHROUD

At 2nd level, you can use your Channel Divinity as a bonus action to invoke a lightly obscured 15-foot sphere of frosty mists that surround you for 1 minute. A creature other than you or an ally that starts its turn within the area must make a Constitution saving throw. On a failed save, the creature's speed is halved, and it can't take reactions until the start of its next turn.

The mists move with you for the duration; however, if you move more than half your walking speed, the mists dissipate—ending the effect. Your vision and that of creatures you designate isn't obscured by the mists.

CHANNEL DIVINITY: ICEDAWN'S EMBRACE

Starting at 6th level, you can use your Channel Divinity to increase the effectiveness of your spells that deal cold damage. As an action, you present your holy symbol and invoke Auril's influence over cold and winter. For 1 minute, enemies within 30 feet of you have disadvantage on saving throws against your domain spells and any spell you cast that deals cold damage.

DIVINE STRIKE

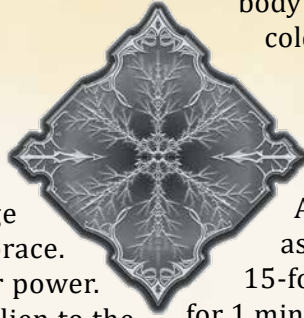
At 8th level, you gain the ability to infuse your weapon attacks with Auril's divine cold. Once on each of your turns, when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 1d8 cold damage.

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

AVATAR OF WINTER

At 17th level, you are immune to cold damage. Also, if a friendly creature within 30 feet of you takes cold damage, you can use your reaction to grant that creature resistance to the damage.

In addition, you add your Wisdom modifier to the damage you deal with any spell you cast that deals cold damage.



DRUID CIRCLE

Auril's druids can choose the Circle of Winter.

CIRCLE OF WINTER

Druids of the Circle of Winter revere Auril and embrace winter's chill. These druids wander the northern reaches of Faerûn, praying to the Cold Goddess—holding ceremonies in the coldest hours of the morning. Midwinter is the holiest day of the year for Auril's worshippers—a time of great ceremonies.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn either the *frostbite* or *ray of frost* cantrip. This is considered a druid cantrip for you and doesn't count against the number of cantrips you know.

ARCTIC TRAVELER

Starting at 2nd level, it doesn't cost you extra movement to move through difficult terrain in snow or arctic tundra. You are also acclimated to freezing weather and immune to hypothermia as your body always remains at its optimal temperature in arctic environments.

However, this feature doesn't grant you resistance to cold damage.

CIRCLE SPELLS

Auril grants you the ability to cast spells of elemental cold. At 3rd, 5th, 7th, and 9th levels you gain access to Circle of Winter spells. Once you gain access to a circle spell, it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid's spell list, it is still considered a druid spell for you.

CIRCLE OF WINTER SPELLS

Druid Level	Spells
3rd	<i>frost breath, frost whip</i>
5th	<i>icelance, sleet storm</i>
7th	<i>elemental bane*</i> , <i>ice storm</i>
9th	<i>cone of cold, snow snake</i>

* From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

WINTER'S KISS

Starting at 6th level, you can pray to Auril to grant you the ability to cast extra spells. During a short rest, you choose expended spell slots to recover. The spell slots can be a combined level that is equal to or less than half your druid level (rounded up) and none of the slots can be 6th level or higher.

Once you use this feature, you can't use it again until you finish a long rest.

MASTER OF THE COLD WASTES

Starting at 10th level, you have advantage on your saving throws against spells that deal cold damage, and you take only half damage on a failed save, and no damage on a successful one.

In addition, if a creature within 5 feet of you casts a spell that deals cold damage, you can use your reaction to make a melee spell attack against the caster. On a hit, the target takes the attack's normal damage and it must make a Constitution saving throw with disadvantage or lose the spell. If the caster loses the spell, you absorb its energy; the next spell attack you make that deals cold damage before the end of your next turn deals extra cold damage equal to your level plus the level of the spell slot used to cast the spell you absorbed.

WINTER'S EMISSARY

When you reach 14th level, creatures native to arctic lands and cold environments sense your connection to Auril and are hesitant to attack you. When a beast or a creature native to arctic environments attacks you, it must make a Wisdom saving throw against your druid spellcasting DC or it must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes an attack against you.



PALADIN OATH

Paladins of Auril can take the Oath of Winter's Wrath

OATH OF WINTER'S WRATH

Auril's wrath is as cold as the harshest winter. The paladins of the Cold Goddess vow to ride out the winter storms and wield divine cold to destroy Icedawn's enemies. They are the deliverers of cold justice and the church's enforcers who collect offerings in reverence of the Frostmaiden—they seek to bring cold and swift deaths upon enemies of the faith. These paladins are feared throughout Faerûn as they travel through towns spreading the word of winter's approach, telling farmers, merchants, and mayors alike to heed their warnings, revere Auril, and prepare for a harsh winter or suffer the consequences.

TENETS OF WINTER'S WRATH

Respect. Ensure that people pay homage to the Cold Goddess, or they must face dire consequences. Those who don't show proper respect shall feel winter's wrath.

Unleash Auril's Cold. Wield the divine power granted to you by Icedawn to bring freezing deaths upon enemies of the faith.

Inspire Fear of Auril. Travel through Faerûn spreading fear of the Cold Goddess. Everyone should fear winter's wrath.

Duty. Honor Auril with your deeds. Weak conviction is a scourge—don't show pity or sympathy for the weak of will.

OATH OF WINTER'S WRATH

Paladin Level	Spells
3rd	<i>frost fingers, snow boots</i>
5th	<i>frost breath, Snilloc's snowball swarm*</i>
9th	<i>icelance, sleet storm</i>
13th	<i>elemental bane*, ice storm</i>
17th	<i>cone of cold, snow snake</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

CHANNEL DIVINITY

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

Grasping Cold. You can use your Channel Divinity to cause Auril's cold to clutch at your enemies. As an action, you conjure a 10-foot radius sphere of frosty mists that surrounds you for 1 minute. A creature other than you or an ally that starts its turn within the mists must make a Constitution saving throw. On a failed save, the creature's speed is halved, and it can't take reactions until the start of its next turn.

Inspire Fear. As an action, you present your holy symbol and speak a prayer to Auril wishing fear upon a creature within 60 feet of you that you can see. The creature must make a Wisdom saving throw unless it is immune to being frightened. Creatures of elemental fire or those with vulnerability to cold damage have disadvantage on the save. On a failed save, the creature is frightened for 1 minute. On a successful save the creature is immune to this effect for 24 hours.

An affected creature can try a new saving throw at the end of each of its turns, and on a success, it is no longer frightened.

WINTER'S WARD

Beginning at 7th level, Auril surrounds you with a ward of protection against icy cold environments. You and all allies within 10 feet of you are immune to hypothermia and have resistance to cold damage.

At 18th level, the aura's radius increases to 30 feet.

WRATH OF THE WINTER STORM

Beginning at 15th level, your faith in Auril's dominion over winter empowers you to take advantage of opportunities when others are affected by your Grasping Cold Channel Divinity option. A creature that fails its saving throw against your Grasping Cold leaves you an extra opportunity to strike a telling blow; when you take the Attack action, you can use a bonus action to make an extra melee weapon attack against that creature.

WINTER'S CHAMPION

At 20th level, you can use an action to transform into a champion of winter for 1 minute or until you use an action to end the transformation. Your eyes and skin turn a light blue color. Frost covers your body from head to toe and frigid air surrounds you; this transformation has several benefits:

- * Any creature within 5 feet of you that touches or strikes you with a melee attack takes 1d6 cold damage.
- * Your melee weapon attacks deal an extra 1d6 cold damage per hit; this damage bypasses cold resistance.
- * You and allies within 10 feet of you are immune to cold damage.

Once you use this feature you can't use it again until you finish a long rest.



SPELLS

FROST BREATH

2nd-level evocation

Casting Time: 1 action

Range: Self (5-foot by 30-foot line)

Components: V, S, M (a drop of water held in the palm of your hand)

Duration: Instantaneous

You breathe out a 5-foot by 30-foot line of frost. Each creature caught in the line must make a Dexterity saving throw. On a failed save, the creature takes 4d6 cold damage, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d6 for every slot level above 2nd.

FROST FINGERS

1st-level evocation

Casting Time: 1 action

Range: Self (a 15-foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of frost shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FROST WHIP

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You create a whip-like beam of frost that extends outward from your hand. The frost whip has a reach of 10 feet. As part of the action used to cast the spell, and by using an action on each of your turns, you can use the whip to make a melee spell attack against a creature within your reach. On a hit, the creature takes cold damage equal to 2d8 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by 1d8 for every two slot levels above 2nd.

HEART OF ICE

7th-level necromancy

Casting Time: 1 action

Range: Touch

Components: S

Duration: Instantaneous

Make a melee spell attack against a creature within 5 feet of you. On a hit, the target takes 12d10 cold damage. If the creature is killed by this spell, it is petrified as solid ice; if it is broken while petrified this way, the creature thaws to its original state but suffers whatever trauma or loss of limbs that occurred while it was frozen.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the cold damage increases by 1d10 for every slot level above 7th.

ICELANCE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a clear crystal worth at least 50 gp)

Duration: Instantaneous

A large spear-like shard of ice appears in the air next to you. Choose a target within range that you can see and make a ranged spell attack as the shard launches toward it. On a hit, the target takes 3d6 piercing damage and 3d6 cold damage. In addition, the target must make a Constitution saving throw, or it is stunned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, both damage types increase by 1d6 for each slot level above 3rd.

SNOW BOOTS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 8 hours

You create pockets of air around your legs and feet, which allow you to hover slightly above snowy surfaces. For the duration, moving through difficult terrain made of ice or snow doesn't cost you extra movement and you don't risk slipping. In addition, affected creatures leave no trace of their passage through ice or snow for the duration.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can touch and effect one extra creature for every two slot levels above 1st.

SNOW SNAKES

5th-level transmutation

Casting Time: 1 action

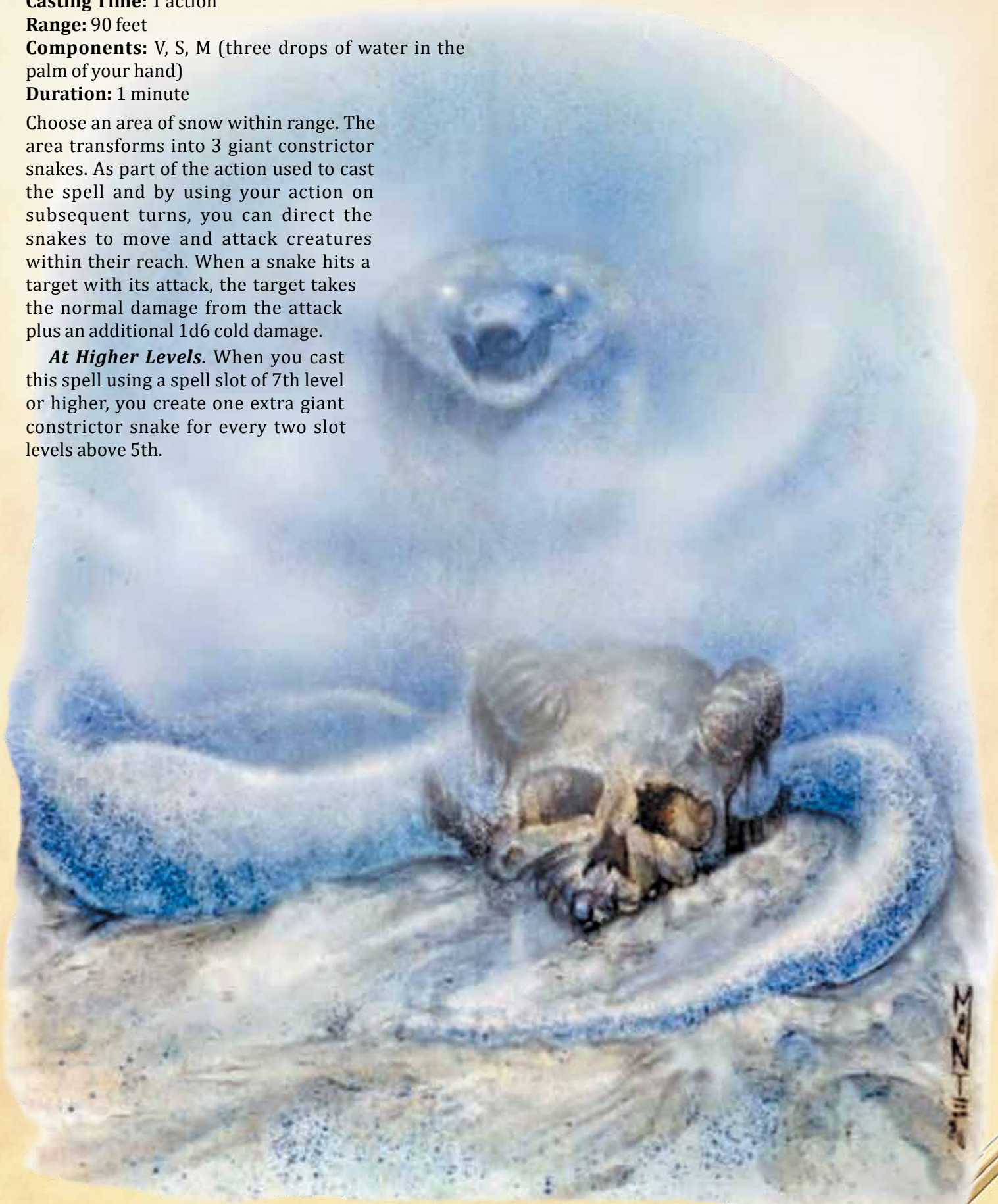
Range: 90 feet

Components: V, S, M (three drops of water in the palm of your hand)

Duration: 1 minute

Choose an area of snow within range. The area transforms into 3 giant constrictor snakes. As part of the action used to cast the spell and by using your action on subsequent turns, you can direct the snakes to move and attack creatures within their reach. When a snake hits a target with its attack, the target takes the normal damage from the attack plus an additional 1d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you create one extra giant constrictor snake for every two slot levels above 5th.



AZUTH

The High One, Patron of Wizards, Lord of Spells

Azuthan ideals focus on guardianship and teaching the knowledge of magic. The Lord of Spells expects his followers to gather, distribute, and teach the knowledge of spells and magic throughout the realms. The High One demands his clergy adhere to strict order and use a disciplined approach to achieving these goals. The church seeks to instill order by teaching others to use magic responsibly and preserve it, so it can be used to fight the forces of chaos.

DIVINE DOMAIN

Clerics of Azuth are encouraged to choose the Arcana domain from the *Sword Coast Adventurer's Guide*; however, they may also choose the Arcane Knowledge domain.

ARCANE KNOWLEDGE DOMAIN

Clerics of Azuth are granted spells through divine inspiration. Many Azuthan clerics multiclass as arcane spellcasters to better serve the faith and diversify their spell repertoires. Many of these clerics undertake quests to discover lost spells, which they seek to learn and teach others. They believe magic is a tool that can be used to improve civilization and fight against the forces of chaos.

ARCANE KNOWLEDGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>locate object, Nystul's magic aura</i>
5th	<i>dispel magic, magic circle</i>
7th	<i>Azuth's fedensor, Rary's mnemonic enhancer</i>
9th	<i>Azuth's exalted triad, Rary's superior spell enhancer</i>

ARCANE INITIATE

When you choose this domain at 1st level, you gain two bonus cantrips of your choice from the wizard's spell list. These are considered cleric cantrips for you and don't count against the number of cantrips you know.

BONUS PROFICIENCY

At 1st level, you gain proficiency in the Arcana skill.



CHANNEL DIVINITY: ARCANE ENLIGHTENMENT

At 2nd level, you can use your Channel Divinity as an action to increase your knowledge of magic for 1 minute. During that time, you have advantage on Intelligence (Arcana) checks.

In addition, while you are enlightened by this feature, you can use an action to identify a magic item if you hold or touch it and concentrate for 1 round. However, once you use this ability, Arcane Enlightenment ends.

Starting at 6th level, while you are enlightened, you can use your action to break the attunement of a single cursed item by touching the affected creature. This requires an attack roll for an unwilling creature. Once you use this ability, Arcane Enlightenment ends.

DIVINE RECOVERY

Starting at 6th level, once per day when you finish a short rest, you can pray to Azuth to recover some of your expended spell slots. The spell slots must have a combined level equal to or less than half your cleric level (rounded up), and none of the slots can be higher than 5th level.

POTENT SPELLCASTING

You can add your Wisdom modifier to the damage you deal with any cleric cantrip.

PRIEST OF THE MAGISTRATI

At 17th level, once between long rests, you can cast either *fireball*, *lightning bolt*, *wall of fire*, *wall of force*, or *wall of stone* as if you had used a 5th level spell slot without expending one of your own slots. These spells are also added to your list of domain spells and are always prepared.



PALADIN OATH

Paladins of Azuth can take the Oath of the Magistrati.

OATH OF THE MAGISTRATI

A paladin swearing an Oath of the Magistrati is an elite warden of Azuthan ideals. These paladins are often sent to perform arduous deeds that require martial prowess; they could be tasked with recovering arcane

lore and magic items from dangerous places, or they may guard clergy members on perilous journeys. In times of great need, these sacred warriors are charged with defeating the church's enemies on the fields of battle.

However, Azuthan paladins also perform peaceful roles; they may act as advisors and diplomats, or they could assume more direct leadership roles to assure that knowledge of magic is taught and spread throughout the realms.

TENETS OF THE MAGISTRATI

Preserve Knowledge of Magic. Find scrolls to deliver to the church's wizards, so they can be preserved in spell books. Protect spell books and scrolls from harm.

Spread Knowledge of Magic. Azuthan paladins should seek opportunities to spread knowledge of magic throughout the realms by distributing spell books and teaching others about magic.

Protect the Holy. Protect wizards, clergy members, the church's congregation, and Azuth's holy sites from danger.

Use Sound Judgement. Azuthan paladins must remain calm; they should carefully consider all options before making decisions based only upon logical reasoning.

OATH OF THE MAGISTRATI SPELLS

Paladin Level	Spells
3rd	<i>detect magic, shield</i>
5th	<i>hold person, locate object</i>
9th	<i>dispel magic, magic circle</i>
13th	<i>Leomund's secret chest, Rary's mnemonic enhancer</i>
17th	<i>Bigby's hand, circle of power</i>

CHANNEL DIVINITY

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

Sacred Weapon. As an action, you can imbue one weapon you are holding with positive energy. For 1 minute, you add your Charisma modifier to attack rolls made with the weapon (minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light for another 20 feet. If the weapon isn't magical, it is considered magical for the duration.

You can end this effect on your turn as a part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Spiritual Weapon. As an action, you can use your Channel Divinity to cast *spiritual weapon* at its lowest level without using a spell slot.

When you reach 12th level, the *spiritual weapon* is cast as if you had used a 4th level spell slot. At 17th level, it is cast as if you had used a 6th level spell slot.

AURA OF MAGIC RESISTANCE

Starting at 7th level, while you are conscious, you and all friendly creatures within 10 feet of you have advantage on saving throws against spells.

At 18th level, the aura's range increases to 30 feet.

ADEPT SPELLCASTER

By 15th level, your training and experience with spellcasting has imbued you with the ability to cast spells quickly. You can cast any of your oath spells that have a casting time of 1 action with a bonus action instead.

AVATAR OF THE MAGISTRATI

At 20th level, as an action, you can activate an aura of arcane power in a 30-foot radius that lasts for 1 minute or until you use a bonus action to dismiss it. This aura has the following benefits:

- ✧ A *circle of power* emanates from you for the duration. This circle can't be dispelled.
- ✧ You can cast any paladin spell that you have prepared that has a casting time of 1 action with a bonus action instead.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

AZUTH'S ALTERATION MANTLE

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You set up a magical ward that absorbs harmful spells that target only you. If you are targeted by a spell of 6th level or lower, the ward absorbs the spell. When the ward absorbs a spell, you can use your reaction to choose one of the following effects:

- * Heal your wounds by 1d6 hit points per level of the spell slot used to cast the spell you absorbed.
- * Launch a force bolt at the caster using your spell attack bonus. On a hit, the caster takes 1d6 force damage per level of the spell slot used to cast the spell you absorbed.
- * Turn the spell back on its caster using your spellcasting ability as if you had cast the spell.

Once you expend the spell's energy by choosing one of its effects, the spell ends.

AZUTH'S EXALTED TRIAD

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

Choose any 1st or 2nd level spell that you have prepared. Once the spell is chosen, it can't be changed. Once you cast the spell by expending a spell slot as usual, you can retain its energy and cast it two more times without expending another spell slot. If you are still holding the spell's energy when the duration expires, the magic is lost.

AZUTH'S FEDENSOR

4th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a spellcasting focus)

Duration: 10 minutes

You can imbue your normal spellcasting focus with the power to substitute for a costly spell component. For the duration, the focus can replace any one non-consumable spell component with a cost of 250 gold pieces or less. Once the fedensor is used to cast a spell with a costly material component, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the spellcasting focus can substitute for an additional 250 gold pieces worth of costly material components for each slot level above 4th.

AZUTH'S FIRING FRENZY

6th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You launch four volleys of three magic missiles each for a total of twelve magic missiles; you can direct each

missile to hit any creature that you can see within range for 1d4 + 1 force damage.

At Higher Levels. When you cast this spell using a 9th level spell slot, you can launch a total of 6 volleys of three magic missiles each.

AZUTH'S SPELL SHIELD

6th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch and grant the recipient advantage on saving throws against spells, and resistance to spell damage for the duration.

RARY'S MNEMONIC ENHANCER

4th-level transmutation

Casting Time: 1 minute

Range: Self

Components: V, S, M (a piece of string, black dragon blood, and squid ink)

Duration: 24 hours

You may only cast this spell once per day, before you start preparing your spells for the day. Choose up to three levels of spells (three 1st level spells, one 1st and one 2nd level spell, or one 3rd level spell) from any other class's spell list. For 24 hours, you treat the selected spells as if they belonged to your class's spell list, and you can prepare them as normal.

This spell is from *Elminster's Guide to Magic*.

RARY'S SUPERIOR SPELL ENHANCER

5th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

When you cast this spell, you hold its energy until you make a spell attack with another spell of your choice before the duration expires. You can enhance the chosen spell by increasing its saving throw DC by 1. In addition, if the spell deals damage, you can add your level + your spellcasting ability modifier to the damage. Once you enhance a spell, this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can increase the saving throw DC by 1 for every two slot levels above 5th.

BANE

The Black Hand, Lord of Darkness

Clerics and paladins who follow the Lord of Darkness strive to dominate others through force of arms. They embrace strife in campaigns of conquest, viewing it as a tool to test the resolve of the faithful and break the will of enemies. Only the strong shall rise above the ranks to rule over the weak. A Banite in a position of power will rule with an iron fist and seek to douse all hopes of rebellion—pursuing all enemies mercilessly.

DIVINE DOMAIN

Clerics of Bane can freely choose either the Conquest, Strife, or War domain.

STRIFE DOMAIN

Clerics who choose the Strife domain prepare for eternal war on the fields of Acheron. They embrace strife as a necessary force that tests their faith but strengthens resolve. These clerics strive to lead with unwavering ambition toward achieving glory on the fields of battle.

STRIFE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, command</i>
3rd	<i>hold person, invigorating strike</i>
5th	<i>bestow curse, fear</i>
7th	<i>confusion, sacred strike</i>
9th	<i>dominate person, mystic lash</i>

BONUS PROFICIENCIES

At 1st level, when you select this domain, you gain proficiency with heavy armor and martial weapons.

BATTLE FORMATION

At 1st level, you gain a +1 bonus to your AC whenever an ally is within 5 feet of you.

In addition, whenever a foe within 5 feet of you makes an attack that doesn't include you as a target, you can use your reaction to make a melee weapon attack against the offending creature. You can use this part of the feature a number of times equal to your Wisdom modifier. You regain all uses when you finish a short or long rest.



CHANNEL DIVINITY: ENDURING THE FIGHT

At 2nd level, you can use your action to present your holy symbol and use your Channel Divinity to bolster yourself and your allies for 1 minute. You and all allies within 30 feet gain 5 temporary hit points that last for the duration. The number of temporary hit points increases to 10 at 6th level, 15 at 12th level, and 20 at 18th level.

BONUS ATTACK

At 6th level, when you take the Attack action to make a melee weapon attack, you can use your bonus action to make an extra melee weapon attack.

DIVINE STRIKE

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

DREADMASTER'S RESILIENCE

At 17th level, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.



PALADIN OATH

Banite paladins are encouraged to take the Oath of Conquest; however, many choose the Oath of Tyranny instead.

OATH OF TYRANNY

A Paladin who swears an Oath of Tyranny is an exemplar of Banite principles. Only the strong of will and most cunning shall rise through the ranks to seize power and rule over the weak. The Black Hand favors strong-willed paladins of the faith, granting them hard-earned power, prestige, and glory. The fiercest of Banite paladins are respectfully known as 'Black Fists' within the church.

TENETS OF TYRANNY

Dominate the Weak. Those of meek body and mind should be ruled over with an iron fist—their incompetence threatens the rule of law and order.

Ambition. Achieve lofty goals toward victory and dominance while advancing the church's power and influence.

Apathy. Hold no sympathy for the wretched and incompetent and show no mercy for those undeserving of your respect.

Spread Fear of Bane. Fill your enemies' hearts with fear and dread as they contemplate the impending doom of the Black Hand.

OATH OF TYRANNY SPELLS

Paladin Level	Spells
3rd	<i>bane, command</i>
5th	<i>hold person, invigorating strike</i>
9th	<i>bestow curse, fear</i>
13th	<i>dominate beast, sacred strike</i>
17th	<i>dominate person, hold monster</i>

CHANNEL DIVINITY

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

Unholy Weapon. As an action, you can imbue one weapon you are holding with negative energy. For 1 minute, you add your Charisma modifier to attack rolls made with the weapon (minimum of +1). If the weapon isn't magical, it is considered magical for the duration. While this feature is in effect, you can use a bonus action on your turn to extinguish any nonmagical light sources within 30 feet of you.

You can end this effect on your turn as a part of any other action. If you are no longer holding or carrying the weapon, or if you fall unconscious, this effect ends.

Cause Fear. You can use your Channel Divinity to assume a terrifying presence. As an action, you can force creatures of your choice within 30 feet that can see or hear you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

AURA OF DREAD

Starting at 7th level, while you are conscious, you project an ominous aura in a 10-foot radius. An enemy that willingly moves into the affected area or starts its turn there must make a Charisma saving throw. On a failed save, the creature has disadvantage on attack rolls until the start of its next turn. A successful saving throw negates the aura's effect on that creature until the start of its next turn.

At 18th level, the aura's radius increases to 30 feet.

COMMANDING TYRANT

Beginning at 15th level, you can use your reaction to cast *command* on a creature that failed its saving throw against your Aura of Dread feature without using a spell slot. You can use this feature a number of times between long rests equal to your Charisma modifier (minimum of once). You can continue using this feature to cast *command* as a reaction after reaching your daily limit of free uses, but you must expend a spell slot as usual.

DREADMASTER'S AVATAR

At 20th level, you can use an action to undergo a transformation that gives you a domineering presence. The transformation lasts for 1 minute or until you use an action to end it; you gain the following benefits while it is active:

- ★ Your Charisma score increases by 2. This can raise your Charisma score above 20.
- ★ Enemies within 30 feet of you have disadvantage on their saving throws against your oath spells and features.
- ★ You can cast *command* at will without expending a spell slot.

Once you use this feature you can't use it again until you finish a long rest.



SPELLS

INVIGORATING STRIKE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, M (a melee weapon)

Duration: Instantaneous

When you hit a creature with a melee weapon attack, in addition to dealing the weapon's normal damage, you regain hit points equal to 1d4 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage you deal on a successful hit and the number of hit points you regain both increase by 1d4 for each slot level above 2nd.

This spell is from *Elminster's Guide to Magic*.

MYSTIC LASH

5th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, M (a holy symbol and a piece of amber)

Duration: Concentration, up to 1 minute

You create a crimson colored line of force resembling a whip in an unoccupied space you can see within range. As part of the action used to cast the spell, you can make a melee spell attack against a creature within 10 feet of the whip. On a hit, the target must make a Constitution saving throw; on a failed save, it takes 2d10 lightning damage and it suffers from a random effect determined on the table below. On a successful save, the creature still takes the damage but doesn't suffer a random effect.

As a bonus action on each of your turns, you can move the mystic lash up to 30 feet within the spell's range and make a melee spell attack against a creature within 10 feet of it. On a hit, the target takes the damage and must make a Constitution saving throw or suffer a random effect from the table.

MYSTIC LASH RANDOM EFFECT

d6 Result	Effect
1	Stunned until end of next turn
2	Frightened until end of next turn
3	Wracked with pain—target takes an extra 1d6 psychic damage
4	Paralyzed until the end of next turn
5	Thunderous boom—the target takes an extra 2d6 thunder damage

d6 Result Effect

6	The target is grappled and restrained by the whip (see below)
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If the target is grappled and restrained by the whip, it can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spellcasting DC to escape. If the creature fails to escape the grapple, you can use your bonus action to automatically deal 2d10 lightning damage to it until it breaks free. However, the creature doesn't need to make saving throws to avoid random effects while grappled.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the lightning damage increases by 1d10 for every two slot levels above 5th.

SACRED STRIKE

4th-level necromancy

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (two drops of holy water, and one of the caster's hairs)

Duration: Concentration, up to 1 minute

You conjure a whip-like flexible line of force that emanates from your hand and crackles with crimson hued sparks. You are considered proficient with the weapon, which has a reach of 10 feet. You can wield the weapon as you would a normal whip but use your spellcasting ability modifier when making melee attack and damage rolls.

On a hit, a living creature takes 3d4 + your spellcasting ability modifier necrotic damage and it must make a Constitution saving throw. On a failed save, the creature is racked by excruciating pain and has disadvantage on its next attack roll, ability check, or saving throw before the end of its next turn. On a successful save, the creature still takes the damage, but doesn't suffer any further effects. Whether the creature makes the save or not, you regain a number of hit points equal to half the necrotic damage dealt.

An undead creature hit by the weapon takes damage normally, but doesn't suffer any further effects; however, rather than being healed, you take half the necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the necrotic damage increases by 1d4 for every two slot levels above 4th.

This spell is from *Elminster's Guide to Magic*.

THE DOOM OF BANE

6th-level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a suit of plate armor and a longsword)

Duration: Instantaneous

You touch the corpse of an evilly aligned humanoid that has been dead for no longer than eight hours. The creature rises and dons the suit of armor and wields the longsword as it finishes its transformation into a helmed horror (*Monster Manual*). The helmed horror is in your service, and acts on its own initiative, aiding you to the best of its abilities; if it drops to 0 hit points, it turns to dust, along with the plate armor and longsword.

This spell fails if you attempt to cast it again while a helmed horror is in your service.



BESHABA

The Maid of Misfortune, Lady Doom, Black Bess

Beshaba's clerics and paladins are her agents in Faerûn. They are the few granted some protection from a truly calamitous fate, for a time; though, each knows that undeath may be waiting in the end. These agents embrace strife, trickery, and impending doom to stir fear and reverence toward Lady Doom. However, the Maid of Misfortune's clerics and paladins must have the fortitude to endure their difficult tasks or they'll certainly face a dreadful demise.

Clerics and paladins of Beshaba pray for their spells at midnight after making an offering to the goddess. They recognize Midsummer and Shieldmeet as holy days in which they often participate in widespread rampages of wanton destruction.

DIVINE DOMAIN

Clerics of Beshaba can choose the Doom domain.

DOOM DOMAIN

Clerics who choose the Doom domain focus on despair, misfortune, and negative energy as ultimate forces that determine fate. These clerics are tasked with promoting fear and dread of a terrible demise unless homage is paid to Beshaba in full. Clerics without resolve shall pay a steep price while those with fortitude shall rise in power to claim their rightful places among the ranks of the faithful in eternal undeath.

DOOM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, hex</i>
3rd	<i>bane of Beshaba, darkfire</i>
5th	<i>animate dead, bestow curse</i>
7th	<i>doomtide, misfire</i>
9th	<i>misfortune, whip of woe</i>

BONUS PROFICIENCIES

When you select this domain at 1st level, you gain proficiency in two of the following skills of your choice: Deception, Intimidation, Persuasion, Sleight of Hand, or Stealth.



BONUS CANTRIP

When you select this domain at 1st level, you learn the *jinx* cantrip. This is considered a cleric cantrip for you and doesn't count against the cantrips you know.

CHANNEL DIVINITY: BESTOW MISFORTUNE

Starting at 2nd level, you can use your Channel Divinity to alter a creature's luck.

As an action, you present your holy symbol and force a creature within 30 feet of you to make a Wisdom saving throw. On a failed save, choose one of the target's ability scores; for 1 minute, the creature has disadvantage on ability checks and attack rolls with the chosen ability.

BLESSED MISFORTUNE

Beginning at 6th level, whenever you use an ability, feature, or spell to impose disadvantage on a creature's ability check, attack roll, or saving throw, you gain advantage on one ability check, attack roll, or saving throw of your choice within the next minute. You can only have one advantage due to this feature at a time.

NECROTIC STRIKE

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

DOOM MASTER

Starting at 17th level, you can control luck to some extent. You have 3 luck points. Whenever you make an ability check, attack roll, or saving throw, you can spend 1 luck point to roll an additional d20 and choose which result to use for your roll.

Alternatively, you can use your reaction to spend 1 luck point when a creature within 30 feet of you makes an ability check, attack roll, or saving throw. Roll an additional d20; you can force the creature to use either result for the outcome of its roll. You regain luck points after a long rest.

PALADIN OATH

Paladins of Beshaba can take the Oath of the Doom Masters.

OATH OF THE DOOM MASTERS

An Oath of the Doom Masters is a personal vow taken by the most martially adept of Beshaba's faithful. These paladins are tasked with spreading fear of Lady Doom's wrath across Faerûn. They are often multiclass rogue assassins who work as paladin enforcers for the church. Through their quests and actions, these paladins endeavor to inspire fear at the sound of Beshaba's name. They are deliverers of dark justice upon those who don't show proper respect for the Maid of Misfortune.

TENETS OF THE DOOM MASTERS

A paladin of Beshaba must swear to revere and loyally serve the goddess in this life and the next. An Oath of the Doom Masters is personal for each paladin, but each shares these basic tenets:

Respect. Beshaba must be respected. She is a jealous god. Doom Master paladins are tasked with conveying proper respect for the goddess through their actions and words. They fulfill this obligation through intimidation and retribution.

Duty. Paladins of Beshaba are devout followers of the faith. Their lives are focused toward bringing about respect and fear of the goddess and dealing vengeance upon whoever has affronted her. They work tirelessly to achieve holy tasks and accept nothing short of total devotion.

Apathy. Paladins of this oath aren't concerned about the difficulties and struggles of others. Doom is a given and a good life isn't guaranteed. There is always death in the end for the weak and unfaithful. Those most loyal to Beshaba may be spared the worst of her wrath.

Fortitude. Being a Doom Master paladin is a difficult life. One must be strong of will to ascend through the ranks and earn a respectable place in the afterlife. These paladins cultivate their strengths while exploiting their enemies' weaknesses.

OATH OF THE DOOM MASTERS SPELLS

Paladin Level	Spells
3rd	<i>bane, hex</i>
5th	<i>bane of Beshaba, darkfire</i>
9th	<i>animate dead, bestow curse</i>
13th	<i>doomtide, misfire</i>
17th	<i>geas, misfortune</i>

CHANNEL DIVINITY

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

Bestow Misfortune. As an action, you present your holy symbol and force a creature that you can see within 30 feet to make a Wisdom saving throw. On a failed save, choose one of the creature's ability scores; for 1 minute, the creature has disadvantage on ability checks and attack rolls with the chosen ability.

Vow of Doom. As an action, you announce the coming of a creature's doom as you make a vow to deliver Beshaba's wrath upon a creature you can see within 10 feet of you. For 1 minute, you have advantage on attack rolls against that creature, or until it drops to 0 hit points or falls unconscious.

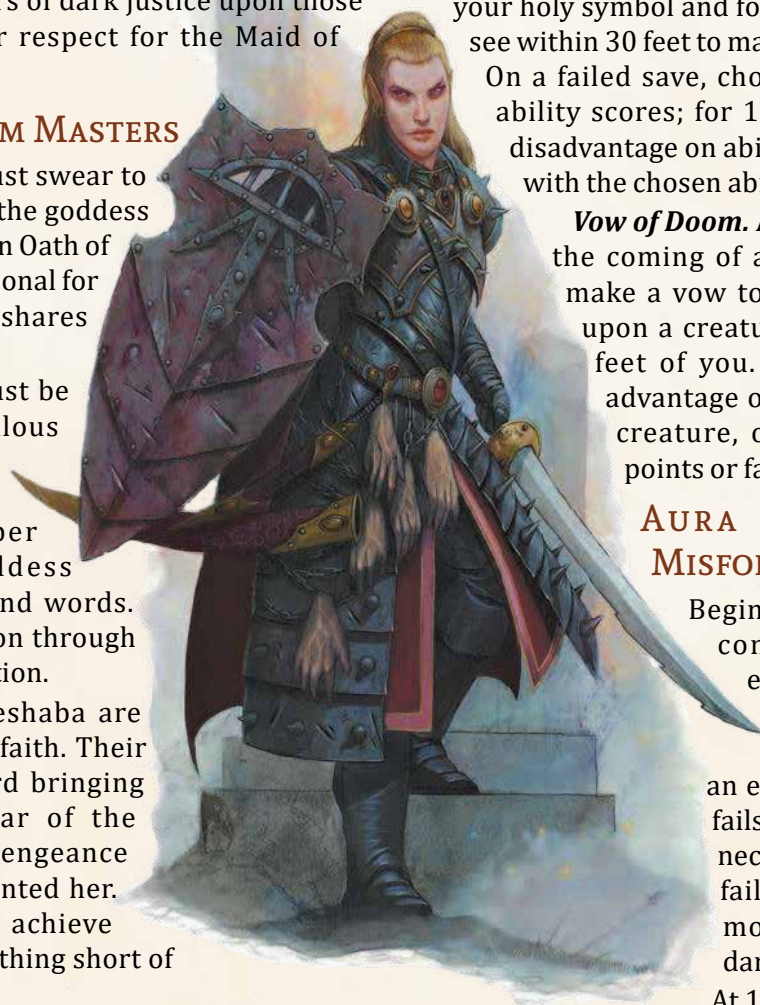
AURA OF COMPOUNDING MISFORTUNE

Beginning at 7th level, you are connected to the negative energy of the multiverse through your divine connection to Beshaba. If an enemy within 10 feet of you fails a saving throw, it takes 1d8 necrotic damage. If the creature fails the saving throw by 5 or more, it takes 2d8 necrotic damage instead.

At 18th level, this aura's radius increases to 30 feet.

BESHABA'S BOON

Starting at 15th level, you can roll 1d20 when a creature under the effect of your Vow of Doom makes an attack roll; you can choose which roll the creature uses for the attack.



AVATAR OF DOOM

At 20th level, your physical features take on a more dreadful countenance and an aura of impending doom surrounds you. Using your action, you transform into one of Beshaba's champions of doom; you gain the following benefits for 1 minute or until you use an action to end the transformation:

- ★ You can use your reaction to make an opportunity attack against an enemy that makes an attack within 5 feet of you. If the enemy misses the attack, you have advantage on your roll.
- ★ You emanate an aura of doom in a 30-foot radius. An enemy that starts its turn within the aura must make a Wisdom saving throw. On a failed save, it has disadvantage on ability checks, attack rolls, and saving throws until the start of its next turn. On a successful save, the creature isn't affected that turn.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BANE OF BESHABA

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a holy symbol and a sliver from a broken mirror)

Duration: Special

Choose one creature within 5 feet of you and make a melee spell attack against it. On a hit, the creature has disadvantage on its next saving throw. This spell's magic will last until its effect is triggered. A *dispel magic* won't end the spell but *remove curse* cast with a spell slot of equal or higher level than the one used to cast this spell will end it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of saving throws made with disadvantage increases by 1 for each slot level above 2nd.

DARKFIRE

2nd-level necromancy

Casting Time: 1 action

Range: Touch, or 15 feet

Components: V, S, M (a pinch of ash from a cremated creature)

Duration: Instantaneous

Darkfire radiates from your hands and eyes. As part of the action used to cast this spell, you can either make a melee spell attack and touch a creature as you strike it with darkfire or you can make a ranged spell attack against a creature you can see within 15 feet as rays of darkfire shoot from your eyes. On a hit, the creature takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the necrotic damage increases by 1d10 for each slot level above 2nd.

DOOMTIDE

5th-level illusion

Casting Time: 1 bonus action

Range: 40 feet

Components: V, S

Duration: 1 minute

This spell creates four 10-foot cubes of swirling black mists, each filled with grasping, shadowy tentacles. You can choose which spaces the cubes occupy within range, but at least 5 feet of each cube's outer edge must be within or next to another cube. When you cast this spell, you choose whether the mists are stationary, or whether they move away from you at a speed of 5 feet at the start of each of your turns. The mists are heavily obscured, leaving creatures caught within effectively blinded.

A creature that starts its turn within the mists must make a Strength saving throw or it is grappled and restrained by the shadowy tentacles. A restrained creature can attempt a new saving throw at the end of each of its turns to break the grapple and free itself. A creature restrained by this spell moves with the mists if they aren't stationary. The mists can be dispersed within 4 rounds by moderate winds, or within 1 round by a *gust of wind* spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can create an additional 10-foot cube of mists for each slot level above 5th.

GOAD OF MISFORTUNE

6th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a mace, staff, or club)

Duration: 1 minute

This spell transforms an ordinary weapon you hold into a powerful magical weapon that dimly emanates a purple-hued aura. You can attack with the weapon using your Wisdom modifier. On a successful hit, the

weapon deals 2d6 bludgeoning and 2d6 necrotic damage, and you regain 1d6 hit points.

In addition, if you drop a creature to 0 hit points with the weapon, you can immediately use your reaction to teleport up to 30 feet to an unoccupied space you can see.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the hit points you regain, and the necrotic damage dealt both increase by 1d6 for each slot level above 6th.

JINX

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You utter words of defiance as you touch and bestow misfortune upon a creature within 5 feet. Make a melee spell attack. On a hit, the target has disadvantage on its next ability check, attack roll, or saving throw. After the outcome of the roll is determined, the spell ends.

MISFIRE

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

You gesture toward a creature wishing it ill luck. The target must make a Wisdom saving throw. On a failed save, the creature has disadvantage on ranged attacks of any kind for the duration. If the creature attempts to make a ranged attack while under this spell's effect and misses, it must make a second ranged attack roll against itself. On a hit, the creature takes the attack's normal damage. The creature can attempt a new saving throw at the end of each of its turns, and on a success, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect one additional creature for each slot level above 4th.

MISFORTUNE

5th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

As part of the action used to cast this spell, you make a melee spell attack against a creature within your reach. On a hit, you can choose one of the creature's ability scores. The creature has disadvantage on ability checks,

attack rolls, and saving throws with the chosen ability for the spell's duration. The creature can attempt a Wisdom saving throw at the end of each of its turns; on a successful save, the creature can end one of the disadvantages affecting it (either ability checks, attack rolls, or saving throws). Once a creature makes three saving throws, the spell ends for that creature.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature for each slot level above 5th.

WHIP OF WOE

5th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a lock of human hair anointed with a drop of holy water and consecrated on an altar of Beshaba)

Duration: Concentration, up to 1 minute

You conjure a spectral whip that sparkles with crimson colored darkfire. As part of the action used to cast the spell, and by using an action on each of your turns, you can make a melee spell attack against a creature of your choice within 10 feet. On a hit, the target takes 5d4 necrotic damage, and if it is a living creature, it must make a Strength saving throw or it drops whatever it is holding as it is wracked with excruciating pain.

Alternatively, you can lash out with the whip and make a melee spell attack against up to three creatures that are within 10 feet of you and who are adjacent to each other. Make one melee spell attack and compare the result to each target's AC. On a hit, the creature takes 2d4 necrotic damage, and if it is a living creature, it must make a Strength saving throw or it drops whatever it is holding in its hands due to the excruciating pain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the necrotic damage increases by 2d4 against a single target or 1d4 against multiple targets for every two slot levels above 5th.



BHAAL

Lord of Murder

Bhaal doesn't have a formal church within the realms; though, there are unscrupulous mortals who hunger for murder and call out to him for divine inspiration. The act of killing provides a sense of empowerment for some, and when they can't control the urge, they look toward the Lord of Murder for approval; this leads to ritualistic killings and a belief that each life taken strengthens Bhaal. Indeed, the Lord of Murder provides divine power to those faithful enough to dedicate lives taken in his name.

DIVINE DOMAIN

Clerics of Bhaal can choose the Murder domain.

MURDER DOMAIN

Clerics of Bhaal are secretive and usually act alone in fulfilling their desires to kill and strengthen the Lord of Murder. They perform brutal and ritualistic killings dedicated to the god at least once every tenday. While each cleric's relationship with Bhaal is deeply personal in the way it fulfils the urge to kill, some seek to lead by forming death cults dedicated to the god.

MURDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, inflict wounds</i>
3rd	<i>blur, calm emotions</i>
5th	<i>hypnotic pattern, slow</i>
7th	<i>blight, greater invisibility</i>
9th	<i>cloudkill, mislead</i>

BONUS CANTRIP

At 1st level when you select this domain, you gain the *chill touch* cantrip. This is considered a cleric cantrip for you and doesn't count against the number of cantrips you know.

BONUS PROFICIENCIES

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

CHANNEL DIVINITY: DEADLY AIM

At 2nd level, when you make an attack roll, you can use your Channel Divinity and gain a +10 bonus to the roll. You can decide to apply the bonus after you make the roll, but before you know the result.



CHANNEL DIVINITY: SLAYER'S CURSE

At 6th level, you can use an action to mark a creature for death using your Channel Divinity. The creature must be visible and within 30 feet of you at the time you curse it, but it can move away afterwards without breaking the effect. The next time the creature takes damage from a spell or an attack within the next minute, it is vulnerable to all the damage it takes and the Slayer's Curse ends.

DIVINE STRIKE

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

DEATHSTALKER'S TERROR

At 17th level, you can use an action to activate an aura of terror that surrounds you in a 30-foot radius and lasts for 1 minute or until you dismiss it with an action. A creature that starts its turn within the aura must make a Wisdom saving throw against your spellcasting DC or its speed drops to 0 and it is frightened of you until the start of its next turn. If the save is successful, the creature's speed is halved, but it isn't frightened that turn.



PALADIN OATH

Paladins of Bhaal can take the Oath of the Deathstalkers.

OATH OF THE DEATHSTALKERS

A paladin who swears an Oath of the Deathstalkers is fully committed to empowering Bhaal through ritualistic murder. These paladins are rare, and like the Lord of Murder's clerics, usually work alone to fulfil their murderous desires. They approach killing with zeal—performing murders as a ritualistic art form intended to strengthen Bhaal.

TENETS OF THE DEATHSTALKERS

Strengthen Bhaal. Each creature killed strengthens Bhaal—kill in the name of Bhaal.

Murder is an Art Form. The best murders are planned and performed with grace, skill, and secrecy.

Apathy. You must put aside your feelings toward those marked for death. Emotions can cloud your thoughts, so put them aside—for the Lord of Murder.

Impart knowledge in Death. Before you land the killing blow, let the victim know why it was chosen, and that its death strengthens Bhaal.

OATH OF THE DEATHSTALKERS SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, inflict wounds</i>
5th	<i>blindness/deafness, hold person</i>
9th	<i>bestow curse, vampiric touch</i>
13th	<i>blight, phantasmal killer</i>
17th	<i>enervation, hold monster</i>

CHANNEL DIVINITY

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

Deathstalker's Accuracy. As a bonus action, you can use your Channel Divinity to increase your chances of landing a devastating blow. For 1 minute, you score a critical hit on a 19 or 20 on your attack rolls.

Marked for Death. As an action, you can use your Channel Divinity to utter a powerful vow to kill a creature you can see within 10 feet of you. For 1 minute, you have advantage on your attack rolls against that creature, or until it drops to 0 hit points.

SLAYER'S FOCUS

By 7th level, striking an intended victim fuels your hunger for the kill. When you hit a creature with a weapon attack, you gain advantage on the next weapon attack you make against the same target before the end of your next turn.

In addition, when you drop a creature to 0 hit points, you gain advantage on the next weapon attack you make before the end of your next turn.

FEAR OF DEATH

At 15th level, you radiate an aura of fear in a 10-foot radius that affects those you have injured. A creature that starts its turn within the radius that has been damaged by one of your attacks during the current encounter must make a Wisdom saving throw. On a failed save, the creature is frightened of you until the start of its next turn. On a successful save, it isn't frightened of you this turn.

The aura's radius increases to 30 feet at 18th level.

DEATHSTALKER'S ZEAL

At 20th level you can use your action to intensify your passion for killing and enter a heightened state of focus and determination. For 1 minute or until you end the effect using your action, you gain the following benefits:

- ✧ You can use your bonus action to take the Dash action, but only to move closer to an enemy.
- ✧ Your movement doesn't provoke opportunity attacks when you move toward an enemy.
- ✧ A frightened enemy that starts its turn within 15 feet of you has its speed reduced to 0.
- ✧ When you take the Attack action on your turn, you can use a bonus action to make an additional attack.

Once you use this feature you can't use it again until you finish a long rest.



CHAUNTEA

The Great Mother, the Grain Goddess, the Golden Goddess, She Who Shapes All

Chauntea is a goddess of life, but it is the particulars of her domain that make her one of the most generally beloved deities. Known as the Grain Goddess, Chauntea takes a special interest in farmers and all manner of agrarian societies. This makes her one of the most important deities in the eyes of the many rural communities who live or die by the harvest. In any civilized settlement, any town or city in the Realms, even lowly acolytes of Chauntea are treated with kindness and respect.

DIVINE DOMAIN

Clerics of Chauntea can choose the Pastoral domain.

PASTORAL DOMAIN

Chauntea's paladins can be imposing to the common folk—it is her clerics who receive their love and devotion. Even the kindest follower of Silvanus might disavow agriculture as an ugly abuse of nature; Chauntea sees the farmer as honest, hardworking, and worthy of blessing. Her followers can be found in many rural communities that depend on crops to eat and thrive. Ever-welcome, her priests, or 'pastorals,' are cherished wherever they tread.

PASTORAL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>ceremony*</i> , <i>purify food and drink</i>
3rd	<i>banish blight</i> , <i>lesser restoration</i>
5th	<i>phantom plough</i> , <i>plant growth</i>
7th	<i>aura of purity</i> , <i>grasping vine</i>
9th	<i>commune with nature</i> , <i>legend lore</i>

* From *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Nature and Survival skills. Additionally, you can add your Wisdom modifier to any Intelligence (Nature) check concerning common plants, their uses, or their ailments.

WELCOME GUEST

When you choose this domain at 1st level, identifying yourself as a cleric of Chauntea makes you a welcome guest in any rural community. When in a non-hostile community, its residents are happy to freely provide



food and lodging equal to poor conditions for yourself and up to four others.

In addition, you add double your proficiency bonus to Charisma checks and Wisdom (Insight) checks when interacting with common folk, such as farmers, laborers, and simple craftsmen.

CHANNEL DIVINITY: FAVOR OF THE GODDESS

Starting at 2nd level, you can use your Channel Divinity to increase the bounty of food. When you or a creature you are travelling with rolls a Wisdom (Survival) check to forage for food and water or to navigate, you can use your Channel Divinity to grant advantage on the check. Additionally, a foraging creature benefitting from this feature adds your Wisdom modifier to the number of pounds and gallons of food and water it receives even if the check would normally fail.

CHANNEL DIVINITY: CHAUNTEA'S RAPID GROWTH

Starting at 6th level, you can use your Channel Divinity when casting *banish blight*, *phantom plough*, or *plant growth* to reduce the spell's casting time. The listed spells with a casting time of 1 action can be cast using a bonus action instead, and the 8-hour casting time of *plant growth* to enrich crop yield is reduced to 4 hours.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

GROWER'S GRACE

At 17th level, you gain resistance to necrotic and poison damage, and you are immune to the poisoned condition. Also, when a creature within 60 feet of you that you can see takes poison or necrotic damage, you can use your reaction to grant the creature resistance to the damage before it takes effect. This conferred resistance lasts until the start of your next turn.



PALADIN OATH

Paladins of Chauntea can take the Oath of the True Shapers.

OATH OF THE TRUE SHAPERS

The True Shapers are more rugged than their far more agrarian cleric counterparts. One is just as likely to find them roaming the wilds as tending a field; in either instance, though, they are charged with similar duties. The paladins of Chauntea know when to preserve a crop and when to purge it, embracing change when an environment or community's health would be saved in the long term. The clerics of Chauntea may do some of the most consistently hard work, but it is her paladins who must make the most difficult decisions.

TENETS OF THE TRUE SHAPERS

Nourish Life. Life comes in many forms—a sprouting seedling, a comfortable home, a worn plow. Seek to nourish life each day.

Life from Death. Wanton destruction is forbidden. Death is a natural part of life, but one that paves the way for life anew.

A Judicious Farmer. Like a farmer rotating crops, followers of Chauntea know when dramatic change is needed for life to flourish in the long term.

A Bounty Given Freely. Chauntea teaches that life, blessing, and healing are given gladly and freely to those in need.

OATH OF THE TRUE SHAPERS SPELLS

Paladin Level	Spells
3rd	<i>bless, detect poison and disease</i>
5th	<i>banish blight, plant lance</i>
9th	<i>phantom plow, plant growth</i>
13th	<i>aura of life, conjure woodland beings</i>
17th	<i>commune with nature, tree stride</i>

CHANNEL DIVINITY

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

Warp Wood. As a bonus action, you can use your Channel Divinity to warp wood. You present your holy symbol and focus on a nonmagical wooden object within 60 feet of you that you can see and warp it, the effects lasting for up to 1 minute or until you dismiss

the effect using a bonus action. A warped weapon's attacks are made with disadvantage. Checks to force open a warped door are made with advantage or disadvantage, at your discretion. You can't affect an object larger than a 5-foot cube with this ability. Warping the object doesn't permanently damage it; unless otherwise damaged, the object reverts to its original shape when the effect ends.

New Seedlings. You can pray over fallen enemies, honoring the dead and renewing your own spirit. When you pray to Chauntea in an area containing slain foes for at least one minute, you can Channel Divinity at the end of the prayer to regain hit points to your Lay on Hands pool equal to twice your paladin level.

In addition, corpses within 20 feet of you when you make the prayer can't be turned into undead while they remain in the area, and native plants will sprout from their bodies if left to decompose.

GREAT MOTHER'S INSIGHT

At 7th level, you and friendly creatures within 10 feet of you can add your Charisma modifier (minimum of +1) to their Wisdom (Survival) and Intelligence (Nature) checks.

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

HARVESTER'S ABJURATION

Starting at 15th level, when you would take damage from a beast, monstrosity, or plant type creature, you can use your reaction to gain resistance to the damage dealt by that creature type until the start of your next turn, including from the triggering attack. When you use this feature, you must finish a long rest before you can do so again.

PLANTER'S SEEDS

Starting at 20th level, you find a gift from Chauntea beside you every time you complete a long rest, a gift in the form of 1d4 + 1 small, pale seeds. As an action, you can throw these seeds onto the earth to cast one of your oath spells without expending a spell slot or requiring any of the spell's normal components. You must throw down a number of seeds equal to the level of the spell you wish to cast, and the spell must have a casting time of 1 action or a bonus action. The seeds can be tossed into any area other than one containing an open flame. The seeds magically appear in your hand when you use this feature if they are somewhere on your person. You can have a maximum of ten of these seeds at a time; you don't gain additional seeds beyond this maximum and those that leave your possession become mundane.

SPELLS

BANISH BLIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You touch a mundane plant that is burned, diseased, plagued with parasites, or similar natural detriments. The plant and all others within a 100-foot radius are healed of the injury or are rid of their pestilence. Portions of the plant can be dead or dying and still receive the effect; however, plants that are entirely dead within this radius aren't affected.

Alternatively, you can affect plant-type creatures with this spell. You can touch a willing plant-type creature and restore 3d6 hit points to it. You can also make a melee spell attack against a plant creature, dealing 3d6 radiant damage on a hit. You have advantage on this spell attack if the target creature is a blight or other servant of a Gulthias tree.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the radius of the healing of mundane plants by 50 feet or the damage or healing to a plant creature by 1d6 per slot level above 2nd.

PHANTOM PLOW

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

A phantom force furrows the earth in a 5-foot wide by 30-foot long line from your position in a direction of your choosing. Hostile creatures in the path of the line when you first cast the spell must succeed on a Dexterity saving throw or take 3d8 bludgeoning damage and be knocked prone. Creatures who succeed on the saving throw take half as much damage and aren't knocked prone. The ground within the affected area becomes soft, plowed earth for 1 minute, regardless of its initial composition. During this time, hostile creatures treat the soft earth as difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the length of the line increases by 5 feet and the bludgeoning damage increases by 1d8 for each slot level above 3rd.

PLANT LANCE

2nd-level transmutation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, M (a twig or thorny branch)

Duration: Concentration, up to 1 minute

When you cast this spell, you designate a 5-foot square containing plant life—this can be grass, bushes, or even trees. The plant life begins projecting long, wooden lances at a rate of two per round, occurring when you first cast this spell and then continuing to do so at the start of each of your turns while the spell persists. The lances project into any adjacent 5-foot square you choose. Creatures in these areas must make a Dexterity saving throw; on a failed save, the creature takes 3d4 piercing damage and its walking speed is halved until the end of its next turn. On a successful save, a creature takes half the damage and its speed isn't reduced. Once a plant lance juts into an adjacent space, it crumbles away.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the number of projected lances by 1 for every slot level above 2nd.



CORELLON LARETHIAN

Creator of the Elves, the Protector, First of the Seldarine, Protector and Preserver of Life, Ruler of All Elves

Corellon is the paramount god of the elves, head of their pantheon and the paragon of elven ideals. The god shares the domain of magic with Mystra, though it is the elder magic of the Feywild rather than the weave of Toril. Corellon is responsible for the Mythals, mantles of ancient fey magic that imbue elven cities and sacred sites. The Creator of the Elves also represents the fields of music, art, high craft, poetry, and—when required—warriors and war.

DIVINE DOMAIN

Clerics of Corellon can choose the High domain.

HIGH DOMAIN

The clergy of Corellon seek to maintain the sacred arts and traditions of the elven peoples in a world that is increasingly coarser and more hostile to elven elegance. They are the custodians and preservers of the history and majesty of the elven peoples of Faerûn.

HIGH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>faerie fire, resilient arrows</i>
3rd	<i>feysong, misty step</i>
5th	<i>conjure barrage, resplendence</i>
7th	<i>confusion, Correllon's arrow</i>
9th	<i>conjure volley, dispel evil and good</i>

BONUS CANTRIPS

When you choose this domain at 1st level, you learn two cantrips of your choice from any spell list. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

BONUS PROFICIENCIES

Also at 1st level, you become proficient in the Arcana and History skills. You also have advantage on Charisma (Persuasion) checks when socially interacting with elves and other fey.

CHANNEL DIVINITY: BLESSING OF CORELLON

Beginning at 2nd level, as an action, you present your holy symbol and call upon Corellon's blessing to aid



your allies. All creatures of your choice within 30 feet gain the effects of a *bless* spell for 1 minute.

In addition, for the duration, an affected creature wielding a traditional elven weapon (longsword, shortsword, longbow, or shortbow) gains a +1 bonus to the weapon's damage.

CHANNEL DIVINITY: CHARM FEY

Starting at 6th level, as an action, you present your holy symbol and force all fey within 30 feet of you to make a Wisdom saving throw or gain the charmed condition for 10 minutes. Fey are subject to this effect even if they are normally immune to the charmed condition. On a failed save, the creature becomes friendly to you—and indifferent to your allies—but you don't gain any ability to command or coerce it. Often, fey assistance is as much a hindrance as it is helpful as some of these capricious creatures are prone to pranks, revelry, and undertaking random recreational activities with their new ally.

The effect ends after 10 minutes, or if a charmed creature is harmed by you or your allies.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

MYTHAL WEAVE

At 17th level you can connect to the Mythals, drawing on their ancient fey magic. You cast domain spells and enchantment spells as if you expended a spell slot 1 level higher.



PALADIN OATH

Paladins of Corellon can take the Oath of the Fey Warden.

OATH OF THE FEY WARDEN

While Corellon's clerics are the preservers of elven heritage, paladins of the Oath of the Fey Warden are its protectors and champions.

Fey Wardens guard elven lands from threats and venture forth into the wider world to act as symbols and reminders to the newer races of the realms that the elven nations still burn brightly despite dwindling numbers.

TENETS OF THE FEY WARDEN

Defend the People. All threats to the elven people and culture, external or internal, must be opposed.

Freedom for All. Freedom is the right of all. Rigid order is oppression.

Champion of Corellon. You are the herald of the elven people. Be above reproach in your actions.

No Mercy for Despoilers. Creatures that conquer, destroy, or enslave have no place in the world.

OATH OF THE FEY WARDEN

Paladin Level	Spells
3rd	<i>resilient arrows, searing smite</i>
5th	<i>branding smite, feysong</i>
9th	<i>blinding smite, resplendence</i>
13th	<i>Corellon's arrow, staggering smite</i>
17th	<i>banishing smite, dispel evil and good</i>

CHANNEL DIVINITY

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

Stride of the Feywild. You draw closer to the Feywild, stepping through the boundaries between it and the Material Plane. For a number of turns equal to your Charisma modifier (minimum of 1), you can use a bonus action to teleport up to 15 feet to an unoccupied space you can see.

Blessed Shot. You may expend your Channel Divinity when you make an attack with a shortbow or longbow to use your Divine Smite feature with the attack. You must still expend a spell slot as usual.

WEAPON MASTER

Beginning at 7th level, you gain two maneuvers of your choice from among those available to the fighter Battle Master (*Player's Handbook*). If a maneuver requires your target to make a saving throw to resist its effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from other sources). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain expended superiority dice when you finish a short or long rest.

At 18th level, you gain a second superiority die. In addition, both of the superiority dice you gain from this feature become d8s.

BATTLE GRACE

Starting at 15th level, you gain 10 feet to your movement speed. In addition, you don't provoke an opportunity attack when leaving a threatened space.

AVATAR OF THE SELDARINE

At 20th level, you can assume a radiant form of elven perfection—fast, sleek and deadly. Using your action, you undergo a transformation. For 1 minute or until you dismiss the effect using a bonus action, you gain the following benefits:

- * At the start of each of your turns you regain one expended superiority die.
- * You add your Intelligence modifier to your Armor Class.
- * You can take the Dash action as a bonus action.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

CORELLON'S ARROW

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (an arrow)

Duration: 1 minute

You enchant an arrow with elven magic and then send it forth to strike a foe you can see within range with a streak of golden magic. Make a ranged spell attack against the target. The arrow need not have a direct line to the target, as it swerves around other creatures and partial cover to reach your chosen enemy.

If the attack is successful, the creature takes 4d8 piercing damage and it must make a Constitution saving throw. On a failed save, the creature is blinded for 1 minute. The creature is blinded regardless of its method of sight or number of eyes. Creatures immune to the blinded condition are unaffected, but still take the initial damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you increase the damage by 1d8 for each slot level above 4th.

FEY SONG

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a set of panpipes)

Duration: 1 minute

You create ethereal fey music that distracts enemies in a 20-foot radius sphere centred on any point within

range that you can see. All creatures of your choice within the area must make a Wisdom saving throw or lose their bonus actions and reactions for the duration.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on it with a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the radius by 5 feet for each spell slot level above 2nd.

RESILIENT ARROWS

1st-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a flexible stick)

Duration: 24 hours

You enchant a single quiver of no more than 20 individual arrows. These arrows are resilient and resist breaking upon impact. When collecting this ammunition after expenditure, you can collect all of it intact if you can locate the impact point. Arrows lost off a ship or over a cliff for example are likely unrecoverable, but those impacting nearby or into creatures can be recovered if appropriate time is spent retrieving them.

This spell doesn't make the arrows indestructible or otherwise immune to damage or breakage from other methods (including deliberate breakage by creatures)

it simply ensures they don't break on impact.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can enchant another allotment of 20 arrows for each slot level above 1st.

RESPLENDENCE

3rd-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a small silver mirror)

Duration: 1 minute

You surround yourself with a magnificent aura. All creatures within the aura find you impressive and difficult to oppose. You gain advantage on all Charisma checks for the duration.

Additionally, any creature within 30 feet of you that attempts to target you with an attack or harmful spell must make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect you from area effects, such as the explosion of a fireball. If you attack or cast a spell that affects an enemy creature this spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you increase the range by 5 feet for each slot level above 3rd.



CYRIC

Prince of Lies, Prince of Madness, the Dark Sun

Cyric is nothing if not a master of lies, trickery, and strife. Once a mortal, he is rumored to be directly responsible for the (temporary) death of the goddess Mystra, triggering the Spellplague. There is no one true church of Cyric because every church is the one true church; the god constantly gives his followers clashing instructions or dogmas, while watching with enjoyment to see which follower of the One True Way will come out on top. His followers never question, each believing with complete fervor that they are following Cyric's true will. The deceitful, the ambitious, and the power-hungry all follow in the god's footsteps and seek his favor, but in the end, Cyric's number one goal is to empower himself. The spells that he grants his followers often focus on overwhelming enemies with fear and confounding them with deceptive illusions. His signature spells, *black talon* and *skull of secrets*, are odd empowerments of the god's own amused design. The *skull of secrets* spell is often used to ward secret sanctuaries from the unfaithful, or to light funeral pyres after reciting a message about following the One True Way.



DIVINE DOMAIN

Clerics of Cyric can choose the Dark Sun domain.

DARK SUN DOMAIN

Cyric once killed the goddess Leira, Lady of Deception, and impersonated her until her eventual resurrection. Clerics of the Dark Sun domain mimic their deity's love of deception, illusion, and strife...as long as they are the source.

DARK SUN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, silent image</i>
3rd	<i>black talon, phantasmal force</i>
5th	<i>fear, major image</i>
7th	<i>hallucinatory terrain, skull of secrets</i>
9th	<i>dominate person, seeming</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Deception and Insight skills.

EYE OF DECEIT

When you choose this domain at 1st level, you learn how to spot deceitful illusions that would lead you astray. You have advantage on Intelligence (Investigation) checks to identify illusions.

In addition, successfully identifying something as an illusion on your turn doesn't consume your action and gives you knowledge of the spell cast to create it.

CHANNEL DIVINITY: INSTILL MADNESS

Starting at 2nd level, you can use your Channel Divinity to sow chaos in an enemy's mind. As an action, you can force a target that you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, the creature goes mad for 1 minute—using its action on each of its turns to make a melee weapon attack against a random creature. On a successful save, the creature is unaffected and immune to this effect for 24 hours.

An affected creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect early on a success.

WARP ILLUSION

Starting at 6th level, when you successfully discern an illusion with an Intelligence (Investigation) check, you can use a bonus action to recast the illusion to your specifications, using one of your own spell slots of the same level of the slot used to cast the original spell. You can do this for any illusion spell, even if you don't have it prepared.

Once you use this feature, you must complete a long rest before you can use it again.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

THE ONE TRUE WAY

At 17th level, the spell save DC for your cleric spells increases by an amount equal to half your proficiency bonus, rounded down.

PALADIN OATH

Paladins of Cyric can take the Oath of the Ebon Spur.

OATH OF THE EBON SPUR

Like many aspects of Cyricist worship, the Company of the Ebon Spur is a cruel irony; the order, by any reasonable metric, doesn't actually exist. Despite this, many knights who follow the Black Sun would claim to be members. Cyric grants many of his potential paladins a vision of the Company of the Ebon Spur, but like the idea of the One True Way, the vision of the fighting order is often intentionally conflicted between different followers.

TENETS OF THE EBON SPUR

It's All About Cyric. Cyric is the one true god. He's the best of the deities and the most powerful. Everyone should know that.

Suffer No Others. Those who impugn Cyric or strike at his servants—why yes, that's you—should know his wrath. Heresy in word and deed can't go without answer from a commanding word or a closed fist.

The One True Way. Cyric proves that mortals can ascend to greatness. His is the One True Way. Lie, steal, kill, bribe—whatever it takes to follow the Way—you'll do it.

OATH OF THE EBON SPUR SPELLS

Paladin Level	Spells
3rd	<i>cause fear, hellish rebuke</i>
5th	<i>black talon, enthrall</i>
9th	<i>fear, tongues</i>
13th	<i>phantasmal killer, skull of secrets</i>
17th	<i>geas, modify memory</i>

CHANNEL DIVINITY

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

Me Too. You can use your Channel Divinity as a reaction when a creature within 30 feet of you becomes charmed or frightened by a creature or object. That creature is now charmed by or frightened of you as well. This lasts as long as the target is charmed or frightened by the original source of the effect, though you don't gain any additional benefits from the condition (such as from a spell that charmed the creature).

Prevarication. You expend your Channel Divinity as part of a Charisma (Deception) or Charisma (Intimidation) check to grant yourself a +10 bonus to the roll.

DOMINATING AURA

At 7th level, hostile creatures within 10 feet of you suffer a penalty to their saving throws against being frightened equal to your Charisma modifier (minimum of 1).

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

FRIGHTENING OUTRAGE

Starting at 15th level, when a creature attempts to blind, charm, deafen, or stun you, but you successfully resist the effect, you can use your reaction to force the creature to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of its next turn. On a successful save, the creature is unaffected.

Once you use this feature, you must finish a short or long rest before you can use it again.

CYRINSHAD

At 20th level, your zeal can overpower the will of a creature and turn it to the One True Way of Cyric. As an action, you touch an incapacitated, unconscious humanoid and force it to make a Wisdom saving throw. On a failed save, when the creature awakens, it becomes a zealous worshipper of Cyric. The creature isn't considered charmed by you and it may have been given a vision of the One True Way that differs from your own. A creature instilled with this belief can only be cured with a *remove curse*, *greater restoration*, or *wish* spell. On a successful save, the creature is unaffected and immune to this feature for 24 hours.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

BLACK TALON

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, your choice of one of your arms transforms into a shadowy, rubbery tentacle. As part of the action used to cast the spell and as an action

on subsequent turns, you can use the tentacle to make a melee spell attack against a target up to 10 feet away. On a hit, the tentacle deals 2d6 + your spellcasting ability modifier psychic damage. While the spell persists, you can't use the transformed appendage to perform the somatic components of spells.

SKULL OF SECRETS

4th-level conjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: Until dispelled

You enchant a specific point within range, speaking a message of no more than 22 words in any language you know as part of the spell. When a creature fulfills certain conditions within 30 feet of the point where you cast the spell, an intangible skull wreathed in black flame floats up from that point and delivers your message before expelling a gout of black flame. The line of flame is always 5 feet wide and 30 feet long. Creatures in the path of the line must make a Dexterity saving throw, taking 4d8 fire damage on a failed save, or half as much damage on a successful one. Once the skull has delivered its message and spat flames, the spell dissipates.

The conditions for triggering the message and delivering the line of flame are separate and can be as specific as you wish. For example, the spell might not trigger for a creature who enters the area wearing a certain kind of holy or heraldic symbol. The line of flame might be instructed to strike as many enemies as possible, or to avoid certain types of creatures of your choice. When you cast the spell, you can instruct the message to be delivered as quietly as a whisper or as loud as a booming voice that can be heard up to 300 feet away. If no volume is specified, the skull speaks in a commanding voice that can be heard within 60 feet of it.



DENEIR

Lord of All Glyphs and Images, the Scribe of Oghma

One of the gods of knowledge in Faerûn, Deneir is the god of scribes, calligraphers, cartographers, librarians, and all who write or record knowledge. He encourages his faithful to pursue knowledge in its many forms as art to be cherished. One of the highest orders of Deneir's church is to unlock the mysteries of the Metatext—the pieces of information hidden within all text that when put together reveal the secrets of the multiverse.

DIVINE DOMAIN

Clerics of Deneir are encouraged to choose either the Knowledge or Glyph domain.

GLYPH DOMAIN

Clerics who choose the Glyph domain express knowledge as an art form. They seek to unlock mysteries by studying ancient texts and languages, and then record any new knowledge they find into tomes for safekeeping—they look for similarities between old and new expressions of knowledge to unlock the secrets of the Metatext.

GLYPH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, illusory script</i>
3rd	<i>glyph of revealing, secret page</i>
5th	<i>glyph of warding, tongues</i>
7th	<i>divination, Leomund's secret chest</i>
9th	<i>legend lore, shift glyph</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *amanuensis* cantrip if you don't already know it.

BONUS PROFICIENCIES

Also, at 1st level, you learn two languages of your choice and you become proficient in the Arcana and History skills.

CHANNEL DIVINITY: REVEAL MAGIC

Starting at 2nd level, you can use an action to Channel Divinity and cast *detect magic*. The spell lasts for 10 minutes and doesn't require your concentration. You can end the effect using a bonus action.



CHANNEL DIVINITY: CAST GLYPH

At 6th level, you can use your action to Channel Divinity and cast a special *glyph of warding* without using a spell slot or material components. You may cast the spell on an object, and it works exactly like a normal *glyph of warding* as explained in the *Player's Handbook*.

Alternatively, you can cast a special glyph on a creature that you touch. When you do so, select a damage type (acid, cold, fire, lightning, or thunder). The next time the creature is hit with an attack that deals damage, the attacker is automatically struck by a ray that deals 4d6 of the damage type you selected. After discharging its effect, the glyph's magic ends. Unlike a normal glyph of warding, a glyph used in this way moves with the protected creature until its effect is triggered. You can only have one glyph protecting a creature at a time; if you cast another glyph on a creature, the old one fades away and loses its magic.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

GLYPHSCRIBE

Starting at 17th level, when using your Cast Glyph Channel Divinity option, you can cast *symbol* instead of *glyph of warding* without using a spell slot or material components.

In addition, the damage caused to attackers when attacking a creature protected by a glyph increases to 10d6.



PALADIN OATH

Paladins of Deneir can take the Oath of the Glyphscribes.

OATH OF THE GLYPHSCRIBES

Paladins of Deneir are rare; they are usually adventurers who explore dangerous sites of antiquity to discover lost knowledge. These paladins swear an Oath of the Glyphscribes, which focuses on the discovery and preservation of knowledge.

TENETS OF THE GLYPHSCRIBES

Discover Knowledge. Search sites of antiquity for lost texts. Read, research, and listen to others to increase your own knowledge.

Record Knowledge. Preserve knowledge by transcribing information from old texts into new books. Record the verbal accounts of others into texts.

Safeguard Knowledge. Guard books and information from those who wish to destroy them.

Charity. Translate, transcribe, and deliver messages for the illiterate or those too poor to do so on their own.

OATH OF THE GLYPHSCRIBES SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, illusory script</i>
5th	<i>glyph of revealing, secret page</i>
9th	<i>glyph of warding, tongues</i>
13th	<i>divination, Leomund's secret chest</i>
17th	<i>legend lore, shift glyph</i>

CHANNEL DIVINITY

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

Knowledge Seeker. You can use your Channel Divinity to improve your understanding of history or religion. Choose either Intelligence (History) or Intelligence (Religion), you gain advantage on ability checks with the chosen skill for the next 10 minutes.

Glyph of Fear. As an action, you make a symbol of your faith appear above you. All enemies within 30 feet of you who can see the symbol must make a Wisdom saving throw. On a failed save, the creature is turned by you for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the

Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

AURA OF ENLIGHTENMENT

Beginning at 7th level, you radiate a presence of divine understanding. You and all creatures that you choose within 10 feet of you can double their proficiency bonuses with Intelligence ability checks.

The aura increases to 30 feet at 18th level.

MAGIC RESISTANCE

Starting at 15th level, you have resistance to damage from spells.

AVATAR OF THE GLYPHSCRIBE

At 20th level, you can use your action to transform into the ideal glyphscribe; for 1 minute, you gain the following benefits:

- ✧ You have advantage on Intelligence ability checks and saving throws.
- ✧ You can use your reaction to rebuke a creature that hits you with an attack that deals damage—the creature takes 3d6 psychic damage.
- ✧ You may cast *glyph of warding* in 1 minute.
- ✧ Any *glyph of warding* you cast deals maximum damage if you choose the explosive runes option.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

AMANUENSIS

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a blank sheet of paper)

Duration: Concentration, up to 10 minutes

You choose any nonmagical writing you can see within range and it is magically copied onto blank paper you are holding. This spell copies 250 words per minute and creates a perfect duplicate of the original. It doesn't translate the text or make it clearer. Illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a glyph of warding) aren't copied at all by this spell. If the original text contains both normal writing and magical writing or illustrations (such as a letter with a glyph of warding or a drawing in one corner), only the normal text is copied. You must provide blank paper in some form for the spell to copy the text onto.

If a blank sheet is filled with copied text, you must cast the spell again with a new blank sheet of paper to continue copying more text.

This spell is from *Elminster's Guide to Magic*.

GLYPH OF REVEALING

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (special ink made of the juice of crushed eyebright, white chalk, and crushed quartz)

Duration: 1 hour

Using the specially prepared ink, you inscribe a glyph onto a horizontal surface, which can be a shield. Once the glyph is completed, it glows with a bright light for a moment and then fades from view. However, for the duration, all glyphs, symbols, magical runes, secret pages, or other magical writing within 120 feet that aren't behind total cover glow with white light. The glyph of revealing can be moved safely for the duration without ending the spell.

This spell reveals magical glyphs and symbols but doesn't prevent them from being triggered if conditions are met.

SECRET PAGE

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (powdered herring scales, and essence of will o' wisp)

Duration: Instantaneous

You transform the contents of a page to appear totally different. A map could be made to look like a poem, a business ledger, or even a blank page. A *comprehend languages* spell doesn't reveal the true nature of the page. You can use a command word to reveal the page's true contents or speak it twice in succession to end the spell. The page will radiate a dim aura of transmutation magic. If *dispel magic* is cast on the page, the spell ends if this spell was cast using a spell slot of 2nd or 3rd level, and the page's true contents are revealed; though if this spell was cast using a spell slot of 4th level or higher and the attempt to dispel its magic fails, the page is destroyed, and its contents unrecoverable.

A *true seeing* spell will reveal the true nature of the page, but it doesn't give its caster knowledge of any languages required to decipher the text.

At Higher Levels. When you cast this spell using a spell slot higher than 2nd level, you can affect one additional page, and the difficulty of dispelling its magic increases accordingly.

SHIFT GLYPH

5th-level transmutation

Casting Time: 1 minute

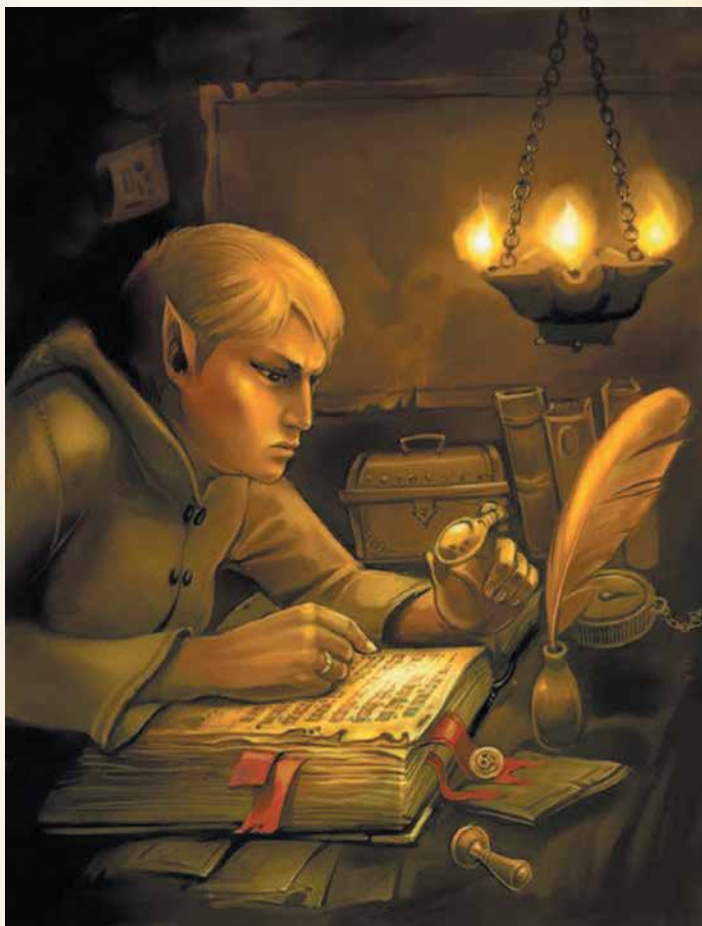
Range: 60 feet

Components: V, S

Duration: 1 hour

All magical glyphs and symbols within range faintly glow and can be safely read and identified if you are familiar with them. In addition, you can select one of the glyphs or symbols and move it safely to another suitable surface within range without triggering its effects.

This spell prevents the caster from triggering glyphs and symbols within range while maintaining concentration but doesn't extend this protection to other creatures that meet the triggering conditions.



ELDATH

Goddess of Singing Waters, the Quiet One, Mother Guardian of Groves, the Green Goddess

Eldath's followers are healers and peacekeepers, holy men and women who value mercy over violence. While other combative deities see Eldath's beliefs as naive, it is still a dangerous taboo to strike or kill her faithful. Clerics of Eldath focus on sparing their foes and encourage the same in those around them. Paladins of the goddess struggle to uphold the highest ideals of inner peace and kindness despite the unfortunate occasional need for violence.

DIVINE DOMAIN

Clerics of Eldath can choose the Peace domain.

PEACE DOMAIN

It is widely believed that Eldathyn clerics are such powerful beacons of peace, that to dare strike one brings a terrible curse. While not quite true, it is a welcome rumor that the goddess's clerics haven't made much effort to correct. In truth, the greatest power of those who follow the Peace domain lies in the discipline they exert over themselves. Eldath grants these clerics greater power in exchange for the nonviolent (or at least non-lethal) methods they practice.

PEACE DOMAIN SPELLS

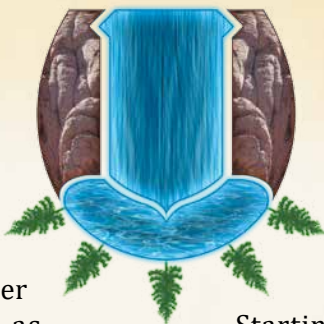
Cleric Level	Spells
1st	<i>sanctuary, wailing wind</i>
3rd	<i>calm emotions, protection from poison</i>
5th	<i>aura of vitality, mass healing word</i>
7th	<i>aura of purity, water of Eldath</i>
9th	<i>greater restoration, mass cure wounds</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Medicine skill. In addition, you learn the *greenwood* cantrip. This cantrip doesn't count against the number of cantrips you know.

MERCY

Also at 1st level, when you choose this domain, you gain the ability to make any damage you deal nonlethal when it reduces a creature to 0 hit points. This applies to damage you deal with ranged spell attacks or damaging spells that force the target to make a saving throw.



In addition, whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to your proficiency bonus if you haven't willingly killed a creature since your last long rest.

CHANNEL DIVINITY: PEACEFUL DEMONSTRATION

Starting at 2nd level, you can use your Channel Divinity to encourage mercy among your allies. As an action, you can bless yourself and up to four allies that you can see within 30 feet. An affected creature regains hit points equal to 1d6 + your Wisdom modifier when it reduces an enemy to 0 hit points with a melee attack and elects to render it unconscious instead of killing it. This blessing lasts for up to one minute, or until you end the effect early with a bonus action for all those affected.

REBUKE VIOLENCE

Starting at 6th level, when a creature hits you with a melee weapon attack, you can use your reaction to push it up to 10 feet away from you if it is one size larger than you or smaller; in addition, the creature's next attack is made with disadvantage. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining expended uses when you finish a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

A GENTLE WATERFALL

At 17th level, your Peaceful Demonstration healing die becomes a d12, and you add your Wisdom modifier (minimum of +1) to the additional hit points restored by your Mercy feature.



PALADIN OATH

Eldath's paladins can choose the Oath of the Tranquil Pool.

OATH OF THE TRANQUIL POOL

Paladins of Eldath face a moral crisis; how does one reconcile the calling of a holy warrior with the faith of a deity of peace? Paladins who take this oath to Eldath understand that a knowledge of violent technique doesn't obligate them to use it; they seek peace first in all things, and atonement when peace is impossible. Where other paladins give bold speeches and perilous commands, those of the Tranquil Pool speak with a quiet, measured calm.

TENETS OF THE TRANQUIL POOL

Mercy over Wrath. You always choose to show kindness and understanding, even when others would be blinded by anger, guilt, or fear.

Soothing Waters. Your presence must be a calming one, soothing fevered brows and angry hearts.

Patience over Retribution. You turn the cheek, acquiesce, and withdraw as needed. Hate will always destroy itself; look to your own serenity to endure it.

OATH OF THE TRANQUIL POOL SPELLS

Paladin Level	Spells
3rd	<i>sanctuary, wailing wind</i>
5th	<i>calm emotions, prayer of healing</i>
9th	<i>beacon of hope, protection from energy</i>
13th	<i>aura of life, water of Eldath</i>
17th	<i>greater restoration, hallow</i>

CHANNEL DIVINITY

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

Lifted Burden. As an action, you touch a creature within reach who is charmed, frightened, paralyzed, or stunned. The effect on the creature immediately ends, and you make a saving throw with advantage against the effect as if you had been the original recipient, suffering the effect until the end of your next turn on a failed save, or ending the effect entirely on a successful one.

Taboo Strike. It is a crime against the holy to strike a servant of Eldath. When you are hit by a weapon attack, you can expend your reaction to force the

attacking creature to make a Wisdom saving throw or have disadvantage on its weapon attacks for one minute. Your own weapon attacks have disadvantage during this time. Both effects end if you choose to dismiss this feature as a bonus action.

TRANQUIL TOUCH

Starting at 7th level, the total number of hit points in your Lay on Hands pool equals $7 \times$ your paladin level.

REVIVING GRACE

Starting at 15th level, you can use your Lay on Hands feature to return allies to life. You can expend hit points from your Lay on Hands pool to cast *revivify*, requiring no spell slot or material components. The cost to your Lay on Hands pool is equal to 4 hit points per Hit Die of the target creature.

A QUIET PLACE

When you reach 20th level, you can use your action to become an avatar of Eldath's peace for up to one minute, ending the effect on yourself early as a bonus action. While under these effects, you gain the following benefits:

- ✧ You can use your Lifted Burden Channel Divinity option at will.
- ✧ You can use your Lay on Hands ability as a bonus action.
- ✧ You have resistance to all nonmagical bludgeoning, piercing, and slashing damage.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

GREENWOOD

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a twig with a budding spring leaf)

Duration: Concentration, up to 1 minute

When you cast this cantrip, you designate either a single willing creature, an object, or an area that occupies no more than a 5-foot cube. The target becomes infused with wet spring wood, snuffing out any flame on the target and making it inflammable for the duration. During this time, the affected creature has advantage on saving throws against spells or similar effects that deal fire damage.

The size of an object or area you can affect increases by a 5-foot cube when you reach 5th level (10-foot cube), 11th level (15-foot cube), and 17th level (20-foot cube).

WAILING WIND

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V

Duration: 8 hours

You set up a magical warning system to ward an area the size of a 40-foot cube centered at a point you can see within range. Until the spell ends, a wailing, whistling wind blows toward you whenever a Tiny or larger creature touches or enters the area. You don't have to be in the area to receive the knowledge this spell provides. The wailing wind will seek you out if you are within 500 feet of the target area. The wailing wind has a distinct audible sound that can be heard by any creature, though a creature wouldn't know what the sound means unless it was familiar with this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cube increases by 10 feet and the distance you can be from the warded area increases by 100 feet for every slot level above 1st.

This spell is from *Elminster's Guide to Magic*.

WATER OF ELDATH

4th-level abjuration (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S, M (diamonds or any light or transparent gemstones worth at least 250 gp, which the spell consumes, and an empty flask or container)

Duration: Instantaneous

You fill a potion flask or similar container with the purest spring water from the goddess herself. The flask can act as holy water with an additional effect: When splashed or thrown onto dangerous slime or mold, the water of Eldath destroys these hazards in a 10-foot radius. Alternatively, a non-evil creature can consume the flask's contents, ending all curses, diseases, and poisons on itself. A creature who consumes the contents in this manner has advantage on saving throws against disease and poison for 24 hours.

The flask's contents remain potent for 1 hour. A creature who consumes the Water of Eldath can't benefit from it again for seven days.



GOND

Wonderbringer, the Lord of All Smiths

Gond is one of the gods of knowledge in Faerûn who oversees the domains of crafting, technology, construction, and creation. His faithful seek to discover new technologies and then craft inventions to help improve work output and efficiency. However, some areas in the realms don't welcome Gond's faithful, believing that new inventions encroach upon old trades, others welcome the improved efficiency and quality of life they deliver.

DIVINE DOMAIN

Clerics of Gond can choose the Craft domain.

CRAFT DOMAIN

Clerics who choose the Craft domain focus on using tools to invent and create a variety of useful items, which they seek to distribute throughout the realms. They believe in disciplined study and work, which they use to bring their ideas to fruition by crafting inventions—they loathe laziness, which leads to ruin.

CRAFT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Tenser's floating disk, unseen servant</i>
3rd	<i>lesser fabricate, wieldskill</i>
5th	<i>analyze contraption, minor creation</i>
7th	<i>fabricate, Leomund's secret chest</i>
9th	<i>creation, skill empowerment*</i>

** From Xanathar's Guide to Everything*

BONUS CANTRIP

When you select this domain at 1st level, you learn the *mending* cantrip if you don't already know it.

BONUS PROFICIENCIES

At 1st level, you learn one language of your choice. You also gain proficiency with alchemist's supplies, smith's tools, and your choice of either tinker's or thieves' tools.



CHANNEL DIVINITY: ENHANCE TOOL OR WEAPON

Starting at 2nd level, you can use your Channel Divinity to temporarily enhance a tool or a weapon by imbuing it with magic to improve its quality. For 1 hour, the item is considered magical and its user gains a bonus equal to your Wisdom modifier (minimum of +1) on ability checks with the tool or attack rolls with the weapon.

CHANNEL DIVINITY: ENHANCE ARMOR

At 6th level, you can use your Channel Divinity as an action to touch and temporarily alter a metal suit of armor. For 1 hour, the suit of armor gains a +1 bonus and is considered magical and adamantine. This effect will enhance both magical and nonmagical armor, but the item's total bonus can't exceed +3.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

WONDERMAKER

At 17th level, you double your proficiency bonus with any ability check you make with a tool with which you are proficient. In addition, whenever you score a critical hit against an object or construct, you deal maximum damage.



PALADIN OATH

Gond's paladins can take the Oath of the Wondermakers.

OATH OF THE WONDERMAKERS

Paladins of Gond are guardians and seekers of knowledge related to crafting and technology; if they aren't guarding the church's faithful, holy sites, and tomes of knowledge, they commence on quests to recover lost lore. Other times, they can be found hard at work, either crafting useful items or inventing new ones.

TENETS OF THE WONDERMAKERS

Actions Count. Goals can only be achieved by finishing the necessary work. Don't procrastinate in your duties.

Innovate. Seek to craft new and innovative tools and technologies that improve the efficiency of your crafting and the effectiveness of your creations.

Document Specifications. Carefully create design specifications for the processes used and items you create.

Teach Crafting. Teach others to craft using the processes you have discovered; spread your knowledge of technology and crafting throughout the realms.

OATH OF THE WONDERMAKERS SPELLS

Paladin Level	Spells
3rd	<i>Tenser's floating disk, unseen servant</i>
5th	<i>lesser fabricate, wieldskill</i>
9th	<i>analyze contraption, minor creation</i>
13th	<i>fabricate, Leomund's secret chest</i>
17th	<i>creation, skill empowerment*</i>

* From *Xanathar's Guide to Everything*

CHANNEL DIVINITY

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

Gond's Blessing. As an action, you can use your Channel Divinity to improve your ability to use tools; for 1 hour, you gain a bonus equal to your Charisma modifier on ability checks you make when using tools with which you are proficient.

Enhance Weapon. As an action, you can use your Channel Divinity to imbue a melee weapon with magic. For 1 minute, the weapon is considered magical and

adamantine and you gain a bonus equal to your Wisdom modifier on attack rolls with it.

AURA OF TOOL COMPETENCY

Beginning at 7th level, you project a divine aura that inspires competency with tools. You and all allies within 10 feet of you add double their proficiency bonus when making ability checks with tools with which they are proficient.

The aura's radius increases to 30 feet at 18th level.

TOOL MASTERY

Starting at 15th level, you gain advantage when you roll an ability check using a tool with which you are proficient. You can use this feature a number of times equal to your Charisma modifier (minimum of once); you regain all uses after a short or long rest.

AVATAR OF THE WONDERMAKERS

At 20th level, you can use your action to transform into the ideal crafter; for 1 minute or until you use your action to end the transformation, you have the following benefits:

- * The radius of your Aura of Tool Competency increases to 50 feet.
- * You can use your Lay on Hands feature as a bonus action.
- * When your Enhance Weapon Channel Divinity feature is active, you score a critical hit on a roll of 19 or 20 on attack rolls with it.
- * When your Gond's Blessing Channel Divinity feature is active, you can add double your Wisdom modifier as a bonus to ability checks when using tools with which you are proficient.

Once you use this feature you can't use it again until you finish a long rest.



SPELLS

ANALYZE CONTRAPTION

3rd-level divination

Casting Time: 1 minute

Range: 10 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you gain advantage on Intelligence (Investigation) checks to figure out how a device, trap, or mechanism works. If you are successful on your Investigation check when analyzing a device, you gain advantage on any ability checks used to disarm or operate the object's mechanisms for the duration.

LESSER FABRICATE

2nd-level transmutation

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you could fabricate an oar from a wooden limb, or a shirt from a clump of wool.

Choose raw materials that you can see within range. You can fabricate a Medium or smaller object (contained within a 5-foot cube, or eight connected 2.5-foot cubes), given sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Small (contained within a single 2.5-foot cube). The quality of objects created by this spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created by this spell. You also can't use it to create items that require a high-degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

MINOR CREATION

3rd-level illusion

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny piece of matter of the same type of the item you plan to create)

Duration: Special

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects from stone, crystal, or metal. The object created must be no

larger than a 2.5-foot cube and it must be of a form that you have seen before.

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

OBJECT MATERIAL AND DURATION TABLE

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithril	1 minute

Using the material created by this spell as another spell's material component causes that spell to fail.

WIELDSKILL

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You touch a creature and imbue it with the ability to wield one set of tools with which you are already proficient. For the duration, the target can add its proficiency bonus to any ability checks it makes with the chosen set of tools.

Alternatively, if you choose yourself as a target while touching a creature that is proficient with a set of tools that you aren't proficient with—you gain proficiency with the chosen set of tools for the duration.



GRUMBAR

Boss of the Earth, Earthlord, Gnarley One, King of the Land Below the Roots



Grumbar is the god of Earth, Stone, and creatures of elemental earth. The Earthlord is timeless, patient and thoughtful, slow to act, and laconic in speech. However, once spurred to action the result is inevitable as his indomitable will grinds all before it to gravel.

DIVINE DOMAIN

Clerics of Grumbar can choose the Earth domain.

EARTH DOMAIN

The Clergy of Grumbar emulate the god's nature, deep of thought and with implacable determination when their course is set. They are traditionalists with little to no interest in change.

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements*</i> , <i>earth tremor*</i>
3rd	<i>earthbind*</i> , <i>Maximillian's earthen grasp*</i>
5th	<i>erupting earth*</i> , <i>shardspray</i>
7th	<i>conjure minor elementals</i> , <i>stoneskin</i>
9th	<i>conjure elemental</i> , <i>transmute rock*</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS LANGUAGE

When you choose this domain at 1st level, you gain proficiency in the Primordial language.

BONUS CANTRIPS

Starting at 1st level, you learn the *mold earth** and *pummel* cantrips. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BLESSING OF GRUMBAR

Also at 1st level, you are blessed by the Lord of Earth. Your skin hardens and takes on a greyish cast. When you aren't wearing armor, your AC is 13 + your Dexterity Modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while using your natural armor.

In addition, creatures of elemental earth (i.e., earth elementals, gargoyles, etc.) treat you as the same creature type. This doesn't guarantee cooperation, merely recognition.

PROHIBITION OF GRUMBAR

At 1st level when you choose this domain, you are forbidden from using spells that create or manipulate the element of air or allow flight—you can't prepare these spells. If a spell can generate both air and other elemental effects—such as *conjure minor elementals*—you can prepare and cast it but you are prohibited from using its air variables.

If you use any magic item that is associated with air or flight you suffer disadvantage on all your saving throws for 24 hours. Instances of forbidden item use result in the full duration being extended from the last point of use.

However, you can be the recipient of such spells and effects caused by the actions of others without penalty.

CHANNEL DIVINITY: ENDURANCE OF EARTH

Beginning at 2nd level, as an action, you present your holy symbol to Channel Divinity and draw strength from the Elemental Plane of Earth. All creatures of your choice within 30 feet who are poisoned are cured of that condition and gain advantage on their next Constitution ability check or saving throw within the next minute. In addition, any creatures within range suffering from an effect caused by a failed Constitution saving throw can immediately make a new saving throw with advantage against the effect. This effect lasts for 1 minute; however, once a creature makes a Constitution saving throw, the effect ends for it.

STUBBORN

Starting at 6th level, you become stubbornly hard headed. Whenever you must make a saving throw against an effect that deals psychic damage to take half the damage, you instead take no damage on a successful save.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

INDOMITABLE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

PALADIN OATH

Grumbar's paladins can choose the Oath of the Earthwalker.

OATH OF THE EARTHWALKER

The Earthwalkers are Grumbar's few representatives that wander Faerûn. Paladins of the Oath of the Earthwalker trudge through the land seeking to promote stability, endurance, perseverance, and tradition.

Earthwalkers seek to endure through the eternal conflict between the creatures and representatives of the other three elements—water, fire, and air—seeking to outlast them to prove that earth is the superior element.

TENETS OF THE EARTHWALKER

Earth is Endurance. Earth outlasts everything. Seek to endure any adversity.

Earth is Patience. Haste breeds mistakes and disaster. Be patient and thoughtful in your choices and actions.

Earth is Timeless. Change is dangerous and unpredictable. Remain true to the established time-tested ways.

Earth is Dominant. Of the four elements, earth is superior. Seek to promote and demonstrate that superiority wherever the other elements are found.

OATH OF THE EARTHWALKER SPELLS

Paladin Level	Spells
3rd	<i>absorb elements*</i> , <i>earth tremor*</i>
5th	<i>earthbind*</i> , <i>Maximillian's earthen grasp*</i>
9th	<i>erupting earth*</i> , <i>meld into stone</i>
13th	<i>conjure minor elementals</i> , <i>stoneshape</i>
17th	<i>conjure elemental</i> , <i>transmute rock*</i>

* From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

EARTH SMITE

You deal acid instead of radiant damage with your Divine Smite feature.

CHANNEL DIVINITY

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

Grasping Mud. As an action, you present your holy symbol and turn the ground to mud in a 30-foot radius

around you. The mud counts as difficult terrain for all creatures except those you choose to exclude. Excluded creatures, including yourself, simply walk across the top of it as if it were solid ground.

This feature lasts for a number of rounds equal to your Charisma modifier (minimum of 1).

Resilience of Stone. As a reaction, when you are hit with an attack, you can harden your skin momentarily, reducing that attack's damage by an amount equal to your paladin level.

In addition, you gain a +1 bonus to AC for a number of rounds equal to your Charisma modifier (minimum of 1).

STEADFAST AURA

Beginning at 7th level, you are surrounded by an aura that enhances your stability and center of gravity, granting you and allies within 10 feet of you advantage on ability checks and saving throws against features and effects that would move a creature against its will or knock it prone.

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

INDOMITABLE FORTITUDE

Starting at 15th level, you are immune to being poisoned and gaining levels of exhaustion.

AVATAR OF EARTH

At 20th level, you can assume a stony form as Grumbar invests you with a sliver of his element. Using your action, you undergo a transformation. For 1 minute or until you dismiss the transformation as a bonus action, you gain the following benefits:

- * You receive a +2 bonus to your AC.
- * You have resistance to all damage.
- * Some or all of your movement speed can be used to move through solid earth or stone, though you can't end your turn within it. If you do so, you are ejected to the nearest unoccupied space and take 2d6 bludgeoning damage (resistance doesn't apply to this damage).
- * All creatures of the elemental type are cowed by your presence. An elemental creature won't willingly attack you unless you attack it first. Powerful, unique elemental creatures—such as the Elemental Princes—are immune to this effect.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

PUMMEL

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You launch a handful of marble sized stones at a creature within range, dealing 1d8 bludgeoning damage. The creature can make a Dexterity saving throw, negating the damage on a successful save.

The bludgeoning damage increases to 2d8 at 5th level, 3d8 at 11th and 4d8 at 17th.

SHARDSPRAY

3rd-level evocation

Casting Time: 1 action

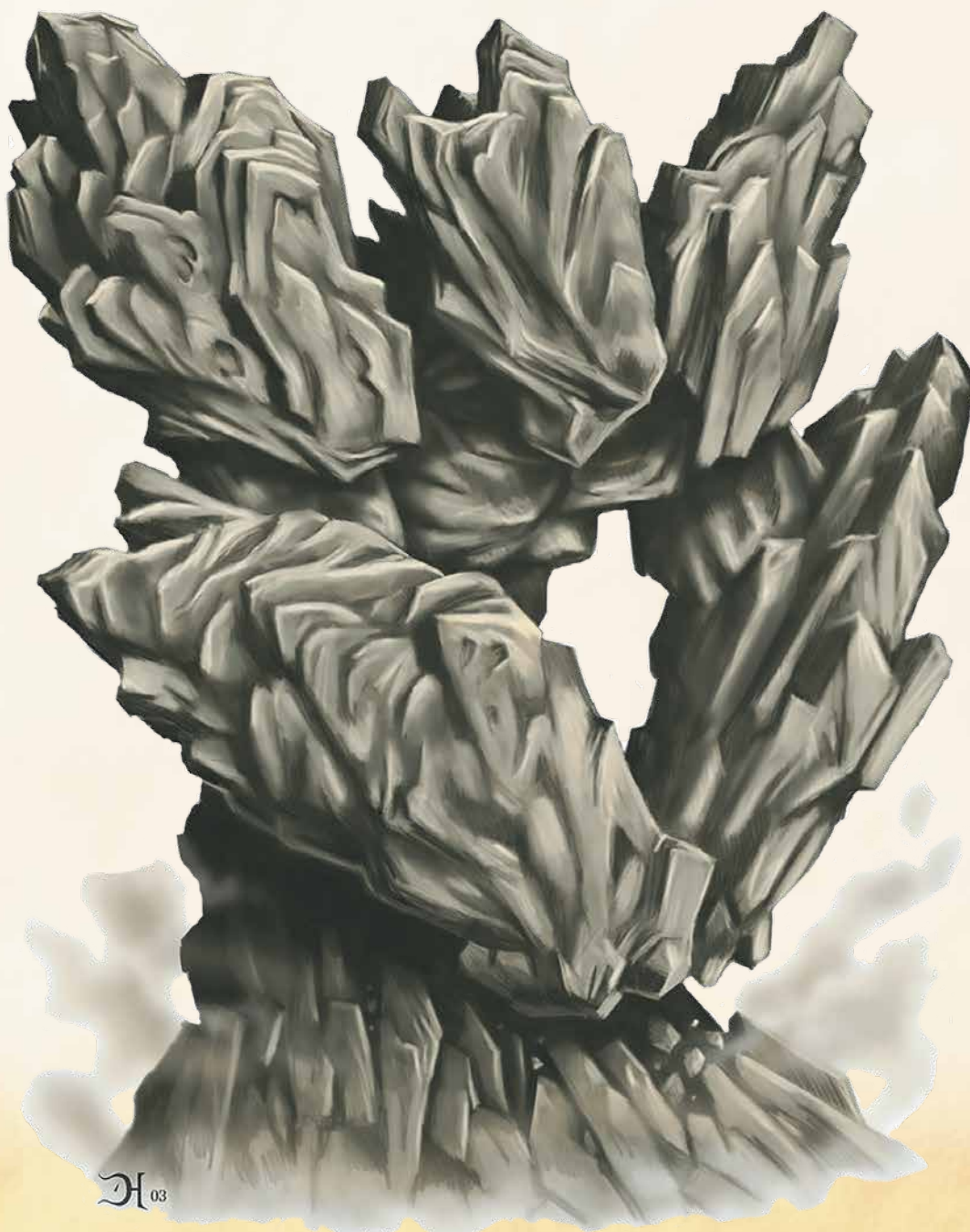
Range: Self (30-foot cone)

Components: V, S, M (a small crystal)

Duration: Instantaneous

You release a spray of razor sharp crystal shards in a 30-foot cone starting at your outstretched hand. Each creature within the cone must make a Dexterity saving throw. A creature takes 8d6 piercing damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.



GWAERON WINDSTROM

Master of Tracking, the Tracker Who Never Goes Astray

In the lands far from civilization, rangers speak of a little-known god named Gwaeron Windstrom. They speak of his mortal life as a ranger, his heroic deeds slaying an uprising of the savage followers of Malar, and his subsequent deification by the goddess Mielikki. To rangers and many tribes, Gwaeron is an understandable, approachable deity who can act as an intermediary between mortals and the wild gods or goddesses of nature.

DIVINE DOMAIN

Clerics of Gwaeron Windstrom can choose the Stalker domain.

STALKER DOMAIN

Gwaeron's clerics, like his paladins, most often occupy their time with patrolling the wilderness. They keep a watchful eye on the more savage humanoids or monstrosities that tend to throw the balance of nature askew and protect sacred sites from intrusion and disruption. Some are called to adventure, joining with others to hunt down fugitives or to protect nature from a greater threat.

STALKER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>entangle, hunter's mark</i>
3rd	<i>animal messenger, natural attunement</i>
5th	<i>conjure animals, plant growth</i>
7th	<i>conjure woodland beings, tree healing</i>
9th	<i>awaken, commune with nature</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Stealth and Survival skills.

OAKEN ARMOR

Also at 1st level, your flesh can harden like an oak tree. You can use your reaction when a creature makes an attack roll against you to add your Wisdom modifier to your AC (minimum of + 1) until the end of your next turn. You must choose to use this feature before the outcome of the original attack is known.



Once you use this feature, you must complete a short or long rest before you can use it again.

CHANNEL DIVINITY: FOREST STALKER

Starting at 2nd level, you can use your Channel Divinity as an action to blend into the environment. While you are in a wilderness environment, your proficiency bonus is doubled when you make Dexterity (Stealth) and Wisdom (Survival) checks. In addition, friendly creatures other than yourself who are within 30 feet of you add your Wisdom modifier (minimum of +1) to their Dexterity (Stealth) checks made while not in combat. These effects last for 1 hour.

FOREST LONGEVITY

Starting at 6th level, your body becomes as timeless as the forest. Your natural lifespan is doubled, and you can't be aged magically against your will.

In addition, you are immune to disease and the poisoned condition.

DIVINE STRIKE

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

OAKHEART

At 17th level, your heart becomes living wood, transforming you. Your type changes to plant, and you are immune to the paralyzed, petrified, and stunned conditions.



PALADIN OATH

Gwaeron Windstrom's paladins can choose the Oath of the Silent Path.

OATH OF THE SILENT PATH

As a former mortal, Gwaeron Windstrom stresses the belief that the races of civilization can coexist with the wild power of nature. Nowhere is this dogma better manifested for his worshipers than in his paladins, whose bodies undergo remarkable transformation as they channel the power of the forests.

TENETS OF THE SILENT PATH

Protect the Hunter. Those who take from the wilds aren't evil, so long as they take what they truly need. Defend civilizations who act with respect toward the natural order.

Guard Your Groves. You have an obligation to protect the natural order from wanton destruction.

Entwine the Branches. Civilization and nature can coexist. You must be the bridge between two worlds and strive to make them as one. Broker peace whenever possible, and crush those who seek to disrupt it.

OATH OF THE SILENT PATH SPELLS

Paladin Level	Spells
3rd	<i>ensnaring strike, hunter's mark</i>
5th	<i>locate animals or plants, natural attunement</i>
9th	<i>plant growth, speak with plants</i>
13th	<i>grasping vine, tree healing</i>
17th	<i>commune with nature, tree stride</i>

CHANNEL DIVINITY

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

Oak Maul. As a bonus action, you turn your limb into a heavy wooden weapon. For 1 minute, one of your arms (your choice) is transformed into knotted wood, ending in a hammer-like head. The clothing or equipment you are wearing meld into the wood when your arm transforms, though any objects you are carrying fall to the ground at your feet. The arm becomes a magical weapon that deals 1d8 bludgeoning damage on a hit. When you bring your hands together the maul becomes two-handed until the start of your next turn; its damage die becomes 1d10 and forces the first creature hit by an attack this turn to make a Strength saving throw or be knocked prone. When you make a two-handed attack with the oak maul, you can't perform the somatic components of spells until the start of your next turn, when your free hand returns to normal.

Spruce Growth. As an action, you can increase your size from Medium to Large for 1 minute. For the duration, your reach becomes 10 feet, and the maximum weight you can carry, lift, push, or pull is doubled. In addition, you have advantage on Strength ability checks. You can dismiss this effect early as a bonus action.

OAK STRENGTH

Starting at 7th level, you gain the ability to slam into your enemies with the force of a falling tree. As an action, you make a slam attack against a creature within reach, making a melee weapon attack against it and dealing 2d8 bludgeoning damage on a hit. If your Spruce Growth Channel Divinity option is active, a successful slam attack deals an additional 2d8 thunder damage to the target and all hostile creatures within 5 feet of it. If your Oak Maul Channel Divinity option is active and you hit an enemy with your slam attack, you can make a one-handed attack against the same target with your transformed arm as a bonus action.

You can make a number of slam attacks equal to your Charisma modifier (minimum of 1), regaining expended uses when you finish a long rest.

DEEP ROOTS

When you reach 15th level, you gain the ability to cast *tree healing* once without using a spell slot. Once you use this feature, you must finish a long rest before doing so again.

FOREST MIGHT

When you reach 20th level, you gain the ability to transform into a blending of man and forest. As an action you transform, your skin taking on a bark-like appearance and your hair becoming mossy and overgrown for 1 minute, or until you dismiss the effect on yourself early as an action. The change grants you the following benefits:

- ✱ You regain expended uses of your Oak Strength slam attack.
- ✱ You gain a +2 bonus to your Strength and Constitution scores while transformed. This can increase your maximum above 20 for those abilities.
- ✱ You regain hit points equal to your proficiency bonus at the start of each of your turns.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

NATURAL ATTUNEMENT

2nd-level divination

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 1 hour

You meditate and whisper a prayer in respect to Gwaeron Windstrom. For the spell's duration or until you dismiss the effect on yourself freely, you add double your proficiency bonus to any Wisdom (Survival) checks to track creatures or Intelligence (Nature) checks to recall information about plant and animal life native to the region.

In addition, creatures have disadvantage on their Dexterity (Stealth) checks to hide from you in natural terrain. For the duration, you can attempt to track creatures that would normally be impossible to track physically, such as incorporeal creatures, so long as they don't teleport to a location more than a mile distance or to another plane. When you track such a creature, you don't add double your proficiency bonus to your Wisdom (Survival) checks as provided by this spell.

TREE HEALING

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You step into a tree's trunk that occupies a space approximately large enough to accommodate a medium creature. You meld into the tree, along with all equipment you are carrying while you maintain concentration on this spell. Nothing of your presence is visible or otherwise detectable by nonmagical senses. While merged with the tree, you regain hit points equal to $1d8 +$ your level at the start of each of your turns. The maximum number of hit points you can receive from this spell is equal to half the value of your hit point maximum.

While merged with the tree, you can't see what occurs outside of it, and any Wisdom (Perception) checks you make to hear sounds outside are made with disadvantage. You remain aware of the passage of time but can't cast spells or perform any other actions, reactions, or bonus actions until you are expelled from the tree or end the spell voluntarily by stepping out of it freely on your turn.

Minor physical damage to the tree doesn't hurt you, but its partial destruction or a change in its shape (to the extent that a Medium creature couldn't stand inside it) expels you from the tree and you take $6d6$ bludgeoning damage.

The tree's complete destruction (or transmutation into a different substance) expels you from the tree and you take 50 bludgeoning damage. If you are expelled from the tree, you fall prone in an unoccupied space closest to where you first entered.



HELM

He of the Unsleeping Eyes, the Watcher, the Vigilant One, the Great Guard, the God of Guardians

Helm represents the watchful protection of a charge above all else. To stand guard eternally over a place, item, or creature and ward it from harm is the highest calling. Helm doesn't differentiate between good or bad, merely the fulfillment of a duty or not.

DIVINE DOMAIN

Clerics of Helm can choose the Watchful Protection domain.

WATCHFUL PROTECTION DOMAIN

Clerics of the Watchful Protection domain strive to emulate their lord in his role as observer and guardian. These clerics seek to oppose any who employ deception or obfuscation as tools, seeking to penetrate falsehoods and granting protection against such tactics.

WATCHFUL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, shield of faith</i>
3rd	<i>exultation, see invisibility</i>
5th	<i>dispel magic, forceward</i>
7th	<i>arcane eye, guardian of faith</i>
9th	<i>Bigby's hand*, summon spectator</i>

* Referred to as "Helm's Gauntlet" by the faithful

BONUS PROFICIENCIES

At 1st level, you gain proficiency with heavy armor, and the Perception skill.

PROTECTIVE INTERCESSION

Also at 1st level, when a creature you can see attacks an ally within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield to use this feature.

CHANNEL DIVINITY: DIVINE BULWARK

Starting at 2nd level, you can use your Channel Divinity to imbue your shield with holy power. It becomes a magical +1 shield for 1 minute. When you are hit with a melee weapon attack, you can use your reaction to end the shield's magic and reduce the damage you take by



an amount equal to your cleric level + your spellcasting ability modifier. For example, a 3rd level cleric with a Wisdom of 15 would reduce the damage by 5.

CHANNEL DIVINITY: DIVINE SIGHT

Starting at 6th level, you can use your Channel Divinity to momentarily pierce all obfuscations and see clearly. You are under the effects of the *true seeing* spell until the start of your next turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 force damage. When you reach 14th level the damage increases to 2d6.

AVATAR OF PROTECTION

At 17th level you gain resistance to bludgeoning, piercing and slashing damage from nonmagical sources.



PALADIN OATH

Paladins of Helm can take the Oath of Vigilance and join the Order of the Watchful Eye.

OATH OF VIGILANCE

The Oath of Vigilance is a vow to be ever watchful and protective of a charge, be it a person, object, or location. Oath of Vigilance paladins seek to emulate the steadfast resolve of their lord Helm, guarding that which is placed in their care as their lord once guarded the heavens against the entire Faerûnian pantheon in the Time of Troubles (YR 1358 DR).

TENETS OF VIGILANCE

Vigilance. Be ever watchful and aware, for deceit and skulduggery are rife. Stray not from your sacred charge and don't waver in your resolve.

Patience. Stealth and deception are skills of the cunning and patient. Seek not haste lest your impatience lead you to err. Instead, let your implacable patience goad your enemies into rash action.

Protection. You offer your protection to those worthy who can't protect themselves.

Guardianship. Your charge is your primary responsibility. Whether you steward a creature, locale, object, or principle, you hold fast to its care above all else.

OATH OF VIGILANCE SPELLS

Paladin Level	Spells
3rd	<i>sanctuary, shield of faith</i>
5th	<i>exultation, see invisibility</i>
9th	<i>forceward, spirit guardians</i>
13th	<i>arcane eye, guardian of faith</i>
17th	<i>Bigby's hand*, summon spectator</i>

* Referred to as "Helm's Gauntlet" by the faithful

CHANNEL DIVINITY

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

Hold the Line. All allies within 30 feet of you gain a +1 bonus to AC so long as they remain stationary. The effect lasts for each creature until it moves or is moved from the position it was in when the ability took effect, or after 1 minute. The bonus to AC increases to +2 at 9th level and +3 at 15th level.

Halting Challenge. Opponents within 30 feet that can hear you must make a Wisdom saving throw or be unable to move toward you. Affected creatures gain a new saving throw at the end of each of their turns to end the effect. The effect lasts a maximum number of rounds equal to your Charisma modifier (minimum of 1 round).

AURA OF VIGILANCE

Beginning at 7th level, you are constantly vigilant of falsehoods and on the lookout for enemies. A creature that uses Charisma (Deception) or Dexterity (Stealth) within 30 feet of you must make a new skill check with disadvantage to escape your notice.

At 18th level, the aura's radius increases to 60 feet.

UNMOVABLE SENTINEL

Starting at 15th level, you can't be moved against your will, nor can you be knocked prone. All abilities that would move you fail to do so, though any other effects they convey (such as damage) affect you normally.

RESILIENT GAUNTLET

At 20th level, you can use your action to become the ultimate watchman and defender. Your skin takes on the sheen of steel and your eyes glow with a white holy light. For 1 hour you gain the following benefits:

- * You are affected by the *true seeing* spell.

- * You radiate a *zone of truth*, as the spell. However, the zone moves with you for the duration, and only affects creatures of your choice.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BIND SPECTATOR

9th-level conjuration

Casting Time: 1 hour

Range: 90 feet

Components: V, S, M (four beholder eye stalks and 5000 gp worth of diamond dust which is consumed upon casting)

Duration: 101 years

After casting *summon spectator*, you cast this spell to bind the spectator to protect a non-living object of your choosing. The spectator must guard the object to the best of its ability. The creature doesn't follow your commands, but it won't attack you or any creatures of your choosing and allows you access to the object.

The spell ends upon the spectator's death, after 101 years, or if the object or location is removed or destroyed.

EXULTATION

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small replica of a shield)

Duration: 10 minutes

You touch a creature other than yourself, surrounding it with a protective aura. The creature can choose to reroll one saving throw after it is rolled but before the result is known. The creature must take the new result, even if it is worse, and then the spell ends.

FORCEWARD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a crystal sphere worth 50 gp)

Duration: Concentration, up to 1 minute

You create a translucent but visible 10-foot radius spherical area of protection that wards creatures of your choice. The effect is a fixed point centered on you at casting but doesn't move with you.

All creatures within the area that aren't specifically excluded by you when the spell is cast must make a

Wisdom saving throw. On a failed save, a creature is forced away from you to the edge of the sphere at a rapid but unarmful speed. If this movement would force a creature up against a solid object, or into a dangerous predicament (such as off a cliff) its saving throw automatically succeeds.

An affected creature can use its action to force itself through the ward; it gains a new Wisdom saving throw, and on a success, it can enter the area.

This spell only affects creatures. Objects, missiles, and spells may be thrown or launched freely into and out of the area.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius increases by 10 feet for each slot level above 3rd.

SUMMON SPECTATOR

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a glass monocle)

Duration: Concentration, up to 1 minute

You call forth a spectator beholder (*Monster Manual*) to assist you. The creature is an aberration and disappears when it drops to 0 hit points or when the spell ends.

The spectator is friendly to you and your companions. Roll initiative separately for the creature, which has its own turns. It obeys any verbal commands that you issue (no action required by you). If you don't issue any commands to the spectator, it defends itself from hostile creatures but otherwise takes no actions.



HOAR

The Doombringer, Lord of Three Thunders, the Poet of Justice

Hoar gleefully dispenses poetic justice and just desserts. Revenge is righteous, and only those who have wronged others need fear his intentions.

DIVINE DOMAIN

Clerics of Hoar can choose the Revenge domain.

REVENGE DOMAIN

Clerics of Hoar seek to dispense well-earned retribution to those deserving it, employing their abilities to turn the tables on such individuals, creating the conditions where the deserving defeat or destroy themselves and reap the consequences of their actions.

REVENGE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>inflict wounds, remorse</i>
3rd	<i>crown of madness, scent of vengeance</i>
5th	<i>bestow curse, counterspell</i>
7th	<i>locate creature, mark of Hoar</i>
9th	<i>geas, reversion</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *retribution* cantrip if you don't already know it.

REBUKE

Also at 1st level, you can physically rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution saving throw. The creature takes 2d8 necrotic damage on a failed saving throw or half as much on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DIVINE REPRISAL

Starting at 2nd level, you can use your Channel Divinity to empower wounded allies to take justified revenge.

As an action, you present your holy symbol, and you and all allies within 30 feet that are wounded (less than half their hit point maximum) have advantage



on attack rolls against the creature or creatures that inflicted the wounds for a number of rounds equal to your Wisdom modifier (minimum of one round).

CHANNEL DIVINITY: JUSTICE FROM BEYOND THE GRAVE

At 6th level, when you use your Channel Divinity to Turn Undead, any undead that would be destroyed are instead freed from any control, and immediately seek to return and destroy their creator. If their creator is dead or destroyed, they instead serve you for 1 hour (following your commands as if you were their creator). The undead are destroyed when the duration expires.

If an undead under your control is successfully turned, it attacks you instead.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

DIVINE VENGEANCE

Starting at 17th level, whenever a creature hits you with an attack and causes damage, it has disadvantage on its next saving throw against one of your spells. This ability lasts for up to 1 minute after a creature attacks you.



PALADIN OATH

Paladins of Hoar can take the Oath of Vengeance freely and without stigma, as it is appropriate for the faith; alternatively, they can take the Oath of Retribution and join the Order of the Unbalanced Scales.

OATH OF RETRIBUTION

True justice transcends mortal kind. The Oath of Retribution is taken by a sect of Hoar's faithful whose sacred charge is to hunt down those who escape the consequences of their actions and send those transgressors to their gods to answer for their crimes. Retribution requires all to pay in equal measure to the cost they incur. Paladins taking the Oath of Retribution carry out their duty, knowing and welcoming their deity's judgment when they are finally sent to stand before him.

TENETS OF RETRIBUTION

Vengeance. When wrongs are committed, perpetrators must answer for their actions. To fail in this accounting is the greatest crime.

Consequence. All actions have consequences, and none are above this divine law.

By Any Means Necessary. When a creature escapes justice it must be brought to account by any means necessary. Hoar will judge me when my time comes.

Eye for an Eye. True justice is served when the consequences fit the action. Anything less is an undeserved mercy.

OATH OF RETRIBUTION SPELLS

Paladin Level	Spells
3rd	<i>bane, remorse</i>
5th	<i>hold person, scent of vengeance</i>
9th	<i>bestow curse, counterspell</i>
13th	<i>locate creature, mark of Hoar</i>
17th	<i>geas, revenance</i>

CHANNEL DIVINITY

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

Divine Consequence. As an action, you call forth Hoar's judgement on your enemies. All opponents within 30 feet that have successfully struck you with an ability or attack in the current encounter must make a Wisdom saving throw or suffer disadvantage on all saving throws for a number of rounds equal to your Charisma modifier.

Pledge of Enmity. As a reaction, you utter a pledge of enmity against a creature that has successfully struck you with an ability or attack. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

AURA OF RETALIATION

Beginning at 7th level, when a creature within 10 feet of you hits you with an attack and deals damage, it takes psychic damage equal to your Charisma modifier (minimum of 1).

At 18th level the aura's range increases to 30 feet.

REPRISAL

Starting at 15th level, when you are hit with a melee or ranged attack, you can use your reaction to make a melee or ranged attack against the offender if the target is within your reach or within your readied weapon's range.

AVATAR OF RETRIBUTION

At 20th level, you can assume the form of the embodiment of Retribution. Using your action, you undergo a transformation. For 1 minute, or until you end the transformation as a bonus action, you gain the following benefits:

- * An enemy that can hear or see you and starts its turn within 30 feet of you must make a Wisdom saving throw or become frightened until the start of its next turn.
- * A creature within range of your opportunity attacks is unable to take the Disengage action unless it makes a Wisdom saving throw.
- * You regain 5 hit points when you hit a creature that has damaged you with an attack during the current encounter.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

MARK OF HOAR

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small mirror)

Duration: 1 minute

You cast a specialized curse on a creature you can see within range. The target must make a Charisma saving throw or it is branded on the forehead with a visible symbol of Hoar for 1 minute. For the duration, each time the creature deals damage to another creature it takes half of the total as psychic damage. For example, if it deals 12 damage (of any type) to a creature it takes 6 psychic damage as a result.

At the end of each of its turns, the affected creature can attempt a new saving throw, and on a success, the spell ends.

REMORSE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small needle)

Duration: Concentration, up to 1 minute

You invoke feelings of regret in a creature for past transgressions. A creature you choose that you can see within range must make a Charisma saving throw. On a failed save, the creature is overcome with regret and takes 1d4 psychic damage at the start of each of

its turns. In addition, it has disadvantage on attack rolls for the duration. On a successful save, the creature is unaffected.

The creature can attempt a new Charisma saving throw at the end of each of its turns, and on a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4, for each slot above 1st.

RETRIBUTION

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You cast a retributive charm on a creature within range. The spell has no immediate effect, but if the creature causes damage to another creature before the end of its next turn it must make a Wisdom saving throw or take 2d8 psychic damage.

This cantrip's damage increases by 1d8 when you reach 5th level (3d8), 11th level (4d8) and 17th level (5d8).

REVENANCE

5th-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a black opal worth at least 500 gp, which is consumed by the spell)

Duration: Up to 6 months

You cast this spell on the corpse of a sentient creature that has been killed by another sentient being. This spell causes the corpse to rise as a revenant (*Monster Manual*) to immediately seek out its killer.

If the corpse's killer is already dead the spell has no effect and is wasted. The corpse must also be mostly intact, since missing limbs or the like aren't replaced.

You have no control of the revenant, who acts only in the interests of taking revenge on its killer. The revenant tracks the killer for 1d4 + 2 months. Once the revenant's killer is slain or the duration expires, the revenant's body disintegrates to dust.

You can only have one revenant active at any one time. A second casting of this spell while a revenant is active causes the first revenant to disintegrate as the second rises.

SCENT OF VENGEANCE

2nd-level divination

Casting Time: 1 reaction

Range: 60 feet

Components: V, S, M (a scrap of wolf fur)

Duration: 8 hours

As a reaction, you can cast this spell upon a creature that has injured or attacked you, or successfully cast a spell upon you, giving you the ability to unfailingly track the path of that creature.

You can follow the creature's trail across any surface or through any medium, including water or air, but you lose the trail if the creature teleports or leaves the plane you are on. If you leave the trail, you can re-acquire it at the point where you left, or if you cross it again at another point.

A creature tracked by this spell knows it is being tracked by magic, but not necessarily how to break or avoid it unless it is directly familiar with the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 24 hours.



ILMATER

The Crying God, the Lord of the Rack, the One Who Endures, the Broken God

Ilmater teaches that there is finite suffering in the multiverse, and those who can endure more than their share can alleviate the hardships of others. On occasion, it is fitting to return a 'share' of the pain a tormentor causes as a reminder that though the faithful of Ilmater suffer to shield the weak, anyone distributing suffering deserves to feel its sting.

DIVINE DOMAIN

The Life domain is appropriate for clerics of Ilmater, though many amongst the faithful see the lack of personal anguish by its practitioners as an 'easy' option to alleviate suffering.

Consequently, clerics of Ilmater often choose the Martyr domain.

MARTYR DOMAIN

Clerics of the Martyr domain seek to assuage the suffering of others by taking on that burden themselves. Despite this, they are more than willing to return a portion of the suffering to those who cause it, viewing it as a lesson to be imparted.

MARTYR DOMAIN SPELLS

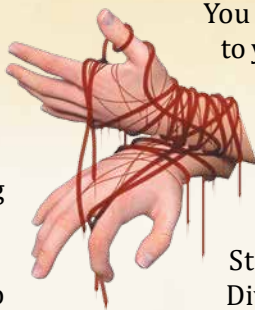
Cleric Level	Spells
1st	<i>blood healing, sanctuary</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>remove curse, shared suffering</i>
7th	<i>blast of pain, freedom of movement</i>
9th	<i>greater restoration, rack of rapture</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *wrack* cantrip if you don't already know it.

LIFE TRANSFER

Also at 1st level, you can transfer the wounds from an injured creature you touch. Both you and the creature must be willing. You can transfer an amount of damage equal to your cleric level plus your Wisdom modifier (a 3rd level cleric with a Wisdom of 15 would be able to transfer 5 damage). The creature regains hit points while you receive the same amount as slashing damage. The damage you receive in this way ignores resistances.



You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: ECSTASY OF AGONY

Starting at 2nd level you can use your Channel Divinity to empower wounded allies. As an action, you present your holy symbol, and you and all allies within 30 feet that are below their hit point maximum have advantage on attack rolls for a number of rounds equal to your Wisdom modifier (minimum of one round).

The effect ends on a creature if it receives healing or upon reaching its hit point maximum.

CHANNEL DIVINITY: EXULTANT MARTYR

At 6th level, you can use your action to Channel Divinity and turn your wounds into a balm to alleviate detrimental conditions. You must be bleeding from a wound (loss of at least 1 hit point from a slashing or piercing source) when activating this ability. The wound may be self-inflicted.

As part of the action used to create the balm and by using an action on each of your turns for the duration, you can touch an afflicted creature and anoint it with your blood as a powerful panacea to cure it of one of the following conditions; blinded, deafened, frightened, paralyzed, poisoned, stunned, or you can cure it of one disease or heal it for 2d8 hit points.

This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of one round).

UNFAILING ENDURANCE

Starting at 8th level, you become proficient in Constitution saving throws (if you aren't already). You are also immune to the effects of the first 2 levels of exhaustion. You still accumulate levels of exhaustion as any other creature, you simply don't suffer the penalties associated with the first 2 levels.

GLORY OF THE MARTYR

Starting at 17th level, you can use your action to activate an aura of divine glory. You emit a silvery light in a 20-foot radius, equal to the *light* spell, which lasts for 1 minute or until you dismiss it using a bonus action or reaction.

Any enemy creature within the aura that attacks an ally instead of you is at disadvantage to do so, and any creature successfully striking you and dealing damage must make a Wisdom saving throw or suffer psychic damage equal to your cleric level.

PALADIN OATH

Paladins of Ilmater can take the Oath of Sufferance.

OATH OF SUFFERANCE

Paladins swearing an Oath of Sufferance are dedicated to the alleviation of suffering wherever they encounter it. As roving hospitaler knights, members of the order seek out places where suffering is rife, particularly dangerous places where clerics might not be safe.

Those who take an Oath of Sufferance believe, as do all followers of Ilmater, that there is finite suffering in Faerûn, and that by drawing it to themselves they are sparing others.

TENETS OF SUFFERANCE

Mercy. Spare the suffering and alleviate the pain of those you find in need.

Endurance. You can endure what others can't. For their sake, this must be your burden.

Perseverance. Suffering is finite, but it is also vast. Persevere through the torment, knowing you save as you suffer.

Self-sacrifice. It is the highest honor and calling to sacrifice yourself as Ilmater does.

OATH OF SUFFERANCE SPELLS

Paladin Level	Spells
3rd	<i>blood healing, sanctuary</i>
5th	<i>aid, lesser restoration</i>
9th	<i>beacon of hope, shared suffering</i>
13th	<i>blast of pain, death ward</i>
17th	<i>greater restoration, rack of rapture</i>

CHANNEL DIVINITY

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

Finite Suffering. As an action, you invoke an aura that grants all allies within 30 feet of you resistance to all damage for a number of rounds equal to your Charisma modifier (minimum of 1 round). During this time, the excess damage is transferred to you instead. The effect ends when the number of rounds has expired, if you drop to 0 hit points or become unconscious, or if you choose to end the effect as a reaction after taking damage.

Respite for the Afflicted. As an action, all creatures of your choice within 30 feet of you who are suffering from ongoing conditions imposed by failing a saving throw are immediately granted another saving throw to end the effects.

AURA OF ALLEVIATION

Beginning at 7th level, you and all allies within 10 feet of you gain advantage on saving throws against poison and disease; in addition, affected creatures can't suffer from the poisoned condition.

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

MARTYRDOM

Starting at 15th level, wounds simply fuel your resolve and righteous fervor. While you are below half your hit point maximum, your spell attack bonus and saving throw DC both increase by 2.

AVATAR OF SUFFERING

At 20th level, your righteous suffering is a boon to your allies. As an action, you undergo a transformation, becoming a bleeding and broken symbol of perseverance; you gain the following effects and abilities for 1 minute, until you drop unconscious, or until you use a bonus action to end the transformation:

- ✧ You bleed 10 hit points at the start of each of your turns. This damage can't be healed while the transformation is in effect. You can heal any allies within 30 feet by an equal amount of hit points as the damage you took and assign them as you see fit. This healing can't raise a creature's hit points above its hit point maximum. If no injured allies are within 30 feet, the healing is wasted.
- ✧ All allies within 30 feet gain a +2 bonus to AC.
- ✧ Allies within 30 feet that drop to 0 Hit Points but aren't killed outright are automatically stabilized.

Once you use this feature you can't use it again until you finish a long rest.



SPELLS

BLAST OF PAIN

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken chicken bone)

Duration: Concentration, up to 1 minute

A crippling blast of agony washes over a chosen creature, who must make a Wisdom saving throw. On a successful save, the creature suffers 4d6 psychic damage, and the spell ends. On a failed save, the creature is stunned until the end of its next turn, and it takes psychic damage equal to your spellcasting ability modifier. The creature can attempt a new saving throw at the end of each of its turns. On a success, the creature takes 4d6 psychic damage and the spell ends. On a failure, it suffers psychic damage equal to your spellcasting ability modifier and is stunned until the end of its next turn.

The spell continues until a successful saving throw is made or its duration ends. If the spell ends after the full duration expires, the creature must make a Constitution saving throw or it is reduced to 0 hit points.

This spell has no effect on undead, constructs or non-living creatures.

BLOOD HEALING

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You must be bleeding to cast this spell (loss of hit points from slashing or piercing damage). This injury can be self-inflicted.

A creature you anoint with your blood regains hit points equal to 1d12 + your spellcasting ability modifier, and you take 1d4 necrotic damage. This spell has no effect on constructs, but it does work on undead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d12, and the damage you take increases by 1d4 for each slot level above 1st.

RACK OF RAPTURE

5th-level conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a single manacle)

Duration: 1 minute

You conjure a spectral rack made of force that appears behind a target creature you can see within range. The creature must make a Wisdom saving throw or become lashed by chains of force as it is pulled tightly to the rack and stretched to an almost painful extension. Whilst on the rack, the creature is subject to exquisite agony bordering on pleasure as it experiences a bare sliver of the eternal torment of Ilmater. On a successful save, the creature isn't affected.

On a failed save, the creature is grappled and restrained for the duration, and it makes all saving throws with disadvantage. Each turn the creature can use its action to try to escape the grapple, but it must do so by making a successful Wisdom saving throw (with disadvantage). The rack can't be damaged or escaped by physical means, but it is susceptible to magic and anything that effects or counteracts force effects.

If the creature takes damage from any source (other than itself), the spell immediately ends.

SHARED SUFFERING

3rd-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small silver chain)

Duration: 1 hour

This spell links you to a number of willing creatures equal to your Wisdom modifier (minimum of one creature). While all the linked creatures are within 30 feet of you (but not necessarily each other) any damage that is dealt to one is shared equally amongst the other linked creatures, with any non-divisible amounts apportioned to the initial creature struck. For example, if you are linked to 3 other creatures (a total of 4) and one is struck for 11 damage, each of you takes 2 damage, while the initial victim takes 5. If the damage was 12 points, each creature affected would take 3 damage. The damage type is transferred, so if one creature takes fire damage, then all the linked creatures take fire damage.

The spell ends for all creatures if any linked creature reaches 0 hp. Also, the spell ends for an individual creature if it moves more than 30 feet away from you; alternatively, a creature can dismiss its link as an action. If a creature is removed from the link, any further damage is split among the remaining linked creatures. You must always be in the chain. If you end the spell, then it ends for everyone.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum number of creatures linked increases by one and the range of the link is increased by 10 feet for each slot level above 3rd.

WRACK

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You unleash a wave of crippling pain at a creature within range. The target must make a Constitution saving throw or take 1d8 necrotic damage, and it is unable to take the Dash action until the end of its next turn.

This cantrip's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).



ISTISHIA

The Water Lord

Istishia is the god of water, waves, and creatures of elemental water. The Water Lord is laconic and graceful, the embodiment of calm and patience, but when he acts it is with power and speed, like a slow river transitioning into a torrential waterfall.

DIVINE DOMAIN

Clerics of Istishia may select the Water or Tempest domains

WATER DOMAIN

Clergy members of the Istishian faith are patient and thoughtful, seeking to act around obstacles rather than go through them. They are methodical and logical, but persistent, wearing away at their goals. When brought to anger they can be unpredictable and implacable, as befits the nature of their god.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements*</i> , <i>create or destroy water</i>
3rd	<i>flash flood</i> , <i>water weird</i>
5th	<i>tidal wave*</i> , <i>wall of water*</i>
7th	<i>conjure minor elementals</i> , <i>watery sphere*</i>
9th	<i>conjure elemental</i> , <i>exsanguinate</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS LANGUAGE

When you choose this domain at 1st level, you gain proficiency in the Primordial language.

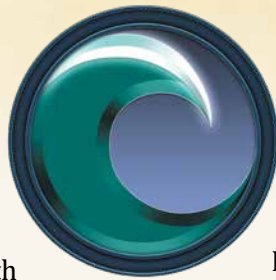
BONUS CANTRIPS

Also, when you choose this domain at 1st level, you learn the *shape water** and *waterbolt* cantrips. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BLESSING OF ISTISHIA

Starting at 1st level, you are blessed by the Lord of Water. You have a swim speed equal to your current walking speed.



In addition, water elementals and elemental creatures associated with water treat you as if you were the same creature type. This doesn't guarantee cooperation, merely recognition.

PROHIBITION OF ISTISHIA

Finally, at 1st level when you choose this domain, you are forbidden from using spells that create or manipulate the element of fire. These spells can't be prepared by you. If a spell can generate both fire and other elemental effects—such as *conjure minor elementals*—you can prepare and cast it, but you are prohibited from using its fire variables.

If you use any magic item that is associated with fire, you suffer a disadvantage on all saving throws for 24 hours. Instances of forbidden item use result in the duration being extended from the point of last use.

However, you may be the recipient of such spells and effects from the actions of others without penalty.

CHANNEL DIVINITY: PILLAR OF WATER

Beginning at 2nd level, you can use an action to Channel Divinity as you present your holy symbol and conjure a stationary column of water 5 feet in diameter to a height equal to 5 feet per cleric level below you or another creature of your choosing that you can see within 30 feet of you. The column must rise from the ground or the surface of a body of water. The column rises rapidly but gently and lasts for 1 minute. The top surface of the column supports up to 1000 pounds, creating a stable footing for any creature atop it. If this weight limit is exceeded the column sinks to the surface level until the weight is reduced or the duration lapses.

As a bonus action on your turn you can raise or lower the column to as low as 5 feet or as high as the maximum allowed by your level.

WATERSPOUT

Starting at 6th level, the column of water created by your Pillar of Water feature can carry you or another creature horizontally by expending your movement as its own. The pillar must move across solid or liquid surfaces.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

AQUATIC AFFINITY

At 17th level, you can breathe water as easily as air and you are affected by a constant *freedom of movement* effect (as per the spell) while underwater.

PALADIN OATH

Paladins of Istishia can take the Oath of Flowing Water.

OATH OF FLOWING WATER

Paladins of Flowing Water are Istishia's adherents who seek enlightenment and knowledge while making their way, seeking to calm conflicts and make peace where possible. However, when their ire is provoked they crash headlong into foes, overwhelming them with raw power.

Paladins of Flowing Water view the opposition of the other elements as more of an obstacle than a conflict. Navigating and negotiating through such confrontations will inevitably wear down the resolve of the other more capricious or brittle elements, demonstrating water's dominance.

TENETS OF FLOWING WATER

Water is Compromise. As water takes the path of least resistance so too can obstacles and conflicts be negotiated.

Water is Grace. Slow and deliberate thought, action and movement produce balanced and lasting results.

Water is Consistent. As time and tides wear away the strongest materials so does patience and consistence deliver desired outcomes.

Water is Hidden Power. Though slow and sedate, a deep river runs, carves, and crashes where circumstances dictate, becoming serene once more when allowed—so too do you become when necessary.

OATH OF THE FLOWING WATER SPELLS

Paladin Level	Spells
3rd	<i>absorb elements*</i> , <i>create or destroy water</i>
5th	<i>flash flood</i> , <i>water weird</i>
9th	<i>tidal wave*</i> , <i>wall of water*</i>
13th	<i>conjure minor elementals</i> , <i>watery sphere*</i>
17th	<i>conjure elemental</i> , <i>exsanguinate</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

CHILL SMITE

Your Divine Smite feature deals cold instead of radiant damage.

CHANNEL DIVINITY

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

Effervescence. As an action you present your holy symbol and create a burst of water in a 30-foot radius centered on you that rapidly turns into a refreshing mist. The burst extinguishes all nonmagical fires in the area, and leaves fuel (oil, wood) wet and unable to be reignited. The burst also cleans creatures and objects in the area, removing dirt, mud and grime, and the like.

In addition, the burst becomes a refreshing mist, granting allies in the area advantage on the next saving throw they make within the next minute. If they aren't required to make a saving throw before the duration expires, this effect is wasted.

Torrent. As an action you present your holy symbol and create an instant torrent of water in a 30-foot long by 5-foot wide line in a direction you choose. All creatures in the line must make a Strength saving throw or be knocked prone and pushed to the nearest empty space at the end of the line's effect. If multiple creatures are affected, they are deposited randomly in the free space available.

FLOWING AURA

Beginning at 7th level, you are surrounded by an aura that allows you and allies within 10 feet of you who aren't wearing heavy armor to move fluidly through dangerous situations, gracefully avoiding attacks directed at you. Each affected creature gains a +2 bonus to Armor Class.

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

PATH OF LEAST RESISTANCE

Starting at 15th level, you become adept at avoiding conflict. At the beginning of each encounter, you are surrounded by a constant *sanctuary* effect, as per the spell. If you break the effect by making an attack or casting a spell that affects an enemy creature you lose this effect until the start of a new encounter.

AVATAR OF WATER

At 20th level, you can transform into a water elemental, much like the druid Wild Shape feature. Using your action, you undergo a transformation. For 1 minute the following rules apply:

Your game statistics are replaced by the statistics of the elemental, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.

SPELLS

EXSANGUINATE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small sponge)

Duration: Instantaneous

You forcibly extract moisture from a single creature you choose within range. The creature must make a Constitution saving throw. Constructs and undead are unaffected and plants and water elementals make this saving throw with disadvantage. The creature takes 6d12 necrotic damage on a failed saving throw or half as much on a successful one.

EXTRACT WATER ELEMENTAL

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small sponge)

Duration: 1 minute

You forcibly extract moisture from a single creature you can see within range. The creature must make a Constitution saving throw. Constructs and undead are unaffected and plants make this saving throw with disadvantage. The creature takes 6d12 necrotic damage on a failed saving throw or half as much damage on a successful one.

The extracted water then becomes a water elemental under your control, with a number of hit points equal to the damage dealt. You may give the elemental telepathic commands as a bonus action, which it will carry out to the best of its ability on its own initiative until another command is given.

FLASH FLOOD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water)

Duration: 1 minute

You select a point within range on a surface and conjure a rapidly rising tide of swirling water in a 20-foot radius, to a depth of 1 foot. For the duration, the area is considered difficult terrain.

If the surface allows the water to mingle with it, such as earth or sand—the water does so, otherwise it simply sits above it in a self-contained pool. All objects in the area become saturated, and small light objects are picked up and churned through the powerful currents. Nonmagical objects made of paper are destroyed, and other susceptible objects may be affected at the DM's discretion.

WATERBOLT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You conjure a dense ball of water and launch it at a target within range, making a ranged spell attack. Upon hitting, the waterbolt deals 1d8 bludgeoning damage and bursts, soaking the target and extinguishing any nonmagical flames.

This cantrip's damage increases to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th.

WATER WEIRD

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of water)

Duration: Concentration, up to 1 minute

You conjure a thin column of water on a surface at a point you can see within range. The column twists and grasps like a tentacle. As a bonus action on your turn you may move the tentacle up to 30 feet in any direction along the surface and direct it to grapple an adjacent creature.

When directed to grapple, the water weird makes a melee weapon attack using your spell attack bonus. If the attack is successful, the creature suffers from the grappled condition as the tentacle wraps around it. The tentacle has an AC of 12 and a number of hit points equal to your own. Checks to escape the grapple are made against your spellcasting DC.

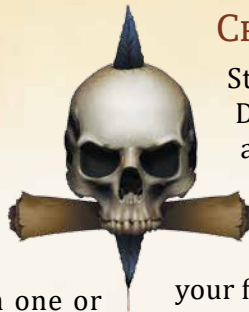
The spell ends after 1 minute, if your concentration is broken, or if the water weird takes damage equal to its hit points.



JERGAL

Lord of the End of Everything, Scribe of the Doomed, the Bleak Seneschal, the Pitiless One

While other gods of death might take morbid pleasure in controlling the fates of mortal creatures, Jergal takes a placid disinterest. The Bleak Seneschal has seen one or more deities squabble for dominion over death in every era of the realms, yet he has always been there, methodically keeping careful record of the dead and the destinations of their spirits. Unexcitable, inscrutable, unambitious; Jergal knows that death isn't tragedy, release, or paradise—it's a lot of record-keeping.



DIVINE DOMAIN

Clerics of Jergal are granted access to the Doomscribe domain.

DOOMSCRIBE DOMAIN

Doomscribes are rarely called to adventure. In fact, most clergy of Jergal spend their lives in a single room, tirelessly recording the deaths and final destinations of souls as they are whispered to their ears by the deity. On rare occasions, though, Doomscribes are called to serve the Bleak Seneschal in some grand adventure. These intrepid clerics are instructed to record all the deaths they cause and of those around them; the work, after all, never stops.

DOOMSCRIBE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, determine final rest</i>
3rd	<i>augury, seek final rest</i>
5th	<i>Jergal's mind spike, speak with dead</i>
7th	<i>death ward, divination</i>
9th	<i>commune, contact other plane</i>

BONUS CANTRIP

At 1st level, you gain the *chill touch* cantrip. This doesn't count against your number of cantrips known.

GRAVEKEEPER

Also at 1st level when you choose this domain, Jergal deadens your senses. You are immune to the charmed condition and you have advantage on saving throws against being frightened, blinded, and deafened.

CHANNEL DIVINITY: NAMESTRIKE

Starting at 2nd level, you can use your Channel Divinity to write impending doom on an enemy. As an action, you write a name or brief description of a creature within 60 feet of you that you can see and strike a line through it, either with a writing instrument in your hand or by using your finger in the air. The target must make a Wisdom saving throw, taking psychic damage equal to twice your cleric level on a failed save, or equal to your cleric level on a successful one. In addition, you learn the given name of a creature who fails this saving throw, if it has one, and the full, true name (if applicable) of the creature if it fails the saving throw by 5 or more.

CHANNEL DIVINITY: RECORD OF DEATH

Starting at 6th level, when a creature within 30 feet of you that you can see drops to 0 hit points, you can expend your reaction and Channel Divinity to regain spell slots with a combined level equal to your Wisdom modifier (minimum of 1). Only worthy creatures deserve your record of death; the creature must have a challenge rating of half your cleric level (rounded down) or greater to use your Channel Divinity in this manner.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

UNFINISHED WORK

At 17th level and beyond, Jergal values your service too much to allow death to take you. When you die, your body withers and takes on a mummified appearance, but otherwise remains animate. You regain consciousness if you were unconscious, and you can act normally as if you were still alive. You remain at 0 hit points and fall dead after one hour, or if you take damage equal to or greater than your hit point maximum over the course of a single round of combat (from the end of your turn until the end of your next turn). While you are under the effects of this feature, a *raise dead* or *revivify* spell can return you to life if you willingly receive the spell, ending these effects. However, you can't cast spells that raise the dead to life on yourself while under the effects of this feature.

PALADIN OATH

Paladins of Jergal can take the Oath of the Bleak Seneschal.

OATH OF THE BLEAK SENESCHAL

If such a thing as zealous apathy were possible, it would be embodied by the paladins of Jergal. They are passionless and pitiless, working without abounding joy or burning anger. Like their patron deity, these paladins observe all with a grim neutrality.

TENETS OF THE BLEAK SENESCHAL

Impassive in All. The fires of hate, love, and passion must be doused in your heart. Only a cold heart can weigh the hearts of others or advise them of their path.

A Place for All, A Time for All. Don't seek to bring death or strive to return the dead to life. Let fate bring you the challenges it will, and the gods resurrect those as they deem fit.

Truth and Guidance in All. Jergal cares not for power or glory for his church. You are a ferryman, seeing the true path and advising others of immutable truths.

Scribe of All Forgotten. The dead, the lost, and the forgotten are your wards in this mortal life. Be a steward to the entombed and a seeker of lost names. The record must be complete.

OATH OF THE BLEAK SENESCHAL SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, determine final rest</i>
5th	<i>calm emotions, seek final rest</i>
9th	<i>Jergal's mind spike, speak with dead</i>
13th	<i>divination, guardian of faith</i>
17th	<i>commune, legend lore</i>

CHANNEL DIVINITY

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

Apathy. As an action, you touch a creature within reach. That creature must make a Charisma saving throw or be charmed by you for 1 minute. The creature doesn't become friendly towards you; instead, it ceases to care about your presence or your actions, so long as those actions don't cause it harm. When the effect ends, the creature knows and remembers it was charmed unless it has an Intelligence score of 6 or less.

A Name Remembered. You place your hands on a dead creature, a grave, tombstone, memorial, or similar surface, and concentrate for 1 minute. At the end of this time, the DM tells you the name of the person or group, a fact about its life or who it or the group was, and a detail about its final hours or moment of death.

MEDIATOR

Starting at 7th level, you gain proficiency in the Persuasion skill. In addition, you have advantage on Charisma (Persuasion) checks when you act as an arbitrator between two or more parties without explicitly seeking any form of payment in return, or wherein you or your actions aren't the matter of discussion.

DIVINE INTERVENTION

At 15th level, you can call on the attention of a deity—but not your own. As an action, you ask for some form of intervention in the aid, defense, or reproach of another creature you can see within 60 feet of you and roll percentile dice. If the result is lower than your Paladin level, the intervention occurs. You may subtract your proficiency bonus from the roll if you know of a general deity who would have the creature under the purview of its pantheon or know of a deity this specific creature worships. The DM chooses the nature of the intervention: any paladin spell or domain spell under the deity's divine domain(s) would be appropriate. The intervention might restore a devout worshipper to health, or even harm a creature whose actions would be displeasing to the deity that oversees it.

If a deity intervenes at your request, you can't use this feature again for seven days. Otherwise, you regain its use after you complete a long rest.

PITILESS ONE

At 20th level, you can use your action to channel the bleak neutrality of Jergal for up to 1 minute; you can end the effect early with a bonus action on your turn. During this time, the area within 20 feet of you is under the effects of an *antimagic field* (as per the spell). In addition, when a creature makes a weapon attack while within this area, it must succeed on a Wisdom saving throw or lose its Attack action this turn.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

DETERMINE FINAL REST

1st-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch the remains of a deceased creature and whisper a prayer to Jergal. You immediately determine the creature's alignment in life and the plane or afterlife the creature's soul was consigned to upon death, if any. If the afterlife is comprised of multiple segments, such as the various Nine Hells, you know which specific one the soul occupies at this time. If the soul is destroyed, bound to an object on the Material Plane, occupying a new body, was sent to an incorrect final destination, or a similar fate, you receive an unclear answer.

JERGAŁ'S MIND SPIKE

3rd-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature within reach, attempting to overwhelm its senses or pry the secrets of its beliefs. Creatures whose thoughts can't be read or that have an Intelligence of 3 or lower are immune to the effects of this spell. The target must make a Wisdom saving throw; on a successful save, you determine the creature's alignment and nothing else. On a failed save, you intrude upon the target's mind, learning the creature's alignment, its professed faith (if any), and how closely it follows the teachings of that faith. Additionally, you select one of the following pieces of information to learn about the target: its proudest accomplishment, or its greatest failure, ambition, or fear. This information is subjective to the target creature's point of view and understanding.

Once a creature has been targeted by this spell, it can't be targeted again for 24 hours.

SEEK FINAL REST

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, M (a holy symbol of your deity)

Duration: Concentration, up to 1 minute

You present your holy symbol and impose your will on undead around you. While you maintain concentration on this spell, you have advantage on melee and spell attacks against undead creatures within 15 feet of you.

In addition, undead within 15 feet of you have disadvantage on saving throws against turning.



KELEMVOR

The Lord of the Dead, the Judge of the Damned



Kelemvor is the just and impartial judge of the dead, and not a figure to be feared by those who lived life according to their faith and principles. However, he judges the faithless and the false (those who betray or falsely represent their faith) harshly. Undead are viewed as an unnatural halt to the cycle of life and judgement, and the Lord of the Dead doesn't abide such creatures to exist.

DIVINE DOMAIN

Clerics of Kelemvor are free to select the Grave domain in place of the Doomguide domain if they wish.

DOOMGUIDE DOMAIN

Kelemvor's faithful consider undead as an anathema to the natural order and they put these creatures to rest wherever they are found. Necromancers and those who glory in undeath are the greatest of sinners, and no comfort awaits them in the inevitable embrace of the Lord of the Dead.

DOOMGUIDE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>false life, protection from evil and good</i>
3rd	<i>gentle repose, zone of truth</i>
5th	<i>restful dead, speak with dead</i>
7th	<i>death ward, repentance</i>
9th	<i>dispel good and evil, final rest</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *chill touch* cantrip which is added to your cleric cantrip list but doesn't count against the number of cantrips you know.

BONUS PROFICIENCY

Doomguides are naturally attuned to matters of life and death. At 1st level, you gain proficiency in Medicine.

AURA OF REST

Beginning at 1st level, mindless undead—such as skeletons and zombies—won't attack you, and all other undead must make a Charisma saving throw to target you with an attack, spell, or other harmful effect. Undead that succeed on the save are free to act as they wish.

Likewise, if you attack an undead or target it with a harmful effect it is immune to this feature.

CHANNEL DIVINITY: THE WEIGHT OF MORTALITY

Starting at 2nd level, you can use your Channel Divinity to unleash a wave of bone weariness. As an action, you present your holy symbol and all living creatures within 30 feet of you must make a Constitution saving throw or gain 1 level of exhaustion that lasts for 1 minute. A creature that fails its saving throw by 5 or more gains two levels of exhaustion instead. This effect stacks with existing levels of exhaustion.

Constructs are immune to this feature, but undead who are usually immune aren't, and they have disadvantage on saving throws against it.

CHANNEL DIVINITY: VISION OF BEYOND

Beginning at 6th level, you can use your Channel Divinity to create an area that resembles the final step between life and death. As an action, you present your holy symbol and an area around you in a 30-foot radius transforms to appear as a misty riverbank where the boatman waits to take souls to rest. The area is heavily obscured, and all living creatures within it must make Wisdom saving throws or become frightened. The effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1).

A frightened creature makes another saving throw at the end of its turn. On a successful save, the creature isn't frightened.

The mists don't obscure your vision.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

BETWEEN LIFE AND DEATH

Starting at 17th level, you stand between the worlds of life and death. You gain resistance to necrotic and poison damage, immunity to disease, and you are immune to gaining levels of exhaustion.



PALADIN OATH

Paladins of Kelemvor can take the Oath of the Soulguide.

OATH OF THE SOULGUIDE

Kelemvor's domain is that of ushering the dead to their rightful place in the afterlife. Those who are dutiful to their gods travel to the demesne of their deity to receive due reward or punishment. Those who deny death, are faithless, or play their faith falsely, are given over to Kelemvor's reluctant punishment.

Where Kelemvor's priests serve as guides to the dead, paladins of the Oath of the Soulguide take a more active role in seeking out undead to lay to rest, and in redeeming the faithless and the false before their time approaches.

Paladins of the Oath of the Soulguide believe that all beings deserve a fulfilling afterlife—no matter what god they venerate—and strive to ensure that the poor choices of a mortal life don't condemn the deceased to eternal punishment. Where those on a bleak path can be redeemed, a Soulguide paladin will seek to do so. Where they are irredeemably corrupt or false, Soulguides act to curb their influence on others.

TENETS OF THE SOULGUIDE

Inevitability. Death is inevitable. Death isn't to be feared by any who are faithful and true to their gods.

Faithfulness. The gods are representatives of all things in life. Debate on right or wrong, like or dislike is only natural, but denying a god's epitome of ideals is dangerously and damagingly ignorant. Faerûn and its natural order are tied inextricably to the gods.

Religious Truth. Whichever god you venerate, be true to that faith and the ideals it espouses. Don't misrepresent your faith or seek to portray it falsely for temporary gain. Only suffering awaits such creatures after death.

No Succour in Death. Death won't be denied, and undeath is both a mockery and false refuge from death. There is no succor in undeath. Death comes to everything eventually.

OATH OF THE SOULGUIDE SPELLS

Paladin Level	Spells
3rd	<i>false life, protection from evil and good</i>
5th	<i>gentle repose, zone of truth</i>
9th	<i>restful dead, speak with dead</i>
13th	<i>aura of life, repentance</i>

Paladin Level Spells

17th	<i>dispel evil and good, final rest</i>
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CHANNEL DIVINITY

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

Burden of Guilt. As an action, you brandish your holy symbol and call upon your adversaries to recall their moments of doubt in their faith, or their current lack of faith. You can force a number of creatures equal to your Charisma modifier that can see or hear you within 30 feet to make a Wisdom saving throw. On a failed save, a creature must spend its next turn in regretful contemplation, losing all of its voluntary actions, bonus actions, and reactions until the end of its next turn. Though, affected creatures can still move their speed.

Death's Embrace. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is paralyzed for 1 minute or until it takes damage. The creature makes another saving throw at the end of its turn, and on a success, the effect ends for it.

AURA OF REST

Beginning at 7th level, you and all allies within 30 feet are under the constant effect of a special *sanctuary* spell that applies only to undead. The effect acts in all ways like the spell, save for its duration and creatures affected.

STRONG SOUL

Starting at 15th level, you are immune to the draining abilities of undead, such as those that drain statistics (i.e., a shadow's Strength Drain) or those that reduce maximum hit points (i.e., the Life Drain ability of wights and wraiths).

AVATAR OF MERCIFUL DEATH

At 20th level, you can assume the form of an Avatar of Merciful Death, a figure cowed in a robe of shifting darkness. Using your action, you undergo a transformation. For 1 minute, or until you end the transformation as a bonus action, you gain the following benefits:

- ★ You generate an aura of death around you in a 30-foot radius. Each living or undead creature that starts its turn in the aura must make a Constitution saving throw or have its hit point maximum reduced

by 2d10. A creature that has its hit point maximum reduced to 0 dies or is destroyed if it is undead.

- * For each living or undead creature that dies or is destroyed within 30 feet of you (from any cause) while this aura is active, you regain 10 lost hit points.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

FINAL REST

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of grave dirt)

Duration: Instantaneous

This spell targets a single undead creature, disrupting the energy that animates it. The spell causes 10d6 force damage to the target creature, who must make a Charisma saving throw. A successful save halves the damage. If the damage exceeds the creature's current hit points, it remains sink into the earth where it stood.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

RESTFUL DEAD

3rd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of grave dirt)

Duration: Instantaneous

This spell conjures a 30-foot sphere of rippling grey energy that only affects undead, sapping the magic that keeps them from their final rest. Roll 8d6; the total is the number of hit points of undead this spell can affect. Starting with the undead with the lowest hit points, subtract its current hit points from the number you rolled; if it reduces the creature to 0 hit points, it is destroyed. Subtract each creature's remaining hit points from the total before moving to the creature with the next lowest hit points. A creature's current hit points must be equal to or less than the remaining total for it to be affected.

Undead with Hit Dice less than your spellcasting level are automatically affected by the spell. Undead with Hit Dice equal to or greater than your level can make a Charisma saving throw to avoid its effects. If a creature saves, its hit points aren't subtracted from the total as it is immune to this casting of the spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, roll an additional 2d6

for the number of hit points affected for each slot level above 3rd.

REPENTANCE

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You force one creature within range that you can see to confront its greatest faults, failures, and betrayals for 1 minute—causing it great psychic discordance. At the start of each of the creature's turns for the duration, it must make a Wisdom saving throw. On a failed save, the creature is wracked by guilt and remorse—taking 2d6 psychic damage and it suffers disadvantage on attack rolls until the start of its next turn. On a successful save, the creature takes half the damage and doesn't have disadvantage on attack rolls that round.

Creatures immune to charm or psychic damage are immune to this spell. The spell effect can be ended early by *dispel magic*, *counterspell*, *remove curse*, or any feature that duplicates these effects.



KOSSUTH

*The Lord of Flames, the Firelord, the Tyrant
Among Fire, Tyrant Among Fire Elements*

Kossuth is the god of fire, creatures of fire, and purification through flame. The Lord of Flames, like the rest of the elemental gods, seeks to promote elemental fire above the other elements, gaining supremacy in the eternal balance.

DIVINE DOMAIN

Clerics of Kossuth may select from the Light or Fire domains without penalty or prejudice from the faithful of the Firelord.

FIRE DOMAIN

The clergy of Kossuth embrace the chaotic and destructive nature of fire, but also envision it as a purifier of taint and a vehicle for change and growth.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements*</i> , <i>burning hands</i>
3rd	<i>flaming sphere</i> , <i>retributive immolation</i>
5th	<i>fireball</i> , <i>shroud of flame</i>
7th	<i>conjure minor elementals</i> , <i>wall of fire</i>
9th	<i>conflagration</i> , <i>conjure elemental</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS CANTRIPS

When you choose this domain at 1st level, you learn the *control flames** and *produce flame* cantrips. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

BONUS LANGUAGE

At 1st level, you gain proficiency in the Primordial language.

BLESSING OF KOSSUTH

Starting at 1st level, you are blessed by the Lord of Flames. You add +1 to the fire damage you deal with any of your features and spells.

In addition, creatures of the elemental fire type treat you as the same type of creature. This doesn't guarantee cooperation, merely recognition.



PROHIBITION OF KOSSUTH

Also at 1st level when you choose this domain, you are forbidden from using spells that create or manipulate the element of water. These spells can't be prepared by you. If a spell can generate both water and other elemental effects—such as *conjure minor elementals*—you can prepare and cast it, but you are prohibited from using the spell's water variables.

In addition, if you use a magic item—other than a potion—that is associated with water, you suffer disadvantage on all your saving throws for 24 hours. Instances of forbidden item use result in the duration being extended from the point of last use.

However, you can be the recipient of such spells and effects from the actions of others without penalty.

CHANNEL DIVINITY: CONDUIT OF FLAME

Beginning at 2nd level, as an action, you present your holy symbol and draw upon the blistering heat of the Elemental Plane of Fire, sharply raising the temperature in a 60-foot radius around you. All effects that deal fire damage within this area deal an additional amount of fire damage equal to your Wisdom modifier (minimum of 1). This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1).

FLAMEHEART

Starting at 6th level, your body maintains a steady elevated temperature. You are resistant to fire damage, and you are unaffected by extremes of temperature—hot or cold—and associated ailments such as heatstroke and hyperthermia.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

FIRESOUL

At 17th level, you gain immunity to fire damage. In addition, any features or spells you use that generate fire damage ignore the fire resistance (but not fire immunity) of affected creatures.



PALADIN OATH

Paladins of Kossuth can take the Oath of the Firebrand.

OATH OF THE FIREBRAND

The firebrands are Kossuth's champions and heralds. Paladins of the Oath of the Firebrand scour the land seeking to purify corruption and promote change and growth through their use of fire. While not always welcomed, the Firebrands believe they conduct a necessary service to the peoples of the realms.

The Firebrands wage a cold war on the creatures and representatives of the other three elements—water, earth, and air—in an eternal quest to prove fire the superior element.

TENETS OF THE FIREBRAND

Fire is Destruction. Fire consumes and destroys. It is the nature of fire, and thus your nature.

Fire is Purification. Destruction isn't always bad. Fire can purify, destroying corruption and unhealthy elements. Purify where purification is needed.

Fire is Change. Fire consumes, but it also changes and promotes growth and evolution. Where the world is static or inflexible, change is most needed.

Fire is Dominant. Of the four elements, fire is superior. Seek to promote and demonstrate that superiority wherever the other elements are found.

OATH OF THE FIREBRAND SPELLS

Paladin Level	Spells
3rd	<i>absorb elements*</i> , <i>searing smite</i>
5th	<i>branding smite</i> , <i>retributive immolation</i>
9th	<i>blinding smite</i> , <i>elemental weapon</i>
13th	<i>conjure minor elementals</i> , <i>staggering smite</i>
17th	<i>banishing smite</i> , <i>conjure elemental</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

FLAMING SMITE

You deal fire instead of radiant damage when using Divine Smite.

CHANNEL DIVINITY

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

Searing Flames. As a bonus action, you can empower your fire-based abilities to burn hot enough to pierce resistance. When you cast a spell that deals

fire damage or use your Flaming Smite feature, your attacks ignore the target's fire resistance (but not its immunity).

This feature lasts for a number of rounds equal to your Charisma modifier (minimum of 1 round).

Wave of Heat. As an action, you present your holy symbol and generate a wave of heat in a 30-foot radius around you. All creatures within the area must make a Constitution saving throw or take fire damage equal to 2d8 + your paladin level. A successful saving throw halves the damage.

Additionally, creatures of the elemental type (other than fire-based creatures) must make a Wisdom saving throw or gain the frightened condition for 1 minute. An affected creature makes a saving throw at the end of its turn, and on a success, it isn't frightened.

HEAT AURA

Beginning at 7th level, you are surrounded by an aura of heat, granting you and all allies within 10 feet resistance to cold damage.

At 18th level, the aura increases to 30 feet and you become immune to cold damage. This immunity doesn't extend to your allies.

INVIGORATING FLAMES

Starting at 15th level, when you are subject to an attack that deals fire damage, you regain one use of your Channel Divinity.

You can't benefit from this feature by using your own features and spells. Once you use this feature you must finish a long rest before you can use it again.

AVATAR OF FLAME

At 20th level, you can assume a flaming form as Kossuth invests you with a sliver of his eternal flame. Using your action, you undergo a transformation. For 1 minute or until you end the transformation using a bonus action, you gain the following benefits:

- ✧ Your melee weapon attacks deal an additional 2d6 fire damage.
- ✧ You are surrounded by a fiery aura. All creatures that start their turns within 10 feet of you take 1d6 fire damage. Additionally, creatures that successfully strike you with a melee weapon attack immediately take 1d6 fire damage. Creatures and objects you touch, grab, or grapple, take 1d6 fire damage per contact or round of contact. Damage from sustained contact occurs at the beginning of your turn.

- * All non-unique creatures of the elemental type are cowed by your presence. No elemental creatures will willingly attack you unless they are attacked first. Unique creatures include the Elemental Lords such as Imix, Olhydra, Ogremoch and Yan-C-Bin.

Once you use this feature you can't use it again until you finish a long rest.



RANGER ARCHETYPE

Kossuth's rangers can choose the Firewalker archetype.

FIREWALKER

Firewalkers are rangers that are at home in volcanic regions, treading barren stone and ash landscapes and navigating pyroclastic flows. The harsh environment results in tough, hardened, and occasionally callous or uncaring wanderers, who pay homage to Kossuth out of grudging respect more than faith.

NATURAL EXPLORER

When you select your favored terrain, you must choose mountains, which includes regions of volcanic activity. Your second and third choices may be selected from any of the remaining terrains.

BLADES OF OBSIDIAN AND ASH

At 3rd level, once on each of your turns when you take the Attack action and hit a creature with a melee weapon attack, you can infuse your weapon with slivers of razor-sharp obsidian and ash. The creature must make a Constitution saving throw or take an extra 1d4 piercing damage. This extra damage can't be healed or regenerated until the shards are removed, either quickly by using an action to make a DC 15 Wisdom (Medicine) check or automatically after a short or long rest.

At 12th level, the extra piercing damage increases to 2d4.

HARDENED

At 7th level, you are accustomed to the heat and harshness of the volcanic environment. You have resistance to fire damage and you gain advantage on saving throws against poison.

SLOW AND SOLID

As magma flows slowly, cools and then solidifies, so too do Firewalkers learn to absorb or slightly deflect incoming blows. At 11th level, you can reduce the damage of incoming melee and ranged weapon attacks by an amount equal to your Wisdom modifier (minimum of 1).

TWIST THE KNIFE

Beginning at 15th level, you know how to strike for maximum damage, twisting weapons or angling for the most debilitating injuries. Once per turn, you can inflict extra damage on a successful ranged or melee weapon attack equal to half your ranger level.

SPELLS

CONFLAGRATION

5th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a flint and a drop of oil)

Duration: Concentration, up to 1 minute

You conjure a powerful roiling storm of fire, smoke, and ash in a 20-foot radius sphere centered on a point within range. The area within the sphere is heavily obscured.

When a creature enters the affected area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. The creature takes 5d8 fire damage on a failed save, or half as much on a successful one.

You can direct the storm to move 10 feet in any direction on your turn as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

RETRIBUTIVE IMMOLATION

2nd-level evocation

Casting Time: 1 reaction, in response to being damaged by a creature you can see within range

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger and the creature that damaged you is immolated in fire. The creature must make a Dexterity saving throw or take 4d6 fire damage and lose its reaction until the start of its next turn. A successful saving throw halves the damage and negates the loss of reaction.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SHROUD OF FLAME

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a charred sliver of wood)

Duration: Concentration, up to 1 minute

You choose a creature you can see within range and conjure a clinging shroud of flame to envelop it. The creature takes 4d6 fire damage and it must make

a Dexterity saving throw. On a successful save, the damage is halved and the spell ends, otherwise the shroud continues to cling to the creature.

At the beginning of its turn, an enveloped creature takes 1d6 fire damage and it must make a Dexterity saving throw. On a successful save, the spell ends.

The spell ends once the creature makes a successful saving throw, the duration expires, or if you lose concentration.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the initial damage is increased by 1d6 for each slot level above 3rd.



LATHANDER

The Morning Lord, Inspiration's Dawn, the Rose-and-Gold God

Lathander is the breaking of dawn, the first light, and the hope of renewal and rebirth. The Morning Lord represents the cycle of the natural order and is naturally opposed to undead and anything that represents the antithesis of life.

DIVINE DOMAIN

The Dawn, Light, and Life domains are appropriate for clerics of Lathander, who can choose any of those domains without penalty or stigma among the faithful.

DAWN DOMAIN

Clerics of the Dawn domain seek to bring light, life and enlightenment to the people of Faerûn. They preside over births and deaths as part of the great cycle of renewal and they combat undead wherever they find them.

DAWN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>faerie fire, shield of faith</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>daylight, false dawn</i>
7th	<i>death ward, sunlight</i>
9th	<i>dawn, greater restoration</i>

BONUS PROFICIENCY

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

BANE OF THE DEAD

Also at 1st level, when you use a spell or attack to deal damage to an undead creature, you deal extra damage of the same type dealt in the attack equal to your Wisdom modifier (minimum of +1).

At 5th level, when you gain the ability to Destroy Undead with your Channel Divinity feature, your level is treated as 8th for the purposes of the CR of creatures you can affect. At each successive increase in the CR of undead creatures you can affect, you are treated as the next highest tier until you reach the listed maximum.



CHANNEL DIVINITY: BRILLIANCE OF THE DAWN

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banish darkness and blind your foes. As an action, you present your holy symbol and dispel any magical darkness within 30 feet of you. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw or it is blinded. The blindness lasts for 1 minute.

A blinded creature makes a new Constitution saving throw at the end of its turn. On a successful save, it isn't blinded. A creature isn't affected if it doesn't rely on sight, or if it is behind total cover and can't see the effect.

LIFE SHIELD

Starting at 6th level, you have resistance to necrotic damage.

DIVINE STRIKE

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

RIISING DAWN

Starting at 17th level, you can use your action to surround yourself with an aura of warming sunlight that lasts for 1 minute or until you dismiss it using an action. You emit bright light in a 60-foot radius and dim light for another 30 feet. The aura has the following effects:

- ✧ Magical darkness within the area is dispelled.
- ✧ Allies within 60 feet of you when the aura is activated are affected by a *bless* spell for the duration.
- ✧ An enemy that starts its turn within 60 feet of you must make a Charisma saving throw or be affected by the *bane* spell until the start of its next turn.
- ✧ The light within the 60-foot area is sunlight.
- ✧ An undead within 60 feet of you has disadvantage on all saving throws.

Once you use this feature, you can't use it again until you finish a long rest.

PALADIN OATH

Paladins of Lathander can take the Oath of the Dawn.

OATH OF THE DAWN

Paladins of the Oath of the Dawn are Lathander's champions of light, life, and renewal in the realms. Their primary duties are to inspire others to accomplish their goals and reach their full potential. They aspire to achieve, propagate, and leave a legacy. They are known for acts of charity, kindness, and for offering aid, shelter, or succor to those in need. Paladins of the Oath of Dawn protect mothers and children and take a special interest in orphans.

Paladins of the Oath of the Dawn espouse that life is cyclical, and new opportunities can be found constantly. To aspire and continue pushing for the next goal or achievement, and to affect real change in the world are the loftiest goals of Lathander's faithful.

Paladins of the Oath of the Dawn consider undead to be the antithesis of life and growth. They defy the natural order of the life cycle and must be placed to rest wherever possible in order to move on. Some paladins see this as a necessary, solemn duty, while others zealously destroy undead with a bright fanaticism. In the latter case, much of this acrimony stems from Lathander's historical conflict with Sammaster the lich, formerly a Chosen of Mystra and founder of the Cult of the Dragon.

TENETS OF THE DAWN

Renewal of Dawn. As the night ends and dawn comes each day, so too do new opportunities arise with choice and action. Never become fatalistic, there are always opportunities to renew or reinvent yourself.

The Promise of Birth. New life brings new energy and new beginnings. Protect and encourage those who create life, and those young whose promise is yet to be fulfilled.

Unending Aspiration. Always strive for improvement. Change is inevitable. Stagnation is a slow death.

Blasphemy of Undead. Undeath is the antithesis of life and rebirth. Undead take from the life cycle rather than contribute to it and must be destroyed wherever they are found.

OATH OF THE DAWN SPELLS

Paladin Level	Spells
3rd	<i>faerie fire, shield of faith</i>
5th	<i>aid, lesser restoration</i>
9th	<i>daylight, false dawn</i>
13th	<i>death ward, sunlight</i>
17th	<i>dawn, greater restoration</i>

CHANNEL DIVINITY

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

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

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

Renewal of Vigor. As an action, you cast a rosy light from your holy symbol, and affect all creatures of your choice within 30 feet. An affected creature can immediately use its reaction to expend one or more of its Hit Dice to renew its hit points as if it had taken a short rest. The maximum number of Hit Dice a creature can expend is equal to your Charisma modifier. As no time passes, those affected don't actually rest, nor do they gain the other benefits of a short rest, such as the renewal of abilities or regaining spell slots.

AURA OF RADIANCE

Beginning at 7th level, the paladin and all allies within 10 feet gain resistance to necrotic damage. At 18th level, the aura's radius increases to 30 feet.

DISRUPT UNLIFE

Starting at 15th level, whenever you are struck by a targeted attack, spell, or ability from an undead creature, you can generate a backlash of radiant energy that surges at your attacker.

The undead creature automatically takes radiant damage equal to your Charisma modifier and you can choose to expend your reaction to force it to make

a Charisma saving throw or incur disadvantage on its saving throws until the start of its next turn. This ability only activates when an attack, feature, or spell specifically targets you, and not when you are simply affected by an area of effect, aura, or otherwise passive ability.

AVATAR OF DAWN

At 20th level, you can assume the form of an Avatar of Dawn, becoming a glowing being infused with pure sunlight. Using your action, you undergo a transformation. For 1 minute or until you dismiss the transformation with a bonus action, you gain the following benefits:

- ★ You shed actual sunlight in a 60-foot radius.
- ★ All undead within 60 feet take 3d6 radiant damage at the start of each of your turns.
- ★ All allies within 60 feet regenerate a number of hit points equal to your Charisma modifier at the beginning of each of your turns. In addition, all allies are cleansed of any levels of exhaustion they have when the power is activated, and they can't gain levels of exhaustion if they remain within the area while this feature is active.
- ★ Any creature that dies within the radius is reincarnated as an animal native to the area within 1d4 days of death unless prevented from doing so by raising or resurrection magic. If no animals are native to the area, the creature doesn't reincarnate, but a sunflower blooms where it died instead.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

FALSE DAWN

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

The caster conjures a 60-foot sphere of rosy red light that mimics the appearance of dawn, though it isn't actual sunlight. The illumination provides bright light within the radius and dim light for an additional 60 feet. This spell dispels any darkness in its area that was created by a spell of the same level or lower.

An undead that starts its turn within the area of effect takes 1 radiant damage. It also incurs disadvantage on

saving throws against your Channel Divinity features. The creature is outlined in a dancing fiery aura that grants opponents advantage on attack rolls against it if the attacker can see it, and the affected creature can't benefit from being invisible.

Once the undead leaves the area of effect, the damage and disadvantage to saving throws ends. Though, the dancing fiery aura remains until the start of its next turn after it exits.

SUNLIGHT

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

The caster conjures a 60-foot sphere of pure sunlight centered on a point you choose within range. It has all the standard properties of sunlight and provides illumination equal to bright light within the radius, and dim light for an additional 60 feet. This spell dispels magical darkness in its area that was created by a spell.

In addition, a creature within the area of effect must make a Constitution saving throw or it is blinded while it remains within the sphere and for a number of rounds equal to your spellcasting ability modifier once it exits (minimum of 1).



LEIRA

Lady of the Mists, Mother of Illusionists, the Guardian of Liars, the Mistshadow

Leira is a goddess of deception. Illusions and lies are her language of choice and misplaced beliefs are her most familiar tool. Falsehoods give life meaning. Despite this, she isn't a deity of evil; the Lady of the Mists is merely dedicated wholly to her domain. Her worshippers are difficult to identify, often hiding their patron deity's identity through obfuscation. They obscure truth and sweep aside lies in equal measure, following the direction of a goddess whose motives are as vague and inscrutable as fog.

DIVINE DOMAIN

Clerics of Leira can choose the Mistcaller domain.

MISTCALLER DOMAIN

Mistcallers are as happy to spread rumor as they are to believe it, as happy to buy into a tall tale as they are to start one themselves. When Leira was (temporarily) killed at the hands of Cyric and the Lord of Strife impersonated the goddess to her own followers, it made little difference to the Mistcallers even when the truth was discovered. After all, the incorrect belief was just as potent as the reality. Isn't that the whole point?

MISTCALLER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, silent image</i>
3rd	<i>impenetrable falsehood, phantasmal force</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>hallucinatory terrain, triple mask</i>
9th	<i>mislead, seeming</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the Deception and Insight skills.

SHAPES IN THE MIST

Also at 1st level, your ability to deceive creatures with illusions is empowered when the creature can't be certain of the details. When a creature attempts to make an Intelligence (Investigation) check to see through an illusion you created, the DC is increased by an amount equal to your proficiency bonus if the illusion is in an area that is considered lightly obscured to the target, such as mist, precipitation, and so on.



The illusion is considered lightly obscured in dim light if the discerning creature doesn't have darkvision; the illusion must be in an area of darkness to be considered lightly obscured to a creature with darkvision.

CHANNEL DIVINITY: LOOK AGAIN

You can use a reaction to force a target who has seen through a magical illusion to doubt its own senses, causing it to roll an Intelligence (Investigation) check contested by your Charisma (Deception) check. If your result is higher, the illusion reaffirms itself as real to the creature. If the creature originally determined an image as an illusion by physically interacting with it, the creature has advantage on the check.

CHANNEL DIVINITY: ABSURD ILLUSION

Starting at 6th level, when you cast illusion spells granted by your domain, you can use your Channel Divinity as part of the spell to include details so absurd and unusual that up to three creatures of your choice within 30 feet of the illusion are distracted by it. As a result, affected creatures can't take reactions until their next turn and they have disadvantage on Constitution saving throws to maintain concentration on a spell during that time. In exchange, each creature has advantage on its ability checks to discern the illusion as unreal.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

STRANGE PERCEPTIONS

When you reach 17th level, you become a master of illusion, suffering no other false images. You can see through any illusion spell that is cast within 60 feet of you without the need to make an Intelligence (Investigation) check, and you have advantage on these checks when attempting to identify other illusions.

In addition, when you use your Look Again Channel Divinity option to successfully re-convince a creature of an illusion spell that you cast within the last minute, you regain the spell slot you used to cast it at the end of the spell's duration.



PALADIN OATH

Paladins of Leira can take the Oath of the Fleeting Mist.

OATH OF THE FLEETING MIST

Leira lacks an official knightly order. Such a rigid and identifiable organization would be against the goddess's belief in illusion and playful obfuscation. In towns, cities, and the roads across the land, though, it is said that the faithful warriors of the Lady of Mists whisper the tenets of their oath breathlessly into still nights and morning fog.

TENETS OF THE FLEETING MIST

Falsehood Above Truth. Though you speak truth to close confidants and other believers, deal in deception when interacting with others. Pleasant lies are sweeter than ugly truths.

Value Legends. Myths, legends, tall tales—they are what give hope, entice emotions, and inspire greatness. Don't seek some disappointing truth behind such stories; seek to coax greatness from yourself and those around you by their use.

Obfuscation Provides Value. An obscured thing is more valuable, as others choose to believe it has value. Obscure yourself and the things around you. Play and prey on the desire for things to be more than they truly are.

OATH OF THE FLEETING MIST SPELLS

Paladin Level	Spells
3rd	<i>disguise self, silent image</i>
5th	<i>blur, impenetrable falsehood</i>
9th	<i>major image, tongues</i>
13th	<i>phantasmal killer, triple mask</i>
17th	<i>modify memory, seeming</i>

CHANNEL DIVINITY

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

Enticing Falsehood. When you use your Channel Divinity as part of a Charisma (Deception) check, Leira speaks through you to tell a lie that the target wants to hear. You add your Wisdom modifier to the check (minimum of +1) as well as your Charisma modifier, and the target has disadvantage on any Wisdom (Insight) check it makes to discern it as falsehood.

Indirect Attack. The Mist Maiden never attacks directly. When you make a melee weapon attack on your turn and you are within 5 feet of a target, you can use your Channel Divinity to have your weapon disappear and reappear nearby, directing your strike against a different target that isn't within reach but is no more than 30 feet away from you. You have advantage on the attack, and on a hit your weapon's normal bludgeoning, piercing, or slashing damage is converted to force damage for that attack. If you have the extra attack feature, you can repeat this attack against the distant target without advantage, though you still deal force damage when you hit. When you finish making attacks against the distant target, the weapon rematerializes in your hand.

AURA OF MISTS

Starting at 7th level, a protective force surrounds you and nearby allies. When you and allies within 10 feet of you fail a saving throw against a spell that deals damage, the damage is reduced by an amount equal to your Charisma modifier (minimum of 1).

At 18th level, the protective radius increases to 30 feet. The damage reduction occurs after resistances are applied and can't reduce a spell's damage below 1.

VAGUE FORM

Starting at 15th level, you can cast *mirror image* once as if you had it prepared, requiring no spell slot. You regain the use of this feature when you finish a short or long rest.

MIST-WALKER

At 20th level, you can use your action to channel the tricky and unpredictable nature of Leira for up to 1 minute, ending the effect early on yourself as a bonus action. While the effect is active, you gain the following benefits:

- ★ When you take the Attack action on each of your turns, you can teleport up to 20 feet to an unoccupied point you can see. When you do so, you create an illusion of yourself in the nearest unoccupied space to your destination that mirrors your movements and lasts until the start of your next turn. Creatures can determine the image as an illusion with a successful Intelligence (Investigation) check against your spell save DC.
- ★ Your melee weapon attacks that deal bludgeoning, piercing, or slashing damage deal force damage instead. Other sources of damage from your weapon attacks, such as Divine Smite, are unaffected.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

IMPENETRABLE FALSEHOOD

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You guard the recipient of this spell against detection of its falsehoods. The creature gains advantage on one Charisma (Deception) check it makes during the spell's duration. In addition, this single lie can't be detected by magical means, including reading the creature's thoughts. Creatures can still doubt the lie with an opposing Wisdom (Insight) check, though they have difficulty explaining why for the spell's duration if the lie is reasonable (can't be utterly disproven by on-hand empirical evidence or physical impossibility).

TRIPLE MASK

4th-level illusion

Casting Time: 1 action

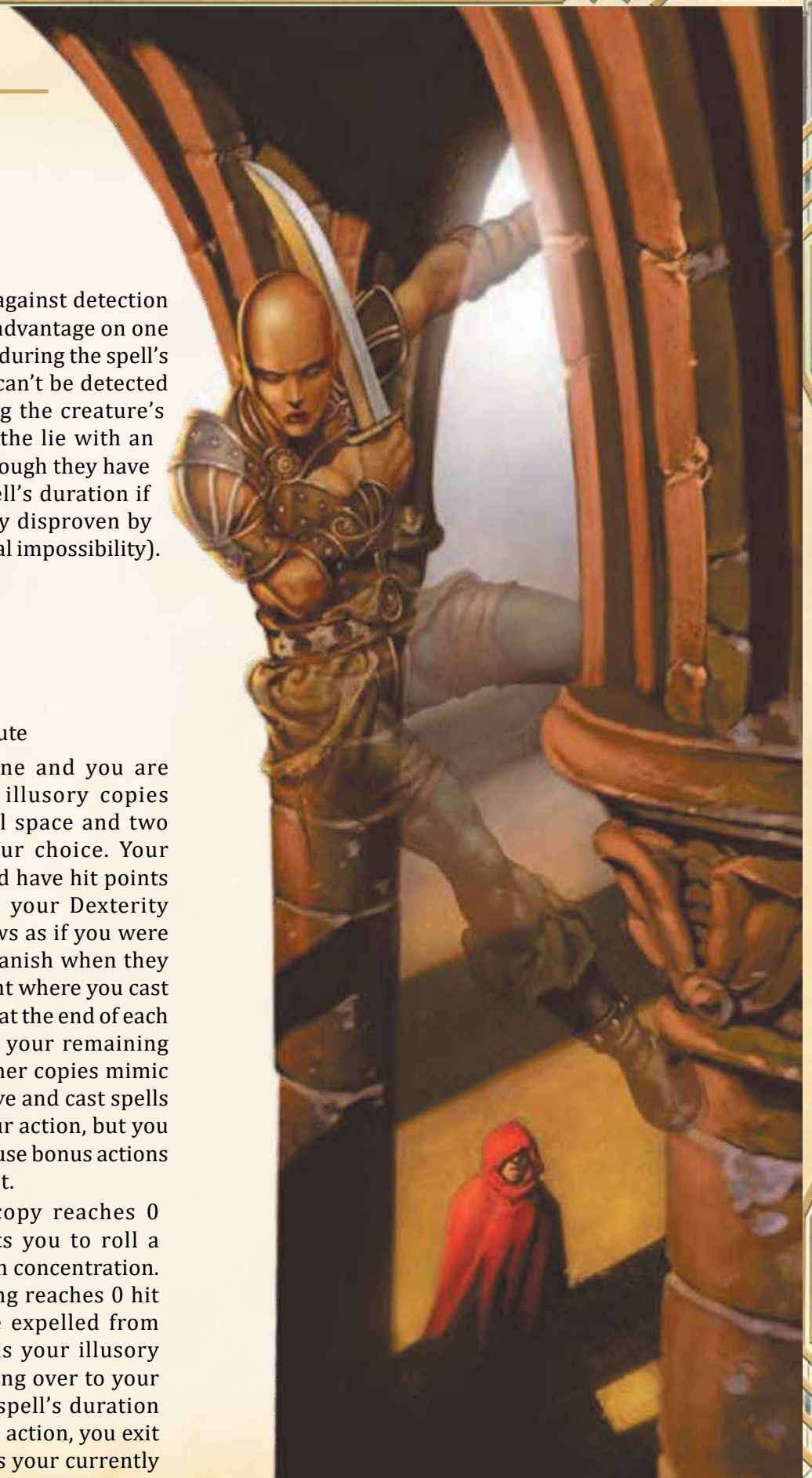
Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You vanish into a pocket demiplane and you are instantly replaced by three solid illusory copies of yourself, located in your original space and two adjacent unoccupied spaces of your choice. Your illusory copies mirror each other and have hit points equal to your level, an AC of 10 + your Dexterity modifier, and each rolls saving throws as if you were making them. Your illusory copies vanish when they move more than 30 feet from the point where you cast the spell. When you cast this spell and at the end of each of your turns, you designate one of your remaining illusions to act through while the other copies mimic its actions; on your turn, you can move and cast spells normally through this copy using your action, but you can't take reactions, and you can only use bonus actions that are required by any spells you cast.

When an unoccupied illusory copy reaches 0 hit points, it vanishes and prompts you to roll a Constitution saving throw to maintain concentration. If the illusory copy you are occupying reaches 0 hit points, the spell ends, and you are expelled from the demiplane in the same space as your illusory copy, with any excess damage carrying over to your normal form. Otherwise, when the spell's duration ends, or if you end it early as a bonus action, you exit the demiplane into the same space as your currently occupied illusory copy.



LLIIRA

Our Lady of Joy, Joybringer, the Goddess of Joy, Mistress of the Revels

No one can throw a party like Lliira's followers, and no one can be the life of the party like the goddess herself. The Joybringer is a goddess of pure revelry and gladness, and her followers seek to follow her example, passing over darkness and misfortune with a dancer's tiptoed step. Nothing sums up Lliira's personality quite like her favorite holiday—all of them.

DIVINE DOMAIN

Clerics of Lliira can choose the Joydancer domain.

JOYDANCER DOMAIN

You'll never see a Joydancer frown, as the saying goes. While the followers of other deities might wield more raw power or enjoy wider respect, it can't be denied that the clergy of Lliira know how to have the best time. Bearers of an unshakable and infectious optimism, Lliira's clerics channel that positivity into a means of empowering and aiding others.

JOYDANCER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>ceremony*</i> , <i>charm person</i>
3rd	<i>bliss</i> , <i>calm emotions</i>
5th	<i>beacon of hope</i> , <i>haste</i>
7th	<i>candle of calm</i> , <i>freedom of movement</i>
9th	<i>far step*</i> , <i>mass cure wounds</i>

* From *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

At 1st level, you gain proficiency in the Performance skill and three instruments of your choice. In addition, you add double your proficiency bonus when making a Charisma (Performance) check involving dance or when playing an instrument with which you are proficient.

SONG OF THE PAINED

Also at 1st level, when you expend Hit Dice as part of a short rest, friendly creatures other than yourself who are within 30 feet of you regain an additional hit point for each Hit Die you expend as part of the rest. The amount of hit points regained per Hit Die increases to 2 at 6th level and 3 at 17th level.



CHANNEL DIVINITY: JOYFUL DANCE

Starting at 2nd level, you can use your Channel Divinity as an action to begin a wild dance for up to 1 minute, making a Charisma (Performance) check. You gain access to a pool of healing equal to the total of your check, which you can draw from as a bonus action to heal a creature you can see within 60 feet while the dance persists. The targeted creature regains 1 hit point per point expended from the pool. You can replenish the pool of healing by moving on your turn, gaining 1 hit point to the pool for every 5 feet you move. You must maintain concentration on the dance to continue the effects beyond the first turn.

LIGHT STEP

Beginning at 6th level, your walking speed increases by 10 feet, and you gain proficiency in Dexterity saving throws. Additionally, opportunity attacks against you are made with disadvantage while you are performing your Joyful Dance Channel Divinity option.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

BOUNDLESS JOY

Starting at 17th level, you and friendly creatures within 30 feet of you have advantage on saving throws against being charmed, frightened, or petrified while you are conscious.



PALADIN OATH

Paladins of Lliira can take the Oath of the Scarlet Mummurs.

OATH OF THE SCARLET MUMMERS

The Scarlet Mummurs were an order originally founded to avenge the death of the High Revel Mistress, a head of the Lliiran church in the city of Selgaunt. Their joy turned to righteous anger, the Scarlet Mummurs became a graceful fighting order who were as intimidating as they were awe-inspiring.

TENETS OF THE SCARLET MUMMERS

Don't Miss a Step. Don't allow misfortune, obstacle, or calamity to ruin your plans or lead you astray. Stay true to a path of righteousness—all else is a distraction.

Take Time to Celebrate. Recognition, relaxation, and festivities boost the spirit and refresh the mind. They are also useful tools for cultivating alliances and plying information from the reluctant.

Mark Your Rhythm. Whether alone or with companions, look to make your voice heard even when you match a greater harmony. You should be the voice that leads a chorus or takes a song to unexpected heights.

OATH OF THE SCARLET MUMMERS

Paladin Level	Spells
3rd	<i>expeditious retreat, heroism</i>
5th	<i>bliss, misty step</i>
9th	<i>daylight, tongues</i>
13th	<i>candle of calm, freedom of movement</i>
17th	<i>far step*, hold monster</i>

* From *Xanathar's Guide to Everything*

CHANNEL DIVINITY

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

Path of the Dancer. As a bonus action, you begin to dance as part of your movement. You ignore difficult terrain and don't provoke opportunity attacks while the effect is active, and you leave behind a sparkling, shimmering path through the air when you move. The path is 5 feet wide and persists until the start of your next turn, occupying the spaces you've moved through this turn. Friendly creatures moving through this shimmering path also gain its benefits while within those spaces. The effects last for 1 minute, ending early if you don't move a distance of at least half of your base walking speed each round.

Maddening Dance. As an action, you perform a wild, taunting dance. While the dance persists, hostile creatures within 30 feet of you have disadvantage on all weapon and spell attacks that target a creature other than you. You can continue the dance for up to 1 minute, using your action each round to do so. While you are performing your maddening dance, your base movement speed is halved.

AURA OF FREEDOM

Starting at 7th level, you and creatures within 10 feet of you have advantage on saving throws and ability checks against being restrained or grappled or to break free of such an effect. At 18th level, this radius increases to 30 feet.

A HASTY STEP

Starting at 15th level, when a creature within 30 feet of you that you can see is struck by a melee weapon attack, you can expend your reaction to immediately grant it up to ten feet of movement. This movement must be used immediately by the creature and doesn't provoke opportunity attacks.

SWING DANCE

At 20th level, you can enter a graceful battle stance as a bonus action that is more dance than frenzy. At the start of the dance you roll a Charisma (Performance) check with advantage. The result of the check becomes a pool you can draw from for the next minute, adding it as a bonus to any attack roll, ability check, or damage roll you make while the dance persists. You can't expend a total amount greater than your proficiency bonus on each of your turns. The dance ends after 1 minute, when the pool is expended, or if you die or fall unconscious.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BLISS

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a target within range that you can see. The target must make a Wisdom saving throw or it is charmed. While the effect persists, the creature wanders in a state of joy, unable to perform actions other than movement on its turn. In addition, it has disadvantage on Wisdom (Perception) checks to notice enemies or threats around it. The target can repeat the saving throw at the end of each of its turns to end the effect early on a success. This saving throw is made with advantage if the creature takes damage on its turn or notices an imminent threat in the environment around it.

CANDLE OF CALM

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small candle)

Duration: Concentration, up to 1 minute

You cause a spectral floating candle to appear at a point you can see within range. The floating candle casts a bright, warm light within 20 feet of it. Friendly creatures inside the area of light are protected as though they were affected by a *sanctuary* spell; when a creature inside the lit area is targeted by an attack or harmful spell, the attacker must make a Wisdom saving throw. On a failed save, the attacker must select a new target or lose the attack or spell. The warding light doesn't protect creatures from area effects, such as a *fireball* spell. Creatures within the candle's radius are subject to the same restrictions when they attempt to make an attack or cast a harmful spell. While the spell persists, you can use a bonus action on each of your turns to move the candle up to 15 feet.



LOVIATAR

Maiden of Pain, the Willing Whip, Patroness of Torturers

Loviatar seems straightforward to the uninitiated; she is well-known as a goddess of torture and pain. What the common folk don't know is how dedicated the Maiden of Pain is to her pantheon; the Willing Whip professes a dogma that mixes pleasantry with agony, healing with suffering. The greatest of the goddess's followers aren't those who wantonly focus on bringing suffering to others. Her true champions are those who know how to enthrall, knowing that moments of respite make the return to pain all the sweeter.

DIVINE DOMAIN

Clerics of Loviatar can choose the Torment domain.

TORMENT DOMAIN

Loviatar's clerics, like her paladins, delight in inflicting pain against their victims. However, unlike the physical wounds often inflicted by paladins, the Maiden of Pain's clerics specialize in tearing at the psyche, determining a victim's mental and emotional weaknesses and exploiting them to maximum effect.

TORMENT DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers, whip of pain</i>
3rd	<i>blindness/deafness, mind spike</i>
5th	<i>dance of pain, fear</i>
7th	<i>kiss of torment, phantasmal killer</i>
9th	<i>geas, hold monster</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the Insight and Intimidation skills.

TORTUROUS SUSTENANCE

Also at 1st level, your delight in tearing at a foe's mind brings Loviatar's reward. When you deal psychic damage to another creature as part of a weapon attack or spell, you can use this feature as part of the attack or spell to regain hit points equal to your proficiency bonus. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) regaining expended uses when you finish a short or long rest.



CHANNEL DIVINITY: IMPOSING PSYCHE

Starting at 2nd level, you can cause a creature's mind to wither under your hateful gaze. As an action, you select a target within 60 feet of you that you can see and roll a Charisma (Intimidation) check. The target must make a Wisdom saving throw, with the result of your Charisma (Intimidation) check as the DC. The target takes 3d8 + your Wisdom modifier in psychic damage on a failed save, or half as much damage on a successful one. You can use your Torturous Sustenance feature in tandem with this ability.

CHANNEL DIVINITY: SWEET AGONY

Starting at 6th level, you can inflict pain upon yourself in order to receive Loviatar's blessing. As an action, you Channel Divinity to expend at least two of your available cleric Hit Dice, rolling them and dealing slashing damage to yourself equal to the result of the roll. This damage is unaffected by resistances or other effects that reduce damage. In exchange, you regain expended spell slots; each slot has a Hit Die cost equal to the spell's level.

DIVINE STRIKE

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

CRUEL EFFICIENCY

At 17th level, you learn how to maximize the effectiveness of your psychic attacks. When you roll psychic damage as part of a weapon attack or spell, you may reroll any die result of 1 or 2. You must use the new roll.



PALADIN OATH

Paladins of Loviatar can take the Oath of the Lash.

OATH OF THE LASH

Paladins of Loviatar excel at bearing incredible pain—even inflicting it upon themselves—in order to power their abilities. Agony is a tool for these warriors, a source of energy that grants them focus even where the followers of other faiths would buckle.

TENETS OF THE LASH

Bear Suffering. Life is painful, disappointing, and cruel. Endure the pain of the world; it's not getting any better.

Bring Suffering. Return the pain you receive back onto the world around you.

Foster Pleasure and Pain. Joy, kindness, and charm are the tools you use to highlight the pain you will later inflict.

OATH OF THE LASH SPELLS

Paladin Level	Spells
3rd	<i>command, whip of pain</i>
5th	<i>magic weapon, ray of enfeeblement</i>
9th	<i>blinding smite, dance of pain</i>
13th	<i>compulsion, kiss of torment</i>
17th	<i>dominate person, planar binding</i>

CHANNEL DIVINITY

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

Enthralled Victim. You enrapture a target with the sweet agony of Loviatar. As an action, you choose a target within 30 feet of you that you can see. The target must make a Wisdom saving throw or it is charmed by you for one minute. While affected in this manner, the target's attention is primarily focused on you in terrified awe. The charmed condition ends on the target if you or your allies attack it or damage it with a spell. The target can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. A creature immune to the charmed condition can't be targeted by this feature.

Lash Out. When you are hurt, you can return the pain you suffered in kind. As a bonus action, you create a field of pain in a 10-foot radius around you. Until the start of your next turn, you add 1d8 to the field's damage for each successful weapon or spell

attack made against you. At the end of your next turn, all enemies within the field's radius must make a Wisdom saving throw, taking 1d8 plus the additional d8's as necrotic damage on a failed save, or half as much damage on a successful one, and then the field dissipates.

ZONE OF AGONY

Starting at 7th level, when a creature within 10 feet of you hits you with a weapon or spell attack, you can use your reaction to lash out with a spectral whip, making a ranged spell attack against the target and dealing 1d6 necrotic damage on a hit.

At 18th level, this damage increases to 1d10 and the range increases to 30 feet.

FLAGELLANT

Starting at 15th level, you can harm yourself to empower your Divine Smite feature. You can expend your paladin Hit Dice instead of spell slots, gaining 1d8 of damage to your Divine Smite attack per Hit Die. After the attack, you roll each Hit Die expended in this manner, dealing slashing damage to yourself equal to the number rolled. This damage can't be reduced in any way.

TORTUROUS AVATAR

At 20th level, you gain the ability to transform into a horrifying avatar of the Maiden of Pain herself. As an action, you gain the following benefits for 1 minute, or until you end the effect on yourself early with a bonus action:

- * Attack rolls against you are made with advantage.
- * Weapon and spell attacks against you that deal damage inflict an equal amount of necrotic damage to the attacker, provided they are visible and within 30 feet of you.
- * The dice for both the damage inflicted and damage suffered from your Flagellant feature are maximized.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

DANCE OF PAIN

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Make a melee spell attack against a creature within 5 feet of you. On a hit, you surround the creature with swirling lines of energy. While you maintain concentration on this spell, the lines of energy attempt to jump randomly to an unoccupied, adjacent space at the start of the target's turn each round. If the creature doesn't move into this space or attempts to move anywhere other than this space on its turn, it must make a Wisdom saving throw. On a failed save, the creature takes 3d6 psychic damage, or half as much on a successful one. The lines of force then return to surround the target.

Forcing the target out of the designated space also triggers the saving throw. A target takes this damage only once per round; additional movement on the same turn doesn't trigger the effect.

KISS OF TORMENT

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You whisper a curse and touch a target creature, making a spell attack against it. On a hit, the target is wracked with psychic pain, taking 4d8 psychic damage and it must make a Wisdom saving throw. On a failed save, the target's speed is halved, it can't take reactions, and it can't cast spells that require concentration until the end of its next turn. On a successful save, the target takes the damage but suffers no other effects.

WHIP OF PAIN

1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You evoke a whip of crackling, dark energy in your free hand. For the duration, you can use your action to make a melee spell attack with a 10-foot reach. On a hit, you deal 1d8 psychic damage and 1d8 force damage to the target.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, the whip deals an additional 1d8 psychic and force damage for every two slot levels above 1st.



MALAR

The Beastlord, Lord of Beasts, the Black-Blooded Pard, the Ravaging Bear

Worshippers of Malar have a poor reputation among most civilized nations and cities. The Beastlord's call for cruel and savage kills results in holy rituals like the High Hunt, where one or more humanoids are captured, released, stalked—and slaughtered. Malarites shun attacks at range, as well as tactics using poison or disease; their pleasure derives from taking life in close combat in as bloodied a fashion as possible.

DIVINE DOMAIN

Clerics of Malar can choose the Bloodied domain.

BLOODIED DOMAIN

The old saying that nature is “red in tooth and claw” was probably referring to Malar, the Beastlord—a god of fury, savagery, and the hunt. His followers embrace the belief that the ability to kill your enemies brutally and personally is the best means of displaying their personal superiority. Despite the beliefs most people find abhorrent, Malarites limit themselves through the Gospel of Saernclaws, which forbids the use of poisons and the killing of the helpless or infirm.

BLOODIED DOMAIN SPELLS

Cleric Level	Spells
1st	<i>compelled duel, hunter's mark</i>
3rd	<i>pass without trace, wereblood</i>
5th	<i>bestow curse, haste</i>
7th	<i>dominate beast, rage</i>
9th	<i>commune with nature, curse of lycanthropy</i>

BONUS PROFICIENCIES

At 1st level you gain proficiency with the Survival and Nature skills.

THRILL OF THE HUNT

Also at 1st level when you choose this domain, the thrill of a successful hunt can empower you with a bloodthirsty frenzy. When you reduce a creature to 0 hit points with a melee weapon or melee spell attack, you can immediately use a bonus action to make one melee weapon attack against a creature within your reach.



CHANNEL DIVINITY: QUARRY

Starting at 2nd level you can use your Channel Divinity to focus your senses on a target, marking it as prey for the hunt. When you hit a creature with a melee weapon or spell attack, you can declare the use of your Channel Divinity as part of the attack and focus your senses on that creature for a number of hours equal to your Charisma modifier (minimum of 1). During this time, you gain the following benefits:

- * The marked creature can't Hide from you successfully in combat.
- * You have advantage on Wisdom (Survival) checks to track the creature, as well as Wisdom (Medicine) checks to determine its current health or condition.

In addition to the above, while you have a quarry, your senses of hearing and smell are heightened, adding double your proficiency bonus on any Wisdom (Perception) checks that rely on hearing or smell.

FRENZIED HUNTER

Starting at 6th level, when you use your Thrill of the Hunt feature you can move up to half your movement speed as part of your bonus action to attack another creature. This movement doesn't count against your total movement this turn but can still provoke opportunity attacks.

CLAWS OF THE BEASTLORD

Starting at 8th level, your attacks always seem to rend enemies like the claws of Malar himself. Your melee weapon attacks are considered magical and deal an additional 1d8 slashing damage. When you reach 14th level, this damage increases to 2d8.

TROPHY OF THE HUNT

At 17th level, you can receive the Beastlord's blessing when you take trophies from fallen foes. As a bonus action when you reduce an enemy to 0 hit points on your turn, you can take a trophy—an ear, a patch of skin or scales, a mouthful of flesh, or similar. When you do so, you gain temporary hit points equal to your cleric level. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining expended uses when you finish a long rest.

PALADIN OATH

Paladins of Malar can take the Oath of the Black Blood.

OATH OF THE BLACK BLOOD

As servants of the god of savagery, the hunt, and evil lycanthropes, most civilized regions shun the followers of Malar the Beastlord. His sects, or Hunts, dominate the wilds and often bring terror to regions of the world, hunting down other humanoids for bloody sport. His most vicious and zealous followers take the Oath of the Black Blood, fervently upholding the basest and cruelest of drives in the name of their ferocious god.

TENETS OF THE BLACK BLOOD

Glory through Savagery. Violence is the only universal language. You will be fluent in nature's common tongue.

Savagery through Proximity. Kills from ranged attacks, poison, and disease—these aren't satisfying to the Beastlord. The only true kill is the one made with your own hands and teeth.

Loyalty to the Hunt. Your companions and fellow followers of the Beastlord are your pack. Only through loyalty and cleverness can you work together to bring down greater game.

Steward the Herd. Slaughter of the young, the pregnant, the enfeebled—these aren't worthy kills. Glory only comes through besting a lively and dangerous prey.

OATH OF THE BLACK BLOOD SPELLS

Paladin Level	Spells
3rd	<i>bane, hunters mark</i>
5th	<i>enhance ability, werewolf</i>
9th	<i>haste, vampiric touch</i>
13th	<i>freedom of movement, rage</i>
17th	<i>curse of lycanthropy, hold monster</i>

CLAWS OF THE BEASTLORD

Following the principles of Malar requires shunning conventional weapons in exchange for the blessing of the Beastlord. When you take this oath at 3rd level, you lose proficiency in all ranged weapons, and attacks made with conventional melee weapons don't add your ability modifier to the damage dealt. Instead, you can freely transform your hands into wicked claws: these claws are natural weapons, which you can use to make unarmed strikes using your Strength modifier to hit.

If you hit with them, you deal slashing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. In addition, these claws are considered silvered for overcoming damage resistance. You can dismiss this transformation at will.

Attacks made with your claws are considered held light melee weapons for the purpose of two-weapon fighting or when using your Divine Smite class feature. However, your claws can't be used in conjunction with other class features that use unarmed strikes; for example, you can't use these claws for monk's Ki-Empowered strikes or Martial Arts features.

When you reach 7th level, the damage die for your claws increases to $1d8$ and they are considered magical weapons. At 15th level, the damage increases to $1d10$.

CHANNEL DIVINITY

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

Savage Dominion. Your visage momentarily reflects the ferocity of the Beastlord, sending the lesser creatures under his domain running. As an action, you terrify all hostile creatures within 15 feet of you that can see you. The affected creatures make a Wisdom saving throw against your spell save DC, becoming frightened on a failed save. Beasts and lycanthropes make this saving throw with disadvantage. The effect lasts for 1 minute. During this time, a creature can attempt a new saving throw at the end of each of its turns, ending the effect early on itself with a success. A creature that succeeds on its saving throw can't be affected by this feature again for 24 hours.

Maiming Strike. You can use your claws to tear at an enemy's eyes, leaving it panicked and sightless. As part of your Attack action, you can make an additional claw attack doubling your proficiency bonus for the attack roll. On a successful hit with this extra attack, the target takes damage equal to your paladin level and it must make a Constitution saving throw. On a failed save, the creature is blinded for up to 3 rounds. A blinded creature can reroll the saving throw at the end of each of its turns, ending the effect early on a success. A creature that is immune to the blinded condition still takes the damage but is otherwise unaffected.

TRAILSTALKER

At 7th level, you are further able to transform and hone your senses to better serve the Beastlord. As an action you transform your body, gaining the following benefits:

- * You gain darkvision out to 60 feet. If you already possess darkvision, its range is increased by 30 feet.
- * You have advantage on Wisdom (Survival) checks to track a living creature that has a bleeding wound or blood staining it or its possessions. This check is made by scent.
- * You have advantage on Wisdom (Perception) checks made to identify any moving creature.

These benefits last for a number of hours equal to one-half your Charisma modifier, rounded down (minimum of 1 hour). When you use this feature, you must complete a short rest before using it again.

HUNGERING CLAW

At 15th level, the dark power of Malar flows through your body as you mutilate your foes. Attacks made with your Claws of the Beastlord deal an extra 1d4 necrotic damage on a hit.

MASTER OF THE SAVAGE HUNT

At 20th level, you gain the ability to channel yourself as an avatar of Malar himself. As an action you transform, growing dark hair across your body. Your head and face grow reddish fur and twists into a terrifying visage of the Beastlord. For one minute, you gain the following benefits:

- * Your speed is increased by 20 feet.
- * The necrotic damage from your Hungering Claw feature is doubled to 2d4.
- * You are under the effects of your Trailstalker feature even if it's otherwise unusable to you.
- * You can use your Savage Dominion feature without expending the use of your Channel Divinity.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

CURSE OF LYCANTHROPY

5th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a ruby or black opal worth at least 500 gp, which the spell consumes)

Duration: Instantaneous (see description)

When you cast this spell on a creature you touch, the creature must succeed on a Wisdom saving throw or become infected with werewolf lycanthropy. The creature's first

transformation occurs with the next full moon or at the DM's discretion. During this time, a *remove curse* spell or any effect that ends curses can remove the lycanthropy. At the creature's first transformation, it must make a Wisdom saving throw against your spell save DC or transform into its hybrid or wolf form. On a successful save, the creature resists the change for the time being. Once a creature willingly or unwillingly transforms to hybrid or wolf form, the lycanthropy can only be removed by a *greater restoration* or *wish* spell.

When you cast this spell as a ritual, you create a ten-foot area as part of the spell's preparation. Up to four creatures in the area are affected by the spell upon the ritual's completion. When you cast the spell in this manner, only willing creatures who know and accept the spell's effect are affected.

RAGE

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell on a willing creature you touch, it immediately gains 2d6 temporary hit points. While you maintain concentration on the spell, the creature's Strength score is increased to 20, it gains +2 to its AC, it can make an additional melee weapon attack on each of its turns when it takes the Attack action, and it can't be charmed, frightened, grappled, or stunned.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target gains an additional 1d6 temporary hit points for each slot level above 4th.

WEREBLOOD

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

the duration, the willing creature you touch has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.



MASK

Master of All Thieves, Shadowlord, Lord of Shadows

Mask has no proper church to speak of—the patron god of spies and thieves would find it counterintuitive to have a settled place of worship or a designated clergy. Rogues make up the vast number of Mask’s worshippers; many of the devout carry a small coin purse with a symbol of the god, which they’re happy to have stolen from them through sleight of hand. The clerics and paladins of the Lord of Shadows leave the outright thievery to the rogues, electing to focus on the aspects of the deity that emphasize secrecy, inscrutability, and obscured identity.

DIVINE DOMAIN

Clerics of Mask can choose the Masked domain.

MASKED DOMAIN

Mask has worshippers aplenty among the rogues and thieves of the world, but his most dedicated clerics unlock a unique potential. Empowered by magical masks for their purposes, clerics of the Masked domain can be as slippery and elusive as the stealthiest rogue.

MASKED DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, illusory script</i>
3rd	<i>listening shadow, shadowcloak</i>
5th	<i>feign death, sending</i>
7th	<i>charm monster, fabricate</i>
9th	<i>modify memory, striking shadows</i>

BONUS PROFICIENCIES

At 1st level when you choose this domain, you gain proficiency in the Stealth and Deception skills.

MASKS

Also at 1st level, you gain the ability to create facemasks that grant you various benefits when worn. To create a mask, you must meditate as part of a short or long rest, creating up to two masks of your choice, or up to three when you reach 8th level. The masks appear magically in your hand; you can don, doff, or swap masks as a bonus action on your turn. You can have up to two masks in your possession at a time; at 8th level, this number increases to three masks. When you wear a mask, your alignment and even creature type as detected by other creatures become that of the active mask. The



mask’s passive effects persist until it is removed or changed out for another one on your turn. When a mask is removed, or another mask becomes active, any ongoing passive or active effects of the original mask end immediately. You can choose to create masks from the following list:

Demon. *Chaotic evil fiend.* You have resistance to fire damage while wearing this mask.

Dragon. *Alignment of dragon color.* You have advantage on saving throws against the frightened condition while wearing this mask. The alignment of this mask is dependent on its dragon color, which you choose when creating it.

Faceless. *Neutral.* You have advantage on saving throws against scrying, locating, and mind-reading effects while wearing this blank white mask.

Jester. *Chaotic neutral.* You are proficient in the Acrobatics, Sleight of Hand, and Charisma skills while wearing this mask of a fool’s visage.

Lich. *Neutral evil undead.* You can cast *detect evil and good* and *false life* as cleric spells while wearing this mask of a lich, even if you don’t have them prepared.

Lord. *Lawful neutral.* You have proficiency with the Persuasion and Intelligence skills while wearing this mask depicting a noble lord.

CHANNEL DIVINITY: PERSONA

Starting at 2nd level, you can use your Channel Divinity as an action to funnel the power of your currently active mask to the desired effect. The effects are as follows:

Demon. As part of your action, you cast *burning hands* without expending a spell slot. The spell is cast at 1st level. In addition, for the next minute, you can cast the spell as if you had it prepared.

Dragon. You use a draconic breath weapon from the mask as if you were a dragonborn of your level with the Draconic Ancestry of your mask’s color.

Faceless. For the next 10 minutes, your thoughts can’t be read unless you allow it, and you have advantage on Charisma (Deception) checks.

Jester. Creatures of your choice within 30 feet of you who can see you must make a Wisdom saving throw or become charmed by you for 1 minute, regarding you as an entertaining and non-threatening fool. This has no effect on a creature you are fighting and ends on a creature early if it takes damage, if another creature uses its action to shake the creature out of it, or if you perform some forbidden act in the context of the situation.

Lich. Creatures within 15 feet of you that can see you must make a Wisdom saving throw or become frightened of you for 1 minute. An affected creature can reroll the saving throw at the start of each of its turns, ending the effect early on itself on a success.

Lord. For the next 10 minutes, your proficiency bonus is doubled for Charisma (Persuasion) and Intelligence (History) checks. In addition, you recognize the heraldic crest or family name of any nobility that has been publicly active for the past fifty years, and you can recall rudimentary information about them.

HIDDEN MASK

Starting at 6th level, you can freely make any mask from your class feature invisible while you are wearing it or return an invisible mask to visibility. Spells such as *detect magic* can still determine a mask is in place, and a creature attempting to touch your face will still feel the mask's features.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MANY FACES

At 17th level, you can wear up to two masks simultaneously, gaining both of their passive effects. When you use your Channel Divinity to use a mask's active effect, you state which mask you are using. Both alignments or creature types of masks you are wearing will register for effects that sense them.



PALADIN OATH

Mask's paladins can choose the Oath of the Maskarran.

OATH OF THE MASKARRAN

Mask is heralded as the master of all that occurs in the shadows and behind closed doors. He is aware of every sneaking creature, knows the truth behind every silver-tongued lie. Paladins of Mask embrace the tutelage of this master of deception, dedicating their lives to false identities that can be created, changed, or dropped on a whim. The goal of these worshipers is to praise

through action, becoming nigh-undetectable in their false names until only the god himself knows who they really are.

TENETS OF THE MASKARRAN

Masks upon Masks. Deception is as much your sustenance as food, water, and air. Keep your confidants close and keep the rest of the world guessing. Never offer an open lie when a deceptive truth is twice as efficient.

Smiles and Spies. You hold no lust for violence or greed, knowing that a turn of phrase is just as deadly as the twist of a knife and that the right information has all the worth of a dragon's hoard.

Ownership is Nine-Tenths of Right. Possessions and information are rightfully owned by those who can acquire them, taken from those who couldn't protect them. You are happy to practice this mantra and don't begrudge those who practice the same against you.

OATH OF THE MASKARRAN

Paladin Level	Spells
3rd	<i>comprehend languages, disguise self</i>
5th	<i>listening shadow, shadowcloak</i>
9th	<i>feign death, nondetection</i>
13th	<i>confusion, locate creature</i>
17th	<i>modify memory, striking shadows</i>

CHANNEL DIVINITY

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

Cover Identity. At the end of a long rest, you can use your Channel Divinity to construct an identity for yourself that you can use until the end of your next long rest. When you do so, you take on body language, speech, and other mannerisms unlike your normal self, and craft a name, alignment, origin, and backstory that is sufficiently convincing to maintain this identity. You add double your proficiency bonus to Charisma (Deception) checks made under the guise of this identity, and you may use your Charisma modifier instead of Intelligence when using a disguise kit to prepare this identity's appearance.

Uncanny Agility. As a reaction when a friendly creature within 60 feet of you is falling or makes a Dexterity saving throw, you can expend your Channel Divinity to halve the falling damage that the creature would take when it hits the ground or allow it to reroll a Dexterity saving throw and add your Charisma bonus to the result. You must use this feature before a falling

creature hits the ground, or before a saving creature knows the outcome of its original saving throw. The creature must use the new roll.

DIVINATION DEFENSE

Starting at 7th level, when you successfully resist a *zone of truth* spell or similar truth-compelling effect, the caster doesn't know you have done so. In addition, you are immune to being charmed, and spells or other effects that sense your alignment sense the alignment of your cover identity instead, if it is active. While your Cover Identity Channel Divinity option is active, creatures attempting to use *scrying* or any similar effect can only benefit from targeting your cover identity, and not your true self.

QUICK CHANGE

Starting at 15th level, you can don and doff armor in half the usual time, a shield using a bonus action, and you can apply a disguise using a disguise kit in half the usual time (5 minutes for a moderate change in appearance, or 15 for an extensive change).

In addition, you can expend your Channel Divinity at the end of a short rest, instead of a long rest, to take on the persona of a different cover identity that you have used before.

DEEP COVER

When you reach 20th level, your cover identities are impeccably well-crafted. Creatures trying to see through your disguise do so with a penalty of -10 on the Intelligence (Investigation) check. Spells or other effects that seek to probe your thoughts are given false details which only correlate with the history and personality of the cover identity you are maintaining.

In addition, you can magically create an object on your person that relates to or supports your cover identity as a bonus action. Examples of items include a ring with a crest, legal documents supporting your backstory, or a similar item. The object must be no more than 500 gold pieces in value, and you must have money or items of equal value on your person when you use this feature, which are consumed. Other creatures can closely examine this item with a Wisdom (Insight) check, contested by your Charisma (Deception) check. Once you create an item in this manner, you can't do so again until you finish a short or long rest. When you complete a long rest, any items you created with this feature vanish.

SPELLS

LISTENING SHADOW

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shadowed area within range)

Duration: Concentration, up to 1 hour

When you cast this spell, a patch of shadow within range rises and forms a thin, vague shape occupying a 5-foot square. While the shadow is within 60 feet, you can clearly hear sounds near the shadow's position as if you were standing in its place. The shadow shares your passive perception score. As a bonus action on your turn, you can move the shadow up to 30 feet. If the shadow's path and destination are in dim light or darkness, the listening shadow teleports instantly to this spot. If the shadow must cross an area of bright light or sunlight, it has a passive Dexterity (Stealth) score equal to your spell save DC, and any creature with an equal or greater Wisdom (Perception) score will notice the shadow's presence. When the shadow is in an area of dim light or darkness, creatures can only distinguish it as an entity with a successful Intelligence (Investigation) check versus your spell save DC. The listening shadow can also be detected with spells such as *detect magic*. The shadow vanishes if it is ever more than 60 feet away from you, or you can freely dismiss it as part of any action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the listening shadow's maximum range by 30 feet for every slot level above 2nd.

SHADOW CLOAK

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of charcoal smudged on your cheek and the cheek of your ally)

Duration: Concentration, up to 1 hour

You reach out and touch a creature within reach. Both you and the target are enveloped in a roiling cloud of shadow. As long as you maintain contact with the target, both of you have a +10 bonus to Dexterity (Stealth) checks made while in dim light or darkness, though you also have disadvantage on such checks while in sunlight or an area of bright light.

In addition, creatures with darkvision can't distinguish the roiling shadow while it is within an area of dim light or darkness, only seeing the terrain around you if their Wisdom (Perception) doesn't overcome you or your target's Dexterity (Stealth) check. The shadow cloud dissipates instantly if you don't have at least one hand on your target, ending the effect on both of you.

STRIKING SHADOWS

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (spot of black ink, smeared across your palm)

Duration: Concentration, up to 1 minute

You summon two shadowy grells (*Monster Manual*) at points you can see within 60 feet of you. The creatures differ from normal grells in that their attacks can't paralyze. You can designate up to five creatures that the creatures will ignore; otherwise, the grells will attack any creature they can see until the spell ends, or if you dismiss both creatures as a bonus action on your turn. When a grell reaches 0 hit points, it vanishes into smoky shadow.



MIELIKKI

Our Lady of the Forest, the Supreme Ranger, Daughter of Silvanus

Though Silvanus might be master of nature's overall pantheon, few would argue that Mielikki doesn't hold a place of almost equal importance. Generally loved, Our Lady of the Forest holds the worship of clerics, rangers, and druids alike from all paths and races. Whether peaceful healers or zealous defenders of nature, all pay homage to the Forest Queen.

DIVINE DOMAIN

Clerics of Mielikki can choose the Heartwood domain.

HEARTWOOD DOMAIN

Unlike the ferocious Shadoweirs, most of Mielikki's followers are healers or have a more defensive approach to guarding the natural world. While some sects, such as the Order of the Unicorn's Horn, are focused on healing, the Heartwood is a faction dedicated to defending the natural world through a reverent connection to nature. Its greatest and oldest members are fey creatures, such as dryads, and they have taught their followers ways to interact with nature as an equal, not a dominator.

HEARTWOOD DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>animal messenger, banish blight</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>conjure woodland beings, tree healing</i>
9th	<i>commune with nature, tree stride</i>

BONUS PROFICIENCIES

At 1st level when you take this domain, you gain proficiency with the Nature and Medicine skills. In addition, you become proficient in the Sylvan language.

WOODEN WEAPON

Also at 1st level, you can coax a weapon from the forest itself. You spend 1 minute in prayer beside a tree, large branch, or log. The wooden object then expels a melee weapon of your choice that you are proficient with. This weapon is entirely made of steel-hard wood; otherwise, it is identical to the weapon it represents. Additionally, the wooden weapon acts as a holy symbol for the purpose of casting your cleric spells.



Starting at 8th level, your attacks with your wooden weapon are considered magical for the purposes of overcoming damage resistance.

CHANNEL DIVINITY: FEEL THE FOREST

Starting at 2nd level, you can use your Channel Divinity to communicate with the spirits of the wilds. By concentrating for 1 minute while standing in a forest, grassland, or swamp, you can channel the voice of the trees and other plants to learn about locations of interest around you. You learn the locations of ruins, landmarks, or other major points of interest within a distance of 1 mile per cleric level, gaining rudimentary information about these locations. In addition, you become aware of the general direction and distance of great unnatural evils within this area, such as blights, evil druids, evil lycanthropes, or similar creatures. You will rarely learn of individual evil creatures unless they possess great power by themselves.

CHANNEL DIVINITY: ENTANGLEMENT

Starting at 6th level, when you damage a Large or smaller creature with one of your cleric spells or with an attack from your wooden weapon, you can Channel Divinity as a bonus action to cause vines or other plants to spring up from the ground and envelop it. The creature must succeed on a Strength saving throw or become restrained for 1 minute. On a success, the creature's walking speed is reduced by 10 feet until the end of its next turn instead. Any monstrosities, lycanthropes, or plant-type creatures with an evil alignment have disadvantage on this saving throw.

A creature restrained by the vines makes a saving throw at the end of its turn. On a success, the effect ends.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d6 damage of the same type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d6.

In addition, before you make an attack with your wooden weapon you can choose to substitute your Wisdom modifier for either the attack or damage roll in place of the normal ability modifier used for the attack. You must declare whether you will substitute your Wisdom for the attack or damage roll before making the attack roll.

GRAYVALE CHOSEN

At 17th level, you learn to wield both spell and weapon in defense of Mielikki's forests. While you are wielding the wooden weapon from your class feature, you can use it to make a weapon attack as a bonus action on each of your turns.



PALADIN OATH

Mielikki's paladins can take the Oath of the Shadoweir.

OATH OF THE SHADOWEIR

While many followers of Mielikki are joyful lovers of nature and valued healers, some of the Forest Queen's worshippers turn down a darker path. Dissatisfied with the constant encroachment of civilizations on the natural world, these fierce zealots have formed the Shadoweirs, an order dedicated to protecting the wilds and stopping the invasion of nature in its tracks by any means necessary.

TENETS OF THE SHADOWEIR

Halt Their Encroachment. Cities, towns, people, industry—they tear the natural order apart. They must be opposed if the order is to be preserved. This consideration must be the forefront of your actions.

Break Their Mechanisms. The tools will be broken, the towers felled, the machines destroyed beyond repair. Fear of your wrath must overcome the avarice of men and the ignorance of nations.

Plant Life Anew. Where nations have torn asunder, you will mend. Replant lost groves and see the forests renewed.

Honor the Queen. Mielikki grants pardon and permission from a heart full of mercy. You will honor the goddess and her followers, having faith that the forests will remain safe.

OATH OF THE SHADOWEIR SPELLS

Paladin Level	Spells
3rd	<i>longstrider, stalk</i>
5th	<i>banish blight, heat metal</i>
9th	<i>elemental weapon, plant growth</i>
13th	<i>elemental bane*, tree healing</i>
17th	<i>transmute rock*, tree stride</i>

*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

CHANNEL DIVINITY

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

Yornar's Trail Companion. You petition Mielikki for aid as a bonus action, receiving her blessing and the promise that, ultimately, you will endure. Half of all damage you sustain until the start of your next turn is returned to you as healing at the start of that turn. If you don't receive any damage during this time, you instead receive temporary hit points equal to your paladin level.

Green Knight's Step. As a bonus action, you can Channel Divinity and spend 5 feet of movement to step into a tree adjacent to you and reappear at another tree within 100 feet of you. There must be another tree within 100 feet of you to use your Channel Divinity in this manner.

NATURALIST'S OUTRAGE

By 7th level, when the harbingers of so-called civilization strike the allies of nature, you are ready. When a friendly creature within 20 feet of you is struck by a melee weapon attack, you can expend your reaction to cast *heat metal* on the attacker using one of your paladin spell slots of 2nd level or higher. You must maintain concentration on the spell to sustain its effects as if you had cast it normally.

STONEBREAKER, GEARCRUSHER

At 15th level, you are a force to be reckoned with when you set structures and mechanical constructs in your sights. When you use your Divine Smite feature, the damage increases by 1d8 when you hit an object or creature made of inorganic material, such as a construct. In addition, the damage of your smite spells is doubled against objects and structures.

RECLAIMER

At 20th level, you can use your action to become a fierce destroyer of objects and structures around you. Moss or other leafy vegetation grows over your body or armor if any. For 1 minute, you gain the following benefits:

- ✧ You are considered a siege creature and deal double damage to both objects and structures.
- ✧ When you cast *heat metal*, you can target a number of creatures within 30 feet of you equal to your Charisma modifier. The effect ends on all affected creatures if you lose concentration on the spell.

- * Beasts and plants within 60 feet who aren't hostile to you gain advantage on all attack rolls for the duration.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BANISH BLIGHT

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You touch a mundane plant that is burned, diseased, plagued with parasites, or similar natural detriments. The plant and all others within a 100-foot radius are healed of the injury or are rid of their pestilence. Portions of the plant can be dead or dying and still receive the effect; however, plants that are entirely dead aren't affected.

Alternatively, you can affect plant-type creatures with this spell. You can touch a willing plant-type creature and restore 3d6 hit points to it. You can also make a melee spell attack against a plant creature, dealing 3d6 radiant damage on a hit. You have advantage on this spell attack if the target creature is a blight or other servant of a Gulthias tree.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the radius of the healing of mundane plants by 50 feet for each slot level above 2nd or increase the damage or healing to a plant creature by 1d6 per slot level above 2nd.

STALK

1st-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a pinch of ashes, blown in the direction of a target)

Duration: Concentration, up to 1 hour

You designate a target within range that you can see. While you maintain concentration on this spell, you are rendered nearly undetectable to this specific target; your Stealth (Dexterity) checks are made with a +10 bonus against this target's senses, and your scent and body heat become indiscernible to the target except by magical means. This spell ends if you lose concentration, if the target is out of sight for more than 1 minute, or if you make an attack roll against the target or cast a harmful spell on it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can designate an additional target for each slot level above 1st. You lose the spell's effect on a target that is out of sight for more than 1 minute without losing the effect on the others; however, the spell's effect ends on all targets if you make an attack or cast a harmful spell against any of them.

TREE HEALING

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You step into a tree whose trunk occupies a space approximately large enough to accommodate a medium creature. You meld into the tree, along with all equipment you are carrying while you maintain concentration. Nothing of your presence is visible or otherwise detectable by nonmagical senses. While merged with the tree, you regain hit points equal to 1d8 + your level at the start of each of your turns. The maximum number of hit points you can receive from this spell is equal to half your maximum hit point value.

While merged with the tree, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside of it are made with disadvantage. You remain aware of the passage of time, but you can't cast spells or perform any other actions, reactions, or bonus actions until you are expelled from the tree or end the spell voluntarily by stepping out of it freely on your turn.

Minor physical damage to the tree doesn't hurt you, but its partial destruction or a change in its shape (to the extent that a Medium creature could no longer stand inside it) expels you and deals 6d6 bludgeoning damage. The tree's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage. If expelled, you fall prone in an unoccupied space closest to where you first entered.



MILIL

Lord of Song, the One True Hand of All-Wise Oghma

Milil is the lord of song, composition, music, and harmony. For the deity's clergy, music goes far beyond mere entertainment, it is the language of the multiverse. Music infuses and influences all things, man, beast and monster alike, and a truly masterful composition can change the course of events and actions like nothing else.

The Clergy of Milil consists of both clerics and bards, as is befitting the Lord of Song. Bards who worship the deity may add the new spells to their spell list.

DIVINE DOMAIN

Clerics of Milil can choose the Virtuoso domain.

VIRTUOSO DOMAIN

Clerics of the Virtuoso domain seek to improve and spread music throughout Faerûn. The clergy patronizes the training of musicians and bards, and sponsors theaters and music halls. The artists within the clergy create and distribute new compositions to the faithful to perform across the lands.

VIRTUOSO DOMAIN SPELLS

Cleric Level	Spells
1st	<i>healing word, song of lingering</i>
3rd	<i>song of healing, suggestion</i>
5th	<i>aural assault, battle song</i>
7th	<i>forgotten melody, searing song</i>
9th	<i>induce harmony, Rary's telepathic bond*</i>

* Known among the faithful as 'Milil's bond'

BONUS PROFICIENCIES

At 1st level, you become proficient in the Performance skill and one musical instrument of your choice as Milil blesses you with greater vocal and instrumental talent.

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *discordant note* cantrip. In addition, *vicious mockery* is a cleric cantrip for you, but must be selected as normal.

EAR FOR MUSIC

At 1st level, you are able to identify the source of any melody you hear and gain insight into its nature; this



includes the method of its creation (instrument, voice, monster ability, etc.), and if it carries magic or other influence.

In addition, you gain advantage on saving throws against spells or effects that are conferred by sound or music, which includes thunder damage.

CHANNEL DIVINITY: MESMERIZING COMPOSITION

Beginning at 2nd level, as an action, you can use your Channel Divinity to play or sing a melody that can enthrall listeners. Each creature of your choice within 30 feet that can hear you must make a Charisma saving throw or become distracted. An affected creature moves at half speed and has disadvantage on all ability checks.

The effect lasts for up to 1 minute, but you must spend your action each turn continuing to play the melody. Affected creatures can make a new saving throw at the end of each of their turns to resist the effect. The effect ends if an affected creature can no longer hear you or it makes its saving throw.

CHANNEL DIVINITY: INSPIRATIONAL COMPOSITION

Beginning at 6th level, as an action, you can play or sing a melody that inspires listeners. Each creature of your choice within 30 feet that can hear you may reroll any 1's or 2's on a d20 when making attack rolls, saving throws, or ability checks.

The effect ends after 1 minute, if affected creatures can no longer hear you, or if you cease using your action each turn to continue the song.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

INNER HARMONY

At 17th level, you become immune to the charmed condition. You also gain resistance to thunder damage, and to any damage caused by abilities that rely on sound or hearing.



PALADIN OATH

Milil's paladins can take the Oath of Harmony.

OATH OF HARMONY

Music connects all things in harmony. Every creature has a voice and a song. Everyone deserves the chance to express this freely, and in turn, hear the unfettered song of those around them. Music is joy and expression that transcends mere words.

Those who take the Oath of Harmony strive to let the voiceless be heard, and combat those who would silence or corrupt the songs of the world.

TENETS OF HARMONY

Harmony of the Spheres. Music permeates and influences all things. All creatures, places, and times are connected through it.

Freedom of Expression. Every creature should be free to express itself through enriching music. Each voice is unique and precious.

Forthright in Communication. Be bold, clear, and forthright in your words and actions.

Music to Empower, not Oppress. Music can inspire and empower, but it can also intimidate and oppress. Oppose those who cause harm through music.

OATH OF HARMONY SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, song of lingering</i>
5th	<i>song of healing, suggestion</i>
9th	<i>aural assault, battle song</i>
13th	<i>forgotten melody, searing song</i>
17th	<i>induce harmony, Rary's telepathic bond*</i>

*Known among the faithful as 'Milil's bond'

SONIC SMITE

Your Divine Smite feature deals thunder instead of radiant damage. This is known among the order as 'Milil's Displeasure.'

CHANNEL DIVINITY

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

Shatter Silence. As an action, you raise your holy symbol and intone the secret note of Milil, which radiates outward to a range of 30 feet, automatically dispelling any silence effects, and curing non-natural deafness.

Abjure the Beguiling. You can use your Channel Divinity to utter the pure music that pains fey and fiends. As an action, you present your holy symbol, and each fey and fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you; it also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or similar effect, that form is revealed while it is turned.

AURA OF CLARITY

Beginning at 7th level, you are immune to the charmed condition. In addition, all allies within 10 feet of you gain advantage on saving throws against spells and effects that cause the charmed condition.

COUNTERSONG

At 15th level, as a reaction, you can counter any attack that deals thunder damage or uses sound or music to affect an unwilling creature (harpy charm, etc.) if the source is within 60 feet of you, regardless of the intended target. The initiating creature must make a Wisdom saving throw or the ability fails to take effect, and it takes psychic damage equal to the damage from the spell or ability, or equal to your level if it doesn't deal damage. On a successful save, the ability still takes effect, and the creature takes half as much damage.

Once you use this feature, you must finish a short or long rest before you can use it again.

RECLAIMER

At 20th level, you can assume the form of the embodiment of harmony. Using your action, you undergo a transformation. For 1 hour you gain the following benefits:

- * All sound within 100 feet of you is hushed to a whisper, yet all creatures within the area can hear and differentiate sound with perfect clarity.
- * Your voice can be heard and understood by all creatures with an intelligence of 4 or greater within 100 feet. Even deaf creatures can hear you.
- * You gain advantage on performance checks when singing or playing musical instruments.

- * You gain advantage on Charisma (Persuasion) and Charisma (Intimidation) checks.
- * All creatures (yourself included) within 100 feet incur disadvantage on Charisma (Deception) checks.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

AURAL ASSAULT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a tiny cymbal)

Duration: 1 minute

You assault a single creature that you can see within range with a cacophony of painful sounds. The creature must make a Constitution saving throw or it takes 6d6 thunder damage and it is deafened for 1 minute. On a successful save, the creature takes half the damage and isn't deafened. A deafened creature can attempt a new saving throw at the end of each of its turns to end the effect. This spell has no effect on creatures that can't hear.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you add 1d6 to the thunder damage for each slot level above 3rd.

BATTLE SONG

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You sing or play a rousing melody that inspires your allies and demoralizes your foes. Upon casting this spell, and for each round you spend your action continuing to play, all allies within 30 feet of you receive a +1 bonus to attack rolls, damage rolls, and saving throws while all enemies in the area suffer a -1 penalty to their rolls.

The spell ends after 1 minute, if your concentration is broken, or if you cease using your action each turn to continue the song.

DISCORDANT NOTE

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: Instantaneous

You create a single discordant note that is painful for nearby creatures. All creatures within 5 feet of you that

can hear you must make a Constitution saving throw or take 1d4 thunder damage and be deafened until the start of their next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 18th level (4d4).

FORGOTTEN MELODY

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You sing or play a snippet of a catchy tune, and then psychically embed it in the mind of 1 creature that you can see within 60 feet. That creature becomes preoccupied with remembering the forgotten or missing parts of the song.

The creature must make a Charisma saving throw or be unable to maintain concentration on anything else. In addition, the creature has disadvantage on ability checks, loses any ongoing concentration spells, and is unable to maintain new concentration spells until the effect ends.

The affected creature can attempt to make another saving throw at the end of each of its turns to end the effect.

INDUCE HARMONY

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You sing or play a soothing melody that creates a natural harmony of action between your allies. Upon casting this spell, and for each round you spend your action continuing to play, all allies within 30 feet of you are treated as if they have the Pack Tactics feature.

The spell ends after a minute, if your concentration is broken, or if you cease using your action each turn to continue the song.

SEARING SONG

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You sing or play a song that literally causes your foes to catch fire. Upon casting this spell, and for each round

you spend your action continuing to play, all hostile creatures within 30 feet take 1d6 fire damage.

The spell ends after 1 minute, if your concentration is broken, or if you cease using your action each turn to continue the song.

SONG OF HEALING

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You sing or play a soothing melody that assuages the pain and injury from your allies. Upon casting this spell, and for each round you spend your action continuing to play, one creature of your choice within 30 feet of you regains hit points equal to 1d6 + your spellcasting ability modifier.

The spell ends after 1 minute, if your concentration is broken, or if you cease using your actions each turn to continue the song.

SONG OF LINGERING

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V or M (a musical instrument)

Duration: 1 round

You play or sing a single note that lingers in the air for a few moments, extending the duration of one ongoing cantrip or 1st level spell of your choice within range. The spell must have a duration longer than 1 round, and the lingering note extends that duration for 1 additional round.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you add 1 round to the duration for each slot level above 1st.



MORADIN

The Soul Forger, Dwarffather, All-Father

Moradin, the Soul Forger, is the progenitor of the dwarves; it is said that he forged the race from steel and breathed life into them. Moradin represents the epitome of dwarven values such as endurance, order, loyalty, family, and craftsmanship.

DIVINE DOMAIN

Either the War, Forge, or Steelheart domains are appropriate for Moradin's clerics, who can choose any of them without penalty or stigma among the church.

STEELHEART DOMAIN

Clerics of the Steelheart domain seek to emulate the virtues of dwarven culture—patience, endurance, reliability and loyalty. Steelheart clerics act as spiritual advisors and guides for dwarven holds, advising in craft, trade and the law, and as military officers in times of war against traditional foes.

STEELHEART DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Moradin's blessing, shield of faith</i>
3rd	<i>heat metal, magic weapon</i>
5th	<i>meld into stone, Moradin's curse</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>Moradin's wrath, soulforge</i>

BONUS PROFICIENCIES

At 1st level when you select this domain, you become proficient in heavy armor and one set of tools of your choice.

ENDURANCE

Also at 1st level, you can reroll any failed Constitution check or saving throw. You must take the second result. Once you use this feature, you must finish a long rest before you can use it again.

CHANNEL DIVINITY: BLESSING OF THE DIVINE FORGE

Starting at 2nd level, as an action, you can brandish your holy symbol and imbue the weapons of allies with a blessing from Moradin's own forge. All weapons carried by allies within 30 feet are considered adamantine and magical for 1 minute.



CHANNEL DIVINITY: ADAMANT BENEDICTION

Starting at 6th level, you can use an action to brandish your holy symbol and imbue the armor of allies with a blessing from Moradin's own forge. All metal armor worn by allies within 30 feet is considered adamantine until the effect ends, reducing the first critical hit received to a normal hit. The effect lasts for 1 minute, or until a specific suit of armor negates a critical hit, at which time it reverts to normal.

DIVINE STRIKE

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

STEELSKIN

At 17th level you gain resistance to bludgeoning, piercing, and slashing damage from normal and magically crafted or created weapons.



PALADIN OATH

Moradin's paladins can take the Oath of the Soulforge.

OATH OF THE SOULFORGE

Moradin embodies the spirit of the dwarven race—tough, patient, enduring, with an eye for beauty and strength in craft and community.

Paladins of the Oath of the Soulforge seek to be exemplars and ambassadors of the dwarven peoples of Faerûn, chiefly among the clans, but also among the non-dwarven races. These paladins believe that the ancient glory of the dwarves can be reclaimed and that the clans can reach new heights of craft, construction, and prominence in the world. They almost zealously promote the dwarven ideals of hard work, community, bravery, and persistence. A Soulforge paladin is a stalwart ally but an implacable enemy.

TENETS OF THE SOULFORGE

Heart of Steel. Steel is hard, but flexible, tempered by fire to be stronger still. In your heart be steadfast, strong and true. Through hardship and trial, you are tempered.

Hands of Stone are Unyielding and Patient. In your craft and artisanship, be as stone.

Mind of Mithril. True metal is light, sharp, and above all rare. Be swift of thought, sharp and decisive, and not afraid to think uniquely.

Soul of Fire. Fire is passion, all-consuming and cleansing. Fire tempers steel and destroys lesser things. In your commitment to the dwarven race and ideals be unquenchable.

OATH OF THE SOULFORGE SPELLS

Paladin Level	Spells
3rd	<i>Moradin's blessing, shield of faith</i>
5th	<i>heat metal, magic weapon</i>
9th	<i>aural assault, battle song</i>
13th	<i>meld into stone, Moradin's curse</i>
17th	<i>stone shape, stoneskin</i>

CHANNEL DIVINITY

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

Exultation of Dwarvenkind. As an action, you brandish your holy symbol and bolster yourself and your allies with inspiring visions of ancient dwarven glories. You may select a number of creatures equal to your Charisma modifier within 30 feet. Each gains a d4 that can be added to any one ability check, attack roll, or saving throw within the next 10 minutes. The creature can wait until after it rolls a d20 before deciding to use the die but must decide before the DM says whether the roll is successful. Once the die is rolled, it is lost. A creature can have only one such die at a time (except dwarves, see below), and it can't benefit from Bardic Inspiration while under the effects of this ability.

However, you and any affected ally that is a dwarf may gain two d4s instead of one, but they can't be expended on the same d20 roll.

A creature can benefit from this feature only once per long rest.

Earth's Embrace. As an action, you present your holy symbol and speak a prayer censuring your earthbound foes. Each enemy within 30 feet of you that is in contact with the ground—must be earth, stone, or a structure that sits directly on such—must make a Strength saving throw. On a failed save, the creature is grappled for 1 minute or until it takes any damage as the earth itself reaches up to grab it. As an action, a grappled creature can attempt to break free by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC.

Creatures of elemental earth (gargoyles, xorn, etc.) are immune to this feature as are creatures that aren't in contact with the ground (flying or swimming creatures for example).

AURA OF STABILITY

Beginning at 7th level, you can't be knocked prone or moved against your will if you are in contact with earth, stone, or a structure that is. In addition, all allies within 10 feet gain advantage on checks to resist being knocked prone or moved against their will if they are in contact with earth, stone, or a structure that is.

At 18th level, the aura's radius granting allies advantage to resist being knocked prone or moved against their will increases to 30 feet.

HARDENED SOUL

Starting at 15th level, you are immune to attacks or effects that reduce your abilities (e.g., a shadow's Strength Drain) or those that reduce your hit point maximum (e.g., the Life Drain ability of wights and wraiths).

AVATAR OF THE SACRED FORGE

At 20th level, you can assume the form of an Avatar of the Sacred Forge, a stone skinned warrior garbed in shining mithril arms and armor. Using your action, you undergo a transformation. For 1 minute you gain the following benefits:

- * You gain resistance to all damage.
- * Any carried weapons are treated as magic and silver, and they can't be dropped, disarmed, or damaged unless you so choose.
- * You gain advantage on all Constitution saving throws.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

MORADIN'S BLESSING

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a handful of steel shavings and forge ash)

Duration: Up to 1 week

You invoke Moradin's blessing on the next craft or construction activity that you undertake. For a single craft, the caster has advantage on all skill checks related to the craft and assembly of the focus task. It only relates to checks that directly affect the tasks and only tasks that the caster alone finishes. For example, it would apply to an Intelligence (Arcana) check for the caster to identify the best mystical components for a crafted item, but not to a Charisma (Persuasion) check to haggle with a merchant over the cost of the components.

This spell can be applied only once per craft; so, if the duration is exceeded mid-task, the spell can't be cast again to continue the benefit. The current spell ends if you cast this spell again while one is still in effect or if you try to work on multiple crafts at one time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration is extended by 1 week for each slot level above 1st.

MORADIN'S CURSE

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken hammer)

Duration: Instantaneous

A brilliant silver beam springs forth from your hand to one nonmagical, non-living object within range that has been made, manufactured, or worked. The object suffers 5d6 + 20 force damage. If the damage reduces the object to 0 HP it is disintegrated.

Objects not in the possession of other creatures are automatically affected. If an object is greater than a 5-foot square, only a 5-foot square of it is affected. If an object is in a creature's possession, then its possessor is allowed a Dexterity saving throw to avoid damage to the object.

Natural or unworked objects, magic items, or living creatures are immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

MORADIN'S WRATH

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a shard of obsidian)

Duration: Instantaneous

This spell calls forth the earth itself to swallow your foes. Each creature in a 10-foot radius circle centered on a point you choose on the ground within range must succeed on a Dexterity saving throw or be affected by it. Affected creatures take 6d6 bludgeoning damage and are buried and restrained until they break free. A restrained creature can free itself by using an action to make a Strength check against the spell's DC—other creatures can free it in the same way. The affected area is considered difficult terrain until it is cleared of the debris.

Creatures are only affected if there is a solid surface below them, so flying or swimming creatures aren't affected.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 and the effect's radius increases by 5 feet for each slot level above 5th.

SOULFORGE

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a small steel heart replica)

Duration: Up to 1 hour

You protect your life force with a sliver of the holy fire from Moradin's forge. The first time you would drop to 0 hit points as a result of taking damage from a weapon attack (including ranged, natural weapons, or unarmed strikes) the attacking creature must make a Constitution saving throw. On a failed save, it takes the damage it inflicted as radiant damage and you take no damage from the attack. On a success, the creature takes no damage and you drop to 1 hit point instead. In either case, the spell ends after the effect is triggered.

You can't have both *soulforge* and *deathward* active at the same time. If you cast one while the other is active, the original spell ends replaced by the new spell.



DEAN SPENCER

MYRKUL

Lord of Bones, Old Lord Skull the Reaper, Lord of the Dead

The image of the reaper in the Realms—a skeleton draped with black cloth—is thanks to Myrkul, the Lord of Bones. If the key to a happy career is loving what you do, Myrkul will have a long and successful legacy as one of the Dead Three. The deity has long enjoyed appearing as a cloaked reaper at graveyards, a swooping skull—anything to remind the mortals of the world that death is a grim and ever-present reality.

DIVINE DOMAIN

Clerics of Myrkul can choose the Gray domain.

GRAY DOMAIN

Also called Doomspeakers, priests of Myrkul are encouraged to have a macabre and imposing air about them. Myrkul encourages the belief among common folk that striking one of his priests can bring instant death. Though the Lord of Bones doesn't seek to bring death wantonly, he bids his followers to enforce a healthy respect for his domain.

GRAY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, inflict wounds</i>
3rd	<i>corrupt, crown of madness</i>
5th	<i>bestow curse, spirit guardians</i>
7th	<i>blight, shadow of Moil</i>
9th	<i>dispel evil and good, quench the spirit</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *bone bite* cantrip. This doesn't count against your number of cantrips known.

DEATHDRINKER

Also at 1st level, you learn how to become empowered by the death of your enemies. When a hostile creature within 30 feet of you reaches 0 hit points, you can use your reaction to cast a damaging cleric cantrip you know against an enemy within range, provided you have the necessary components available to cast the spell. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining expended uses when you finish a long rest.



CHANNEL DIVINITY: MYRKUL'S RETRIBUTION

To strike a priest of Myrkul is to invite death. Starting at 2nd level, when you are struck by a melee or spell attack, you can expend your Channel Divinity as a reaction, forcing the attacker to roll a Constitution saving throw. On a failed save, the creature takes 1d6 necrotic damage plus an additional 1d4 necrotic damage for each of your cleric levels, or half as much damage on a successful save.

CHANNEL DIVINITY: GRIM VISAGE

Starting at 6th level, when you or an ally reduces a hostile creature to 0 hit points, you can inspire fear in surrounding enemies. Before the end of your next turn, you can use your Channel Divinity as a bonus action; all hostile creatures within 10 feet of the slain creature or yourself (your choice) must make a Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

POTENT SPELL CASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DOOMSPEAKER

At 17th level, you can mark an enemy as fated for death. As an action, you point to an enemy within 60 feet of you that you can see and pronounce its doom. For 1 minute, or until you end the effect early as a bonus action, your spell attack rolls with necromancy spells have advantage against that creature. In addition, when you roll necrotic damage against a target, you can reroll any die showing a result of 1 or 2. Once you have rerolled a die, you must use the new result (even on another 1 or 2).

Once you use this feature, you must finish a long rest before you can do so again.



PALADIN OATH

Paladins of Myrkul can take the Oath of the Reaper.

OATH OF THE REAPER

Paladins of Myrkul share the Lord of Bones's bemused and detached attitude towards other living creatures. They don't hasten to bring destruction to their enemies or regret when foes best or escape them, knowing that death is an unavoidable eventuality for everyone—themselves included.

TENETS OF THE REAPER

Patient and Sure. Never act with impatience, hot-headed vengeance, or with bitter regret. Only one thing in life is a surety; all else are amusing distractions.

Implacable Death. Death is relentless, a promise that is fulfilled for all creatures in time. You will be a reminder of death's presence and its surety.

Stark Honesty. You have no need of deception or obfuscation; kind lies don't change the grim truth of mortality.

OATH OF THE REAPER SPELLS

Paladin Level	Spells
3rd	<i>bane, inflict wounds</i>
5th	<i>corrupt, ray of enfeeblement</i>
9th	<i>fear, speak with dead</i>
13th	<i>phantasmal killer, staggering smite</i>
17th	<i>cloudkill, destructive wave</i>

NECROTIC SMITE

When you take this oath at 3rd level, you deal necrotic instead of radiant damage with your Divine Smite feature.

CHANNEL DIVINITY

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

At Death's Door. As a creature struggles on the border between life and death, you benefit from its proximity to the Lord of Bones. When a creature within 30 feet of you reaches 0 hit points and begins making death saving throws, you can expend your reaction to link yourself to that creature. Until the target either dies or survives, you regain hit points equal to your

Charisma modifier for each successful death saving throw it makes or double your Charisma modifier for each death saving throw it fails. Once the target finishes making death saving throws (whether it stabilizes, is healed, or dies), you regain hit points equal to half your paladin level.

Death's Touch. You can sacrifice your own vitality to restore your paladin abilities. As an action, you expend any number of available Hit Dice from your paladin levels to regain an amount to your Lay on Hands pool equal to the result of the roll. You don't add your Constitution modifier to Hit Dice expended in this manner.

REAPER'S SMITE

Starting at 7th level, bringing death to others empowers your ability to strike down additional foes. When you reduce a creature to 0 hit points, one die from your next Divine Smite attack is automatically rolled at its maximum value. You must use the maximized die within 1 minute of bringing a creature to 0 hit points. Once used, you must complete a short or long rest before using this feature again.

MORBID AFFINITY

Starting at 15th level, you can choose to activate your At Death's Door Channel Divinity option as a reaction when a creature within range reaches 0 hit points, regardless of whether it rolls death saving throws. When you activate your Channel Divinity in this manner, you instead immediately regain hit points equal to half your paladin level (rounded down) plus your Charisma modifier.

REAPER'S AVATAR

As an action on your turn or as a reaction when you reach 0 hit points, your appearance changes to that of a cloaked reaper for one minute. You are unable to end this transformation early. Additionally, you can't benefit from any form of healing or temporary hit points, and you can't be killed or destroyed by any effect that would normally do so, such as a beholder's disintegration eye ray or *power word kill*. While transformed, you gain the following benefits:

- * Your Reaper's Smite feature is active for the duration, regardless of whether you have reduced a creature to 0 hit points or not.
- * If you are reduced to 0 hit points, you don't fall unconscious, and you may continue to act on your turn. You continue to make death saving throws each

round, tracking the total number of successes and failures (even beyond 3) until the transformation ends. If your total number of failures is greater than your total successes, you fall dead. If your total successes exceed your failures, you remain alive and regain a number of hit points equal to your paladin level.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BONE BITE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, M (a piece of bone you carry or within range)

Duration: 1 hour

When you cast this spell on a piece of bone within range, the bone transforms into a set of jawbones full of sharp teeth. If you cast this spell on a piece of bone you are holding, you can designate a creature within 30 feet, making a ranged spell attack against the target. On a hit, the target takes 1d6 piercing damage as the jaws fly toward it, snapping in the air. When you cast this spell on a piece of bone within 20 feet of you, or if you don't choose to make a spell attack, the sharp jaws remain on the ground until a creature other than yourself walks within 5 feet of it, at which point the jaws make a melee spell attack against the creature. The snapping jaws crumble to dust after one hour, after it makes a spell attack, or when you create another set of snapping jaws with this cantrip.

The spell's damage increases by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CORRUPT

2nd-level necromancy (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V, M (a piece of rotting meat)

Duration: 8 hours

You cast a corrupting ritual over food, an animal's corpse, a container of drink, holy water, or a potion of healing. When cast over any type of potion of healing, the number of hit points restored by the potion decreases by an amount equal to your level (but can't go below 0). Casting the spell over holy water turns it back into mundane liquid. When cast over food, an animal corpse, or drink, any creature that consumes the affected food

or drink must make a Constitution saving throw 1 minute after consumption, taking 3d8 necrotic damage on a failed save or half as much damage on a successful one. You can corrupt all food and drink in a 5-foot sphere when you use the spell in this manner. A *detect magic* or *detect poison and disease* spell can sense the presence of the corruption, but the *purify food and drink* spell can't cleanse the affected food or drink.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage from consuming the affected food or drink increases by 1d8 for each slot level above 2nd.

QUENCH THE SPIRIT

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You call the soul of a creature within range toward death. The creature must make a Constitution saving throw, taking 6d10 necrotic damage on a failed save, or half as much damage on a successful one. If the target is a living creature whose hit points are reduced to 0 by this spell, it dies, and its soul can't be restored to life using *revivify* or *raise dead*.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.



MYSTRA

The Lady of Mysteries, the Mother of All Magic, Our Lady of Spells

Mystra is the weave that infuses everything in the realms with raw magic. Her clergy can tap into the weave and use its magical potential to cast spells and create items of great power. Though Mystra is inherently good, her magic can be used in many ways—sometimes for evil purposes. Her clergy is charged with preserving magic while guiding its use to advance the greater good.

DIVINE DOMAIN

Clerics of Mystra can choose the Magic domain.

MAGIC DOMAIN

Mystra's clerics study all schools of magic. They revere magic, as it is a part of the goddess herself. The faithful seek to preserve magic and guide its use by teaching others how to use it responsibly to advance the greater good. Some clerics of the Lady of Mysteries seek to study new ways of using magic while others embark on quests to discover lost spells and ancient artifacts.

MAGIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>magic weapon, Nystul's magic aura*</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>anyspell, polymorph</i>
9th	<i>telekinesis, triadspell</i>

* Known as 'Mystra's lingering touch' among the faithful

BONUS CANTRIPS

When you select this domain at 1st level, you gain two wizard cantrips of your choice. These cantrips count as cleric cantrips for you and don't count against the number of cantrips you know.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency in the Arcana skill.

CHANNEL DIVINITY: EYES OF MYSTRA

Starting at 2nd level, whenever you cast *detect magic*, you can use your Channel Divinity to extend the spell's duration to 15 minutes. In addition, you don't have to maintain your concentration when you cast the spell this way.



DAMPEN SPELL

Starting at 6th level, when you or a creature within 30 feet of you takes damage caused by a spell, you can use your reaction to grant that creature resistance to the damage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all uses at the end of a long rest.

POTENT SPELL CASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASTER OF THE WEAVE

Starting at 17th level, when you activate your Eyes of Mystra Channel Divinity option, the range you can detect magic extends to 60 feet. While the feature is in effect, you can see the magical aura of objects using only a bonus action, and you can use an action to cast *identify* on an object within 60 feet without using a spell slot once before the duration expires.



PALADIN OATH

Paladins of Mystra can take the Oath of the Weave Guardians.

OATH OF THE WEAVE GUARDIANS

Paladins of Mystra are guardians of the weave. They are often sent on quests to recover ancient artifacts and items that hold great magical power. They are charged with protecting and preserving magic, teaching its responsible use, guarding holy sites, hunting evil magic users, and advancing the greater good.

TENETS OF THE WEAVE GUARDIANS

Responsible Magic Use. Learn how to use your magic wisely—don't abuse its power. Learn to use your own abilities to accomplish goals instead of using magic.

Preserve Magic. When you find magic, preserve it. If the magic is terribly powerful and detrimental, hide it away or banish it to another plane rather than destroy it.

Study and Teach Magic. Read and learn about the ways magic is used by others. Seek to increase your knowledge and understanding of magic and teach it to others.

Be Humble with Your Magic. Magic is a gift from Mystra. Be thankful that you have been blessed with magic use. Spellcasting is an art form to be cherished.

OATH OF THE WEAVE GUARDIANS SPELLS

Paladin Level	Spells
3rd	<i>detect magic, identify</i>
5th	<i>blur, darkvision</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>greater invisibility, Leomund's secret chest</i>
17th	<i>telekinesis, triadspell</i>

CHANNEL DIVINITY

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

Weapon of the Weave. You can use your Channel Divinity to imbue your weapon with magic from the weave. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (minimum of +1). The weapon is considered magical for the duration.

Spell Shield. As an action, you can use your Channel Divinity to invoke a magical ward that protects you from damage caused by spells. For 1 minute, whenever you must make a saving throw to avoid damage caused by a spell, you only take half the damage on a failed save and no damage on a successful one.

AURA OF WARDING

Beginning at 7th level, the magic of the weave lies so heavily on you that it forms a ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

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

PROTECTOR OF THE WEAVE

Starting at 15th level, your role as a Protector of the Weave bestows you with life sustaining sustenance delivered through your connection to Mystra. Whenever you start your turn with fewer than half your hit point maximum, you can use a bonus action to expend a spell slot to regain hit points equal to $1d6 \times \text{the slot's level} + \text{your Charisma modifier}$.

AVATAR OF THE WEAVE GUARDIANS

At 20th level, you can use your action to transform into the ideal guardian of the weave; for 1 minute, you gain the following benefits, or until you use an action to end the transformation early.

- ✧ You can use your Protector of the Weave feature even if you aren't below half your hit point maximum.
- ✧ Once, before the duration expires, when you start your turn with no spell slots remaining, you can use your action to regain spell slots with a combined spell level of 5, none of which can be higher than 3rd level. You must immediately choose which spell slots to recover.
- ✧ Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it with a bonus action instead.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

Clerics and paladins of Mystra can select spells from Azuth's spell list.

ANYSPELL

3rd-level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a wizard's spellbook)

Duration: Instantaneous

You can prepare any one spell of up to 2nd level from any class's spell list. You can only benefit from one casting of this spell at a time. If you cast this spell again while you have another spell prepared by use of this spell, the new spell replaces the old one (see below for exception).

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, you can prepare one additional spell from any class's spell list for every two slot levels above 3rd.

TRIADSPELL

5th-level transmutation

Casting Time: 1 minute

Range: 10 feet

Components: V, M (a piece of rotting meat)

Duration: 8 hours

Choose one of your prepared spells of 1st or 2nd level. Once you spend a spell slot to cast the spell, you can cast it two additional times at its base level without expending a spell slot.

OGHMA

The Binder of What is Known, the Lord of Knowledge, Patron of Bards, the Wise God

Oghma is the all-wise and most powerful god of knowledge in Faerûn. It is he—the Binder of What is Known—who assigned names to everything known at the beginning. The Lord of Knowledge oversees and determines what is known or what will be known, how information is shared, and who will be granted knowledge and insights into the secrets of the multiverse. Though Oghma is good natured, some of the church's faithful aren't, as knowledge can be used for either good or ill purposes.

DIVINE DOMAIN

Clerics of Oghma can choose the Lore domain.

LORE DOMAIN

Clerics who choose the Lore domain consider themselves as Faerûn's curators of lore. They seek to discover and guard sacred texts, and help others discover new knowledge.

LORE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, identify</i>
3rd	<i>impart knowledge, secret page*</i>
5th	<i>clairvoyance, tongues</i>
7th	<i>divination, duplicate</i>
9th	<i>legend lore, scrying</i>

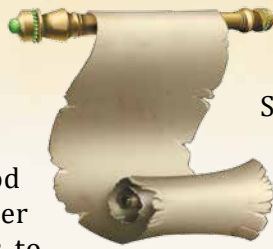
* This spell is found in Deneir's spell list

BONUS PROFICIENCIES

When you select this domain at 1st level, you learn one language of your choice. You also become proficient with the Athletics skill and two of the following skills of your choice: Arcana, History, Nature, or Religion.

WRESTLER

Lorekeepers are known as trained grapplers who constantly perform exercises to condition their bodies. You double your proficiency bonus when making Strength (Athletics) checks to grapple an opponent, to escape a grapple, or to resist being moved against your will.



CHANNEL DIVINITY: LOREKEEPER'S HOLD

Starting at 2nd level, when you successfully grapple a creature, you can use your Channel Divinity to put the creature in a hold; the creature is restrained by you until you use a bonus action to dismiss the hold, or the creature breaks free. A restrained creature can use its action to break free from the hold by succeeding on either a Strength (Athletics) or Dexterity (Acrobatics) check opposed by your Strength (Athletics) check; your proficiency bonus is doubled for this check.

CHANNEL DIVINITY: KNOWLEDGE OF NAMES

At 6th level, you can take advantage of Oghma's power over names and their meanings. You can use your action to Channel Divinity and force a creature you can see within 60 feet of you to make a Wisdom saving throw. On a failed save, you know the creature's true name, which grants you limited power over it. For 1 minute, you can use your reaction whenever the creature makes an attack roll or an ability check; you roll a second die and choose which result the creature uses for its roll.

POTENT SPELL CASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

HIGH PRIEST OF THE LOREKEEPERS

Starting at 17th level, when you use your Channel Divinity Knowledge of Names option, you gain additional benefits: When a creature fails its saving throw and you discover its true name, as part of the same reaction, you can roll an extra (third) die when it attempts to make an attack roll or ability check and choose which roll it uses for the result. In addition, you can end the effect early using a bonus action and cast *suggestion* on the creature, and it automatically fails the saving throw.



PALADIN OATH

Paladins of Oghma can take the Oath of the Lorekeepers.

OATH OF THE LOREKEEPERS

Paladins of Oghma are guardians of knowledge; if they aren't guarding Oghma's faithful, holy sites, and tomes of knowledge, they commence on quests to recover lost lore.

TENETS OF THE LOREKEEPERS

Discover Knowledge. Search sites of antiquity for lost texts. Read, research, and listen to others to increase your own knowledge.

Preserve Lore. Preserve knowledge by transcribing information from old texts into new books. Record the verbal accounts of others into texts.

Safeguard Knowledge. Guard books and information from those who wish to destroy them.

Be Charitable. Translate, transcribe, and deliver messages for those who are illiterate or too poor to do so on their own.

OATH OF THE LOREKEEPERS SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, identify</i>
5th	<i>impart knowledge, secret page*</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>divination, duplicate</i>
17th	<i>legend lore, scrying</i>

* This spell is found in Deneir's spell list

CHANNEL DIVINITY

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

Knowledge Seeker. You can use your Channel Divinity to improve your understanding of knowledge-based skills. When you use this feature, choose either Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion); you gain advantage on all checks with the chosen skill for the next 10 minutes.

Battle Knowledge. As an action, you can use your Channel Divinity to increase your knowledge of battle tactics. For 1 minute, you can add your Intelligence modifier to your attack rolls (minimum of +1). During this time, enemies within 5 feet of you can't use the Disengage action, and you have advantage on any opportunity attacks you make.

AURA OF WISDOM

Beginning at 7th level, you radiate a presence of divine understanding granted to you by the Wise God. You and all creatures that you choose within 10 feet of you have advantage on Wisdom ability checks and saving throws.

At 18th level, the aura's radius increases to 30 feet.

KNOWLEDGE SAVANT

Starting at 15th level, whenever you roll an ability check that uses your Intelligence modifier, you can treat any roll of 9 or lower as a 10.

AVATAR OF THE LOREKEEPERS

At 20th level, you can use your action to transform into the ideal lorekeeper; for 1 hour, you have the following benefits.

- ★ Your Aura of Wisdom increases to a radius of 50 feet.
- ★ Your Knowledge Savant feature extends to creatures you choose within 10 feet of you.
- ★ You gain the benefits of a *protection from evil and good* spell.
- ★ You gain the benefits of a *freedom of movement* spell.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

DUPLICATE

4th-level transmutation

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a feather, and varies)

Duration: Instantaneous

A glowing feather quill appears in the air. You can make the quill copy any writing, script, or runes that you can see within range onto another suitable surface that you can also see within range. The original writing remains intact after the duplicate is made. This spell will make an exact copy of magical writing without error, such as that from a scroll, glyph, or a spell from a spell book.

Only a feather is needed as the material component to copy nonmagical writing from one source onto another. However, the spellcaster will need a piece of parchment, a book page, or another suitable object to duplicate spell scrolls in addition to the necessary spell components, which are consumed by the spell in the process. A glyph, runes, or writing can be copied onto stone, wood, or another suitable surface, but might not be mobile or easily carried in many circumstances.

This spell can only duplicate 1st level spell scrolls (see exception below). However, you can't use a spell focus to substitute for the components when copying scrolls.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can copy a spell scroll one level higher for every two slot levels above 4th. For example, you could copy a 2nd level spell scroll with a 6th level spell slot, or a 3rd level spell scroll with an 8th level slot.

IMPART KNOWLEDGE

2nd-level divination

Casting Time: 1 action

Range: Touch

Components: S

Duration: 1 hour, or Instantaneous

You touch a creature and impart it with specific knowledge that you choose. The knowledge appears as images accompanied with phrases from your memory or from your own knowledge. There are two different durations depending on the knowledge you impart. For simple conveyance of information, the duration is instantaneous and the creature you touch can learn information that you know about a specific person or subject.

Alternatively, the creature you touch can temporarily learn one skill that you are proficient with; for 1 hour, the creature is also proficient with that skill.



RED KNIGHT

Lord of Strategy, Grandmaster of the Lanceboard

Careful observation, meticulous planning, and a well-executed strategy—these are the language of the Red Knight, the goddess of strategy. Believing that intelligent planning can beat even overwhelming odds, the Lord of Strategy embraces creative approaches and calculated risks. Even in the chaos of battle, followers of the Red Knight keep their heads—it is, after all, their best weapon.



DIVINE DOMAIN

Clerics of the Red Knight can choose the Holy Strategy domain.

HOLY STRATEGY DOMAIN

For years, society at large believed the Red Knight was merely an aspect of Tempus, and as such, the goddess lacked her own distinct clergy. After the Time of Troubles, her worshippers formed a separate sect. Despite ongoing confusion among many common folk and a measure of resentment from Tempus's own worshippers, the Red Knight has maintained a dedicated following of soldiers, veterans, and other military minds.

HOLY STRATEGY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, shield of faith</i>
3rd	<i>analyze opponent, heat metal</i>
5th	<i>protection from energy, spirit guardians</i>
7th	<i>knight's move, Otiluke's resilient sphere</i>
9th	<i>dispel evil and good, Rary's telepathic bond</i>

BONUS PROFICIENCIES

At 1st level when you choose this domain, you gain proficiency with martial weapons and heavy armor, as well as a gaming kit (chess).

CAREFUL PLANNING

Also starting at 1st level, you can't be surprised in combat and add your proficiency bonus to initiative rolls.

CHANNEL DIVINITY: ALWAYS PREPARED

Starting at 2nd level, you can use your Channel Divinity to help your allies react quickly to danger. When you roll initiative, you select up to 4 allied creatures other

than yourself who are within 30 feet of you. These allies add your Wisdom modifier (minimum of +1) to their initiative rolls.

CHANNEL DIVINITY: PRESSED ADVANTAGE

Starting at 6th level, you learn to strike when an enemy is weakened by another blow. When an ally makes an opportunity attack or rolls a critical hit on a melee or spell attack against a creature who is within 5 feet of you, you can use your reaction to immediately make a melee weapon attack with advantage against that same creature. Once you use this feature, you can't use it again until you finish a short or long rest.

DIVINE STRIKE

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

QUICK REASSESSMENT

At 17th level, when you roll initiative for combat, you can exchange a number of your prepared spells with alternative ones from your cleric spell list. The maximum number of spells you can exchange in this manner is equal to your Wisdom modifier (minimum of 1). Once you use this feature, you must finish a long rest before you can use it again.



PALADIN OATH

Paladins of the Red Knight can take the Oath of the Red Fellowship.

OATH OF THE RED FELLOWSHIP

Battles, when it comes down to it, are just a series of risks. In every moment of the bloody struggle risks are taken, overlooked, successful, or failed. To paladins of the Red Fellowship, preparation is only half the formula for success—they must be prepared to both identify and control the risks around them to consistently win the day.

TENETS OF THE RED FELLOWSHIP

Strive for Peace. Your goal in all conflicts is to find the path to a meaningful victory and a return to normalcy.

Plan for War. Hostilities can erupt at any time. Your goal is to prepare for any conflict that might arise.

Lose Battles, Win Wars. Retreat and sacrifice are bitter, but often necessary. Don't lose sight of your grand strategy.

Find Allies in an Enemy's Enemy. See opportunities to forge alliances—even friendships—by merit of a common cause. Remain steadfast to your alliances but don't be blindsided by betrayal.

OATH OF THE RED FELLOWSHIP SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, shield of faith</i>
5th	<i>analyze opponent, branding smite</i>
9th	<i>conjure barrage, protection from energy</i>
13th	<i>freedom of movement, knight's move</i>
17th	<i>banishing smite, dispel evil and good</i>

CHANNEL DIVINITY

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

Gambit. As a bonus action on your turn, you can Channel Divinity and leave yourself exposed to enemies to goad them into overreach. Each creature of your choice within 30 feet must make a Wisdom saving throw. On a failed save, the creature has advantage on its attack rolls against you until the start of your next turn but also grants you and your allies within 30 feet of you advantage on attack rolls against it during that time.

En Passant. When a creature moves out of your reach on its turn, you can expend your Channel Divinity as a reaction to make an opportunity attack against it even if it has taken the Disengage action, or you can choose to prepare your future attacks against the creature if it hasn't taken the Disengage action. If you use this feature to prepare your future attacks, all your weapon and spell attacks made against the creature are made with advantage during your next turn.

TWO STEPS AHEAD

At 7th level, at the end of a long rest, you can roll 3d4 and record the number rolled for each die. Until the end of your next long rest, whenever a creature you can see within 30 feet of you makes an ability check, attack roll, or saving throw, you can use your reaction to impose a bonus or penalty to the attacker's roll equal to one of the numbers you rolled. You can only expend one of the numbers at a time. You must decide whether to modify the attacker's roll before you know the outcome.

SWEEP THE BOARD

Starting at 15th level, you can knock unsteady opponents off their feet for a tactical advantage. As an action, you drive your foot into the ground, creating a shockwave. All creatures standing on the ground within 10 feet of you must succeed on a Strength saving throw or be knocked prone.

Once you use this feature, you can't use it again until you finish a short or long rest.

CHECKMATE

At 20th level, you learn to channel the Red Knight's unrivaled analytical talents for a brief time. As an action, you gain the following benefits for up to 1 minute, ending the effect early on yourself as a bonus action:

- ✱ You roll a d4 when you first take this action and again at the start of each of your turns for the duration. Until the start of your next turn, you can influence one ability check, attack roll, or saving throw of a creature within 30 feet of you with the number you rolled, following the rules of your Two Steps Ahead feature.
- ✱ You have advantage on all Intelligence saving throws and ability checks.
- ✱ You can't be charmed, paralyzed, or petrified.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

ANALYZE OPPONENT

2nd-level divination

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a creature that you can see within range and attempt to analyze and gauge its strengths and weaknesses. You force it to make a Wisdom saving throw. On a successful save, the spell has no effect. On a failed save, you learn one of the following categories of information:

- * The creature's damage resistances and immunities.
- * The creature's damage vulnerabilities.
- * The creature's condition immunities.
- * Spells the creature can cast; you learn of a number of spells equal to your spellcasting ability modifier (minimum of 1).

You can specify which of the above categories you wish to determine when you cast the spell. The DM may choose to reveal one of the other categories of information instead, such as if the creature doesn't have any damage resistances, immunities, or vulnerabilities. If the target creature doesn't have applicable entries in any of the above categories, the DM informs you and the spell otherwise fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can select an additional target or category of information for each slot level above 2nd. You can seek different types of information about each target, or multiple categories of information about a single target.

KNIGHT'S MOVE

4th-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

As part of the bonus action used to cast this spell and by using a bonus action on each of your turns for the duration, you can teleport up to 15 feet to an unoccupied space that you can see.



SAVRAS

The All-Seeing, the Third Eye, Divination's Lord

Savras represents the ideal of truth revealed, free of obfuscation and bias. Knowledge, divination, and fortune telling are the clergy's stock in trade, revealing what is, and what isn't wished for.

DIVINE DOMAIN

For clerics of Savras, the Knowledge domain is an appropriate and respected choice amongst the clergy; however, the All-Seeing also grants clerics access to the Revelation domain.

REVELATION DOMAIN

The clergy of Savras doesn't seek to bend fortunes to good or ill like other religions, so much as their beliefs are that with accurate information comes the best opportunities to make choices based upon objective truths and facts.

REVELATION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>anticipation, command</i>
3rd	<i>augury, locate object</i>
5th	<i>clairvoyance, purge obfuscation</i>
7th	<i>divination, haunted visions</i>
9th	<i>commune, scrying</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with the Perception and Insight skills.

MOMENT OF PRESCIENCE

Also at 1st level, you become more difficult to ambush. Your proficiency bonus is doubled for Passive Perception for the purposes of avoiding a creature's attack or to notice a trap (but not for discerning secret doors or concealed objects).

Additionally, even when you are surprised, you aren't considered a valid target for Sneak Attack or Assassinate features for failing to act in the current turn of combat. You are still subject to a Sneak Attack if the opponent has an ally within 5 feet of you.

CHANNEL DIVINITY: FLASH OF FORESIGHT

Starting at 2nd level, when initiative is rolled, you can use your Channel Divinity to see into the near future



in an area surrounding you, gaining insight to act more freely. For a number of rounds equal to your Wisdom modifier (minimum of one), you ignore your place in the initiative order. Instead, you can choose to act at any time in a round (including first). You can also choose to act on the same initiative as another creature, once its actions have been announced, but before any dice are rolled or results of its declared actions have taken place. The creature must still proceed with the declared actions once you have resolved your turn, even if your actions alter the conditions under which it planned to act.

OUTCOME EXPECTANCY

Starting at 6th level, you can anticipate the outcome of a planned action and use that information to improve your chances of success. You gain advantage on one attack roll, ability check, or saving throw of your choice.

You regain the use of this feature after a long rest. At 12th level, you gain a second use, and regain both expended uses after a long rest.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SAVANT

At 17th level, your ability to divine and interpret information from subtle movement and clues in your environment and from creatures within it lends you an almost supernatural ability to correct for small variables that effect your actions in a positive way.

Any time you roll a 1 or 2 on a d20, you can choose to roll the die again. Subsequent results of 1 or 2 are again allowed to be rerolled if you choose.



PALADIN OATH

Paladins of Savras can take the Oath of Inevitability.

OATH OF INEVITABILITY

A Paladin taking the Oath of Inevitability is dedicated to the continuance of each creature's fate as it is intended to play out. Members of the order seek to use the wisdom of Savras to seek out those who try to cheat fate or hinder the natural course of others, punishing those who suborn the freedoms of individuals and freeing those bound.

Those who take the Oath of Inevitability are dedicated to maintaining the order of self-determination and ensuring—as Savras was freed from his imprisonment—all others have the same opportunity.

TENETS OF INEVITABILITY

Knowledge. Knowledge is the key to understanding and unlocking one's destiny. Savras offers glimpses of such knowledge to assist the faithful on their journeys.

Freedom. Savras's imprisonment and subsequent emancipation is proof that freedom is both the right and fate of all creatures.

Protection. You offer your protection to those considered worthy who can't protect themselves.

Inevitability. Fate is an inevitable force. It can't be stopped, only delayed. You are here to remove those delays.

OATH OF INEVITABILITY SPELLS

Paladin Level	Spells
3rd	<i>command, divine favor</i>
5th	<i>augury, locate object</i>
9th	<i>clairvoyance, sending</i>
13th	<i>divination, locate creature</i>
17th	<i>commune, scrying</i>

CHANNEL DIVINITY

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

Sealed Fate. As an action, you force one creature within 30 feet of you to make a Charisma saving throw. On a failure, the creature can't use illusion or transposition spells or abilities (*misty step, teleport*, etc.) for a number of rounds equal to your Charisma modifier (minimum of 1 round).

Unshackle Will. All creatures within 30 feet of you that are under charms, compulsions, confusion effects, or domination because of a failed saving throw are granted a new saving throw to end the effect.

AURA OF REVELATION

Beginning at 7th level, you and all allies within 10 feet gain advantage on saving throws, Wisdom (Insight and Perception) checks, and Intelligence (Investigation) checks to pierce illusions, deceptions, and falsehoods.

At 18th level, the effect increases to 30 feet.

BOUNDLESS AND UNRESTRAINED

Starting at 15th level, you are immune to *hold person*, *hold monster*, *banishment*, and *imprisonment* spells.

EMBODIMENT OF DESTINY UNOBSTRUCTED

At 20th level, you can draw upon the flow of fate and destiny. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- ✧ You gain the benefits of the *true seeing* and *foresight* spells.
- ✧ All spells and abilities that generate ongoing enchantments (charm, domination, curses) and imprisonments (*Otiluke's resilient sphere*, *forcecage*, *imprisonment*, etc.) within 30 feet are automatically dispelled.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

ANTICIPATION

1st-level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a magnifying glass)

Duration: Concentration, up to 1 minute

You confer limited future-sight on up to three creatures of your choice within range. The targets can anticipate attacks; each gains a +1 bonus to its AC for the duration. In addition, each target can add 1d4 to one of its saving throws before the duration expires.

This spell overlaps but doesn't stack with *bleed*, meaning a creature affected by both may gain the 1d4 to saving throws only once, not one dice for each spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BEWILDERMENT

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You bombard a creature with a jumble of painful and confusing images of its past and future. The target must make a Wisdom saving throw or take 1d6 psychic damage and it is unable to take a bonus action on its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 17th level (4d6).

HAUNTED VISIONS

4th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a multifaceted crystal)

Duration: Concentration, up to 1 minute

You afflict a creature of your choice with the ability to see every possible consequence of every decision it may make, the multitude of possibilities becoming nearly incapacitating.

The target must make a Wisdom saving throw or have disadvantage on attack rolls and skill checks for the duration. In addition, the creature's movement is reduced to half, and its place in the initiative order is moved to last.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot above 4th.

PURGE OBFUSCATION

3rd-level abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a torn veil)

Duration: Instantaneous

You generate an aura of magic in a 15-foot radius centered on you that dispels illusions and reveals concealment.

All illusions of 3rd level or lower are immediately ended, regardless of their source, and all hidden or concealed objects or creatures not behind total cover glow brightly until the end of your next turn, revealing their location but not their nature.



SELÛNE

Our Lady of Silver, the Moonmaiden, the Night White Lady

Selûne's widespread worship and general popularity likely has to do with how broad of a pantheon she enjoys. The Moonmaiden enjoys purview over travelers, adventurers, quests, navigation, seekers of truth, and non-evil lycanthropes. The tenets of these domains attract followers from academics, wizards, simple folk, and zealots alike. The Moonmaiden is a welcoming goddess, accepting any into her fold who uphold goodness and battle against the darkness of evil—especially the dark void of her counterpart, Shar.

DIVINE DOMAIN

Selûne's clerics can choose the Silverstar domain.

SILVERSTAR DOMAIN

The Silverstars are a discipline of warrior-priests who specialize in wielding Selûne's radiant moonlight in even the darkest battlefields. Driven by wanderlust and the guidance of their goddess, the Silverstars strive to promote freedom, acceptance, and the search for truth. Even as they seek harmony, Silverstars are ferocious fighters who keep darkness at bay with a pale light.

SILVERSTAR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>healing word, moonblade</i>
3rd	<i>augury, moonbeam</i>
5th	<i>mass healing word, moon path</i>
7th	<i>banishment, divination</i>
9th	<i>greater restoration, wall of moonlight</i>

BONUS CANTRIP

At 1st level, you learn the *dancing lights* and *guidance* cantrips. These are cleric cantrips for you and don't count against the number of cantrips you know.

BURNING MOONLIGHT

Also at 1st level, you can replace traditional damage of your spells with the intensity of burning moonlight. When you cast a spell that normally deals damage other than radiant, you can cause it to deal radiant damage instead. You must declare the use of this feature when you cast the spell. You can use this feature twice, regaining expended uses when you finish a short or long rest.



CHANNEL DIVINITY: TEARS OF SELÛNE

Starting at 2nd level, you can use your Channel Divinity to bless your spells with the radiance and insight of Selûne's guiding light. When you deal radiant damage to a creature as part of a spell, you can create *dancing lights*, as if by the cantrip, as part of the same spell. The lights appear in your space or the space of the target if it is within the cantrip's range.

Alternately, when you use a spell to restore hit points to a creature other than yourself, you can simultaneously grant the recipient the benefits of the *guidance* cantrip. You must maintain concentration on these effects to sustain them as if you had cast the spell normally.

CHANNEL DIVINITY: PROPHETIC SIGHT

Starting at 6th level, you can use your Channel Divinity as an action to gain perfect darkvision for up to 1 minute, freely ending the effect early if you so choose. During this time, you have darkvision out to 60 feet if you didn't already, and areas of darkness within this range don't impose disadvantage on your Wisdom (Perception) checks.

In addition, you have advantage on attack rolls against targets in direct moonlight or who are within 5 feet of a *moonbeam* spell.

DIVINE STRIKE

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

THE SAME MOON

Starting at 17th level, you can feel Selûne smiling upon you no matter where you are. You are always aware of the passage of time relative to the Material Plane. In addition, you can meditate for 1 minute to identify which plane of existence you are currently on, and you have advantage on saving throws against spells that attempt to force you onto other planes or demiplanes, such as *banishment*.

PALADIN OATH

Paladins of Selûne can take the Oath of the Lunatic.

OATH OF THE LUNATIC

Even the followers of Selûne themselves have embraced their intimidating title, believing it to be an accurate assessment of their fanaticism. The Swords of the Lady are a knightly order often seen as odd to outside observers, though none would deny their ability to react. Despite their eccentricities, the Lunatics would deal with followers of Shar or other evils with deadly precision, causing their tenets to be celebrated and copied by devoted warriors of the Moonmaiden throughout the realms.

TENETS OF THE LUNATIC

A Rapid Response. Threats of evil against Selûne and those under her grace demand swift response. It is better to reply with immediate zeal than to wait and risk harm to the innocent.

Turn to the Moon. All can find grace under Selûne's eye. Seek to be a beacon of her pale light, offering guidance to the lost and aid to those in need.

Equal Under the Same Moon. Selûne's kindness and her worship are open to all. Seek openness and equality, closing your heart only to true darkness.

OATH OF THE LUNATIC SPELLS

Paladin Level	Spells
3rd	<i>comprehend languages, faerie fire</i>
5th	<i>branding smite, moonblade</i>
9th	<i>moon path, protection from energy</i>
13th	<i>aura of life, banishment</i>
17th	<i>dispel evil and good, wall of moonlight</i>

CHANNEL DIVINITY

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

Moon's Hand. As an action, you can Channel Divinity and imbue one melee weapon you are holding with crackling energy. For 1 minute, attacks with the weapon deal an additional 1d6 radiant damage. In addition, on a hit, the target grants advantage on the next weapon attack against it by a creature other than you until the start of your next turn.

Moonshield. As a reaction when you or a friendly creature that you can see within 30 feet of you takes

radiant damage or makes a saving throw against a spell from the illusion or enchantment schools, you expend your Channel Divinity to either grant the creature resistance to the damage until the end of your next turn, or grant it advantage on the saving throw against the spell.

AURA OF PUREST MOONLIGHT

Starting at 7th level, when you or a friendly creature within 10 feet of you is attacked by a monstrosity, aberration, or lycanthrope, the damage of the attack is reduced by a number equal to your proficiency bonus (minimum of -1).

At 18th level, the aura's radius increases to 30 feet.

MOON'S HUNTER

Starting at 15th level, you add double your proficiency bonus to Wisdom (Survival) checks made to track a creature and you can track even while moving at a fast pace. In addition, you have advantage on Intelligence (Arcana) and Intelligence (Nature) checks to recall information about monstrosities, aberrations, and lycanthropes.

LUNACY

At 20th level, you can use your action to radiate an aura of moonlight for up to 1 minute, until you are unconscious, or end the effect early as part of any other action. While the effect is active, the area within 30 feet of you is at least dimly lit with a pale, silvery light. A hostile creature who is an aberration, monstrosity, or lycanthropy that starts its turn in the area or moves into it, must make a Constitution saving throw. On a failed save, the creature takes 3d8 radiant damage, or half as much damage on a successful one. In addition, friendly creatures in the lit area have advantage on saving throws made against these hostile creature types.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

MOONBLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You evoke a blade of moonlight in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a bonus action.

You can use your action to make a melee spell attack with the moonblade. On a hit, the target takes 2d6 radiant damage and it has disadvantage on Constitution saving throws to maintain its concentration until the end of your turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

MOON PATH

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You evoke a flat, translucent, shimmering path of moonlight. The path is 5 feet wide and can be up to 30 feet long and doesn't need to be connected to anything. The path isn't an object and can't be targeted by attacks. You and other friendly creatures can walk on the moon path as if it were solid ground. Creatures standing on the path have advantage on saving throws against spells or other effects that would knock them prone or push them off it. A friendly creature who lands on the path after falling takes half as much damage from the fall. Once the moon path is placed, it is stationary and can't be moved.

At Higher Levels: When you cast this spell using a spell slot level of 4th level or higher, the width of the path can increase by 5 feet and the length by 15 feet for every slot level above 3rd.

WALL OF MOONLIGHT

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A shimmering wall of moonlight appears at a point you can see within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall is translucent and doesn't block line of sight, and creatures and objects can pass through it. It emits a bright light out to 60 feet and dim light for an additional 60 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 2d8 radiant damage, 4d8 if it is undead, or half as much on a successful save.

A creature that fails its saving throw is also affected by a clinging aura of moonlight. A creature with the moonlight aura is highlighted as though by a *faerie fire* spell; it sheds dim white light in a 10-foot radius, it can't benefit from being invisible, and attack rolls against it have advantage if the attacker can see it. A creature affected by the moonlight aura can make a Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature that starts its turn within the wall of moonlight, enters it for the first time on a turn, or ends its turn there must also make a saving throw or take the radiant damage (half on a successful save) and be affected by the moonlight aura. Once a creature succeeds on its saving throw against the moonlight aura, it is immune to it for 24 hours.



SHAR

Mistress of the Night, the Lady of Loss, Nightsinger

Shar is the embodiment of the idea that where light exists, so too does darkness. Twin to the goddess Selûne, Shar is a goddess of darkness, loss, and secrets. The church of the Mistress of the Night is one of subversion, seeking to recruit into the faith through the upheaval of life, home, community, and government. As much a secret society as a religious sect, the church of Shar basks in the cold evil of its goddess's unfeeling embrace.

DIVINE DOMAIN

Shar's clerics can choose the Nightcloak domain.

NIGHTCLOAK DOMAIN

Clerics of Shar focus their efforts on powers of deception and subversion, using their holy powers to detect and exploit weaknesses in the lives of others. By undermining the institutions around them—and by doing so undetected—the Nightcloaks create an environment that's ripe for new recruits.

NIGHTCLOAK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, dissonant whispers</i>
3rd	<i>armor of darkness, suggestion</i>
5th	<i>darkbolt, enemies abound</i>
7th	<i>charm monster, confusion</i>
9th	<i>dominate person, modify memory</i>

BONUS PROFICIENCIES

At 1st level you gain proficiency in the Insight and Deception skills.

EYES OF SHAR

Also at 1st level, your worship of the Mistress of the Night grants you vision in blackest night. You gain darkvision out to 60 feet if you didn't possess it already or add 30 feet to its range if you did. In addition, you don't have disadvantage on Wisdom (Perception) checks that rely on sight while in nonmagical darkness, out to 60 feet. You are immune to blindness caused by spells, and you have advantage on saving throws against blindness caused by all other effects.



CHANNEL DIVINITY: BITTER SECRETS

Starting at 2nd level, you can turn enemies against one another by filling their minds with divisive lies. As an action, you Channel Divinity and whisper into the mind of two creatures you can see within 60 feet of you, forcing both to make a Wisdom saving throw. On a successful save, the creature is unaffected. On a failed save, the DM rolls a d8 for the creature who failed the save: on 1-3, that creature is frightened of the other; on a 4-6, that creature is hateful of the other and treats it as a hostile creature; on a 7-8, the creature's primary goal is to obtain an object that is worn or carried by the other creature. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself with a success. Undead and creatures that can't be charmed are immune to this effect.

A creature considered hostile by the target of this feature can be affected by spells and abilities that affect hostile creatures. A target of this feature that seeks to take an item from another creature will attempt either a Dexterity (Sleight of Hand) check to take it without notice, or a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

VOICE OF INEFFABLE EVIL

Beginning at 6th level, you can manipulate the attitudes of creatures without their knowing. When the effect of your bitter secrets Channel Divinity feature ends, or any domain spell you cast that charms the target ends or fails, you can roll a Charisma (Deception) check, contested by the creature's Wisdom (Insight) check. If the result of your check is greater than the target creature's, it is unaware that you attempted to charm or influence it, even if the target creature witnessed you casting a spell or the spell's text states the creature normally becomes aware that it was charmed.

POTENT SPELLCASTING

Starting at 8th level, you can add your Wisdom modifier to the damage you deal with any cleric cantrip.

TRUE LIES

Beginning at 17th level, your mastery of deception allows you to freely twist the minds of others. When you cast the *modify memory* spell, the maximum duration of the event you target doubles to 20 minutes, rather than 10, and you can maintain concentration on the spell for up to two minutes, instead of one, for describing how the memories are affected.

In addition, when you finish casting the spell, you make a Charisma (Deception) check against a DC of 8 + the target's Wisdom modifier + the level of the spell slot used to cast the spell. If your check equals or exceeds this number, the *modify memory* spell doesn't expend a spell slot. Once you benefit from this feature, you can't use it again until you finish a long rest.



PALADIN OATH

Paladins of Shar can take the Oath of the Dark Justiciars.

OATH OF THE DARK JUSTICIARS

For most, night is a time for sleep and relief. However, to a paladin of Shar, darkness is a time of action—whether far from the light of day or away from prying eyes, agents of the Mistress of the Night share their secret knowledge with one another and further their machinations under shrouds both literal and metaphorical. Dark Justiciars plan within the cover of darkness...and douse any light that intrudes upon them by force.

TENETS OF THE DARK JUSTICIARS

Never Hope. The pain and joylessness of this life won't be halted by blind optimism. Don't strive for better; instead, inure yourself to loss.

Stare into the Black. Knowledge, especially secret knowledge, is the greatest currency. Acquire and guard secrets, revealing them only to the other faithful.

Darkness is a Time to Act. While others slumber, you scheme. While many are complacent, you are ever vigilant to Shar's will.

OATH OF THE DARK JUSTICIARS

Paladin Level	Spells
3rd	<i>cause fear, Tasha's hideous laughter</i>
5th	<i>armor of darkness, enthrall</i>
9th	<i>bestow curse, darkbolt</i>
13th	<i>greater invisibility, staggering smite</i>
17th	<i>contagion, hold monster</i>

CHANNEL DIVINITY

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

Shadow Talk. You can use your Channel Divinity as a bonus action to cause your whispers to be borne on shadows. When you use this feature, you select up to five creatures that you can see within 60 feet of you. For up to 10 minutes or until you end the effect early as a bonus action, you can whisper back and forth with the affected creatures as if by the *message* spell, following the normal rules for that spell. While this effect is active, you can cause your words to be understood by an undead creature even if you don't share a language, and you have advantage on Wisdom (Insight) checks to determine its mood or the meaning behind its actions. The undead creature must understand at least one language to understand and communicate with you.

Secrets of the Clergy. Shar's faithful guard knowledge carefully, sharing it only among each other. When you expend your Channel Divinity as part of an Intelligence (Arcana), Intelligence (History), Intelligence (Nature) or Intelligence (Religion) check, you can add a bonus equal to half your Paladin level (rounded up) to the roll.

MIND OF SHAR

At 7th level, you gain Shar's protection against assaults on the mind. You gain advantage on any saving throw you must make against an effect that deals psychic damage, and against effects that cause the blinded, deafened, or stunned conditions.

At 18th level, friendly creatures within 10 feet of you also gain the advantage to saving throws granted by this feature; they also gain advantage on their saving throws against your Deeper Gloom feature.

DEEPER GLOOM

Starting at 15th level, you can mute the light around you and embrace your power in darkness. As an action, you cause all nonmagical light sources within 30 feet of you, such as torches, lanterns, and fires occupying no larger than a 5-foot square to become muted for 1 minute. The light sources are still present; a campfire, for example, will provide no illumination but still give off heat. When you use this feature, light from spells of 3rd level or lower is also muted.

In addition, if you didn't possess darkvision already, you gain darkvision out to 60 feet. Creatures in the area with darkvision other than yourself when you activate this feature, must make a Constitution saving throw or have the range of their darkvision reduced to 5 feet for the duration. A creature who fails this saving throw can repeat it at the end of each of its turns, ending the effect early

on itself with a success. Once you use this feature, you must complete a short or long rest before you can do so again.

SHAR'S KISS

At 20th level, you gain the ability to force a creature to choose between service to Shar or a gruesome death. As an action, you make a melee spell attack to touch a creature and force it to make a Wisdom saving throw. On a success, the target takes 5d10 cold damage and is otherwise unaffected. On a failed save, the target feels your compulsion to serve Shar for 30 days, suffering effects similar to a *geas* spell. The target is charmed by you for the duration but can elect to disobey the will of Shar, suffering 3d10 cold damage and 3d10 necrotic damage when it chooses to do so, taking this damage no more than once per day for its disobedience.

The effect can be ended early by you as an action, or it can be ended with a *greater restoration* or *wish* spell. You regain the use of this feature when you finish a long rest, but successfully compelling another creature will immediately end the current effects on your previous target.

SPELLS

ARMOR OF DARKNESS

2nd-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A veil of darkness clings to your form, slowing the attacks of creatures who strike you. While the spell persists, you roll a d4 when you take nonmagical bludgeoning, piercing, and slashing damage. The attack's damage is reduced by the amount rolled (to a minimum of 1). Your rolls to maintain concentration on this spell are made with disadvantage against effects that deal radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you reduce damage taken from nonmagical bludgeoning, piercing, and slashing damage by

an additional 1d4 for every two slot levels above 2nd (2d4 at 4th level, 3d4 at 6th level, 4d4 at 8th level).

DARKBOLT

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your hand glows with a blackish anti-light: while you maintain concentration on this spell, you can use a bonus action on each of your turns to fire a beam of this darkness at a creature you can see within 60 feet of you, making a ranged spell attack against it. The beam deals 4d6 cold damage on a hit and the target must make a Constitution saving throw or be silenced until the end of its next turn. A silenced creature can't speak, make any vocal noise, or perform the verbal components of spells. Undead creatures who fail the saving throw additionally have their speed halved until the end of their next turn.



SILVANUS

Oak Father, the Forest Father, the Old Oak, Treefather, Old Father Tree

Silvanus has both druids and rangers among the ranks of the faithful, though members of either of these classes tend to be solitary or fringe members and tend not to hold any significant station in the organized clergy, preferring to work independently.



DIVINE DOMAIN

Silvanus's clerics can choose either the Nature or Wildling domain.

WILDLING DOMAIN

Silvanus is the god of nature and the natural world, encompassing all that it has to offer. The Wildling Domain harnesses the spirit of survival and adventure in the wilderness, the freedom to roam and exist in balance with the untamed and often unforgiving wilderness.

WILDLING DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>beast sense, jaws of the wolf</i>
5th	<i>manythorns, speak with plants</i>
7th	<i>dominate beast, moss skull</i>
9th	<i>reclaimed by nature, tree stride</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *poison spray* cantrip if you don't already know it.

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency with the Athletics and Survival skills.

WILDERNESS WALKER

Also at 1st level, you can ignore difficult terrain penalties to movement, and you take half the bludgeoning damage resulting from a fall.

CHANNEL DIVINITY: NATURAL ORDER

Starting at 2nd level, you can use your action to Channel Divinity as you present your holy symbol and speak a prayer, asserting your position as a dominant creature in the wild. Each creature of the plant or beast type that

can see or hear you within 30 feet must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes any damage.

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

OATH OF THE WILD

Beginning at 6th level, you gain resistance to poison damage, and you have advantage on Dexterity (Stealth) and Wisdom (Perception) checks while you are in a wilderness environment.

DIVINE STRIKE

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

APEX PREDATOR

Beginning at 17th level, you can move at full speed while tracking or using stealth, and you gain advantage on attack rolls against all creatures that are below half their hit point maximum.



PALADIN OATH

Paladins of Silvanus can take the Oath of the Ancients freely and without stigma, as it is appropriate for the faith. However, many choose the Oath of the Green Warden instead.

OATH OF THE GREEN WARDEN

While Silvanus is the god of nature, and his faithful are dedicated to its preservation over expanding civilization, those who take the Oath of the Green Warden approach the issue from a different perspective. The clash of civilization versus wild isn't inevitable, and often occurs when

settlements are threatened by humanoids and monsters using the wilds as cover or lairs from which to mount raids or attacks. If provocation is limited, confrontations—and subsequent damage to the wilderness—can be reduced.

Paladins of the Oath of the Green Warden seek to keep the wilds free of monsters that provoke unwelcome encroachment from communities that would otherwise leave it well enough alone.

TENETS OF THE GREEN WARDEN

Preservation of the Wild. The primary focus is the preservation of the natural world Silvanus has provided. When pursuing the other tenets minimizing harm to the wilds must be paramount.

Separation of Wild and Civilization. Wild and civilization aren't irreconcilable states of existence. They can co-exist so long as they are managed in a way as to be kept as separate as possible.

Hunt the Despoilers. Those who seek to exploit, damage, or conceal detrimental activities amongst nature must be rooted out and expelled.

Nature for Nature's Own. Many creatures aren't of the natural world, but dwell amongst its beasts. These pretenders have no place here.

OATH OF THE GREEN WARDEN SPELLS

Paladin Level	Spells
3rd	<i>animal friendship, speak with animals</i>
5th	<i>beast sense, jaws of the wolf</i>
9th	<i>manythorns, speak with plants</i>
13th	<i>freedom of movement, moss skull</i>
17th	<i>reclaimed by nature, tree stride</i>

CHANNEL DIVINITY

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

Turn Monster. You can use your Channel Divinity to utter ancient words to abjure monstrosities. As an action, you present your holy symbol, and each monstrosity within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Soothe Beasts and Plants. As an action, you can Channel Divinity as you present your holy symbol and speak soothing words. All beasts and plants within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, the creature becomes placid and non-hostile for 1 hour, or until it is injured or presented with a significant threat of harm.

AURA OF NATURAL PROTECTION

Beginning at 7th level, you and all friendly creatures within 10 feet of you have resistance to bludgeoning, piercing, and slashing damage from the natural weapons of creatures. This protection doesn't extend to manufactured or improvised weapons, or creatures whose natural weapons are treated as magical.

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

PACK HUNTER

Starting at 15th level, you gain advantage on attack rolls if you are within 5 feet of an ally.

AVATAR OF NATURE

At 20th level, you can assume the form of the embodiment of nature. Your skin becomes rough like bark and you exude a fine fog and fresh pine aroma. Using your action, you undergo a transformation. For 1 hour or until you end the effect using your action, you gain the following benefits:

- * You and allies within 30 feet gain a bonus of 10 feet to base walking speed and a climb speed equal that speed.
- * You and all allies within 30 feet don't have their speed reduced by difficult terrain.
- * You gain advantage on Dexterity (Stealth) and Wisdom (Perception) checks.
- * You can't be surprised.
- * You can automatically follow tracks and scents that aren't magically obscured.
- * Beasts and plants consider you the same creature type and won't willingly attack you, though they can be forced to do so via compulsion or domination abilities.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

JAWS OF THE WOLF

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wolf's tooth)

Duration: 4 rounds

You create a set of spectral wolf jaws that streak toward and attack a chosen creature. On a successful ranged spell attack, the creature takes 3d6 piercing damage and it must make a Strength saving throw or be knocked and held prone (but not restrained). While prone, the creature must crawl to move, with each foot of movement costing an extra foot.

The creature makes a new saving throw at the start of each of its turns, and on a success, it breaks free and the spell ends.

MANYTHORNS

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a thorn or porcupine quill)

Duration: Concentration, up to 1 minute

You cause thorns to spring from your body, covering you in a bristling, natural coat of protection. The thorns don't impede you in any way, and you can't be harmed by your own thorns.

A creature that strikes you with natural weapons (bite, claws, etc.) or grabs, grapples, shoves, or otherwise contacts you with its body takes 1d6 piercing damage and it must make a Constitution saving throw or it is poisoned for a number of rounds equal to your spellcasting ability modifier (minimum of 1 round).

You can also choose to attack or grapple foes, causing the same effect on a successful attack.

In addition to the protective effect, while you are under the influence of this spell, you can pass through the area of any plant or plant-based conjurations (i.e., *wall of thorns*) as if it were clear terrain.

MOSS SKULL

4th-level necromancy

Casting time: 1 action

Range: 90 feet

Components: V, S, M (a moss-covered skull)

Duration: Instantaneous

You enchant a skull, which streaks forth from your hand to a point within 90 feet, and then explodes in a 10-foot radius sphere of flesh destroying energy. Each creature within the area must make a Dexterity saving throw. On a failed save, a creature takes 8d6 necrotic damage or half as much on a success. Any creature killed by this spell rots away immediately, leaving behind only moss-covered bones or traces.

This spell doesn't affect objects, constructs, plant creatures, or anything that lacks a corporeal body.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you add 1d6 to the damage for each slot level above 4th.

RECLAIMED BY NATURE

5th-level conjuration

Casting time: 1 action

Range: 90 feet

Components: V, S, M (a living vine tendril)

Duration: Concentration, up to 1 minute

You conjure a mass of grasping and constricting vines in a 20-foot radius sphere on the ground centered on a point you can see within range. The vines immediately begin to grasp and grapple all creatures and objects within the area.

A creature that begins its turn within the area—or upon first contacting it—takes 4d6 bludgeoning damage and must make a Strength saving throw.

On a failed save, the creature is restrained until the start of its next turn.

Structures, vehicles, and unattended objects within the area suffer 12d6 bludgeoning damage each round at the start of your turn.

A creature killed or an object destroyed by this spell is pulled under the earth, leaving behind a patch of dirt, vines, and moss in its place.



SUNE

Lady Firehair, the Lady of Love, the Princess of Passion

Sune is the goddess of love, passion, and pleasure. The clergy of Lady Firehair seek out and foster the beauty and delights of the world, creating, nurturing, and encouraging such experiences in themselves and all creatures.

Often seen as vain and hedonistic, the clergy of Sune seek to epitomize beauty and pleasure in all aspects, from appearance and comportment through to emotion and chivalrous behavior.

DIVINE DOMAIN

Clerics of Sune can choose the Passion domain.

PASSION DOMAIN

Clerics of the Passion domain seek to champion and promote the passions in others, be it love, art, or a dedication or devotion to a cause or calling. Clerics of the Princess of Passion work to ensure all creatures may pursue love in any form it takes.

PASSION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, love bite</i>
3rd	<i>enthrall, suggestion</i>
5th	<i>beacon of hope, incite affection</i>
7th	<i>compulsion, lovelost</i>
9th	<i>geas, heartbreak</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in the Persuasion and Insight skills.

BONUS CANTRIPS

Starting at 1st level, you gain the *lovelorn* and *prestidigitation* cantrips. These are considered cleric cantrips for you, and don't count against the number of cantrips you know.

SUBTLE CHARMS

Also at 1st level, you are skilled in making your charms subtle. Any creature you target with a spell or an ability that confers the charmed condition isn't aware it has been charmed after the fact or of your charm attempt on a successful saving throw. When the charm ends,



the creature attributes the feelings as natural, even if it no longer views you in the same way.

CHANNEL DIVINITY: BLISS

Starting at 2nd level, as an action, you brandish your holy symbol and incite bliss in all creatures within 30 feet that can see you. Each creature must make a Wisdom saving throw or be unable to take actions that would cause harm or damage to creatures or objects. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1 round).

An affected creature makes another saving throw at the end of its turn, ending the effect on itself early with a success. Any creature that takes damage is automatically free of the effect.

CHANNEL DIVINITY: PHILTER OF LOVE

Starting at 6th level, as an action, you can Channel Divinity and turn any vessel of liquid you are touching—of no more than 17 oz (500ml) in size—into a *philter of love* (see Chapter 7, "Treasure," in the *Dungeon Master's Guide* for the item's description). The drink remains potent for only 1 minute. If not consumed in that time, the philter reverts to its original liquid. During this time, any other properties of the liquid are nullified, so poisons or otherwise undrinkable liquids become potable.

Once a creature drinks the liquid, it becomes automatically charmed by the next creature it sees within the next 10 minutes. Once charmed, the creature remains so for 1 hour. The charmed creature treats the effect as true love if the object of its affections is of a compatible species and within its normal preferences.

You have no influence over the creature affected unless you are the target of its affections.

CHARMING INFLUENCE

Starting at 8th level, a creature charmed by you is also charmed by your allies.

MASTER OF CHARMS

Beginning at 17th level, you become immune to the charmed condition and all your abilities and spells that confer the charmed condition become more difficult to resist—all saving throws against them are made with disadvantage.

PALADIN OATH

Paladin's of Sune can take the Oath of Chivalry.

OATH OF CHIVALRY

Paladins of this oath are the epitome of chivalry, respect and courtly love, believing that by acting as an example above reproach they can influence others to rise to their potential. They act with honor and dignity and defend those who need or ask for it.

TENETS OF CHIVALRY

Defend Honor. Act with honor and defend the honor of those you encounter. Oppose dishonor in all its forms.

Treasure Beauty. Rare and valuable are the beauty of things. Always seek the greatest enjoyment from the pleasures in life.

Harbor Love. Love is precious. Seek it, support it, protect it, and nurture it wherever you find it.

Oppose Ugliness. Beauty is skin deep, but ugliness penetrates the soul. Seek out and defy ugly souls—those who are evil, cruel or destructive.

OATH OF CHIVALRY SPELLS

Paladin Level	Spells
3rd	<i>charm person, compelled duel</i>
5th	<i>enthral, suggestion</i>
9th	<i>blinding smite, incite affection</i>
13th	<i>compulsion, lovelost</i>
17th	<i>banishing smite, heartbreak</i>

CHANNEL DIVINITY

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

Abjure the Vile. As an action, you present your holy symbol and utter divine words that pain fiends and the undead. Any fiend or undead within 30 feet that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

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

Beacon of Honor. As an action, you brandish your holy symbol and call forth a resounding challenge,

inspiring all allies within 30 feet that can see or hear you.

An affected creature gains a d6 that it can add to an attack roll, saving throw, or ability check within the next minute. The die may be used after the d20 roll is made but before the result is known, and once used, the effect ends for that creature.

AURA OF FASCINATION

Starting at 7th level, you and friendly creatures within 10 feet gain advantage on saving throws against spells and features that confer the charmed condition from any source other than a paladin or cleric who worships Sune. Creatures within 10 feet of you are more susceptible to your charms however and suffer disadvantage against your spells and features that confer the charmed condition.

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

MAGNIFICENCE

Starting at 15th level, you become a truly impressive individual, admired by your allies and respected by your rivals. You gain advantage on all Charisma (Persuasion) and Charisma (Intimidation) ability checks and on saving throws against spells of the enchantment school.

BEGUILING VISION

At 20th level, you can assume the form of an Avatar of Passion, projecting an aura of unearthly beauty and grace. Using your action, you undergo a transformation. For 1 minute or until you use a bonus action to end the effect, you gain the following benefits:

- ★ All creatures of your choice that can see you within 60 feet must make a Wisdom saving throw or be charmed by you for the duration. If a creature is within 20 feet of you, it is subject to your Aura of Fascination and suffers disadvantage on the saving throw. If a charmed creature is harmed by you or any of your allies, the effect ends.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

HEARTBREAK

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a breakup letter)

Duration: Instantaneous

You choose one creature that you can see within range, imparting the endless pain of infinite heartbreaks to it over the course of a single moment. The creature must make a Wisdom saving throw or suffer 6d8 psychic damage and be stunned until the end of its next turn. A successful saving throw halves the damage and negates the stunned condition.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you add 1d8 to the damage for each slot level above 5th.

INCITE AFFECTION

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell can induce positive emotions as well as suppressing negative ones. Each humanoid within a 20-foot radius sphere centered on a point within range that you can see must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw it becomes indifferent about creatures of your choice that it would normally be hostile toward, or friendly toward creatures it would normally be indifferent to. Friendly creatures will act in a generally helpful and congenial manner. This effect ends if the target is attacked or harmed by a spell, or if it witnesses any of its allies being harmed. When the spell ends, the creature returns to its original disposition unless the DM rules otherwise.

This spell is considered to impose the charmed condition, even if the effect conferred isn't specifically charmed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the effect increases by 5 feet for each slot level above 3rd.

LOVE BITE

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You blow a kiss into the air, and a creature of your choice that you can see within 60 feet receives a love bite that appears visibly on its body (most often on the neck). The creature takes 1 point of piercing damage, and a magical connection is created between you and the creature while it remains within the spell's range.

An unwilling creature can make a Charisma saving throw to avoid the spell's effects, which also end if the creature moves more than 60 feet away from you. While the creature is affected, you can sense its general emotional state (happy, sad, angry, amorous). All Charisma skill checks made directly toward the creature have advantage on the roll.

In addition, while this spell is in effect, you can deliver a single touch spell against the creature to a range of 60 feet. Make a ranged spell attack. On a hit, the touch spell affects the target—with saving throws and effects applied as normal. Once you use this spell to deliver a touch spell at range, this spell ends.

LOVELORN

Enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A creature you can see within 60 feet of you is flooded with feelings of heartbreak and despair. The target must make a Charisma saving throw or suffer 1d6 psychic damage and lose its reaction until the start of its next turn. On a successful save, the creature is unaffected.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 18th level (4d6).

LOVE LOST

4th-level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (half a locket)

Duration: 1 minute

You cause one creature you can see within range to experience deep melancholy associated with the loss of love. The creature must make a Wisdom saving throw or be overcome with depression and inertia. If there isn't another creature within 5 feet of the affected creature, and it isn't in immediate harm's way, the creature will forego any actions, bonus actions, and movement on its turn to sit and brood. If the creature isn't restrained, helpless, or otherwise impeded, it is simply disinterested in taking actions. However, if the creature is in immediate danger (such as in the middle of a battle), or if it has an ally within 5 feet of it, it can use its movement to remove itself from harm's way, or move in the direction of an adjacent ally, but only to find a safe place to continue to brood.

An affected creature makes another saving throw at the end of its turn. On a successful save, the spell ends. The spell also ends if the creature takes damage.

from an enemy, is subject to a spell or harmful effect from an enemy, or if an enemy creature comes within 5 feet of it. If the creature takes damage from an ally, either accidentally, or as a deliberate action to end the spell, the creature flies into a rage, attacking its former friend until the spell ends. Its former friend isn't considered an enemy for the purposes of breaking the spell.



TALONA

Lady of Poison, Mistress of Disease, Mother of All Plagues

The Lady of Poison is a goddess of depravity, corruption, and disease. She appears as a scarred and withered old crone. Where she walks, death greets those unfortunate enough to cross her path. Her clergy embraces pain and corruption, wearing their scars and deformities as badges of honor. They seek to spread corruption, suffering, and disease throughout the realms.

DIVINE DOMAIN

Clerics of Talona can choose the Toxin domain.

TOXIN DOMAIN

Clerics who choose the Toxin domain seek to use their knowledge of poisons and diseases to advance the church's goals. These clerics learn to create poisons and harvest diseases and then deliver them effectively to cause the greatest suffering to their enemies.

TOXIN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect poison and disease, ray of sickness</i>
3rd	<i>protection from poison, touch of the Talontar</i>
5th	<i>cobra strike, stinking cloud</i>
7th	<i>blight, cloud of pestilence</i>
9th	<i>cloudkill, Talona's blessing</i>

BONUS PROFICIENCIES

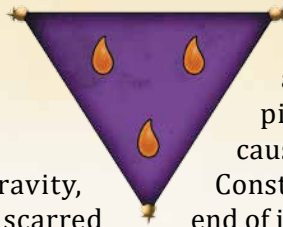
When you select this domain at 1st level, you gain proficiency with the Medicine skill and the poisoner's kit. Your proficiency bonus is doubled when making an ability check with either of those skills.

BONUS CANTRIPS

Also at 1st level, you gain the *poison spray* cantrip if you don't already know it. This is considered a cleric cantrip for you, and doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: POISON VINES

Starting at 2nd level, you can use your action to Channel Divinity and invoke poisonous spectral vines that extend from your holy symbol for 1 minute. As part of the action used to invoke the vines and by using an action on each of your turns for the duration, you cause



the vines to spring toward a creature you can see within 15 feet. Make a ranged spell attack against the target. On a hit, the vines pierce the foe's flesh with poisonous thorns causing 2d4 piercing damage and it must make a Constitution saving throw or be poisoned until the end of its next turn. On a successful save, the creature takes half the poison damage, and it isn't poisoned.

The poison damage increases by 1d4 at 7th level (3d4), 12th level (4d4), and 17th level (5d4).

POTENT POISONER

At 6th level, you can add your cleric level as a bonus to the poison damage you deal with any of your domain features or spells. Once you use this feature, you must finish a short rest before you can use it again.

In addition, you are immune to diseases and the poisoned condition, and you have resistance to poison damage.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASTER POISONER

At 17th level, whenever you deal poison damage with one of your features or spells, you can treat any roll of a 1 on a damage die as a 2 instead.



PALADIN OATH

Paladins of Talona can take the Oath of the Noxious Plague.

OATH OF THE NOXIOUS PLAGUE

Paladins who swear an Oath of the Noxious Plague are devout deliverers of death and suffering in Talona's name. They often embark on quests to harvest rare poisons and diseases which they either deliver to the church's priests or administer themselves to smite their foes.

TENETS OF THE NOXIOUS PLAGUE

Taking Life is Power. Life and death are balanced, but control over life and death is true power.

Taking Life is an Art Form. The truly skilled and powerful take life in many ways. Death could come at the point of a poisoned blade, or delivered through many stages of a poisoner's art.

Pain Brings Pleasure and Strength. Wear your scars with pride as representing the trials you have faced that have made you stronger. Embrace the pain and endure on.

Let Talona's Will be Known. Do Talona's work and let it be known by others to incite fear and respect for the Mother of All Plagues.

OATH OF THE NOXIOUS PLAGUE

Paladin Level	Spells
3rd	<i>detect poison and disease, poison smite</i>
5th	<i>protection from poison, touch of the Talontar</i>
9th	<i>cobra strike, stinking cloud</i>
13th	<i>blight, cloud of pestilence</i>
17th	<i>paralyzing smite, Talona's blessing</i>

CHANNEL DIVINITY

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

Venom Weapon. As an action, you can use your Channel Divinity to cause your weapon to drip with a caustic venom for 1 minute. For the duration, whenever you score a hit with the weapon, the target must make a Constitution saving throw or take an extra 1d4 poison damage and be poisoned until the end of its next turn. On a successful save, the creature takes half the poison damage and isn't poisoned.

The poison damage increases by 1d4 at higher levels, at 7th (2d4), 11th (3d4), 15th (4d4), and 19th (5d4).

Noxious Cloud. As an action, you can use your Channel Divinity to invoke a lightly obscured 15-foot radius cloud of noxious green vapors that lasts for 1 minute. The cloud is centered on a point you can see within 60 feet. A creature other than you or allies you choose that first enters the cloud on a turn or starts its turn there must make a Constitution saving throw. On a failed save, the creature's movement speed is halved, and it has disadvantage on saving throws against poison until the end of its next turn. On a successful save, the creature is unaffected by the cloud that turn.

On each of your turns for the duration, you can use a bonus action to move the cloud up to 15 feet to another location you can see within range.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

TALONA'S BLESSING

Beginning at 7th level, you are immune to poison damage and the poisoned condition. In addition, allies within 10 feet of you have resistance to poison damage.

The radius granting allies resistance to poison damage increases to 30 feet at 18th level.

PLAGUE SENSE

Starting at 15th level, you are always under the effects of a *detect poison and disease* spell, and you don't need to concentrate to maintain its effects.

AVATAR OF THE TALONTAR

At 20th level, you can use your action to transform into a fearsome agent of Talona as your skin turns a light green color and your eyes are yellowish and reptilian; for 1 minute, or until you use an action to end the transformation, you gain the following benefits:

- ✧ Whenever you deal poison damage with one of your features or spells, you can treat any roll of a 1 on a damage die as a 2 instead.
- ✧ Your Talona's Blessing feature grants allies within 10 feet of you immunity to poison damage and the poisoned condition.
- ✧ Your Noxious Cloud Channel Divinity option also deals 2d10 poison damage on a failed save, or half as much on a success when a creature other than you or an ally starts its turn within the radius. In addition, the cloud's radius increases to 20 feet.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

CLOUD OF PESTILENCE

4th-level conjuration

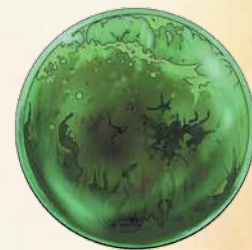
Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a heavily obscured 15-foot radius sphere of green fog centered on a point you can see within range. The fog spreads around corners but is stationary and lasts the duration unless dispersed by a strong wind (at least 20 miles per hour), which ends the spell after 1 round.



When a creature first enters the cloud or starts its turn there, that creature must make a Constitution saving throw or take 4d6 poison damage or half as much on a successful save. Creatures are affected even if they hold their breath or don't need to breathe.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the poison damage increases by 1d6 and the radius increases by 5 feet for each slot level above 4th.

COBRA STRIKE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

A spectral cobra appears above you and spits a stream of poison at the eyes of a creature you can see within range. Make a ranged spell attack. On a hit, the creature takes 4d10 poison damage, and it must make a Constitution saving throw. On a failed save, the creature is blinded and poisoned until the end of its next turn. On a successful save, the creature takes the full damage, but isn't blinded or poisoned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

PARALYZING SMITE

5th-level enchantment

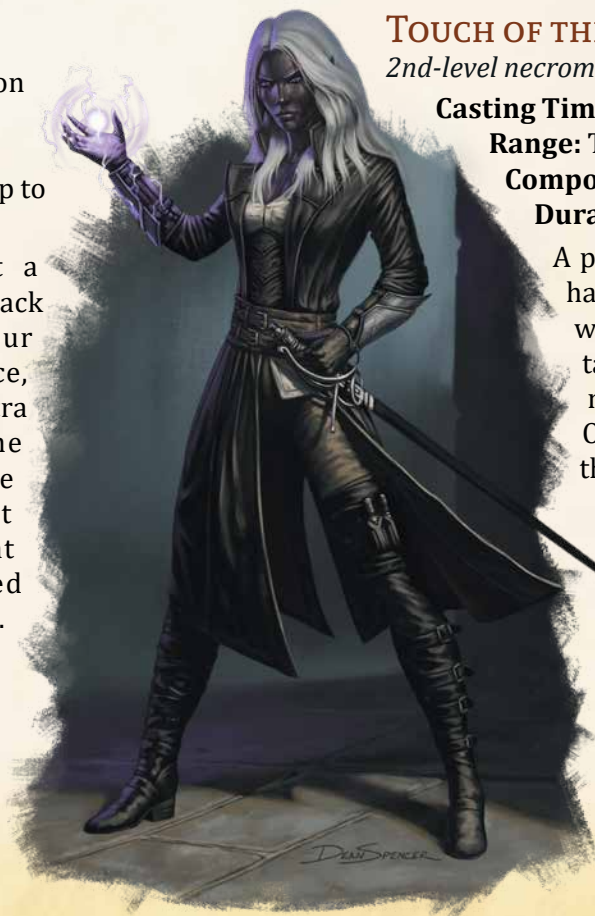
Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. Additionally, if the attack reduces the target to below half its hit point maximum, it is paralyzed until the end of its next turn.



POISON SMITE

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, your weapon inflicts an extra 1d6 poison damage, and the target must make a Constitution saving throw. On a failed save, the creature is poisoned for 1 minute. The creature can make a new saving throw at the end of each of its turns to end the poisoned condition early. On a successful save, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial poison damage increases by 1d6 for each slot level above 1st.

TALONA'S BLESSING

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a creature and grant it immunity to all poisons and diseases for the duration. This includes immunity to curses that cause disease, such as lycanthropy and mummy rot.

TOUCH OF THE TALONTAR

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A purple-hued radiance surrounds your hand until you successfully hit a creature with a melee spell attack. On a hit, the target takes 3d10 poison damage, and it must make a Constitution saving throw. On a failed save, it is also poisoned until the end of its next turn.

Once you hit a creature and deal damage, the spell ends if the target made its saving throw, or after the end of its next turn on a failed save.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the poison damage increases by 1d10 for each slot level above 2nd.

TALOS

The Destroyer, the Storm Lord, the Raging One, the Stormstar

Talos is the destructive god of nature. He is the hurricane, the storm, the earthquake. He is fierce, unrelenting and capricious. He is aloof and uncaring.

DIVINE DOMAIN

Clerics of Talos may select from the Tempest or Destruction domains without penalty or prejudice.

DESTRUCTION DOMAIN

Talassan clergy members seek to emulate and placate their fickle deity. They embrace what most others fear—destruction and death are inevitable. Everything built will eventually fall in the face of the vast destructive powers of nature. Embrace and channel this force and be swept along instead of crushed underfoot.

DESTRUCTION DOMAIN SPELLS

Paladin Level	Spells
1st	<i>fog cloud, lightning lash</i>
3rd	<i>gust of wind, punishing winds</i>
5th	<i>call lightning, sleet storm</i>
7th	<i>ice storm, stormrider</i>
9th	<i>destructive wave, stormfront</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you become proficient in the Survival skill.

BONUS CANTRIPS

Starting at 1st level, you learn the *break* and *shocking grasp* cantrips. These don't count against your maximum cantrips known.

STORMSTAFF

Also at 1st level, you can invest a quarterstaff with a sliver of Talos's destructive fury. Selecting one staff, you perform a ritual that must take place in a storm, over the course of an hour, you invest the staff with destructive energy.

The stormstaff is considered a magic weapon for the purposes of overcoming resistance and deals an additional 1 lightning damage on a strike. The staff also acts as your spellcasting focus.



You may have only one staff enchanted this way at a time. If you lose your stormstaff or wish to change to another, you must perform the ceremony again, and the original staff loses its magical properties.

The additional damage dealt by the staff increases when you reach higher cleric levels. At 5th level the damage increases to 2, at 10th it is 3, and at 15th level it deals an extra 4 lightning damage on a hit.

CHANNEL DIVINITY: DESTRUCTIVE WAVE

Beginning at 2nd level, as an action, you present your holy symbol or stormstaff and emit a 20-foot cone of destructive force. All creatures within the area must make a Constitution saving throw or suffer 2d8 + your cleric level force damage, or half as much on a successful save. A creature that has total cover from you isn't affected.

BOTTLED LIGHTNING

Starting at 6th level, you can hold a reservoir of electrical energy within your stormstaff. Every time you cast or are affected by a spell or ability that produces lightning or electricity, your staff stores a single charge that lasts until expended or you take a long rest. Your stormstaff can hold a maximum number of charges equal to your Wisdom modifier (minimum of 1 charge).

You can use stored charges in the following ways:

- ✧ Expending charges on a melee damage roll adds 1d4 lightning damage per charge.
- ✧ You can expend charges as a reaction when you are struck with a melee weapon attack to deal 1d4 lightning damage to the attacker per charge expended.
- ✧ You can expend charges as a bonus action on your turn to create a static shield that reduces incoming damage. The damage from the next attack that strikes you is reduced by 2 per charge expended. The shield lasts for 1 minute or until used to reduce damage from an attack, regardless of how much damage is mitigated (extra points left over aren't saved).

The stormstaff can't gain charges from the use of its own abilities. Only spells or abilities of 1st level or higher provide a charge to the stormstaff—cantrips can't be used to charge it.



POTENT SPELLCASTING

Starting at 8th level, you may add your Wisdom modifier to the damage you deal with your cleric cantrips.

LIGHTNING ROD

At 17th level, you gain resistance to lightning and thunder damage, and you are immune to the deafened condition.

Additionally, if you are holding your stormstaff and you are targeted by an external effect that deals lightning or thunder damage, the staff gains enough charges to reach its maximum capacity.

DRUID CIRCLE

Druids of Talos can choose the Circle of the Storm.

CIRCLE OF THE STORM

Druids of the Circle of the Storm rejoice in nature's destructive fury, embracing the chaos and challenging themselves against its power. Circle of the Storm druids consider taking shelter in tempestuous weather to be a sign of weakness and are often found reveling in the eye of the storm.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn the *shocking grasp* cantrip. This is considered a druid cantrip for you and doesn't count against your maximum cantrips known.

FAVOR OF TALOS

Starting at 2nd level, adverse weather doesn't bother you as it does others. You aren't discomforted by weather or temperature extremes, suffering no detriments (including exhaustion) from natural extremes of heat or cold. You suffer no ill effects from long-term exposure to winds or precipitation. Weather effects never break your concentration and you may take rests—long or short—even in the worst of natural weather phenomena.

This feature doesn't protect you from lightning strikes, flash floods, or any other damaging consequence of weather.

CIRCLE SPELLS

Your mystical connection to storms infuses you with the ability to cast certain spells. At 3rd, 5th, 7th and 9th level you gain access to circle spells connected to storms.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid's list, the spell is nonetheless a druid spell for you.

CIRCLE OF STORM SPELLS

Druid Level	Spells
3rd	<i>gust of wind</i> , <i>punishing winds</i>
5th	<i>call lightning</i> , <i>sleet storm</i>
7th	<i>ice storm</i> , <i>stormrider</i>
9th	<i>destructive wave</i> , <i>stormfront</i>

RIDE THE LIGHTNING

Starting at 6th level, you can use an action to teleport to any unoccupied square you can see within 60 feet. Using this feature, you change into a 5-foot wide by 60-foot long streak of lightning that arcs to your new position, passing through creatures or objects along the way. Anything you pass through takes 6d6 lightning damage. Creatures are allowed a Dexterity saving throw, and on a successful save take half damage. You regain the use of this feature after a long rest.

STORMSOUL

Beginning at 10th level you are resistant to lightning and thunder damage.

EYE OF THE STORM

Commencing at 14th level, you gain a magical flight speed of 60 feet with the ability to hover. When you fly, you are surrounded by arcs of electricity and whipping winds. If you fly on your turn, ranged weapon attacks against you have disadvantage until the start of your next turn, and you can use your reaction to shock any creature that strikes you with a melee attack, dealing lightning damage equal to 1d10 + your spellcasting ability modifier to the attacker.



PALADIN OATH

Paladins of Talos may select from the Oaths of Retribution, Conquest, or Destruction without fear of disfavor. Talos embraces all paths to destruction.

OATH OF DESTRUCTION

Paladins of this oath are solitary, capricious, and wantonly destructive for destruction's sake. They perceive themselves as messengers and heralds, shattering the illusion of control and permanence wherever they travel.

TENETS OF DESTRUCTION

Destruction is Inevitable. All things are eventually killed or destroyed. Accept this inevitability.

Natural Selection. The destructive nature of Talos is merely natural selection at work. The strong survive while the weak succumb.

Fickle are the Whims of Talos. No one is safe or protected from the whims of Talos. Destruction visits worshippers and unbelievers alike.

Ride the Storm. Destruction can't be avoided, but it can be ridden. Embrace the chaos.

OATH OF DESTRUCTION SPELLS

Paladin Level	Spells
3rd	<i>fog cloud, lightning lash</i>
5th	<i>gust of wind, punishing winds</i>
9th	<i>call lightning, sleet storm</i>
13th	<i>ice storm, stormrider</i>
17th	<i>destructive wave, stormfront</i>

SONIC SMITE

Your Divine Smite feature deals thunder instead of radiant damage.

CHANNEL DIVINITY

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

Siege Strike. As a bonus action, you can empower your melee weapon attacks to deal maximum damage to objects and constructs, and these strikes can deal damage to structures. However, this effect is applied only to weapon damage, not additional effects such as Divine Smite.

This ability lasts for a number of rounds equal to your Charisma modifier (minimum of 1).

Wave of Thunder. As an action you generate a wave of thunder that emanates in a 15-foot cube, the point of origin being the center of one side. A creature within the cube must make a Constitution saving throw or take 1d12 + your Charisma modifier thunder damage and it is knocked back 15 feet from its starting location. A successful saving throw indicates the creature is knocked prone rather than knocked back. A creature can choose to fail the saving throw if it wishes.

TEMPEST AURA

Beginning at 7th level, you are surrounded by a whipping sphere of winds. All ranged weapon attacks against you suffer disadvantage, and all saving throws you make against gasses, fog, or other airborne effects, have advantage.

The protection against airborne effects extends to allies within 10 feet, but not the protection from ranged attacks. At 18th level, the protection extends to allies within 30 feet.

ARCING SMITE

Starting at 15th level when you use your Divine Smite feature, you deal an additional 2d8 thunder damage to any creatures adjacent to your target. You can't select targets, so allies, as well as opponents, are affected. You aren't affected by this ability.

AVATAR OF DESTRUCTION

At 20th level you can assume the form of the embodiment of destruction. Using your action, you undergo a transformation, and for 1 minute you gain the following benefits:

- ★ Your Siege Strike Channel Divinity option is active for the duration, even if it isn't available.
- ★ Your attacks score a critical hit on a roll of 19 or 20.
- ★ Your attacks ignore the resistances of other creatures.
- ★ All attacks against you are made with advantage.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

BREAK

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You make a ranged spell attack against any single, nonmagical, unattended object within range, of no larger than a 5-foot cube. On a hit, you deal 1d6 force damage to the object, automatically overcoming any damage threshold it might possess (See Chapter 8, "Running the Game," in the *Dungeon Master's Guide* for the AC, hit points, and damage thresholds of objects). This spell fails if the object is magical, in the possession of a creature, or bigger than a 5-foot cube.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 18th level (4d6).

LIGHTNING LASH

1st-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (a length of twine)

Duration: Concentration, up to 1 minute

You create a whip of crackling electrical energy in one of your hands. The whip has a reach of 10 feet and can be used to make a melee spell attack as part of the action used to cast the spell, and with an action on each of your turns.

On a hit, the whip deals 1d10 + 1 lightning damage and builds a charge on the creature struck. Each time a creature is successfully struck by the whip, the damage it takes is increased by 1 point. For example, the third time a creature is struck the damage would be 1d10 + 3 lightning damage.

PUNISHING WINDS

2nd-level evocation

Casting Time: 1 reaction, in response to being damaged by a creature within 60 feet of you that you can see

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point your finger and the creature that damaged you is lashed by punishing winds. The creature must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone. A successful saving throw halves the damage and negates the knockdown.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you add 1d6 to the damage for each slot level above 2nd.

STORMFRONT

5th-level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a twig from a tree struck by lightning)

Duration: Instantaneous

You conjure a powerful roiling storm in a 40-foot radius sphere that descends on a point within range. The storm lashes the area with rain, hail, lightning, and winds.

All nonmagical fires in the area are instantly doused. A creature caught in the area must make a Constitution saving throw. On a failed save, the creature takes 3d6 bludgeoning damage, 3d6 lightning damage, 3d6 cold damage, and it is knocked prone. On a successful save, the creature takes half the damage and isn't knocked prone.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you add 1d6 to each of the damage types (bludgeoning, cold, and lightning) for every two slot levels above 5th.

STORMRIDER

4th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a leaf or feather)

Duration: Concentration, up to 1 minute

You and two willing creatures that you touch are surrounded by a vortex of swirling winds, lifting and carrying affected creatures as you command.

The affected creatures gain a flying speed of 60 feet, and the strong, swirling winds offer a +1 bonus to AC and Dexterity saving throws while the spell is in effect.

The spell ends for all creatures at the end of the duration or if you lose concentration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you may affect 1 additional creature for each slot level above 4th.



TEMPUS

The Foehammer, the Lord of Battles

Tempus is the lord of war, an irresistible force in battle, and a master of tactics. The Foehammer is uncaring to the morality or justification of a conflict, instead he epitomizes the fury, glory and martial prowess that war brings.

DIVINE DOMAIN

The Battle and War domains are appropriate for clerics of Tempus, who can choose either without penalty or stigma among the church.

BATTLE DOMAIN

Tempuran clerics live for combat, the clash of steel, and the sweetness of life imperiled where skill and Tempus's favor can carry the day.

BATTLE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>blade bane, divine favor</i>
3rd	<i>magic weapon, spiritual weapon</i>
5th	<i>mire, phantom steed</i>
7th	<i>death ward, wall of fire</i>
9th	<i>flamestrike, fortunes of war</i>

BONUS PROFICIENCIES

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

BATTLE FERVOR

Also at 1st level, when you take this domain, you become hardened against the dread of impending mortality. You gain advantage on saving throws against being frightened.

CHANNEL DIVINITY: BATTLE CRY

Starting at 2nd level, you can use your Channel Divinity to let forth a battle cry that can be heard across great distances, inspiring your allies in combat. For a number of rounds equal to your Wisdom modifier (minimum of 1 round), you and all allies within 100 feet that can hear you can reroll a result of 1 on attack rolls. You must take the second result, even if it is a 1.

This isn't a subtle or quiet ability. All creatures within 100 feet—that aren't deafened or otherwise unable to perceive sound—can hear the battle cry and pinpoint its origin.



EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action.

DIVINE STRIKE

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

INDOMITABILITY

At 17th level, when you are reduced to 0 hit points and aren't killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a long rest.

Additionally, you suffer none of the drawbacks of old age, and you can't be magically aged. Tempus keeps you hale until your last battle.



PALADIN OATH

Paladin's of Tempus can take the Oath of War.

OATH OF WAR

Paladin's of the Oath of War consider themselves to be the champions of Tempus, warriors that join and engage in war to test themselves in the chaotic crucible that forged their god.

Those who take the Oath of War are masters of the blade, and while they make powerful and influential figures in a unit, they seek to excel as singular fighters.

TENETS OF WAR

Exultation of Victory. Revel in victory, as you have earned it this day through strength of arms and force of will. Tomorrow is always uncertain.

Glory of Arms. Only in war can you earn reputation and reward like nowhere else. Noble and commoner alike are equals in the swirling clash of steel and flesh.

Crucible of War. War is the ultimate test of fortitude and temper. The finest blades grow stronger while the weakest break.

Tides of Battle. The fortunes of war are fickle, and Tempus won't always be with you. Chance plays as much a part as skill. Accept this and rise on the tides of battle.

OATH OF WAR SPELLS

Paladin Level	Spells
3rd	<i>blade bane, divine favor</i>
5th	<i>magic weapon, spiritual weapon</i>
9th	<i>mire, phantom steed</i>
13th	<i>death ward, wall of fire</i>
17th	<i>flamestrike, fortunes of war</i>

FLAMING SMITE

Paladins of Tempus deal fire instead of radiant damage with their Divine Smite feature. Additionally, a creature successfully struck with a Flaming Smite must make a Dexterity saving throw or be lined in lingering fire, taking an additional amount of fire damage equal to your Charisma modifier at the start of its next turn. The lingering fire then ends.

CHANNEL DIVINITY

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

Charge. As a bonus action, you call a charge on enemy forces. You and all allies within 20 feet that can hear you are affected. An affected creature's speed is doubled, and it gains advantage on attack rolls until the end of its next turn.

Personal Challenge. As a bonus action, you call out a challenge to a creature you can see within 60 feet that can see and hear you. For 1 minute, the creature suffers disadvantage on all attack rolls that aren't directed at you.

COMPANY MANEUVERS

Beginning at 7th level, you and all allies within 60 feet of you (including mounts) gain an additional 5 movement speed. In addition, affected creatures don't incur exhaustion from a forced march so long as they rest for at least 8 hours a day.

At 18th level, the affected area extends to 120 feet.

TEMPERED IN BATTLE

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

Additionally, you suffer none of the drawbacks of old age, and you can't be magically aged. Tempus keeps you hale until your last battle.

AVATAR OF WAR

At 20th level, you can assume the form of an Avatar of War, your countenance becoming fearsome and your weapon bursting into flame. Using your action, you undergo a transformation. For 1 minute, or until you use a bonus action to end the transformation, you gain the following benefits:

- * At the start of each of your turns, you regain 10 hit points.
- * Your weapon bursts into flame and deals an additional 2d6 fire damage on a successful hit.
- * All enemies within 30 feet of you when you start the transformation must make a Wisdom saving throw or be frightened of you until the transformation ends.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

BLADE BANE

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a broken tip from a blade)

Duration: 1 minute

You surround yourself with a protective aura that reduces all weapon damage you take by 2 per successful hit. This reduction only applies to damage from manufactured weapons, not natural weapons (such as fangs and claws) or spells or other effects.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you further reduce the damage taken by 1 for each slot level above 1st.

FORTUNES OF WAR

4th-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (an arrowhead inscribed with your name)

Duration: Concentration, up to 1 minute

You tap into the fickle fortunes of war, enchanting yourself with a sliver of Tempus's own battle luck. You gain a d20 that you can use for advantage on one attack roll, ability check, or saving throw. You must decide to use the die to gain advantage before you make a roll. Once the die is used, it is gone.

For the duration, if you start your turn without a d20 granted by this spell, you gain another one that you can use for advantage on another roll (as above).

If you didn't use the die on your previous turn, then you can hold it until you decide to use it or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you add one additional round to the duration for each slot level above 4th.

MIRE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

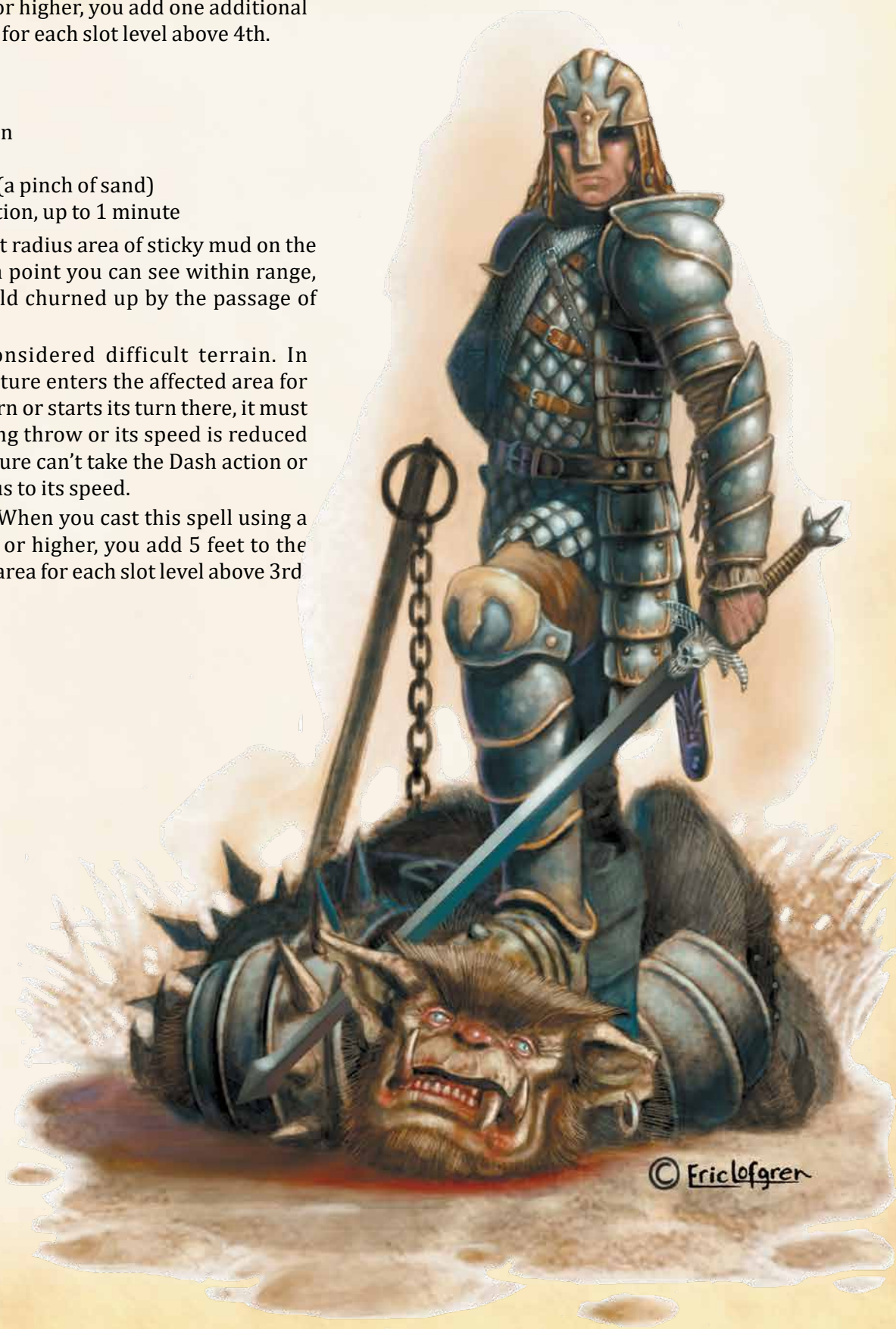
Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

You generate a 40-foot radius area of sticky mud on the ground centered on a point you can see within range, not unlike a battlefield churned up by the passage of hundreds of soldiers.

The ground is considered difficult terrain. In addition, when a creature enters the affected area for the first time on its turn or starts its turn there, it must make a Strength saving throw or its speed is reduced to 0; an affected creature can't take the Dash action or benefit from any bonus to its speed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you add 5 feet to the radius of the affected area for each slot level above 3rd



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TORM

The True, the True God, the Brat, the Foolish, the Loyal Fury

Once a mortal hero, Torm is one of three deities who make up the Triad, a trio made up of Tyr, Torm, and Ilmater. Though lesser in power than these greater deities, Torm serves an important role for warriors who seek a middle ground between zeal and compassion. Followers of The Loyal Fury believe the healing of good things is as essential as the destruction of evil.

DIVINE DOMAIN

Clerics of Torm can choose the Dutiful domain.

DUTIFUL DOMAIN

During the Time of Troubles, Torm received considerable recognition for killing the god Bane. The battle required thousands of Torm's worshippers to surrender their souls (and their lives) to the deity, sparing only children. Tormish of today would gladly make the same sacrifice again, knowing that courage and self-sacrifice are more than mere words.

DUTIFUL DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cure wounds, guiding bolt</i>
3rd	<i>calm emotions, spiritual weapon</i>
5th	<i>bolt of glory, mass healing word</i>
7th	<i>guardian of faith, hand of Torm</i>
9th	<i>greater restoration, holy weapon</i>

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency with martial weapons and heavy armor.

STRIKER'S AID

Also at 1st level, when you hit a creature within 5 feet of you with a melee weapon attack, you can use the Help action as a bonus action. This special Help action can only be used to grant advantage on the next attack an allied creature makes against the same target within 1 minute. Multiple instances of this feature don't stack. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining expended uses when you finish a long rest.

CHANNEL DIVINITY: WARD OTHER

Starting at 2nd level, you can use your Channel Divinity to protect an ally at the cost of your own defense. As



a reaction when a friendly creature within 60 feet of you is targeted with a weapon or spell attack, you can increase the creature's Armor Class by a number equal to double your proficiency bonus, and your own AC is reduced by the same amount. Both effects last until the start of your next turn.

You can use this feature after you know an attack would hit but must do so before damage for the attack is determined.

CHANNEL DIVINITY: BOLD TRUTH

Beginning at 6th level, you can use your Channel Divinity as an action to grant yourself +10 on one Wisdom (Insight) check you make within the next minute.

DIVINE STRIKE

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

TORM'S HEART

Starting at 17th level, you can no longer be frightened, charmed, or possessed by any creature, and you gain proficiency in Constitution saving throws.



PALADIN OATH

Paladins of Torm can take the Oath of the Golden Lion.

OATH OF THE GOLDEN LION

Torm's church experienced a revitalization after the Time of Troubles and the Spellplague, when its deity was resurrected and uplifted to greater prominence. Rather than basking in their glory, followers of the True soberly re-examined the importance of their duties, forging new tenets that reinforced their core beliefs and humbly acknowledged their past failures.

TENETS OF THE GOLDEN LION

Penance of Duty. Assist the worshippers of other goodly deities when their cause is righteous.

Debt of Persecution. Help good communities and goodly faiths to recover after tragedy and misfortune.

Debt of Dereliction. You must expend all possible effort to defeat and discourage the organizations of evil, such as cults of Cyric and Bane. Groups that seek to hurt society for their selfish gain shouldn't be treated mercifully.

Debt of Destruction. Destruction caused by chaotic and wanton magic must be made whole again. The suffering caused by magic like the Spellplague can and should be alleviated.

OATH OF THE GOLDEN LION SPELLS

Paladin Level	Spells
3rd	<i>compelled duel, protection from evil and good</i>
5th	<i>branding smite, continual flame</i>
9th	<i>bolt of glory, remove curse</i>
13th	<i>death ward, hand of Torm</i>
17th	<i>dispel evil and good, mass cure wounds</i>

CHANNEL DIVINITY

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

Oath of Loyalty. You use your Channel Divinity as an action to touch a willing creature and swear devotion to it. For a number of hours equal to your Charisma modifier (minimum of 1) or until you freely dismiss the effect, you gain a number of benefits when interacting with the creature:

- ✧ You can use your Lay on Hands to heal the target of your oath as a bonus action, rather than an action.
- ✧ You can expend a spell slot to cast *protection from evil and good* on the target of your oath.

Gauntlet of Torm. As a bonus action, you can Channel Divinity to empower your unarmed strikes for up to 1 minute. Your hands glow as they are encased with radiant gauntlets. Until the effect ends or until you freely dismiss it on your turn, you can use your fists to make unarmed strikes that deal 2d6 radiant damage on a hit. If you use your Divine Smite in tandem with one of these attacks, the creature must make a Strength saving throw or be knocked prone.

TORM'S EXAMPLE

Starting at 7th level, Torm's death and revival inspires your own power. You can add your Charisma modifier (minimum of +1) to death saving throws. Additionally, spells cast to restore you to life (but not undeath) don't require material components when cast on you.

HONED SENSE

Starting at 15th level, you can use your Divine Sense feature as a bonus action, and the range of the effect is increased to 100 feet. In addition, you have advantage on your first Intelligence (Arcana) or Intelligence (Religion) check to identify a celestial, fey, fiend, or undead detected by your divine sense each time you use it.

BANESLAYER

At 20th level, you gain strength against evil when your power is focused against it. When you are under the effects of *protection from evil and good* or *dispel evil and good* or your Divine Sense feature is active, the damage die of your Divine Smite and Improved Divine Smite is increased to 1d10 against any aberration, celestial, fey, fiend, or undead you attack while the effect is active.

SPELLS

BOLT OF GLORY

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You choose a target within range, firing a bolt of radiant energy and forcing it to make a Constitution saving throw. Aberrations, fiends, and undead creatures have disadvantage on this saving throw. The target takes 4d10 radiant damage on a failed save, or half as much damage on a successful one.

HAND OF TORM

4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A spectral gauntlet appears palm-up in a ten-foot square around a point you can see within range. The gauntlet is immaterial and can be passed through by any creature or object. The edges of the square are warded; hostile creatures who enter the gauntlet's warded area, who start their turn there, or who reach into the area from outside it (such as with a melee attack) must make a Wisdom saving throw or be paralyzed until the spell ends. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

TYMORA

Lady Luck, the Lady Who Smiles, Our Smiling Lady

There is much comradery and goodwill among Tymora's faithful. The clergy is popular throughout the realms as good fortunes are welcome almost everywhere. Lady Luck's portfolio brings blessed fortunes to the good-hearted folk of the realms. Though, stern lawkeepers sometimes frown on those who take too much stock in their luck by acting recklessly outside the law. Most of the time, though, Tymora's followers bring hope, promote charity, and spread happiness throughout the realms.

DIVINE DOMAIN

Clerics of Tymora can choose the Luck domain.

LUCK DOMAIN

Though fortunes can be fickle, clerics who select the Luck domain seek to leverage Tymora's control of luck to spread goodwill and hope of good fortunes throughout the realms. These clerics are kind and jovial as they seek to help others see Lady Luck as the bringer of victories and provider of inspiration to strive harder to improve the chances for success in all endeavours.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>deflection, heroism</i>
3rd	<i>favor of Tymora, free will</i>
5th	<i>beacon of hope, boon of fortune</i>
7th	<i>feat, freedom of movement</i>
9th	<i>bestow enchantment, threefold boon</i>

BONUS CANTRIP

When you select this domain at 1st level, you learn the *guidance* cantrip if you don't already know it.

LUCK ADVANTAGE

Also at 1st level, whenever you gain advantage on an attack roll, ability check, or saving throw, you can use your reaction to grant an ally within 30 feet of you advantage on the same type of roll within the next minute. The benefactor of this luck can choose when to use it but must decide before the outcome of a roll is known.



You can use this feature a number of times equal to your Wisdom modifier, regaining all uses after a long rest.

CHANNEL DIVINITY: TYMORA'S LUCK

Starting at 2nd level, you can use your action to Channel Divinity and grant yourself or your allies a fraction of Tymora's luck. For 1 minute, you can use your reaction to roll a d20 whenever you or an ally you can see within 15 feet makes an attack roll or an ability check. The creature can use the result of either roll for its attack roll or ability check. You can choose to use your Channel Divinity to grant the luck after a roll is made but before the outcome of the attack or ability check is known.

STROKE OF LUCK

At 6th level, you can use your reaction to impose disadvantage on an attack roll that targets only you. Alternatively, if you are forced to make a Dexterity or Strength saving throw, you can use your reaction to gain advantage on the roll.

You can use this feature twice, regaining all uses at the end of a short rest. The number of uses increases as you gain levels. You can use this feature three times at 11th level, and four times at 16th level.

DIVINE STRIKE

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

LUCKBRINGER

At 17th level, whenever you start your turn and don't have any remaining uses of your Stroke of Luck feature, you regain one use.



PALADIN OATH

Paladins of Tymora can take the Oath of the Luckbringers.

OATH OF THE LUCKBRINGERS

Paladins who take this oath travel the realms seeking to bring luck to those who are struggling with their

fortunes. They consider themselves as ambassadors of goodwill, destroyers of evil, and embodiments of Tymora's will.

TENETS OF THE LUCKBRINGERS

Tymora's Luck Never Fails. Have faith in Tymora's luck. If a situation presents itself, then Tymora has chosen it that way—it is a test.

Fortune Favors the Bold. This is your battle cry. Be bold in your actions—set lofty goals and strive to achieve them.

Place Yourself in the Hands of Fate. You can't truly achieve greatness without taking risks. You must be driven to succeed.

OATH OF THE LUCKBRINGERS SPELLS

Paladin Level	Spells
3rd	<i>battlefate, deflection</i>
5th	<i>favor of Tymora, free will</i>
9th	<i>boon of fortune, haste</i>
13th	<i>freedom of movement, guardian of faith</i>
17th	<i>skill empowerment, steel wind strike</i>

CHANNEL DIVINITY

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

Tymora's Blessing. As an action, you can raise your holy symbol and speak a prayer asking Tymora to favor you and up to three allies of your choice within 20 feet. For 1 minute, at the start of each affected creature's turn, it gains 1d4 to add to a d20 roll—an unspent die is lost at the end of that creature's turn.

The number of allies you can affect increases with your level. At 6th level, you can add half your proficiency bonus to the number of allies you can affect. For example, at 6th level, you could affect four allies, and at 9th level you could affect 5 allies.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

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

TYMORA'S BOON

Beginning at 7th level, when your Tymora's Blessing Channel Divinity feature is active, the die increases to 1d6 and the area in which you can select benefactors increases to 40 feet.

BATTLE BLESSING

Starting at 15th level, your weapon attacks deal an extra 1d4 radiant damage on a hit.

AVATAR OF THE LUCKBRINGERS

At 20th level, you can use your action to transform into the ideal holy champion of Tymora; for 1 minute, or until you end the transformation using your action, you gain the following benefits:

- ✱ The range of your Tymora's Blessing Channel Divinity feature increases to 60 feet, and the die increases to 1d8.
- ✱ The radiant damage from your Battle Blessing feature increases to 1d6.
- ✱ When using your Turn Undead Channel Divinity option, undead with less than a 4 CR that fail the saving throw are destroyed.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BATTLEFATE

1st-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (an electrum coin)

Duration: Concentration, up to 1 minute

You grant one creature you can see within range three d6s that it can add to its attack rolls, ability checks, saving throws, or damage rolls before the duration expires. A die can be expended (only one per roll) after a roll is made, but before the outcome is known.

At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the affected creature gains 1 additional d6 it can use before the duration expires for each slot level above 1st.

BESTOW ENCHANTMENT

5th-level enchantment

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Varies

This spell is an exception to the rule of only casting one non-cantrip spell on a turn. When you cast a spell that has a range of self, you can use your bonus action to cast this spell and touch a creature and affect it instead. If the spell requires concentration, you must maintain your concentration as normal for that creature to gain the benefits of the spell.

BOON OF FORTUNE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four-leaf clover)

Duration: 1 minute

The creature touched gains proficiency with all weapons (including improvised weapons) and tools for the duration. In addition, the recipient gains double the proficiency bonus with any tools and ability checks with which it is already proficient.

Though, the caster could gain the benefits of this spell, it is considered sinful by the faithful of Tymora to do so.

DEFLECTION

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a shield of shimmering force to appear and thwart attacks against a creature you can see within range. Ranged attacks have disadvantage against the affected creature. In addition, it gains a +1 bonus to its AC against melee attacks.

FAVOR OF TYMORA

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Until dispelled (varies)

This spell can only be cast on a specific creature one time. The recipient gains three d20s that it can use when needed. When it rolls a d20 to make an attack roll, ability check, or saving throw, it can roll one of the d20s granted by this spell and use its result instead. The creature can choose to roll the d20 after rolling the first die, but before it knows the outcome. Once the second die is rolled, it can choose to use either result. Only one extra die can be used for any one check. Once a die is rolled, it is expended.

FEAT

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

The touched recipient can automatically succeed, no matter the difficulty, on one ability check, attack roll, or saving throw of its choice until the end of its next turn. If the feat isn't used by the end of the creature's next turn, it is lost, and the spell ends.

FREE WILL

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch and end one mind-affecting condition affecting the target. You can end the charmed, frightened, paralyzed, or stunned condition.

THREEFOLD BOON

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 3 rounds

The recipient of this spell gains double-advantage on three ability checks, attack rolls, or saving throws it makes before the end of its third turn after this spell is cast. When using this benefit, the recipient rolls two extra d20s and uses the highest of the three for its roll. Once this benefit is used three times, the spell ends, or at the end of its third turn regardless if uses remain.



TYR

The Even Handed, Grimjaws, the Maimed God, the Blind Overlord, the Wounded One, the Just God

Tyr, the Maimed God, is a deity of law and righteousness. His clergy is charged with promoting and maintaining law and order and to ensure justice is delivered in good faith for all the peoples of the realms. Tyr's faithful must act lawfully and take up arms against evil-doers to bring them to justice to answer for their crimes. In remote areas, members of the clergy are often the sole enforcers of the law; a Tyrran may act as judge, jury, and executioner in areas where law is otherwise absent.

DIVINE DOMAIN

Clerics of Tyr can choose the Justice domain.

JUSTICE DOMAIN

Clerics who choose the Justice domain are strict arbiters of Tyr's will in seeking justice for all. They follow strict codes of conduct, seeking to promote good and maintain law and order wherever they travel or dwell. These clerics won't hesitate to join armies to bring the fight against evil to its source; they will travel to hell and back if necessary to deliver proper justice to evil-doers.

JUSTICE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, shield</i>
3rd	<i>magic weapon, wolfjaws</i>
5th	<i>haste, slow</i>
7th	<i>banishment, boon of the god</i>
9th	<i>Bigby's hand, fire of justice</i>

BONUS PROFICIENCIES

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

In addition, you gain proficiency with the History and Religion skills. Your proficiency bonus is doubled with any ability check you make with either of those skills.

CHANNEL DIVINITY: HALTING COMMAND

Starting at 2nd level, you can use your action to Channel Divinity and issue a halting command to one creature you can see within 30 feet that can hear you. The



creature must make a Wisdom saving throw or its speed drops to 0 and it can't benefit from any bonus to its speed until after the end of its next turn. Afterwards, the creature can only move half its normal speed for 1 minute. On a successful save, the creature's speed doesn't drop to 0, but it can only move at half its normal speed for 1 minute.

An affected creature makes a new saving throw at the end of each of its turns, and on a success, the effect ends.

COMMANDER OF JUSTICE

Starting at 6th level, creatures have disadvantage on their saving throws when you cast *command*.

DIVINE STRIKE

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

HIGH JUSTICIAR

Starting at 17th level, you are always under the effects of a *zone of truth* spell centered on you. The zone moves with you.



PALADIN OATH

Paladins of Tyr can take the Oath of the Justiciars.

OATH OF THE JUSTICIARS

Paladins of Tyr are holy warriors and enforcers of the law of the good people of Faerûn. These faithful warriors are quick to take up arms and pursue evil to its source and deliver justice. They often travel the realms looking for injustices to right, laws to enforce, and evil to destroy. Tyrran paladins are respected by good folk and feared by evil—they are sentinels for justice in the realms.

TENETS OF THE JUSTICIARS

Reveal the Truth. Always seek the truth and expose all lies.

Be Truthful. Live a life of unwavering integrity.

Seek Justice. Bring the dishonest and evildoers to justice.

Uphold the Law of Good. Uphold the laws of the righteous.

Be Vigilant. Seek out evil and prevent it from threatening the good peoples of Faerûn.

OATH OF THE JUSTICIARS SPELLS

Paladin Level	Spells
3rd	<i>command, shield</i>
5th	<i>hold person, wolfjaws</i>
9th	<i>haste, slow</i>
13th	<i>banishment, boon of the god</i>
17th	<i>Bigby's hand, fire of justice</i>

CHANNEL DIVINITY

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

Weapon of Justice. As an action, you can Channel Divinity and imbue your weapon with Tyr's holy power. For 1 minute, you can add your Charisma modifier to any attack rolls you make with the weapon. The weapon is considered magical for the duration.

Vow of Justice. As a bonus action, you can utter a vow to bring justice to a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against that creature for 1 minute or until it drops to 0 hit points or falls unconscious.

AURA OF INSIGHT

Beginning at 7th level, you radiate a presence of divine insight. You and all creatures of your choice within 10 feet of you have advantage on Wisdom (Insight) checks.

The aura increases to 30 feet at 18th level.

TRUTH BE TOLD

Beginning at 15th level, you are always under the effects of a *zone of truth* spell centered on you. The zone moves with you.

AVATAR OF THE JUSTICIARS

At 20th level, you can use your action to transform into the ideal Justiciar; for 1 minute or until you choose to end the effect using your action, you gain the following benefits:

- * The range of your Vow of Justice Channel Divinity option increases to 30 feet.

- * Saving throws against your oath spells are made with disadvantage.

- * You are resistant to damage from bludgeoning, piercing and slashing weapons.

Once you use this feature you can't use it again until you finish a long rest.

SPELLS

BOON OF THE GOD

4th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You regain 2d8 + 8 hit points, but you are blinded for the duration. The blinded condition can't be removed by any means until the spell ends. For the duration, you regain 1 hit point at the start of each of your turns unless you are killed outright. You can regenerate severed body parts (fingers, legs, tails, and so on) by the end of the full duration.

FIRE OF JUSTICE

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of coal and a drop of holy water consecrated by a priest of Tyr)

Duration: Concentration, up to 1 minute

You must cast this spell after you have successfully hit a creature and inflicted damage upon it in melee combat, or the spell fails. If the creature is still in range and some of the damage you inflicted remains unhealed, you can cast this spell, and its wounds burst into flames and engulf it. The target must make a Constitution saving throw. On a failed save, it takes 6d10 fire damage, and it catches on fire, shedding bright light in a 30-foot radius and dim light for another 30 feet.

For the duration, an affected creature makes another saving throw at the end of each of its turns. It takes 3d10 fire damage on a failed save, or the spell ends on a successful one.

When dealing damage to an undead creature with this spell, reroll any 1 on a damage die.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial fire damage increases by 1d10 for each slot level above 5th.

WOLFJAWS

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a bit of wolf fur and a canine tooth)

Duration: Concentration, up to 1 minute

Your right hand turns into a powerful set of wolf jaws. For the duration, when you take the Attack action you can make a melee weapon attack against a creature within 5 feet of you with the wolf jaws. On a hit, the creature takes 2d6 piercing damage. If you have the Extra Attack feature or another ability that allows you to make extra attacks, you can make multiple attacks using the wolf jaws.

You can choose to end the transformation using a bonus action, and when doing so, you can choose to eliminate the damage inflicted from the last hit with the jaws. While the transformation is in effect, you can't perform the somatic components of spells with the transformed hand.



UMBERLEE

The Bitch Queen, Sea Queen, Queen of the Deeps, the Wavemother

What is more beautiful or terrible than the sea? The answer is, of course, the goddess who rules it. Umberlee isn't so much widely loved as she is generally feared—journey to any coastal town and you'll find a temple to the Bitch Queen, or a shrine at the entrance to the docks. Suggest a merchant ship depart without paying respects to the sea-goddess and you'll be regarded as a madman. In a pantheon of deities who have been slain, resurrected, betrayed, deposed, and imprisoned at one time or another, it is worth noting that none of them have ever dared to strike such a blow against the Wavemother.

DIVINE DOMAIN

Clerics of Umberlee are granted access to the Tide domain.

TIDE DOMAIN

Paladins of Umberlee and clerics of the Tempest domain normally embody the goddess's wrathful inclinations. Some clerics of the Sea Queen choose the Tide domain instead. They elect to act as vessels of her benevolence—as way finders and navigators—using magic to help to ensure fair weather and safe seas.

TIDE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>oars to snakes, waterspout</i>
3rd	<i>punishing winds*, striking wave</i>
5th	<i>water breathing, wind wall</i>
7th	<i>control water, watery sphere</i>
9th	<i>maelstrom, stormfront*</i>

* This spell is found on Talos's spell list

BONUS PROFICIENCIES

At 1st level, you gain proficiency with water vehicles, navigator's tools, and the Survival skill.

SHIPMEN

Also at 1st level, you gain a swimming speed equal to your walking speed. In addition, you add your Wisdom modifier as well as your Constitution modifier to the number of minutes you can hold your breath.



CHANNEL DIVINITY: WAVEWALKER

Starting at 2nd level, you can use your Channel Divinity as an action to *water walk*, as the spell. When you use this feature, you can target yourself or up to 6 creatures within 30 feet that you can see. If you only target yourself, the effect lasts a number of hours equal to half your Wisdom modifier rounded down (minimum of 1 hour); if you target multiple creatures, they gain the benefits of the effect for a duration of 10 × your Wisdom modifier minutes (minimum of 10 minutes).

CHANNEL DIVINITY: LORD OF THE GALE

Starting at 6th level, you can batter enemies with wind and waves. When you cast a domain spell that requires a saving throw, you can expend your Channel Divinity as a bonus action to force up to four creatures who succeed on the saving throw to reroll it. They must use the new result.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

LORD OF THE SEA

At 17th level, you are master of the waters. You can cast *control weather* as if you had it prepared, without expending a spell slot. In addition, you can select one aspect of either precipitation, temperature, or wind and move it up or down two stages, instead of one, when you cast the spell with this feature. Once you use this feature, you can't use it again until you finish a long rest.



PALADIN OATH

Umberlee's paladins can choose the Oath of the Stormcaller.

OATH OF THE STORMCALLER

While the clerics of Umberlee are sought for their control over wind and waves, the Bitch Queen's paladins are primarily the instruments of her wrath. Sometimes called 'the storm over land,' these warriors bring Umberlee's foul-tempered pride to bear on those who displease her—or her protection to those who call upon her.

TENETS OF THE STORMCALLER

The Queen's Domain. The sea belongs to Umberlee. Every creature should pay her honor or suffer her wrath.

Fair Winds for Faith. Those who respect the ocean and its queen should be rewarded with good travels and the water's bounty.

Storms O'er Land and Sea. Enemies of the goddess aren't safe on water or land; Umberlee's faithful carry her storm inland.

OATH OF THE STORMCALLER SPELLS

Paladin Level	Spells
3rd	<i>thunderous smite, waterspout</i>
5th	<i>spiritual weapon (trident), striking wave</i>
7th	<i>tidal wave, water walk</i>
13th	<i>control water, ice storm</i>
17th	<i>hold monster, stormfront*</i>

* This spell is found on Talos's spell list

CHANNEL DIVINITY

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

Kraken's Speed. Your fury makes you as fast and relentless in the water as the sea's fiercest titan. You can use your Channel Divinity as a bonus action to gain a swim speed equal to your walking speed for 1 minute. During this time, you have advantage on Strength (Athletics) checks made to swim in rough waters. Additionally, you can use your bonus action to Dash as long as you are swimming or within 30 feet of a river, ocean, or comparable body of water.

Kraken's Wrath. If a creature that you can see within 60 feet of you hits you with a weapon or spell attack, you can use your reaction to summon a tentacle that appears in the creature's space and lashes out at it. You roll a spell attack against the creature; on a hit, the target takes 1d6 plus an additional number of d6s equal to half your paladin level of thunder damage. After it attacks, the tentacle vanishes.

WAVEMOTHER'S DOMINION

Starting at 7th level, Umberlee protects her servants from the powers of storm and sea. You gain resistance to your choice of either lightning or thunder damage.

At 18th level, you gain resistance to both damage types and allies within 10 feet of you also gain this benefit.

BITCH QUEEN'S BREATH

Starting at 15th level, you are always comfortable in the sea's embrace. You are always under the effects of a *water breathing* spell. In addition, you have resistance to cold damage while under the effects of your Kraken's Speed Channel Divinity option.

STORMCALL

When you reach 20th level, you can perform the ritual of Stormcall, pleading that the goddess spare you and your allies. As an action, you present your holy symbol and pray to delay or otherwise thwart an enemy or oncoming calamity. The DM rolls percentile dice, and as part of your action, you roll a Charisma (Persuasion) check and add it to the result; on a total of 1-49, the target of your prayer is simply delayed or inconvenienced; on a 51 or higher, the target suffers a major setback. A minor effect might include a few more minutes of preparation before a storm hits, disadvantage on an enemy's attack roll, or rough seas that delay a pursuing ship. A major effect could be a change of wind that shifts a storm away from your position, an enemy who is momentarily stunned, or a rogue wave that forces a ship to break off pursuit entirely. You can name how broad or specific of a target you focus on in your prayer, but the nature of the benefit is up to the DM. If the target is given only a minor setback, you can use this feature again after you complete a long rest; otherwise, you must wait seven days before using this feature again.

SPELLS

OARS TO SNAKES

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a wooden object)

Duration: Concentration, up to 1 minute

You target a nonmagical wooden object within range that you can see. The object can be as small as an arrow-shaft or as large as a ship's mast, but the area affected can't be larger than a 5-foot cube. The object within the area (or the portion of a larger object within this area) is transformed into deadly serpents. The space occupied by the serpents becomes difficult terrain. Hostile creatures who start their turn in the same space as an affected object or area of terrain, or who move through a space containing an affected object or area of terrain on their turn, are attacked by the snakes.

The snakes make a spell attack using your spell attack bonus, dealing 2d4 piercing damage on a hit and forcing the target to make a Constitution saving throw. The target takes an additional 3d6 poison damage on a failed save, or half as much damage on a successful one. When the spell ends, the object reverts to its previous state.

STRIKING WAVE

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of driftwood)

Duration: Instantaneous

You conjure up a deluge of saltwater that appears in the space of a creature that you can see within range. The target must make a Dexterity saving throw; on a failure, the target takes 2d8 bludgeoning damage and 2d8 cold damage and it is knocked prone if it is Medium sized or smaller. On a success, the creature takes half as much damage and isn't knocked prone. The water will extinguish open, nonmagical flames and has a twenty-five percent chance to quench a covered or contained flame, such as a lantern. The water vanishes beyond the creature's space.

WATERSPOUT

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a living or dead spider)

Duration: Instantaneous

You conjure a 5-foot wide by 15-foot high gush of saltwater that appears in an area you can see within range. A creature in the area must make a Dexterity saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and it is knocked prone if it is Large sized or smaller. On a success, the creature takes half as much damage and it isn't knocked prone. A flying creature struck by the torrent of water who isn't knocked prone has its flying speed reduced by 10 feet until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage and maximum height of the spout increase by 1d8 and 5 feet, respectively, for each slot level above 1st.



VALKUR

The Mighty, Captain of the Waves

Valkur's origins are rooted in mystery and mortality; it's believed that he was once a sailor who defied the goddess Umberlee, but little is known beyond this. Now in godhood, Valkur is the sworn enemy of Talos, Umberlee, Auril, and Malar. Often manifesting as an aurora borealis or as a gargantuan sailor who wades easily through the sea, Valkur takes a keen interest in the blessing and protection of sailors. His clergy members are strongly at odds with those of Umberlee and Talos, who believe that fear and awe should dictate the fortunes of those who sail the seas.

DIVINE DOMAIN

Clerics of Valkur can choose the Wavetamer domain.

WAVETAMER DOMAIN

Other deities hold domain over storm and sea, cloud and wave, but Valkur is a god of sailors. Though men and women who call the sea home pay their respects to Umberlee for safe passage, apostles of the Captain of the Waves are focused on the blessing and well-being of the sailors themselves. Clerics of the Wavetamer domain are often those masters of the ocean who are unafraid of the wrath of Umberlee.

WAVETAMER DOMAIN SPELLS

Paladin Level	Spells
1st	<i>cure/infect scurvy, home port</i>
3rd	<i>enhance ability, favor of Valkur</i>
5th	<i>remove curse, water breathing</i>
7th	<i>divination, Leomund's secret chest</i>
9th	<i>control winds, skill empowerment*</i>

* From *Xanathar's Guide to Everything*

BONUS PROFICIENCIES

At 1st level, you gain proficiency with water vehicles and navigator's tools. You double your proficiency bonus on ability checks with those skills.

THE LONG VOYAGE

Also at 1st level, you can expend spell slots to create food and potable water on the ground or in containers within 30 feet of you. You expend a spell slot as an action, creating enough food and water for a one-day supply to sustain five people per level of the spell slot you expend.



When you use this feature, you dictate whether the food appears as something akin to a fresh cooked meal or as food ideal for trail rations.

Once you use this feature, you must finish a long rest before you can use it again.

CHANNEL DIVINITY: THE SHATTERING

You can use your Channel Divinity as an action, presenting your holy symbol and warding yourself and allies within 30 feet of you against winter's cruel chill. For up to 1 minute, you and friendly creatures within this radius have resistance to cold damage. You must use a bonus action on each of your subsequent turns to maintain the effect.

CHANNEL DIVINITY: VALKUR'S BRACING TOUCH

Starting at 6th level, when you cast a spell to restore hit points to a creature suffering from disease or poison you can expend your Channel Divinity as part of the spell to remove the disease or poisoned condition. You can also use this feature on a creature suffering from exhaustion. The creature has a number of levels of exhaustion equal to your proficiency bonus (maximum of 5) suppressed for 1 hour. New levels of exhaustion gained during this time aren't suppressed.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

LIVELY SAILOR

At 17th level, you have learned to be the hardiest of sailors. You are immune to disease and the poisoned condition and you have advantage on saving throws against exhaustion. Whenever you make an ability check using your proficiency with water vehicles or navigator's tools, you treat any d20 roll of 9 or lower as a 10. In addition, you can cast *favor of Valkur* once as an action, rather than its normal casting time. When you do so, you immediately gain a level of exhaustion and can't use this feature again for seven days.



PALADIN OATH

Valkur's paladins can take the Oath of the Storm-Defiant.

OATH OF THE STORM-DEFIANT

The powers of Umberlee and Talos are ever turned against Valkur, seeing the minor deity as an insolent upstart against their domain of sea and storm. Their followers display a sneering hostility (if not open violence) against Valkur's worshippers. This has prompted the Captain of the Waves to bless his paladins with powers designed to counter the wrath of these deities of fury, guiding faithful and layman alike to safe harbors in the face of the worst the sea can offer.

TENETS OF THE STORM-DEFIANT

Be a Safe Harbor. The downtrodden sailor, the wounded adventurer, the tradesman on hard luck—they have endured their own storms in life. Be the harbor that shelters and protects them, the one who gets them back on their feet.

Weather All Storms. Whether brave or foolhardy, look into the face of danger with a smile of your own. Allow no misfortune or challenge to break your spirit or your will.

Navigate Far Seas. You are driven to explore the uncharted, to defy danger and accept the risks. Valkur doesn't always pluck his faithful from calamity—trust your own strength and the strength of those around you.

OATH OF THE STORM-DEFIANT SPELLS

Paladin Level	Spells
3rd	<i>cure/infect scurvy, homeport</i>
5th	<i>favor of Valkur, warding wind</i>
7th	<i>create food and water, water breathing</i>
13th	<i>death ward, guardian of faith</i>
17th	<i>control winds, greater restoration</i>

CHANNEL DIVINITY

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

Spite of the Storm. You laugh in the face of even the worst of elemental strikes. When you receive cold, lightning, or thunder damage from a creature within 30 feet of you, you can use your Channel Divinity as a reaction to force the attacker to roll a Wisdom saving throw. The creature takes force damage equal to twice

your paladin level on a failed save, or half as much damage on a successful one.

Master of the Water. As an action, you use your Channel Divinity to see you and your companions through stormy seas. For the next hour you add double your proficiency bonus to checks using your proficiency with water vehicles. In addition, friendly creatures within 30 feet of you can swim in rough waters as though they were calm seas.

STORMBEARER'S AURA

Starting at 7th level, when friendly creatures within 10 feet of you take lightning, thunder, or cold damage, they can reduce the damage taken by 1d8 + your proficiency bonus.

At 18th level, the damage reduction improves to 2d10 + your proficiency bonus and the aura's radius increases to 30 feet.

VALKUR'S BOLD STRIDE

Starting at 15th level, you are always under the effects of a *water breathing* spell, and you have advantage on Strength (Athletics) checks to swim in difficult conditions.

DEFIANT SAILOR

When you reach 20th level, you learn to stand strong against any storm. You can't be knocked prone and you have advantage on saving throws against being stunned or paralyzed.

In addition, when a creature within 30 feet of you takes lightning or thunder damage, you can use your reaction to grant that creature resistance to those damage types before it takes the damage. This resistance applies before the damage reduction from your Stormbearer's Aura feature.

SPELLS

CURE/INFLECT SCURVY

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a slice of any citrus fruit or a bit of orange peel)

Duration: 1 minute

When you cast this spell, you select a target within range. If the target is a friendly creature, it gains advantage on saving throws against exhaustion, poison, and disease for 1 minute. If the creature is currently suffering from one of those conditions, the spell instead grants the recipient a new saving throw against any of the conditions it currently suffers, and the spell ends.

When you target a hostile creature with this spell, it must make a Constitution saving throw or be wracked by effects similar to advanced scurvy for 1 minute. Whenever the creature makes an attack roll, ability check, or saving throw using Strength or Constitution, it rolls 1d6 and subtracts the result from the total. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success. Any spell or other effect that cures diseases ends the effects of this spell immediately.

FAVOR OF VALKUR

2nd-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of wood from a wrecked ship)

Duration: 24 hours

You touch a willing creature and ward it against ill-fortune. For the duration, the creature has advantage on saving throws against exhaustion and on ability checks made to swim in rough seas. If the creature goes overboard or experiences a shipwreck, it will be safely

borne to a shore by the blessing of Valkur, and it has advantage on Wisdom (Survival) checks to locate food and water resources. Once a creature benefits from this latter effect, it can't benefit from it again for 1 year.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for every slot level above 2nd. When you target multiple creatures, you must touch one of them as part of casting the spell and designate other creatures that you can see within 60 feet of you.

HOME PORT

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 day

You distinguish an area as a safe haven or home port. While this spell is active, you always know the direction to, and distance from, the area where you cast this spell. If you cast this spell again in a new area, the knowledge of the direction and distance of the previous area fades from your mind.



WAUKEEN

Our Lady of Gold, the Coinmaiden, the Merchant's Friend

Waukeen is the goddess of trade, barter, and wealth. Trade isn't always fair, nor are parties necessarily always expected to be content with the outcome, but Waukeen deems it should be equitable. Skilled negotiation is applauded, while fraudulent trade is condemned.

Finally, the Golden Lady represents the freedom to travel, trade, and negotiate. Liberty from unjust imprisonment, oppression, and the control of tyrants are recent but critical beliefs of the faith.

DIVINE DOMAIN

Clerics of Waukeen can choose the Trade domain.

TRADE DOMAIN

The clergy of Waukeen see the pursuit of commerce and the art of negotiation as scripture, and the facilitation of trade and exchange as prayers to the Golden Lady. Her clerics act as trade factors or as merchants in their own right.

TRADE DOMAIN SPELLS

Paladin Level	Spells
1st	<i>bless, charm person</i>
3rd	<i>life trade, locate object</i>
5th	<i>remove curse, tongues</i>
7th	<i>caveat emptor, freedom of movement</i>
9th	<i>binding contract, miser's paranoia</i>

BONUS PROFICIENCIES

At 1st level when you choose this domain, you gain proficiency in the Persuasion and Insight skills.

SILVER TONGUE

Also at 1st level, you draw upon Waukeen's divinity to influence those around you. You have advantage on Charisma (Persuasion) checks. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), regaining all uses after a long rest.

CHANNEL DIVINITY: AVARICE

Starting at 2nd level, as an action, you brandish your holy symbol, and incite avarice in all creatures of your choice within 30 feet. Each affected creature must make a Wisdom saving throw or suffer disadvantage



on all attack rolls, skill checks, and saving throws, as it becomes distracted by thoughts of material gain. This effect lasts for a number of rounds equal to your Wisdom modifier (minimum of 1). An affected creature makes another saving throw at the end of its turn, and on a success, the effect ends for it.

CHANNEL DIVINITY: HOODWINK

Starting at 6th level, as an action, you brandish your holy symbol and use divine influence to convince nearby creatures of the veracity of one statement, true or not. All creatures of your choice within 30 feet must make a Wisdom saving throw or treat one stated fact uttered by you as accepted truth for a number of rounds equal to your Wisdom modifier (minimum of 1 round) and modify their actions accordingly. An affected creature makes another saving throw at the end of its turn, and on a success, the effect ends for it.

The statement can be almost anything, such as "the sky is orange," "Robert is a liar," "apples are poisonous," or "your weapons are broken." The effect is immediately ended if the statement would result in harm ("you are on fire") or if it requires a closed action that would inevitably result in harm ("the bridge you are on is collapsing"). Similarly, you can't use this ability to broker an inequitable trade or make a profit. Attempting to do so results in you being inflicted with a curse (DM's choice, but based on the *bestow curse* spell) that lasts for 24 hours and can't be removed early, as Waukeen vents her displeasure upon you.

DIVINE EXCHANGE

Starting at 8th level, when you make an attack with either a weapon or a cantrip, you can subtract a number up to your Wisdom modifier (minimum of 1) from either the attack or the damage roll and add it to the other. For example, if your Wisdom modifier is +3, you can subtract 1-3 from your attack roll and add it to your damage or subtract it from your damage roll and add it to your attack roll. You choose before any rolls are made.

MASTER APPRAISER

Beginning at 17th level, you know the exact value of any item you see, and you can spot counterfeits instantly. In addition, you can tell if an item is cursed, but not the specific nature of the curse.

PALADIN OATH

Waukeen's paladins can take the Oath of the Golden Pact.

OATH OF THE GOLDEN PACT

Paladins of the Oath of the Golden Pact are Waukeen's shining heralds and adventurer merchants across the realms, championing the ideals of free travel and trade across Faerûn.

Trade and currency are true universal languages, where value is determined by consensus. Trade is where all creatures are united in their desire to exchange knowledge, currency, goods, and culture. Nothing in life is free, but everything in life has value, from goods to services to ideas. Collectively, trade offers enrichment to all, but doubly so for those who master the intricacies of negotiation, evaluation, and the 'social contract.'

Paladins of the Golden Pact are dedicated to the pursuit, development, and expansion of trade and exchange in all forms. They promote the freedoms inherent to all creatures to act as they will, so long as those actions don't damage the furthering of trade. Paladins of the Golden Pact expose fraudulent dealings, lies, and misrepresentations, and punish those who damage trade relations. Not all trades need be equitable, or even fair if the market conditions dictate an imbalance, but they must be conducted within the accepted mercantile rules, norms, and conventions (though not necessarily laws, if these unfairly impact trade).

TENETS OF THE GOLDEN PACT

Coin is the Universal Language. Languages and dialects may vary from place to place, but trade and coinage are universal. What words can't achieve, coin usually can.

Trade is Sacrosanct. Trade is the lifeblood of civilization. Without it, communities perish. The opportunity to trade must be protected at all costs.

Everything and Everyone has a Price. Value is relative, but nothing is beyond value. Priceless is an empty term. Nothing is priceless, it simply hasn't been assigned an agreed upon value yet.

Freedom or Death*. The freedom to trade, travel, and act are the rights of all.

*This last tenet is relatively 'new' by the standards of the faith and was born out of the incarceration of Waukeen by the Demon Prince Graz'zt during the Time of Troubles (YR 1358 DR) and the years that followed. As Waukeen's paladins, those of the Oath of the Golden Pact will champion personal freedoms with an almost zealous fervor.

OATH OF THE GOLDEN PACT SPELLS

Paladin Level	Spells
3rd	<i>bless, charm person</i>
5th	<i>life trade, locate object</i>
9th	<i>remove curse, tongues</i>
13th	<i>caveat emptor, freedom of movement</i>
17th	<i>binding contract, miser's paranoia</i>

CHANNEL DIVINITY

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

All That Glitters. As an action, you present your holy symbol and point to an unattended object that you can see within 60 feet. That object seems to glitter with undiscovered value. Each creature within 30 feet of the object must make a Wisdom saving throw or become fascinated by this new and wondrous rarity. Any creature who can't be charmed is immune to this effect, and if you and your companions are fighting a creature it has advantage on the saving throw.

On a failed saving throw, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature or activity not associated with the target object.

The effect ends if a creature takes damage, if the object is no longer visible to it, or after 1 minute has passed.

Midas Touch. As an action, you touch an object of no greater than 10 lbs and change its properties to that of gold. The object becomes heavy, soft, and shimmers pleasantly in the light. Its value in raw gold is 100 gold pieces per pound, but actual value may be higher (for a work of sculpture or silverware improved) or lower (an ornate clock where the soft metal impedes the function of the object). The final value is at the DM's discretion. The transformation only lasts for 1 minute, then the object reverts to its normal material, though damage or alterations to the object remain.

* Paladins of the Golden Pact consider using this power to broker a trade as a breach of their faith, and so tend to use the power for distraction, misdirection, or entertainment (or as material for their Wealthtwist feature) rather than fraud.

AURA OF THE ASTUTE

You and each ally within 10 feet, gain divine insight that penetrates both mundane and magical deceptions. You and affected allies gain advantage on Wisdom (Insight) checks to penetrate deceptions and on saving throws and Intelligence (Investigation) checks versus illusion spells and abilities that create falsehoods in language, image, sound, or disguise.

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

WEALTHTWIST

Starting at 15th level, as an action, you can convert gems, coins, trade bars, and raw precious metals into spell energy by replicating a spell slot at the rate of 250 gp per slot level. As part of the same action used to convert the materials to spell energy, you can immediately use the replicated spell slot to cast one of the spells listed below without expending one of your own spell slots. If your turn ends and you haven't used the spell energy, it is lost.

- * *charm person* (250 gp or more)
- * *cure wounds* (250 gp or more)
- * *knock* (500 gp)
- * *lesser restoration* (500 gp)
- * *remove curse* (750 gp)
- * *dimension door* (1000 gp)
- * *freedom of movement* (1000 gp)
- * *greater restoration* (1250 gp)

If a spell can be cast with a higher-level spell slot, Wealthtwist can replicate the slot at the cost of an additional 250 gold pieces per slot level. For example, *cure wounds* cast at 4th level would cost 1000 gold pieces.

Only one spell can be generated per action, but spells can continue to be generated so long as you have wealth to convert. If there is insufficient value in materials to attempt a spell, you are immediately aware, and all false, counterfeit, or otherwise inferior currency in your possession is instantly known as such when you activate this feature.

AVATAR OF TRADE

At 20th level, you can assume the form of an Avatar of Trade, garbed in the finest clothes, and projecting an aura of competence, integrity, and success. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- * You and all allies within 30 feet gain advantage on Charisma (Persuasion, Deception, and Intimidation) checks, while all creatures you perceive as opponents or rivals incur disadvantage on those checks.
- * If you are acting as an impartial facilitator to a trade deal (for which you'd expect a modest fee of ten percent of the total trade worth—five percent paid by each side) you gain double your proficiency bonus on Charisma ability checks to facilitate the trade agreement.

- * All goods you sell during this transformation automatically fetch an additional ten percent value, while all purchases can be negotiated to a ten percent discount.
- * At the close of any significant series of trade sessions under the influence of this feature (concluding or brokering five or more deals) you find yourself gifted with a trinket—either as a token of appreciation, or a minor item 'thrown in' as part of the deal. This item need not have any intrinsic worth, but under Waukeen's guidance, this item will lead you to new and exciting trade opportunities in the future. The DM's discretion applies in this situation, but suggestions for items gained from this feature could include a map to a little-known region, an item made of a rare or unknown material or craftsmanship, or a lost trinket that generates an introduction to a powerful trade prince or trade guild that grants a boon upon its return.

Once you use this feature you can't use it again for 1 week.

SPELLS

BINDING CONTRACT

5th-level enchantment

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pair of written contracts)

Duration: 1 year

This spell is a specialized form of *geas* designed to create a magically binding contract between two willing creatures (one of whom may be the caster). You cast the spell, and each participating creature signs a pre-written contract that outlines up to three conditions of activity or declarations of action or service. Generally, these are intended to provide a good or service or to refrain from participating in certain activities or trading with certain individuals or groups, but it is by no means limited to these examples. These conditions must specify clear completion conditions, that once reached or achieved, ends the spell early. The overall time frame can be up to one year, though often it is significantly shorter. Upon signing, the magic takes effect. There is no saving throw.

Much like the *geas* spell, each time an affected creature takes actions that directly counter the agreed upon conditions it takes 5d10 psychic damage—but no more than once each day.

The spell can be ended by casting a *remove curse*, *greater restoration* or *wish* spell on either of the participants, but the other is immediately made aware of the spell ending and the method used to do so.

The spell doesn't work on charmed, dominated, or magically compelled or influenced creatures, but it doesn't discern if a participant has been otherwise intimidated or coerced by nonmagical means.

CAVEAT EMPTOR

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S, M (a coin in payment)

Duration: Permanent until dispelled

This spell is a specialized curse generally reserved as a fitting punishment to those who cheat, defraud, or trade in poor faith. You hand over a coin as part of a transaction, imbued with a mercantile curse. The coin recipient must make a Wisdom saving throw. On a successful save the curse fades away. On a failed save, the affected creature generates an intangible aura of untrustworthiness that affects its social interactions. All of the creature's Charisma ability checks incur a -10 penalty, and anyone using Wisdom (Insight) to discern the affected creature's intent or motives gains advantage on the roll.

Each time the affected creature tries to secure a trade, contract, or other formal agreement and subsequently fails due to this curse, it receives another saving throw—if the activity was related to trade—with a success ending the effect. General social interaction, though still penalized, doesn't generate additional saving throws.

The spell is permanent until a successful saving throw is made, or it is broken by *dispel magic* or *remove curse*.

LIFE TRADE

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

This spell creates a link between the life forces of two creatures touched by you (you can choose to be one of the affected creatures). Only willing creatures can be affected. The two creatures agree to a life force trade, allowing the transfer of hit points from one creature to another. This transfer is immediate but takes an action by the giver (If the giver is the caster, the action of casting the spell allows immediate transfer). Any number of hit points can be transferred, with one creature gaining and one creature losing the agreed upon amount. The giver can't give more hit points than

it has, and a receiver can't gain more than its hit point maximum.

If either of the creatures involved has a blood-borne condition, such as being poisoned or afflicted with a disease, both creatures become affected. However, each creature is granted a new saving throw to end the effect if one was originally allowed by the circumstances that caused the condition or disease.

MISER'S PARANOIA

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cut open coin purse)

Duration: Concentration, up to 1 minute

This spell twists the perceptions of creatures, filling them with paranoia and distrust for their allies. Each enemy creature in a 20-foot radius sphere centered on a point you can see within range must make a Wisdom saving throw. On a failed save, an affected creature can still act normally and within its own interests, but it no longer trusts its allies and it won't willingly work with them in a coordinated manner or assist them directly. All abilities that rely on having allies present (such as Sneak Attack, Pack Tactics, etc.) are treated as if the creature is alone or not present (for allies with those abilities), and beneficial spells that affect allied creatures (*bless*, etc.) cast by the affected creature don't treat its companions as allies. Affected creatures can't use the Help action, nor will they willingly assist companions (such as offer healing or the like). Even if the affected creatures all work toward the same ends, they do so in an individual manner.



CHAPTER 3: HOLY TEXTS

To more easily facilitate their common duties, organized groups of the faithful often rely on general holy books or similar texts to record the duties, dogma, and common magic of the faith. In an established temple, one or more copies of such books are often carefully preserved and protected, with church hierarchy rarely allowing new initiates or non-ranking clergy members to interact with them. One or more copies with minimal (or no) information are sometimes displayed as part of a temple's altar. The materials used often vary based on the resources of the faith's worshippers and the nature of the deity it venerates. A holy book of Mielikki, for example, might be an assembly of writings carefully seared onto thin leaves of bark, or a holy book of Malar could be bound in the skin of a deadly beast (or humanoid).

The main difference between a holy book in a temple or one carried by a cleric or paladin, as opposed to a widely available text for those who don't wield holy power, is the divine magic of its contents. Basic tomes might exist that contain the dogma, practices, or common rituals of a given faith, but true holy books will contain detailed rituals, prayers, instructions, and spells practiced only by those initiated into the faith.

NAMED HOLY TEXTS

The following section contains descriptions of divine tomes and texts of specific deities. Unless otherwise noted, these works are unique, with only a single coveted copy known to be in existence. Many replicas, forgeries, or similar counterfeit copies have been the focus of collectors, thieves, and sects over the long history of the Realms. While all these items contain holy text, some of them aren't strictly books; in these cases, the writings of the deity are cleverly disguised or hidden as part of another object.

A Dungeon Master may wish to include these items as powerful artifacts or interesting oddities. If you are a Dungeon Master and wish to have these texts grant access to certain spells or contain hidden divine power, you may wish to treat them as artifacts, using either the major and minor properties as described in the *Dungeon Master's Guide* or cause them to be overwhelming as described in Chapter 4 of this supplement. When selecting powers or spells a unique holy text provides, consider the unique spells for the deities' respective archetypes included in Chapter 2.



HOLY TEXTS OF THE FAITHS

The holy items that follow are listed alphabetically by deity followed by the title of the item.

Auril: *The Silver Supplicant*. Ironically, the first 'text' listed here is nothing close to a book. The Silver Supplicant is a small statue made of polished silver, approximately one foot tall depicting a priestess with her arms upraised. The item is cold to the touch and causes a frigid drop in temperature in the air immediately around it. The priestess depicted in the statuette wears a long skirt, the front of which is etched with a snowflake symbol of Auril. An initiate of her faith who touches the mark while speaking the goddess's name is granted knowledge of the rituals and spells contained within.

Azuth: *Vorthryn's Archivir*. This holy book is a sizeable text, thin and measuring two feet wide and four feet long, it is bound in dark, bare cloth. Pale, ethereal globs of purple-white light emanate from the book and float away from it. Originally written by the eponymous priest Vorthryn Saraddath, its writer intended it to be the core authority for magic practiced by Azuthan clergy in the region surrounding the Sea of Fallen Stars. After the abbey that housed it was sacked by pirates, the book was eventually rediscovered and claimed by Azuth himself, and then given to a humble merchant who would later become a regional champion of the deity. Since then, the book has passed freely across the Realms, being found by Azuthan worshipper and intrepid adventurer alike.

Beshaba: *The Black Book*. Bound in black dragonhide, The Black Book is an unusual four feet long and only a foot wide, radiating a thin veil of darkness (as per the spell) and coldness in a minute area around itself. A single attribution, the name 'Rendaunt' etched into the interior cover, is an utter mystery. Those opening the book for the very first time are rumored to risk a slight drain of vitality. The book was first discovered by Thalaxas, a priest of Beshaba, who was led to the tome by a vision in his dreams. Discovering the book in Myth Drannor, he declared

himself the 'Servant Supreme' of Beshaba and acted as such, bearing the book and the deity's favor as Thalaxas the Tyrant until his death. Since then, the book has usually been possessed by a succession of crazed devotees who often upend and challenge Beshaba's clergy as often as they benefit it.

Chauntea: The Glarathra. Not a conventional book, the Glarathra is a large bronze flower with eight petals surrounding a spiral-shaped inner section of leaves bound together. It is a widely recognized symbol of the faith. When immersed in holy water and 'planted' in any depth of earth within a circle of seeds, the flower fully opens. This reveals the actual text, which is finely etched on the inner leaves. The source of the Glarathra is unknown and now lost to Chauntea's faithful after its last bearer died far from civilization.

Deneir: The Mighty Rune of the Master. This object is a metal, three-dimensional rune that hovers in the air when released. It can shine or darken upon command. Touching the object and uttering Deneir's name will cause the rune to recite its stored spells, if any, in alphabetical order twice through, and upon command, it can magically project the text of its contents in the air around it. The rune can be used to reveal magical or illusory writing without activating any spells associated with them. The rune was created in 1332 DR by Halruuan archmage Hansandrar Ilmeth upon the instruction of the deity himself. Though the endeavor drove Hansandrar insane, the Mighty Rune of the Master was completed successfully. It has remained elusive ever since, changing hands frequently. This is by the desire of Deneir, a means of showcasing his power beyond the walls of his temples. To this day, members of the organized clergy obey the 'Rule of the Rune;' if someone comes to them bearing this holy object, the bearer is granted a request without question or judgment.

Eldath: Crystrum of Tranquility. This repository of Eldathyn knowledge is a clear and colorless crystal sphere approximately one foot in diameter. If held under running water or immersed in a natural pool or similar body of water, however, blue writing appears upon the crystrum's surface, at which point it can be removed from the water and read normally for a time. It has the power to shield an Eldathyn bearer from heat and other harms, and it can *purify food and drink*, as per the spell. The sphere gains new power when brought to the House of the Moon by one in need, though it hasn't often made this journey. Any temple or sect of Eldath that holds the Crystrum of Tranquility attempts to keep it safe, specifically protecting it from being carried around the world on wild adventures.

Gond: The Argyr. This object is a polished adamantine and electrum-plated metal cube roughly a foot on each side. Each of the cube's sides is marked with a column of six metal bars, each with a metal ring that can be hooked with a finger and pulled. Doing so while whispering the secret names of Gond known only to the faithful (arnaglaerus, balateng, daerosderos, klannauda, mrangor, and tattaba) will allow the line's embedded plate to slide out from the body of the cube. A single spell or rite is written on each of these plates. Lost to history, the cube's current location is unknown. Followers of Gond are sometimes visited with visions of the Argyr's location, and its recovery is one of the most important ongoing goals of the faith.

Helm: The Helm of Helm. This heavy full-head helmet has nothing remarkable about it at first glance. On the inside of the visor, however, is a single word; 'Surgar.' A good creature who touches the helm while uttering this word sees the armor glow faintly and may hear chiming or the god's name resounding in its mind, though others nearby don't see or hear any of these phenomena. A worshipper of Helm who dons the helmet and speaks the command word sees the inside of the visor populated with hidden magical writing, such as spells of protection. The helmet's wearer is protected from weariness and the need to sleep for a time, as well. The helm is over a thousand years old, first rising from a battlefield to the hand of the cleric Garshond. It has passed through several bearers since, often changing hands as its previous bearer falls in a bold last stand against some calamitous foe.

Ilmater: Tome of Torment. This grimly-named item resembles a squarish bundle of horsehair. Though book-shaped, the bundle is actually a woven hair tunic with an interior lined with metal barbs. When an initiate of Ilmater wears the shirt for at least a day, the writing hidden in the tunic appears on the front of it. Sometimes called "the hairshirt tome," the Tome of Torment was purportedly brought to the world in the mid-800's by the deity himself. Since then, it has disappeared and reappeared randomly throughout the world, and is believed by the Ilmatari to be one of the holiest relics for spreading the example of Ilmater's suffering.

Kelemvor: The Testament of Vraer. This black-bound tome bears no title, only a spine of human bone that ends at top and bottom with rounded protrusions shaped like leering skulls. The Testament is 27 pages, most containing a spell or similar rite. The first page is known as the 'skullpage' for the image of a human skull, the 'handpage' halfway through shows a skeletal hand and the 'tailpage' at the end shows the

bones of some reptilian tail. Non-Kelemvorites must usually look at two of these pages in sequence to safely read other contents in the first or second half of the book. The book was written by Vrael of Scornubel in 1368 DR, a mad priest of Kelemvor. It has passed from hand to hand since then, usually with a grim fate for its owner.

Lathander: Tome of the Morning. This large, heavy book has covers made of polished white quartz and edged with gold. Diagonal indentations run across the book's covers, in which grow a small amount of moss. The most remarkable exterior feature of the book is the animated eye, preserved from a blue dragon set into its front cover. The eye constantly looks around, following the movement of nearby creatures as though intelligent. The eye is key to reading the book's contents; when it is struck with light from dusk or dawn, the eye projects a beam of rose-colored light, projecting an incomplete circle onto a nearby surface. Only by completing the circle (with objects, drawing, or even motion) can the book's contents be read clearly.

The Tome of the Morning can magically identify any dragon part it contacts, specifically its authenticity, the presence of any enchantment, and the type and age of dragon it belonged (or belongs) to. Its other powers or contained spells vary by account, as does its origin. Though said to have been crafted by a group of clerics in a now-ruined temple, the identities of those involved and the means of creating the book are unknown. Like far too many irreplaceable holy items, it was carried off by adventurers and lost.

Loviatar: The Lash of Loviatar. Another text that is no true book, the Lash of Loviatar is exactly what the name implies; a four-foot braided leather whip speckled with silvery dust. Writing along the length of the whip displays some ritual or spell, which changes each time the whip is used to strike and cause harm to a living creature. The whip has been passed from follower to follower in Loviatar's faith, often seen as a tool for disrupting complacency among worshippers and sects who have strayed from the goddess's good graces.

Malar: Book of Fangs and Talons. This 17-page book is made from a haphazard assortment of hides and bound with claws and teeth from various creatures. First discovered at the scene of a grim sacrificial circle in 937 DR, the book has appeared throughout the years in the hands of various worshippers, usually associated with bloody wild hunts and at the site of the most savage temples.

Mask: The Mask of Mysteries. This black silk mask consists of a headband attached to a black half-mask over the eyes, below which is attached ragged black silk that obscures the rest of the wearer's face. The wearer activates the mask by kissing it, speaking its name, and kissing it again. The inside of the veil then displays writing detailing the contained spell or ritual the wearer was focusing on. This need for foreknowledge means that even modern clergy members don't know the full roster of possible spells or powers the Mask of Mysteries contains. First appearing in 812 DR, the mask has been repeatedly taken in thefts (some murderous) throughout history. Rumors of its sale are common in larger cities, though having the authentic mask in one's possession puts its owner at far more risk than likely prepared for.

Mielikki: Yornar's Trail Companion. Yornar the Tracker was lost in the woods at night and surrounded by bugbears. Pleading for aid, Yornar saw a glowing crescent descend from the night sky and light the forest around him, granting him the vision to fend off his enemies. When he examined the crescent, he discovered it was a strangely-shaped book. He carried it with him for some time, eventually passing it on to a priestess of Mielikki in the High Forest. This cycle continued for some time, with a ranger carrying and protecting the book until passing it on to a priest who could wield its full power, before passing it to a ranger again, in a rite of passage known as the 'Rightful Cycle.' This cycle has been broken only twice, most recently in 1361 DR when drow raiders captured its bearer who was then dragged to the Underdark. Yornar's Trail Companion hasn't been seen since.

Milil: Wythyndle's Round Book. Written by a blind half-elf bard some centuries ago, Wythyndle's Round Book is just that—round. The covers are circular, bound only at a single point to contain its pages. Stood upright, the book doesn't seem to be affected by wind or anything other than a deliberate attempt to knock it over. Music sounds momentarily when the book is opened, inside it contains as many songs and lyrics as it does rites and spells—which, to a follower of Milil, are all the same thing. The highlight of every temple in which it was housed, present-day Sorlyn would pay dearly for the lost book.

Mystra: The Scepter of Mystra. This holy item is a glass rod with metallic endcaps and silvery circles drifting up and down its length. When a wielder holds the scepter while touching one of its drifting circles, it reveals a portion of information 'stored' within, such as a charged spell. Generally, those who have used the

scepter agree in its ability to cast a *detect magic* spell three times per day. Though the item is popular in children's tales warning against the misuse of magic, its true origins are uncertain. The faith generally believes that this is one of a number of items the goddess uses to stir the magical pot (so to speak) in the Realms. Activating one of its powers will eventually cause the scepter to instead vanish and reappear in a new random location in Faerûn.

Oghma: Key of Faith. This 'text' takes the form of a silver key some two feet long with a double-loop grip. The key's shank is marked with the numbers '1' through '26.' When one of these numbers is touched and the key is then touched to a surface of enough size, the information 'stored' in the key and associated with that number is written onto the surface in magical script. Any creature capable of reading at least one language can read the text. The Key first appeared in 1187 DR, when a wild quest of oghmanytes led 26 of their number to find the fabled item (each marking the key with a power or spell that is now numbered on the shank). As with many such items, the key was left to travel the world, to appear and disappear as the need for it waxed and waned.

Selûne: The Moonweb. These four silver rings are identical and appear to bear no markings other than the names etched onto the insides of their bands: Amglaer, Enthandas, Shelmroun, and Tilithar. The four rings are placed onto the left hand in order on the little, index, middle, and thumb fingers respectively, which grants the wearer a mental catalogue of the rings' stored knowledge (if a follower of Selûne). The name 'moonweb' comes from the first time all four rings were properly united, creating beams of moonlit energy that healed assembled Selunites. Though the phenomenon hasn't manifested since, the name for the united rings has stuck through the ages. The four rings are rarely together; they are often scattered across the Realms by the Selûne to make evidence of her power as widespread as possible. Though more powerful when united and more mysterious when separated, each individual ring contains power and knowledge of its own for the needful adventurer able to learn its secrets.

Shar: Gorothir's Girdle. This black leather corset is affixed with the set images of 28 unique faces of all kinds, all of them with disturbingly empty eye sockets. When a face's sockets are affixed with appropriately sized gemstones, the text 'stored' in that face can be projected into the air in fiery green letters. Even non-Sharrans can harness the girdle's power, as Shar believes it better to let knowledge of her power be widespread. The item is named for its maker, a man of

lust and violence who was feared even among his fellow clergy. After his death, the girdle was taken as loot and has enjoyed a bloodied history of darkness and murder ever since.

Silvanus: Leaves of Green. To the uninitiated, this item of text looks like nothing more than a flat, oval-shaped piece of bark of some unidentifiable tree. A closer examination of the aged, fragile-looking item reveals a triangle-shaped arrangement of circles on the inward side, but nothing else. Only by invoking the name of Silvanus while pressing on these rings will reveal the item's true nature; the bark swells and thickens, becoming the two covers of a book with square, green-leaf pages. The Leaves of Green is sixteen pages in total and feels almost weightless. Its origins are unknown, first appearing in recorded history around the 900's DR and was last seen in 1367 heading toward the northern Sword Coast in the hands of an unnamed adventurer.

Sune: The Sash of Sune. This sash is red, approximately five feet in length, and without apparent design or other markings. Only when a follower of Sune dances upon the item until it is marked by sweat or tears does it activate. Fiery amber-colored writing appears, displaying either random contents or a specific section if one was cited while the performance occurred. Though the sash's location is currently unknown, it is believed to be safe—the Sunite clergy are given dreams and visions regarding its location if it is ever in peril.

Talos: The Chanting Chain. Though it resembles nothing more than heavy steel chain of 14 links, the way both ends are capped with triple bolt-shaped hooks hints at its use in the storm-god's clergy. Activating the chain requires at least seven participants gathered in a circle with the item while chanting prayers to Talos, at which point its abilities and contents are revealed. Electrum discs appear to fill the interior of the links, each containing a separate section of text. The chain first appeared in history while in the hands of a zealous Talassan priest, Tothur, who challenged the church's establishment for two centuries, culminating in his death and the death of over forty rival ranking priests. Though taken by the drow for a short time, the chain soon returned to the surface world and has enjoyed a long history of being won in bloody struggles between various Talassan sects. Its current location is unknown.

Torm: The Veloghon of Vigilance. To most, this item would be used as nothing more than a battered war shield with a limited ability to absorb and reflect harmful spells. However, the inside of the shield bears a steel circle showing the gauntlet symbol of Torm.

Behind it are eighteen thin metal sheets, which can be rotated from behind the circle and shown to have a section of text engraved on each of them. History shows that a paladin named Harondath was the first to use the shield in 1158 DR while defending a citadel from invading orcs. The shield vanished with his death, reappearing from time to time. Holy visions later revealed that this was by design, as Torm desires the shield to appear and either be used by adventurers in need or be quested after by rising stars within the clergy.

Tymora: *The Flame of the Spirit.* A wavy chunk of amber that resembles a lick of flame. Only when a living Tymoran touches its smooth surface does the item change, flattening into a tablet shape with displayed text. Only one section is displayed at a time, changing to a new, random entry each time the tablet form is touched and never repeating until all the entries have been cycled through. By command, or being untouched for a day, causes the tablet to revert to its flame-like form.

The Flame of the Spirit is first mentioned in “To Serve Fair Fortune,” a book of exploits written by a Tymoran adventurer named Ithlom Dhaunart. Ithlom describes a temple that housed the holy object located in the Moonsea, though that location is now lost or fallen to ruin. The Flame has changed hands many times since then, most recently known to have been in Skullport beneath Waterdeep. Attempts to locate it have yet to meet with success.

Tyr: *The Balance of Belaros.* A follower of Tyr named Belaros was known as the “Old Lion of Justice” during his years living by the Lake of Steam over 4,000 years ago. Late in life, Belaros constructed a set of floating bronze scales that hold suspended in the air below a bronze bar. No chain or other device keeps the scales below the beam or the beam attached to any other structure. The Balance of Belaros only divulges its contents when a suitable offering is made; such an offering is placed on one of the bronze scales, at which point it vanishes and the opposite scale outputs a scroll containing contents deemed to be of equal worth. If the scales expel a stored spell, the scroll acts as a spell scroll. The ‘Scales of Tyr,’ as they are sometimes called, can be freely moved about as a whole, though they are resistant to any attempts to either damage the objects or force the floating pieces away from one another.

Umberlee: *The Orglara.* This fan-shaped shell has seen more use as a serving platter than as a holy tome, a mistaken identity that has helped keep the power of the thing hidden for years. The two-foot-by-three-foot shell only displays text when placed on a beach or

other shoreline where the saltwater tide will naturally flow over it or if it’s submerged in a sizeable container of seawater. When this occurs, the Orglara displays its roster of contents; each entry can be touched to cause the shell’s full contents to appear on its surface.

The Orglara isn’t widely known, even among Umberlant clergy, and has no confirmed origin. Its current location is sought after zealously by the most powerful of the goddess’s clergy; rumor of rogue clerics or unwitting adventurers using the ‘Shell of Spells’ spreads quickly among the ranks and threatens to bring a thorough (and wrathful) investigation.



CHAPTER 4: MAGIC ITEMS

This chapter describes many new divine magic items.

AMULET OF LATHANDER

Wondrous Item, very rare (requires attunement)

This gold and platinum amulet is fashioned and blessed by a priest of Lathander. The amulet has 1 charge, which an attuned wearer can expend as a reaction when dropped to 0 hit points—dropping it to 1 hit point instead. In addition, an attuned wearer of this life-saving amulet has advantage on death saving throws.

The amulet regains its charge each day at dawn.

ARROW OF LAW

Wondrous item, rare

These finely crafted arrows never break and can be recovered after they are fired if you can find them. A chaotic creature struck by one of these arrows must make a DC 15 Constitution saving throw or take an extra 2d6 piercing damage.

BLACK HAND

Wondrous item, very rare (requires attunement by a cleric or paladin)

This is an elbow high slip-on black glove, worn on the left hand, each is blessed and imbued with magic by Banite priests. An attuned wearer gains a +2 bonus on saving throws against spells that directly target the creature. In addition, if the wearer takes damage caused by a spell, the glove stores 1 hit point of necrotic energy for every 5 hit points of damage taken. The glove can store up to 20 hit points of necrotic energy at a time. If the glove holds at least 5 hit points of necrotic energy, its wearer can use an action to make a melee spell attack with the glove. On a hit, the target takes necrotic damage in increments of 5 up to the amount stored in the glove.

CANDLE OF DISRUPTION

Wondrous item, very rare (requires attunement by a cleric)

A cleric attuned to the candle can light it as an action and activate its magic. When lit, the candle sheds bright radiant light in a 30-foot radius and dim light for another 30 feet. The candle will burn for 1 hour and can't be extinguished early. However, it will never show any signs of use. Once the candle is used, it burns the full duration, and then can't be used again until the next

dawn. While lit, the candle has the following effects:

- ✧ An undead that starts its turn within the bright light must make a DC 17 Constitution saving throw or take 1d6 radiant damage.
- ✧ A cleric who uses Channel Divinity to Turn Undead while holding the candle while it is lit is treated as three levels higher for determining the CR of undead destroyed.

CLAWS OF MALAR

+1 weapon, uncommon

Not to be confused with the unique and morbid artifact of a similar name, the claws of Malar were ritual weapons used by worshippers of the Beast Lord while on sacred hunts. Worshippers taking part in a High Hunt or similar ritual were sometimes granted these weapons, which represented tearing claws laid over the wielder's knuckles and a handle gripped in their clenched fist. These simple weapons dealt the wielder's choice of either 1d6 slashing or piercing damage. Though not as powerful as other weapons, the brutal and personal nature of the claws are seen as appealing; kills with such a weapon are believed to be more pleasing to Malar.

CONSECRATED CANDLE

Wondrous item, rare

When lit as an action, the candle immediately creates the effects of a *hallow* spell as if cast by the user. If there are any creatures in the area that would normally be barred from entering such an effect—celestials, elementals, fey, fiends and undead—must use their next action (and any subsequent actions) to leave the area of effect. If they are unable or prevented from leaving the area they become immune to its effects.

The effect lasts for 1 hour as the candle burns. If the candle is moved or otherwise snuffed the effect ends and the candle becomes nonmagical.

DROPS FALLEN FROM THE MOON

Wondrous item, uncommon

These sparkling droplets are said to trail from avatars and chosen of Selûne or fall to earth from the asteroid cluster called the Tears of Selûne, which follows the moon above Toril across the sky. Ranking Selunite clergy prize these droplets and know how to distil them into a rare potion. The potion, once consumed, allows the drinker to remain awake and alert throughout the night while still receiving the benefits of a long rest.



FAITH SHIELD

Armor, uncommon (requires attunement)

This heater shield has a smooth, polished surface that displays no heraldry. Once attuned, you may use an action to alter its shape, texture, and color to your desire, though it retains the weight, properties and general shape of a shield. As part of this transformation, you may display any heraldry you desire, including a holy symbol. If a holy symbol is chosen, it acts as a focus for spells requiring a holy symbol.

GIRDLE OF PRIESTLY MIGHT

Wondrous item, very rare (requires attunement by a cleric)

This finely crafted girdle is made at a temple altar of a specific god with that god's holy symbol embossed on the front. Blessed by a high priest and imbued with powerful magic, this girdle grants an attuned wearer the following benefits:

- * A +2 bonus to Armor Class
- * A Strength score of 19 if not already higher.

GREATER HOLY WAFER

Wondrous item, rare

When you eat this item, the next spell you cast is treated as if you expended a spell slot of two levels higher. Once consumed, the wafer is destroyed.

HOLY SYMBOL OF HOPE

Wondrous item, rare (requires attunement by a cleric or paladin)

Each holy symbol of hope was consecrated by a high priest as a holy symbol of the faith. While carried and attuned to this item, you can use your action to cast *beacon of hope* for its full duration without the need for a spell slot or concentration.

Once used to cast its spell, the holy symbol can't be used again until the next dawn.

HOLY WAFER

Wondrous item, uncommon

When you eat this item, the next spell you cast is treated as if you expended a spell slot of one level higher. Once consumed, the wafer is destroyed.

HORSESHOE OF LUCK

Wondrous item, uncommon

This looks like a finely crafted horseshoe that always stays in excellent condition. While carried, the creature gains a +1 bonus to all saving throws.

LEOMUND'S GOBLET

Wondrous item, rare

These finely crafted gold, platinum, and silver goblets are inlaid with gems. When the command word is spoken, the goblet fills with fine wine, ale, or fresh water and is always clean between uses. In addition, no liquid in the cup can be poisoned.

Uses recharge each day at dawn. However, the goblet must be filled with holy water at least once per week, or it loses its magic.

LESSER DAWNSTONE

Wondrous item, uncommon (requires attunement by a cleric or paladin)

Originally created by the church of Lathander, these items have become common among all goodly faiths. Each of these egg-sized, multi-faceted stones appears to be carved from amber.

When you use your Channel Divinity feature to target an undead creature, that creature has disadvantage on its saving throw to resist the effects. This can only be used on a single creature, regardless of how many might be affected by the ability.

The Lesser Dawnstone can be used once, and then recharges at dawn.

ORB OF SERENITY

Wondrous item, rare (requires attunement)

This is a small crystal orb about six inches in diameter. While touching it, an attuned creature can cast the *calm emotions* spell (save DC 15) without expending a spell slot. The spell lasts its full duration without the need for concentration.

The orb can be used three times, recharging its uses again each day at dawn.

RING OF MYRKUL

Wondrous Item, uncommon (requires attunement)

This thick gold band is painted black and bears the image of a flaming white skull. Usually worn by Myrkul's priests, a creature attuned to the ring isn't attacked by common undead of CR ½ or lower unless it attacks them, or they are under another creature's direct control and are ordered to do so. In addition, the ring has 4 charges, which can be expended as follows.

As an action, an attuned creature wearing the ring can cast *chill touch* (1 charge) or *speak with dead* (2 charges). The ring regains 1d4 charges each morning before dawn.

SANCTIFIED HOLY WAFER

Wondrous item, very rare

When you eat this item, the next spell you cast is treated as if you expended a spell slot of three levels higher. Once consumed, the wafer is destroyed.

HOLY ARTIFACTS

These unique holy items hold great power. The DM should follow the rules and suggestions located in the *Dungeon Master's Guide* when introducing a holy artifact into a campaign.

NEW ARTIFACT PROPERTY: OVERWHELMING

Divine artifacts are particularly powerful, which makes them particularly volatile. In place of the usual mechanic of including major or minor detrimental properties to account for this, you have the option to make divine artifacts overwhelming. An overwhelming artifact causes a creature in possession of it to regain half the usual number of Hit Dice after a long rest. In addition, at the end of each long rest there is a 50% chance the creature gains a level of exhaustion. Levels of exhaustion gained by overwhelming artifacts aren't healed by resting, and no spells short of a *wish* can remove them.

A creature wielding an overwhelming artifact that has charges associated with it immediately gains one of these special levels of exhaustion if it reduces the number of charges to zero. A creature wielding a divine artifact with the overwhelming property also automatically gains one of these levels of exhaustion if it drops to 0 hit points (which applies as soon as the creature is stabilized).

An overwhelming artifact that requires attunement will continue to impose its penalties on the creature attuned to it until attunement is ended. A creature who attunes to such an artifact and de-attunes to it on the same day (usually by spending a short rest) still regains half the normal Hit Dice from and risks exhaustion during the next long rest.

Making artifacts overwhelming helps create the sense of these items being too much for mortal creatures to maintain consistent contact with, often explaining why characters or NPCs in possession of such powerful objects don't use them consistently. A deity directly permitting a follower to use an artifact could suppress the overwhelming property for a short time, or a villain using an artifact but finding a way around its overwhelming nature could be an important plot element for an adventure.

Note that an artifact that already has a specific curse associated with it is less likely to possess this property; the danger in using it lies with the curse already.

ASSASSIN'S BLACK BLADE

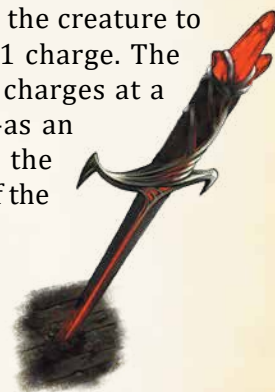
Weapon (dagger), artifact (requires attunement)

This +2 dagger appears to be crafted from a non-reflective black metal, plain and unobtrusive in design save for the red-orange gem set into its pommel.

Properties. When the blade is used to take the life of a self-aware creature (reducing the creature to 0 hp, resulting in death) it gains 1 charge. The blade can hold a maximum of 10 charges at a time. The attuned wielder can—as an action—expend charges to create the following effects as per the spells of the same name:

- * *true strike* (1 charge)
- * *disguise self* (2 charges)
- * *invisibility* (3 charges)

Curse. Each time an attuned wielder expends a charge, there is a five percent chance per charge used (so fifteen percent chance if three charges are expended) that it attracts Bhaal's attention. If the Lord of Murder is pleased with the wielder, he simply sends an avatar to retrieve and redistribute the blade to a random location in Faerûn. If he is displeased when he collects the blade, he murders its wielder.



BLOOD OF LATHANDER

Wondrous item, artifact

Though at first seeming mundane, this amber flask contains four drops of blood from an avatar of the Morninglord himself. It is often housed and protected in a temple or other holy site dedicated to Lathander, and acts as a conduit for his worshippers to perform their duties and know the will of their deity. Any given creature can only make this petition to Lathander through the artifact once per day.

Properties. The Blood of Lathander is sentient (Charisma of 19) and its droplets glow with an intensity that reflects the pleasure of the eponymous deity's will. Creatures who pray to Lathander while kneeling before the artifact can seek wisdom on a particular course of action; the droplets will glow brighter the more pleasing the suggested action would be to Lathander or remain true to his dogma. A cleric or paladin of the deity's specific domain or oath, or a cleric of the Life or Light domains, can access additional powers by attuning to the artifact.

The artifact has 10 charges, which can be expended as an action to cast any of the following spells:

- * *cure wounds* (3 charges)
- * *lesser restoration* (4 charges)
- * *zone of truth* (5 charges)
- * *remove curse* (5 charges).

Curse. Any creature of evil alignment who takes possession of the artifact is plagued by terrifying dreams of falling droplets of blood that burst into flame, making them unable to benefit from a long rest. In addition, the droplets in the vial pulse with a blinding light that can't be obscured by natural or magical darkness. After three days in the possession of an evil creature, the vial begins to sear the bearer as if by a *heat metal* spell, using radiant damage in place of fire damage. It will continue to sear the touch of any evil creature from that point forward until it is returned to a temple of Lathander. Non-evil creatures can hold and transport the artifact safely during this time.

CLAW OF MALAR

Wondrous item, artifact (requires attunement)

This item is a clawed humanoid hand with dead, pale flesh gripping a clear orb in its palm. Its wrist is cuffed in a gold band with a leather cord meant to be worn around the neck.

Properties. While wearing the claw, you add double your proficiency bonus to ability checks made to detect or track another creature. In addition, when you make such an ability check and roll a 9 or lower on the d20, it is treated as a 10 instead.

Curse. While attuned to this object you are cursed with lycanthropy (werewolf). No spell, not even a *wish*, can end this curse while you are attuned to the Claw of Malar. If you are a malarite and embrace your condition, you can elect to transform or resist transformations as normal. Otherwise, you have no ability to resist the curse's transformations. A *remove curse* spell can end your attunement to the Claw, at which point the lycanthropy can be cured normally. If you attune to the Claw of Malar a second time, the curse of lycanthropy can never be removed.

CROWN OF HORNS

Wondrous item, artifact (requires attunement)

Once destroyed and then remade, this electrum crown with jagged horn spires was once the refuge of the near-destroyed god Myrkul. Though he has returned to power, the crown remains as a destructive artifact that

carries the god's will and essence. Transformative and powerful, the artifact brings destruction wherever it goes.

Properties. Any creature attuned to the item has an alignment of neutral evil. The Crown of Horns is sentient (Charisma of 18) and contains a telepathic connection to the will of Myrkul. The god of death chooses when to communicate with the wearer, if at all, and can do so with language or emotions. The crown has ten charges, which can be expended to create any of the following effects:

- * The wearer can cast *teleport* (self only, 4 charges).
- * The wearer can cast *crown of madness* (1 charge).
- * The wearer can expel a cone of necrotic energy as an action, forcing all creatures within the cone to roll a DC 16 Constitution saving throw or take 5d8 + 20 necrotic damage on a failed save, or half as much damage on a successful one (6 charges).

The Crown regains 1d6+2 expended charges each dawn.

Curse. A creature attuned to the Crown of Horns is highly protective of the artifact, believing everyone nearby seeks to possess it. In turn, any creature within 30 feet of the artifact when its wearer expends charges must make a DC 16 Charisma saving throw or gain the following flaw; 'I must possess the Crown of Horns at any cost.' A creature who gains this flaw can reroll the saving throw at the end of a long rest, ending the effect on a success. A creature who succeeds on the saving throw is immune to this effect for 7 days. Additionally, any attempts by an attuned creature to remove the crown must pass a DC 16 Charisma saving throw or fail to remove the item from its head.

In addition to the above effects, a creature who remains in possession of the crown for a cumulative period of two years is transformed into a lich. The crown acts as the lich's phylactery; if another creature becomes attuned to the crown, the lich's soul is destroyed and its body crumbles to dust.

CYRINSHAD

Cursed wondrous item, artifact

The result of the god Cyric's attempt to control Faerûn and dominate the other gods during the Time of Troubles, the Cyrinshad is a book bound in deep black leather, occasionally emitting an eerie greenish glow at random. The book contains text describing Cyric as the one true deity, and other faiths as heretical and misleading.

Curse. A creature who begins reading from the Cyrinshad or hears it read aloud must succeed on a

DC 15 Charisma saving throw to willingly stop reading or listening to it. A creature who fails the saving throw or willingly continues to listen repeats the saving throw each minute thereafter as the book continues to be read, the saving throw DC increasing by +1 for each successive minute (DC 16 for the second minute, DC 17 for the third, etc). At the end of the fifth minute of reading, a creature who has been present for the full duration must succeed on a DC 20 Charisma saving throw or become a fanatical follower of the god Cyric. The listener's alignment changes to evil (of any lawful, neutral, or chaotic variety). The creature believes the contents of the *Cyrinshad* to be absolute truth and that Cyric is the one true deity, and it feels compelled to spread the word and worship of Cyric (usually through the continued use of the *Cyrinshad*). A *protection from evil and good* spell doesn't remove the effect, but it does allow the creature to repeat the DC 20 Charisma saving throw to shake off the effects. A *greater restoration* or *wish* spell removes the effects instantly.

DAWNSTONE

Wondrous item, artifact

Created by Lathander for the temple at Myth Drannor, the Dawnstone is a magical artifact with the appearance of a large rose-colored sphere, approximately two feet in diameter. Though it looks like a crystal or gemstone, the Dawnstone is immaterial and immovable to any creature other than a powerful worshipper of Lathander (or the god himself).

Properties. The Dawnstone isn't actively wielded but can benefit nonevil creatures according to the power and will of Lathander. The Dawnstone has 20 charges, which it can choose to expend in the following manner:

Nonevil creatures can petition Lathander at the Dawnstone for 1 hour, making a Charisma check at the end of the hour to receive the effects of a spell. Clerics or paladins of Lathander, as well as clerics of the Light or Life domains, make this check with advantage. Any given creature can only make one petition in a 24-hour period. The DC of the Charisma check and the charges expended for each spell effect are as follows:

- ✧ *cure wounds* as a 2nd level spell; DC 13 (3 charges).
- ✧ *lesser restoration* on yourself or a target within reach; DC 14 (4 charges).
- ✧ *remove curse* on yourself or a target within reach; DC 15 (5 charges).
- ✧ *greater restoration* on yourself or a target within reach; DC 17 (8 charges).

- ✧ *raise dead* on a target within reach; DC 18 (10 charges).
- ✧ *resurrection* on a target within reach; DC 20 (15 charges).

Additionally, when a nonevil creature within 100 feet of the Dawnstone is attacked, the artifact can expend 2 charges to unleash a ray of radiant light against the attacker, forcing it to roll a DC 16 Dexterity saving throw or take 4d8 radiant damage.

The Dawnstone is sentient, empowered with the will of Lathander, and has the final say on when its charges are expended. Petitioners whose prayers are denied may receive telepathic communication from Lathander through the Dawnstone, explaining the Morninglord's decision or asking for some service to the deity before their request is granted or made permanent. The Dawnstone regains all its expended charges each day at dawn.

DUTY'S BOND

Legendary weapon, artifact

Duty's Bond is a greatsword *holy avenger* wielded by the god Torm. The blade also emits bright sunlight in a 15-foot radius, and dim light for an additional 15 feet.

GUARDIAN'S TEAR

Wondrous item, artifact

During the Time of Troubles, the god Helm was forced to strike down the goddess Mystra as she attempted to ascend the Celestial Stairway. Helm's grief was embodied as he shed a single tear, which fell to earth and mixed with the chaos of Mystra's fall. It became the Guardian's Tear, a huge sky-blue teardrop gem nearly a foot in length.

Properties. The Guardian's Tear is always under the effects of a *nondetection* spell and can't be located or scryed upon by magical means. Touching the artifact ends any 3rd-level or lower spell on the target as if affected by *dispel magic*. In addition, the Guardian's Tear has regional effects within 1 mile of the artifact:

- ✧ Anyone who casts a spell within a 1-mile radius of the artifact must succeed on a DC 10 Concentration check or lose focus on the spell, failing the casting and wasting the spell slot.
- ✧ Spells successfully cast within 1 mile of the artifact prompt a d20 roll; on a 1, the spell has a wild magic effect randomly selected from the sorcerer's Wild Magic Surge table.
- ✧ Every night at midnight, the artifact emits 1d4 magical zones; each zone is 3d6 x 10 feet in diameter, travels 2d4 miles from the Guardian's Tear in a random direction, and has an equal chance of either

being an *antimagic field* or a wild magic zone. Spells cast within the wild magic zone prompt a d20 roll; on a result of 1-10, the spell creates an additional random effect from the sorcerer's Wild Magic Surge table.

The Guardian's Tear can be picked up and transported without ill effects, but no known weapon can harm it and no commonly known spell or item can mute its regional effects.

IRON HELM OF HEROES

Wondrous item, artifact (requires attunement)

The Iron Helm of Heroes can only be attuned to by good-aligned creatures.

Properties. The helm has 16 charges. A creature attuned to the helm can expend charges to cast any of the following spells:

- * *cure wounds* (3 charges)
- * *lesser restoration* (4 charges)
- * *protection from evil and good* (2 charges)

A creature expending charges to cast *cure wounds* can expend additional charges to cast the spell at a higher level, at the cost of 2 charges for each slot level above 1st.

The helm regains 2d6 + 1 charges each day at dawn. When it does so, the DM rolls a percentile die. If the result of the percentile roll is equal to or less than the number of charges expended the previous day, the Iron Helm of Heroes vanishes, reappearing at another random location in the world where it can be found by another good creature.

ROD OF FOUR MOONS

Legendary weapon, artifact (requires attunement)

The Rod of Four Moons is a special +3 *mace of disruption* wielded by the goddess Selûne. The head of the mace depicts four phases of the moon. When you hit an aberration, fiend, undead, or an evil lycanthrope with this weapon, that creature takes an extra 2d6 radiant damage. If an undead or evil lycanthrope target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

A replica of this weapon is held in the House of the Moon temple in Waterdeep. Rumor says that a high clergy member can cause the replica to emulate the powers of the real Rod of Four Moons in times of great need.

SCEPTER OF SAVRAS

Wondrous item, artifact (requires attunement)

This gray duskwood staff is topped with a diamond symbol of the god Savras, which was once the prison of the deity himself. Imprisoned by the god Azuth, Savras had enough power to transport the staff to Faerûn, into the hands of mortals and out of the hands of his rival. Though Azuth eventually recovered the staff, the intervening years made him regret imprisoning Savras inside of it, and he agreed to release the deity on the condition that the Lord of Divination remain limited to the divination school of spells. Savras agreed, and though it was believed the staff had been destroyed by his release, it is rumored that it still appears in the Material Plane from time to time. Perhaps the god of fate foresaw some reason to preserve the staff's existence.

Properties. A creature attuned to the Scepter of Savras has access to one of the most powerful items in existence. Once attuned to a creature, the scepter acts as a +3 quarterstaff, and can be used in any of the following ways:

- * **Imprisonment.** As an action, you strike a creature with the diamond head of the staff. The creature must succeed on a DC 20 Charisma saving throw or be drawn into the staff and imprisoned. An imprisoned creature is fully aware of its state and its surroundings and doesn't require any form of mortal sustenance. A deity (or avatar of a deity) who fails its saving throw is wholly drawn into the staff; its influence disappears, its influence across all planes is muted, and spellcasters who draw their ability to wield magic from the deity are left powerless. Any imprisoned creature can be released from the staff if its name is spoken aloud three times as the diamond tip is struck against the ground in rhythm. An imprisoned creature is aware of this avenue for release. The Scepter can only imprison one entity or creature at a time; successfully imprisoning a new creature causes the current occupant to be immediately released. The prisoner of the scepter is also released if the currently attuned creature dies.
- * **Spellcasting.** The diamond atop the Scepter of Savras can act as both an arcane focus and as a *crystal ball* for the purpose of scrying or similar magic. The scepter has 12 charges; as an action, a creature attuned to the artifact can expend charges to cast one of the Divination spells listed below. The Scepter regains 1d6 + 4 charges each morning at dawn. If the scepter ever reaches 0 charges, the attuned creature rolls an immediate Intelligence saving throw or suffers a form of indefinite madness (see 'curse,' below).

If a creature is imprisoned in the staff, this saving throw is made in addition to the wielder's daily saving throw to avoid madness.

- ♦ *comprehend languages* (3 charges)
- ♦ *clairvoyance* (4 charges)
- ♦ *arcane eye* (6 charges)
- ♦ *divination* (6 charges)
- ♦ *legend lore* (8 charges)
- ♦ *scrying* (8 charges)

Curse. Creatures have difficulty handling the sheer power of the staff. While the Scepter of Savras has a creature or entity imprisoned, the creature attuned to it must make an Intelligence saving throw at a random time each day or suffer a form of indefinite madness as created by the Dungeon Master or described in the *Dungeon Master's Guide*. The difficulty of this check is a DC of 8 + the CR of the imprisoned creature, up to a maximum difficulty of 25. The DC for imprisoned deities is always 25, and the saving throw is made with disadvantage. The attuned creature can repeat this saving throw at the end of a long rest, ending the madness on a success. After three days without ending the madness, the imprisoned creature breaks free.

SKULL OF THE FIRST VAMPIRE

Wondrous item, artifact (requires attunement)

This macabre object appears to be the blackened skull of a human, with long incisors and a constant stain of blood around its teeth. No amount of cleansing can ever remove this taint. Despite its appearance, this holy relic of Kelemvor's clergy is a powerful item for finding and destroying undead.

Properties. The attuned owner can automatically detect the presence of undead to a range of 60 feet so long as the creature doesn't have total cover. Also, the owner is granted advantage on saving throws against the spells and abilities of undead creatures. Any damage the owner inflicts upon undead creatures while attuned to the artifact can't be healed or regenerated by any means short of another artifact.

Curse. The spirit of the first vampire remains tethered to the skull. Any creature attuned to the object suffers -1 to its hit point maximum each day. Once the owner's hit point maximum reaches 0, it dies and its soul is consumed. Creatures who die in this way can't be raised or resurrected short of a *wish* spell. Hit points lost to the skull can't be regained or healed in any way while the owner still possesses the artifact, and for some time thereafter. The owner must

relinquish the skull and wait a full month—30 days—before it can regain hit points drained by the skull. The lost hit point maximum then returns at a rate of 1 per day until all lost hit points are returned.

STEALTHWHISPER

Legendary weapon, artifact

The personal weapon of the god Mask, this +2 weapon can shrink or grow from dagger to longsword freely. It is considered a finesse weapon in either form. The weapon never reflects light or makes a sound, making it ideal for unexpected attacks; creatures with the Sneak Attack feature roll an additional 2d6 damage when they wield this weapon in its dagger form. Though a tempting weapon, wielders beware; the Shadowlord never lends out this weapon, meaning a mortal can only get ahold of the artifact if it is lost or stolen.



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