



GODS of FAERUN

PIETY MECHANICS FOR
THE FORGOTTEN REALMS



BY OLIVER CLEGG

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v1.6

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HOW DOES IT WORK?

Mythic Odysseys of Theros

The structure for the Piety system first appeared in the *Dungeon Master's Guide*, and was then fleshed out in the *Mythic Odysseys of Theros*. For ease of use, I've included those rules here under the terms of the DMsguild license.

PIETY SCORES

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

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

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

When you choose a god to worship as a beginning character, your piety score related to that god is 1. Your piety score increases by 1 when you do something to advance the god's interests or behave in accordance with the god's ideals. The gods expect great deeds from their champions, so your piety score typically increases only when you accomplish a significant goal (such as the completion of an adventure), make a significant sacrifice of your own self-interest, or otherwise when the DM sees fit.

Each god's description in this chapter includes a discussion of the god's goals and ideals, which your DM uses to judge whether you earn an increase in your piety score. As a general rule, you can expect to increase your piety by 1 during most sessions of play, assuming that you are following your god's tenets. The DM decides the amount of any increase or decrease, but a single deed typically changes your piety score by only 1 point in either direction unless your action is very significant.

PIETY REWARDS

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

THE FAERUNIAN PANTHEON

The core Faerunian Pantheon is described fully in the *Sword Coast Adventurers Guide* (and I'm not allowed to just copy paste that here, much as I might be tempted to) but I've given you enough information here on each god listed in order for you to get started. There are far more gods in Faerun than those listed here, but these comprise the salient majority of notable deities.

The gods included here are, in order:

ABBATHOR	GARL GLITTERGOLD	SEGOJAN EARTHCALLER
AMAUNATOR	GOND	SEHANINE MOONBOW
ARVOREEN	GORM GULTHYN	SELUNE
ASMODEUS	GROLANTOR	SHAR
AURIL	GRUUMSH	SHARGAAS
AZUTH	HELM	SHAUNDAKUL
BAERVAN WILDWANDERER	HOAR	SILVANUS
BAHGTRU	ILMATER	SKOREAUS STONEBONES
BANE	JERGAL	STRONMAUS
BAHAMUT	KELEMYOR	SUNE
BARAVAR CLOAKSHADOW	LABELAS ENORATH	SURTUR
BERRONAR TRUESILVER	LATHANDER	TALONA
BESHABA	LEIRA	TALOS
BHAAL	LLIIRA	TIAMAT
BRANDOBARI	LOVIATAR	TEMPUS
CALLARDURAN SMOOTHHANDS	LURUE	THRYM
CHAUNTEA	LUTHIC	TORM
CORELLON	MALAR	TYMORA
CYRIC	MARTHAMMOR DUIN	TYR
CYRROLLALEE	MASK	UMBERLEE
DEEP SASHELAS	MIELIKKI	URDLIN
DENEIR	MEMNOR	UROGALAN
DUMATHOIN	MORADIN	WAUKEEN
ELDATH	MYRKUL	YONDALLA
FLANDAL STEELSKIN	MYSTRA	YURTRUS
GAERDAL IRONHAND	NEBELUN	
	NOBANION	
	OGHMA	
	SAVRAS	

A detailed illustration of a silver and red ornate pendant. The pendant features a central red gemstone set within a silver frame. The frame is adorned with intricate, symmetrical designs, including pointed, leaf-like shapes and a circular motif. A silver ring is attached to the top of the pendant. The background is black, and there is some faint, partially visible text on the left side.

ABBATHOR'S CHAMPIONS

Champions of Abbathor are often thieves, or bankers. Some might argue that's the same thing, of course. Anywhere that money is found, the scions of Abbathor can be located safeguarding or acquiring it.

ABBATHOR'S FAVOR

Abbathors scions can be stubborn and willful like most Dwarves, but are also blessed with an unusual preponderancy for breaking and bending rules or traditions in a way highly uncharacteristic of Dwarven culture as a whole.

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

d6	Circumstance
1	You stole something of great value
2	You covet something you cannot have
3	You are gifted with finance and money
4	A priest of Moradin decried you as unholy at birth
5	You swore yourself to Abbathor in exchange for wealth
6	You turned away from the Mordinsamman due to some slight

DEVOTION TO ABBATHOR

Following Abbathor means dedicating yourself to the pursuit and the protection of wealth above all things. As a follower of Abbathor, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Jealousy. I only ever want what others have.
3	Community. My family and friends must be provided for.
4	Power. I crave power, and money can buy me that.
5	Pride. My wealth is the source of my self-esteem.
6	Wealth. Money is the only god I truly worship.

EARNING AND LOSING PIETY

- Increasing your personal wealth
- Stealing a noteworthy item
- Laying down protections for your spoils

- Giving away valuables for less than their worth
- Facilitating transactions that do not in any way benefit you

FAVOURED GOD: ABBATHOR

You gain Inspiration when you successfully acquire or defend a significant source of wealth.

METAL DETECTOR

You can sense the presence and location of precious metals and gemstones within 30 feet of you.

FOOL'S GOLD

You can cast *creation* with this trait, requiring no material components. You can only use the spell in this way to create gemstones or precious metals. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

CHOSEN OF ABBATHOR

You can use an action to spend an inspiration die and turn up to 1lb of nonmagical materials or objects into solid gold. This effect fades once an hour has passed.

AMAUNATOR

As the world must bask in the light of the sun, so must all mortalkind embrace civilisation.

Amaunator is the god of bureaucracy and the noonday sun. Thought dead for long centuries, the sun god has returned to the world as an evolved aspect of the Dawn god Lathander. Amaunator concerns himself primarily with the day to day functions and deliberatives that allow society to function, leaving matters of law and justice to Tyr.



AMAUNATOR'S CHAMPIONS

Alignment: Always lawful

Suggested Classes: Cleric, Paladin, Monk

Suggested Cleric Domains: Light

Suggested Backgrounds: Knight, Noble, Scholar

Champions of Amaunator are frequently officers, paper pushers or executors in the service of the public. Amaunator values highly those who contribute diligently and honestly to the ongoing workings of civil bureaus.

AMAUNATOR'S FAVOR

Amaunator is a stern and unforgiving god who bestows his favour on those who share his uncompromising dedication to law. Amaunator cares less for the abstract of justice and more for the letter of the law as written.

Amaunator's scions tend to be utterly intractable in their application of the rules, and find it difficult to be flexible in their execution.

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

d6	Circumstance
1	You were born under the noonday sun.
2	Your parents were famous lawyers or civil servants
3	They say that you are the reincarnation of an old king
4	You were dedicated to a knightly order as a child
5	You built a great monument to the sun and sky
6	A flaming serpent tried to kill you as a baby

DEVOTION TO AMAUNATOR

Following Amaunator means dedicating yourself to law and order above any other concerns. As a follower of Amaunator, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Law. All must bow before the weight of the law.
3	Civic Duty. My first responsibility is to my fellow citizens.
4	Tradition. The ways of our forefathers must be respected
5	Pride. I must bring the light of my knowledge to others who lack it, whether they like it or not.
6	Immortality. As Amaunator cheated death, so shall I.

EARNING AND LOSING PIETY

You increase your piety score to Amaunator when you expand the god's influence in the world in a concrete way through acts such as these:

- Turning in a criminal to the law
- Following a contract, even to your detriment
- Establishing a fair agreement between opposed parties

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

- Deliberately breaking the law
- Following the spirit rather than the letter of an agreement

FAVOURER GOD: AMAUNATOR

Piety 3+ Amaunator trait

You gain inspiration when you uphold the law even in the face of resistance.

UNDERSTANDING THE COURT

Piety 10+ Amaunator trait

You can sense the presence and location of bureaucrats within 100 feet of you who have the authority to help you achieve your goals in a legitimate fashion.

DAWNSTAR

Piety 25+ Amaunator trait

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

CHOSEN OF AMAUNATOR

Piety 50+ Amaunator trait

You may use an action to spend an inspiration die and surround yourself with a 20ft radius of bright light that cannot be dispelled and overrides all magical darkness. This light counts as True Sunlight.

ARVOREEN

Remember that time Old Polecruncher killed a gnoll with one swing of his walking stick? You don't? Let me demonstrate.



Arvoreen is the halfling god of teamwork and skill in battle. In a world of goliaths, Arvoreen represents a sling bullet to the eye, or a rope carefully tangled at just the right altitude. Speed, wit and co-ordination are enough to overcome any foe, and the tales of these conquests are passed down in halfling lore to serve younger generations.

ARVOREEN'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Rogue, Ranger, Monk

Suggested Cleric Domains: War

Suggested Backgrounds: Folk Hero

Champions of Arvoreen are frequently community leaders, war heroes and sheriffs. They usually take responsibility for protecting others by making sure everyone knows what their job is in a time of crisis.

ARVOREEN'S FAVOR

Arvoreen is a wise and watchful god who values practice, forethought, and tactics over brute strength. Unlike gods of war, he doesn't choose champions for their feats of conquest or stories of legend, but for their reliability and compassion.

Arvoreen's scions are often smart and perceptive, able to adapt their strategy to the villain at hand, and direct their comrades to just the right ploy in any given situation.

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

d6	Circumstance
1	Your home was attacked by an overwhelming enemy. Only your leadership averted a complete catastrophe.
2	You once took down a giant with a slingshot.
3	You defeated an undead horror with no weapons but your wits and a walking stick.
4	You know all the local legends of your heritage and by extension exactly what to do when danger comes calling.
5	You use a bizarre household item as a weapon or a shield after it saved your life
6	You once outran a ghost, inspiring the joke that you are "faster than life"

DEVOTION TO ARVOREEN

Following Arvoreen means dedicating yourself to the small guy over the big guy. As a follower of Arvoreen, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Civic Duty. For all of us to be safe, everyone has to know their responsibilities.
3	Community. Where one of us perishes, we have all failed them.
4	Courage. Neither my size nor strength have any bearing on whether I stand up for what is right.
5	Hard Work. Keeping everyone safe means practice and training.
6	Knowledge. Our best source of security are the tales and legends of our forebears.

EARNING AND LOSING PIETY

You increase your piety score to Arvoreen when you expand the god's influence in the world in a concrete way through acts such as these:

- Drawing from a legend or folktale to defeat an enemy
- Working as a team to take down a much stronger foe

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

- Putting your needs ahead of those around you
- Using strength to bully someone weaker than you

FAVoured GOD: ARVOREEN

Piety 3+ Arvoreen trait

You gain inspiration when direct your companions in a new battle tactic.

PLOWSHARES TO SWORDS

Piety 10+ Arvoreen trait

You are proficient in improvised weapons. When you pick up an improvised weapon, it gains the Finesse property until you release it. The damage die for any improvised weapon you use is 1 size larger than it would usually be.

TURTLE SHELL

Piety 25+ Arvoreen trait

Creatures within 5 feet of you bearing a shield or improvised shield (including yourself) gain +1 AC for each other creature bearing a shield or improvised shield.

TROLL KNOCKER

Piety 50+ Arvoreen trait

When you strike a creature of a size larger than you with an improvised weapon and score a critical hit, you can spend an inspiration die to force that creature to make a Constitution saving throw against a DC equal to 8 + your Dexterity modifier + your proficiency bonus or drop to 0 hit points.

ASMODEUS

Indulgence is there for those who beg for it...and those who are willing to pay.

Asmodeus is the god of sin and indulgence, in addition to being the Archdevil who oversees the Nine Hells of Baator. A recent addition to Faerun's pantheon, Asmodeus acts as sanctuary for those who have angered other divine forces, and offers a second chance to those who worship him.



ASMODEUS'S CHAMPIONS

Alignment: Usually lawful evil

Suggested Classes: Warlock

Suggested Cleric Domains: Order, Trickery

Suggested Backgrounds: Charlatan, Criminal, Folk Hero

Champions of Asmodeus are often those who have failed and been reborn from that failure into a new life. Asmodeus values tenacity and adaptability in his chosen.

ASMODEUS' FAVOR

Asmodeus offers the tempting comfort of a new life to those who might have angered other gods. In his service, scions find new purpose (and are likely trapped in that service indefinitely).

Asmodeus's scions frequently possess a mischievous or outright criminal streak, befitting their identity as outcasts and sinners.

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

d6	Circumstance
1	You were traded away to the Nine Hells before you were born
2	You made a deal with Asmodeus
3	You fled from your previous divine patron and took shelter under the aegis of Asmodeus
4	One of your relatives was (or is) a devil
5	You've often used the Temple of Asmodeus as a sanctuary from the law, and he noticed
6	You owed Asmodeus a favour in a past life

DEVOTION TO ASMODEUS

Following Asmodeus means dedicating yourself to the service of the Lord of Hell above any other concerns. As a follower of Asmodeus, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Knowledge.** All the knowledge of the hells and beyond is at my fingertips. This is all that matters. (Lawful)
- 3 **Enforcement.** All will bow to me, and in doing so pay homage to Asmodeus. (Lawful)
- 4 **Ruthlessness.** Anyone who gets in my way will be dealt with. Permanently. (Evil)
- 5 **Pride.** One day, I will no longer have to bow to any god for power or protection. (Evil)
- 6 **Duplicity.** Asmodeus is a forgiving god, which is wonderful because I intend to double cross him as soon as I get the chance. (Evil)

EARNING AND LOSING PIETY

You increase your piety score to Asmodeus when you expand the god's influence in the world in a concrete way through acts such as these:

- Converting a new follower to the embrace of Asmodeus
- Furthering the goals of the Nine Hells

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

- Following the teachings of another god
- Interfering with the plans of devils or their minions

FAVOURED GOD: ASMODEUS

Piety 3+ Asmodeus trait

You gain inspiration when you manoeuvre someone into your debt.

INFERNAL INDULGENCE

Piety 10+ Asmodeus trait

Choose an ally, familiar or summoned creature. That ally cannot be discerned by effects, abilities or traps that attempt to detect alignment

THE DEVIL YOU KNOW

Piety 25+ Asmodeus trait

You can identify all Devils on sight, knowing their name, CR and resistances.

CHOSEN OF ASMODEUS

Piety 50+ Asmodeus trait

You may enact a ten minute ritual to spend an inspiration die and cast *infernal calling*, waiving the material component.

AURIL

*freeze the marrow
warp the bone
snuff the hearth
break the home*

Auril is the god of winter and the freezing cold. Despite being a cruel and capricious goddess, Auril receives great deal of prayer as people all over Faerun beg her to pass over their families and leave them unharmed.



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AURIL'S CHAMPIONS

Alignment: Usually evil, often chaotic

Suggested Classes: Barbarian, Druid

Suggested Cleric Domains: Nature, Tempest

Suggested Backgrounds: Gladiator, Hermit, Outlander

Champions of Auril are those who have survived untold horrors and bitter loss. Auril values those who look out for themselves despite the cruelty and violence the world inflicts on them.

AURIL' FAVOR

Auril offers power and strength to those who would eschew the bounds of society and live out in the harsh reaches of winter. In her service, scions find themselves spreading bitter truths and preparing mortals for harsh realities.

Auril's scions are seldom cheerful sorts, often exhibiting morose, cold and savagely honest personalities.

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

d6	Circumstance
1	You were born on a midwinter solstice.
2	You survived a raging snowstorm.
3	You won the midwinter games
4	You fell into an icy lake as a child and saw something under the surface
5	You climbed to the peak of a dangerous snowy mountain
6	A winter monster almost killed you, but turned away for unknown reasons

DEVOTION TO AURIL

Following Auril means dedicating yourself to cold and ice. As a follower of Auril, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Apathy.** My soul is rimed in ice and bitter regret.
- 3 **Savagery.** The world is cruel, I must be crueller yet to survive it.
- 4 **Nature.** There is no justice, only the whims of natural forces.
- 5 **Hate.** This world takes, and take and takes. I hate it. It should all perish.
- 6 **Dread.** Winter comes for us all eventually.

EARNING AND LOSING PIETY

You increase your piety score to Auril when you expand the god's influence in the world in a concrete way through acts such as these:

- Preparing others for hard truths
- Enduring unavoidable disasters
- Being honest, especially when it would hurt someone

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

- Offering comfort or solace to others
- Lying to protect the feelings of someone else
- Showing weakness in the face of adversity

FAVoured GOD: AURIL

Piety 3+ Auril trait

You gain inspiration when you deliver a harsh truth or knowledge that someone doesn't want to hear.

WINTER'S RAIMENT

Piety 10+ Auril trait

You gain a bonus to your armour class equal to your proficiency bonus. If you take fire damage or are damaged by a critical hit, you lose the benefit of this ability until you finish a long rest.

CRYOGENICS

Piety 25+ Auril trait

You cannot be damaged whilst you are petrified or unconscious.

CHOSEN OF AURIL

Piety 50+ Auril trait

You may use an action to spend an inspiration die and freeze yourself into an ice statue. In this state, you are petrified. This state lasts for 1 minute.

AZUTH

There is no substitute for diligence, hard work and precision. You're dealing with a dangerous force, not legerdemain.

Put that frog away at once.



Azuth is the god of wizardly magic, a lesser god in the service of Mystra. He governs the safe and orderly practice of the Art magic, and the development of new spells by the Wizarding orders.

AZUTH'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Wizard or Cleric only

Suggested Cleric Domains: Arcana

Suggested Backgrounds: Acolyte, Cloistered Scholar, Sage

Champions of Azuth are often those who devote their lives to the practice of Wizardly magic and the training of apprentice wizards.

AZUTH'S FAVOR

Azuth is concerned with components, spells and rituals. He eschews the chaotic nature of sorcery and the dubious Pact Magic of warlocks for the reliable results of the Art.

Azuth's scions are almost always wizards, though he has a small and devoted clergy who seek to blend divine magic with arcane theurgy in his name.

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

d6	Circumstance
1	You invented a new spell
2	You started a school for magic users
3	You discovered an incantation thought lost to the ages
4	You prevented a magical disaster
5	You are the direct descendant of a legendary wizard
6	You completed a pilgrimage to a place of power

DEVOTION TO AZUTH

Following Azuth means dedicating yourself to the study of the arcane. As a follower of Azuth, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Responsibility. Magic is a dangerous tool and belongs only in the hands of those who would use it safely.
3	Aspiration. Amongst the ranks of magic uses, I wish to be remembered.
4	Power. A get a guilty thrill from bending the world to my will with magic
5	Tutelage. We must pass on our knowledge to the next generation.
6	Tradition. Innovation only leads to disaster.

EARNING AND LOSING PIETY

You increase your piety score to Azuth when you expand the god's influence in the world in a concrete way through acts such as these:

- Learning a new spell
- Casting a ritual magic
- Training someone else in the Art

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

- Engaging with wild magic or other chaotic sorceries
- Stealing from another Wizard or dishonoring the Art

FAVOURED GOD: AZUTH

Piety 3+ Azuth trait

You gain inspiration when you scribe a new spell into a spellbook or ritual book.

AZUTH'S ADAPTABLE ACADEMIA

Piety 10+ Azuth trait

Whenever you gain a new level, you may choose a spell from a class list other than your own class. This spell must be a level for which you possess spell slots. You may add this spell to your domain spells if you are a cleric, or your spellbook if you are a wizard, and it counts as a spell from your own class list.

CLERK'S COST-CUTTER

Piety 25+ Azuth trait

You waive gold costs for scribing spells

CHOSEN OF AZUTH

Piety 50+ Azuth trait

You may use an action to spend an inspiration die and swap one of your prepared spells with an unprepared one from your class list if you are a Cleric, or your spellbook if you are a Wizard.

BAHGTRU

Throw fists. Throw spears. Throw down.

Bahgtru is the orc god of brute force and contests. Bahgtru's doctrine holds that the strongest party in any society gets to make the rules. Further, physical strength is the highest and purest form of valor.



BAHGTRU'S

CHAMPIONS

Alignment: Often evil, usually chaotic

Suggested Classes: Barbarian, Fighter, Monk

Suggested Cleric Domains: War

Suggested Backgrounds: Folk Hero, Far Traveler

Champions of Bahgtru are wanderers, gladiators and brawlers always looking for the next challenge.

BAHGTRU'S FAVOR

Bahgtru's divine portfolio is that of strength, defined by constant tests and challenges. He favours the cow as his avatar on the earth, which bemuses anyone who hasn't been on the receiving end of an angry one.

Bahgtru takes for his scions those who are willing to travel far and wide testing the limits of their strength against the world.

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

d6	Circumstance
1	You once wrestled a gigantic lizard into a stalemate.
2	You won an arm wrestling contest with a giant. Ok, so maybe it was sick that day. It still counts.
3	You won the local games, and you're something of a small town celebrity.
4	You've been pumping yourself up with enhancement substances since adolescence.
5	You train every day from morning to sunset. You look like a living god.
6	Cows seem to like you. You're not sure why, but you know they have killed for you on at least one occasion.

DEVOTION TO BAHGTRU

Following Bahgtru means dedicating yourself to physical strength. As a follower of Bahgtru, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Strength. I want to be the very best, the best there ever was
3	Hard Work. I can only be the strongest if I train like a beast
4	Pride. I cannot allow myself to be beaten. It would break me
5	Power. I get a vicious thrill from being on top.
6	Aspiration. I need to challenge bigger and bigger enemies.

EARNING AND LOSING PIETY

You increase your piety score to Bahgtru when you expand the god's influence in the world in a concrete way through acts such as these:

- Besting another creature physically
- Winning a contest or game of physicality

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

- Purposefully losing or throwing a physical content
- Refusing a challenge

FAVOURED GOD: BAHGTRU

Piety 3+ Bahgtru trait

You gain inspiration when you make a performative display of great physical strength

YEET

Piety 10+ Bahgtru trait

You treat all weapons as if they had the Thrown tag, and can wield two handed weapons as if they had the Light tag instead.

NO FEAT TOO GREAT

Piety 25+ Bahgtru trait

You can use your bare hands in Strength based ability checks to affect materials that they would usually not be able to damage, ie. stone walls, metal cages. In this manner you could (in theory) smash through a brick wall without damaging your hands.

CHOSEN OF BAHGTRU

Piety 50+ Bahgtru trait

You can focus yourself to briefly channel Bahgtru's incredible prowess. You can spend an inspiration die to gain +10 to one Strength based ability check, after you have made the roll but before the DM has declared a success or failure.

BANE

Might is right.

Bane is the god of tyranny and conquest, worshipped by those who are driven by ambition and who believe the strong should rule over the weak. In Bane's eyes, the strong have a duty to caretake and direct those who are unworthy to lead - it's for their own good, after all.



BANE'S CHAMPIONS

Alignment: Always lawful, often evil

Suggested Classes: Paladin, Fighter

Suggested Cleric Domains: Order, War,

Suggested Backgrounds: Soldier, Knight

Champions of Bane usually excel in bringing physical force to bear on their enemies. Leaders and protestors, they can always be found exerting their influence where decisions are being made.

BANE'S FAVOR

Bane's divine portfolio is that of dominance. The strong must rule over those who are unfit to rule - this is the way of the world. Thus, Bane watches for those with the ambition, talent and drive to fulfil their potential.

Bane favours physical force over magical supremacy, and his scions are often powerful military leaders and warlords.

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

d6	Circumstance
1	You defeated a much more powerful enemy in battle
2	You bullied your way to the top of your command structure
3	You burn with an inner ambition which consumes you
4	You've killed for power before, and you'd do it again
5	Someone once told you that you'd amount to nothing. You've proved them wrong twice over.
6	What you did all those years ago is between Bane and yourself. No-one can ever know.

DEVOTION TO BANE

Following Bane means dedicating yourself to ambition and control. As a follower of Bane, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Ruthlessness. I will do what I must to get what I want.
3	Dread. If I am to rule, others must fear me.
4	Enforcement. Dissent must be stamped out early and viciously before it can take root.
5	Courage. I must have the bravery to stand up for what I need.
6	Ambition. There are no limits to my potential other than the ones I set for myself.

EARNING AND LOSING PIETY

You increase your piety score to Bane when you expand the god's influence in the world in a concrete way through acts such as these:

- Taking control of a meeting or council
- Forcing obedience from another creature
- Intimidating others with physical force

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

- Following the orders of someone less powerful than you
- Allowing the weak to have too much autonomy

FAVOURED GOD: BANE

Piety 3+ Bane trait

You gain inspiration when you bully someone into doing things your way.

HAMMER AND NAIL

Piety 10+ Bane trait

Choose a creature type You gain advantage on Charisma (Intimidation) checks when interacting with that creature type.

LORD OF TYRANNY

Piety 25+ Bane trait

Your spells and abilities can Frighten enemies who are immune to being Frightened. You can intimidate creatures which would usually be immune to being intimidated, such as constructs or undead.

CHOSEN OF BANE

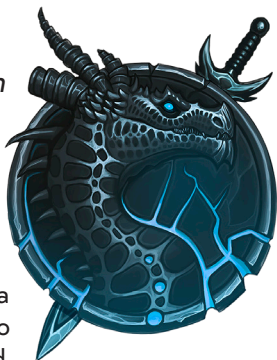
Piety 50+ Bane trait

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

BAHAMUT

*You wish to see a miracle?
There is no greater miracle in
all this world than kindness
shown to a total stranger.*

Bahamut is the god of good dragons, bearing platinum scales unique amongst his kindred. He is a retiring and subtle god, preferring to move amongst people in humanoid form and nudge them to the right course of action.



BAHAMUT'S CHAMPIONS

Alignment: Always good, usually lawful

Suggested Classes: Cleric, Fighter, Paladin

Suggested Cleric Domains: Arcana, Light

Suggested Backgrounds: Urchin, Far Traveler

Champions of Bahamut are often those who enjoy pro-actively seeking to do good, and who don't mind not getting rewarded for it.

BAHAMUT'S FAVOR

Bahamut is a peculiar god. For all his vast draconic power, he rarely uses it or openly adopts his draconic form. Instead he adopts a disguise (such as a doddering old mage, or a kindly mentor) and attempts to encourage people to choose good because they want to, not under duress.

Bahamut has a soft spot for the underdog or forgotten, using his divine powers to give them the opportunities to better their own lives and pass that miracle onto others. Many chosen by Bahamut never know the nature of their patron.

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

d6	Circumstance
1	You were on the streets until a kind old mage took you in under his wing
2	Your family brought you into their cult when you were young, but a neighbour helped you free yourself
3	Your parents died when you were young and you fell in with a bad crowd. A friend raised you up and you never looked back.
4	You have a terrible addiction to a magical substance. Having your sponsor to lean on helps you keep sober.
5	You've only ever really cared for yourself, until a strange child came into your life
6	You were blinded in a monster attack. You struggled and lashed out at the world until a passing healer cleared your sight with their touch.

DEVOTION TO BAHAMUT

Following Bahamut means dedicating yourself to good above any other concerns. As a follower of Bahamut, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Secrecy.** It isn't a good deed if I'm only doing it for the reward.
- 3 **Community.** If I can help the people around me, then I should.
- 4 **Responsibility.** I have been blessed with power. How I use that power is the measure of my character.
- 5 **Charity.** Sometimes the world wrongs us for no reason. We should help those who need it without judgment.
- 6 **Heroism.** I secretly desire to be lauded and praised for all the good work I do.

EARNING AND LOSING PIETY

You increase your piety score to Bahamut when you expand the god's influence in the world in a concrete way through acts such as these:

- Acts of kindness or hospitality to those you do not know
- Helping someone with no incentive to do so
- Demurring praise or reward for any act of good

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

- Profiting in any way off your efforts to do good
- Allowing others to fan the flames of your vanity

FAVOURED GOD: BAHAMUT

Piety 3+ Bahamut trait

You gain inspiration when you help someone anonymously.

MANY FACED STRANGER

Piety 10+ Bahamut trait

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

SUBTLE SILVER FIRES

Piety 25+ Bahamut trait

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

CHOSEN OF BAHAMUT

Piety 50+ Bahamut trait

You may use an action to spend an inspiration die and invoke the Rite of Rebirth. This functions as a *reincarnate* spell, which always produces a metallic dragonborn, and only works on Good creatures. A creature can only benefit from the Rite of Rebirth once.

BAERVAN'S CHAMPIONS

Champions of Baervan are wanderers and animal friends who take great joy in making new friends.

BAERVAN'S FAVOR

Baervan favours those who work with nature and away from civilisation where possible, though she has also been known to choose arcane scions who have developed deep friendships with summoned creatures.

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

d6	Circumstance
1	You summoned a familiar which you've bonded with so strongly that you consider it family.
2	You've always been kind to the animals you met, even if you didn't have much time for people.
3	You never stay in one place for long, moving from place to place before you get tied down
4	You lost a companion that was dear to you, and Bearvan watches over you out of compassion
5	You've been kicked out of more towns than you can remember due to the antics of your pet
6	You've been questing after the same animal for so long that you don't know what you'd do if you actually found it

DEVOTION TO BAERVAN

6 **Balance.** I keep strange company to remind myself that the world is not only designed to serve my purposes, but those of all creatures.

EARNING AND LOSING PIETY

- Make a new friend or companion
- Work together with a team mate to mutual profit

- Enslave, bully or harm your companions
- Treat creatures smaller or less powerful than you with cruelty or disdain

FAVOURED GOD: BAERVAN

You gain inspiration when you acquire a new friend, travel companion or familiar.

FAST FRIENDS

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

MANY HANDS, LIGHT WORK

You can summon a number of simultaneous familiars with the *find familiar* spell equal to your proficiency bonus.

CHOSEN OF BAERVAN

You can spend an inspiration die to cast *conjure animals* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

BARAVAR'S CHAMPIONS

Suggested Backgrounds: Urchin, Criminal, Spy

BARAVAR'S FAVOR

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

d6	Circumstance
1	You were a slave to a monster. Baravar helped you free yourself, and you will never go back.
2	You were treated badly by someone who said they loved you. Baravar spirited you away into the dark.
3	Your parents abandoned you. and you were adopted by the goddess. She watches your steps even now.
4	You earned the ire of an evil sorcerer, and only Baravar's blessing keeps him from finding you.
5	You secretly help to shelter and smuggle threatened people away from the authorities.
6	Why Baravar would choose you is a mystery befitting the mercurial nature of the goddess.

DEVOTION TO BARAVAR

Following Baravar means dedicating yourself to mischief. As a follower of Baravar, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Humour.** Life is a joke, and I'd rather not be the punchline.
- 3 **Protection.** I use my gifts to shield others from malice.
- 4 **Freedom.** My pranks and jokes are a weapon against authority.
- 5 **Change.** It's very hard to capture someone who never acts the same way twice.
- 6 **Sacrifice.** We must all be ready to lose everything in order to do what is right.

EARNING AND LOSING PIETY

- Enact an elaborate trick or scheme
- Change your appearance or identity

- Shackle others to your authority or impede their freedom of choice
- Become beholden to routine or tradition

FAVOURED GOD: BARAVAR

You gain inspiration when you hide yourself or conceal others.

CHAMELEOGNOME

You can attempt to Hide even in situations where you have no cover, as you seem to blend into the background. This does not conceal you from attempts to locate you based on smell or sound.

GNOME YOU SEE ME

Whenever you take the Disengage action, you become invisible until the end of your next turn.

CHOSEN OF BARAVAR

You can spend an inspiration die to cast *programmed illusion* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

BERRONAR'S CHAMPIONS

Champions of Berronar are pillars of the community who value family, honor and law.

BERRONAR'S FAVOR

Berronar's scions tend to be controlling and domineering people, invested by their goddess with an instinct for locating matches and agreements in the pragmatic best interest of everyone, and executing them promptly.

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

d6	Circumstance
1	You forged a lasting bond between your village and another.
2	You stopped an fraudulent marriage from taking place at the last minute.
3	You've been tasked with tracking down and stopping someone who betrayed an oath.
4	You've performed more christenings than you can remember, with Berronar's blessing.
5	Your entire clan is under your thumb, but you've begun to yearn for a greater challenge
6	Berronar spoke to you at your coming of age ceremony. What did she say to you?

DEVOTION TO BERRONAR

Following Berronar means dedicating yourself to family and bonds. As a follower of Berronar, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Community.** What we forge together is always stronger than any of us alone.
- 3 **Honor.** When I make a bargain, I keep it.
- 4 **Wealth.** Our mutual prosperity is founded on agreement and compromise.
- 5 **Tradition.** I will follow the customs and ways of my predecessors.
- 6 **Hard Work.** Maintaining bonds and ties isn't easy. It's work, each and every day.

EARNING AND LOSING PIETY

You increase your piety score to Berronar when you expand the god's influence in the world in a concrete way through acts such as these:

- Broker an agreement between two or more parties
- Enact a ritual or ceremony

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

- Forcing a duplicitous agreement, or willingly breaking an accord

FAVOURED GOD: BERRONAR

You gain Inspiration when you broker an honorable deal, trade or bargain

MOTHER OF TRADITIONS

You can cast *ceremony* as a ritual with this trait, requiring no material components. Charisma is your spellcasting ability for this spell.

BINDING AGREEMENT

You can cast *geas* as a ritual with this trait, requiring no material components. Charisma is your spellcasting ability for this spell.

CHOSEN OF BERRONAR

You can spend an inspiration die to cast *planar ally* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. This version of the spell will only summon celestial creatures.



BESHABA

All those years, all your effort...it comes down to this one moment. Are you feeling lucky?

Beshaba is the goddess of bad luck and ill omen. Creatures pay homage to her to avert her touch. She governs all situations in which creature's cast their eyes to the heavens and beg her to avert disaster against all odds.

BESHABA'S CHAMPIONS

Alignment: Often evil, usually chaotic

Suggested Classes: Rogue, Bard, Druid

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, Urchin, Haunted One

Champions of Beshaba understand that the fate of each person in Faerun hangs on a knife edge between glory and ruin.

BESHABA'S FAVOR

Beshaba's favour is a direct counterpoint to that of her more benevolent sister Tymora. She has the power to avert or inflict cruel twists of chance and bad luck on those she dislikes.

Beshaba's scions can be found in all vocations, but she finds particular worship in druids, who recognise her status as one of the old power of the First Circle.

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

d6	Circumstance
1	You were born under an ill star.
2	Your family all died in tragic accidents shortly after your birth.
3	Everyone who meets you seems to undergo a swift and unlikely demise.
4	You sought out the goddess in the deep woods when all seemed lost.
5	Life crushed your dreams, and the goddess took pity.
6	You have no idea why you have the favour of the goddess, and it scares you.

DEVOTION TO BESHABA

Following Beshaba means dedicating yourself to the cruel whims of misfortune. As a follower of Beshaba, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Humility. We are all vulnerable to Her disfavour. Pray for mercy.
3	Fatalism. What will be, will be. Just accept it.
4	Consolation. Once you understand you have no control over your destiny, it puts everything in perspective.
5	Apathy. The goddess decides if I succeed or fail. Why bother trying?
6	Vigilantism. Bad luck? Yes, that would be me, and I'm here to collect.

EARNING AND LOSING PIETY

You increase your piety score to Beshaba when you expand the god's influence in the world in a concrete way through acts such as these:

- Thanking Beshaba for averting a disaster
- Making sure the goddess is ceremonially invited to a function, ritual or event

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

- Worshipping or calling on the aid of Tymora, Lady of Luck
- Forgetting to invite Beshaba to an event or ceremony
- Not offering sacrifice to Beshaba for staying her hand when things are well

FAVOURED GOD: BESHABA

Piety 3+ Beshaba trait

You gain Inspiration when despite your careful planning, everything goes horribly wrong.

BAD LUCK CURSE

Piety 10+ Beshaba trait

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

AT THE WRONG MOMENT

Piety 25+ Beshaba trait

Anyone who rolls a 1 within 30 feet of you suddenly finds the result of their action to go disastrously wrong, eg. dropping a weapon or setting a house on fire.

CHOSEN OF BESHABA

Piety 50+ Beshaba trait

You may use a reaction and spend an inspiration die to force an enemy to reroll a saving throw and take the lower result.

BHAAL

Is there any sight more holy than a knife wet with blood? Slick memories of sick moments. A sanguine dream. Perfection.

Bhaal is the god of murder. He is rarely acknowledged or mentioned openly, but his rather particular sphere of influence is quietly sought by those who would do harm to others.



BHAAL'S CHAMPIONS

Alignment: Often evil, usually chaotic

Suggested Classes: Rogue, Barbarian, Cleric

Suggested Cleric Domains: Death

Suggested Backgrounds: Criminal, Soldier

Champions of Bhaal are his hidden blades and assassins, working the will of their lord in the darkness. The god demands blood, and blood he must therefore have.

BHAAL'S FAVOR

Bhaal's favour is seldom bestowed on any mortal, but occasionally the Lord of Murder's dark whimsy descends on a charismatic cult leader, or a particularly decadent assassin. The chosen party rarely has any say in this.

Bhaal's scions are almost always drenched in the blood of others, whether they mean to be or not, comprising murderers-for-hire, soldiers, cultists and serial killers.

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

d6	Circumstance
1	You are descended from Bhaalspawn and have a blood tie to the god of murder.
2	You killed your first person as a child. Bhaal found this amusing.
3	You've killed lots of people. You enjoy it.
4	You almost murdered someone once. Bhaal wants you to finish the job for some reason.
5	Your family was killed by a cultist of Bhaal. Perhaps he feels responsible for you.
6	You sleepwalk, and you are concerned that your nighttime activities have drawn the attention of Bhaal.

DEVOTION TO BHAAL

Following Bhaal means dedicating yourself to murder above any other concerns. As a follower of Bhaal, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Hatred. Other people are weak and deserve to die.
3	Mortality. Everyone dies. Some of us more proactively than others.
4	Savagery. Killing is an art form.
5	Secrecy. I can only continue to worship Bhaal if I am undiscovered in my deeds.
6	Duplicity. There's nothing quite like getting to know someone before I slip them a knife between the ribs.

EARNING AND LOSING PIETY

You increase your piety score to Bhaal when you expand the god's influence in the world in a concrete way through acts such as these:

- Killing a living creature
- Ritually glorifying in death or blood
- Leaving Bhaal's mark at the scene of a death

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

- Showing mercy on a creature within your power to kill and letting it live
- Healing the wounded or sick
- Showing remorse or contrition for a killing

FAVOURED GOD: BHAAL

Piety 3+ Bhaal trait

You gain Inspiration when you personally kill a nontrivial opponent.

IN THE LIBRARY, WITH THE CANDLESTICK

Piety 10+ Bhaal trait

Choose a weapon you own. When you kill a humanoid creature with that weapon, it's impossible for anyone to later trace that murder back to you.

QUIETUS

Piety 25+ Bhaal trait

When you reduce a creature to 0 hit points, that creature is slain even if it would usually enter Death saving throws or regenerate.

CHOSEN OF BHAAL

Piety 50+ Bhaal trait

You can spend an inspiration die to cast *power word kill* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. You can only use this spell to kill humanoid creatures.

BRANDOBARIS

Don't look at me like that, it was only one tiny apple. What? Ok, fine, I stole a horse too. It looked ill, anyway, I saved him a fortune in veterinary bills. And I couldn't leave the saddle, that'd be silly.

Brandobaris represents the halfling spirit of adventure, wild capers and thievery. Naturally, every other god in every other pantheon considers him a wretched nuisance, something he wears as a badge of honour.

BRANDOBARIS'S CHAMPIONS

Alignment: Usually chaotic

Suggested Classes: Rogue, Bard

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Criminal, Charlatan

Champions of Brandobaris walk wherever they like, confident that even if they *are* caught, their charm and slippery nature will see them through to the Next Big Thing.

BRANDOBARIS'S FAVOR

Brandobaris is not a malicious god, though those on the receiving end of his endless curiosity might be inclined to think the worst of him. He rarely chooses serious criminals or those with dark ambition for his champions, preferring those who share his wonder and inquisitive glee.

Brandobaris's scions are often travellers, pickpockets and casual ne'er do wells still infused with the relentless drive of youth to Become Something.

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

d6	Circumstance
1	When you were born, you were invisible for a full minute before appearing with a gurgle.
2	You left home very young, and your parents have been praying for you every night since.
3	When you don't want to be heard, the night itself forgets you exist.
4	You woke up recently in a gutter with no idea who you are or what your name is.
5	You didn't mean to steal from the duke, it was all a complete misunderstanding.
6	Yes, a face that looks like yours is pasted on wanted posters all over the town, but you're sure it can't be anything to do with you.

DEVOTION TO BRANDOBARIS

Following Brandobaris means dedicating yourself to madcap escapades and anarchistic fun. As a follower of Brandobaris, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Wealth. I can't help touching shiny things.
3	Destiny. I go wherever I please, and it's where I am supposed to be so don't try and stop be.
4	Duplicity. My word lasts about 5 seconds until I forget I gave it.
5	Victory. I adore the rush I experience when I realise I'm going to get away with it.
6	Luck. I have no idea why I'm not in jail or dead but I'll worry about that Tomorrow.

EARNING AND LOSING PIETY

You increase your piety score to Brandobaris when you expand the god's influence in the world in a concrete way through acts such as these:

- Engaging in a wild escapade or daring heist
- Evading an enemy or the law through stealth

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

- Showing remorse or taking responsibility for your actions
- Getting caught in the act

FAVOURED GOD: BRANDOBARIS

Piety 3+ Brandobaris trait

You gain Inspiration when you successfully evade pursuit.

WHAT HAS IT GOT IN ITS POCKETSES?

Piety 10+ Brandobaris trait

You gain a hidden extradimensional pocket on your person (similar in function to a Bag of Holding) which noone can find by mundane searching.

THE BETTER PART OF VALOUR

Piety 25+ Brandobaris trait

When you take the Disengage action, attack rolls made against you are made at disadvantage until the start of your next turn.

CHOSEN OF BRANDOBARIS

Piety 50+ Brandobaris trait

You may use an action to spend an inspiration die and reach through a single solid surface no thicker than 1 foot in width. You may bring back a single item in this way within your reach



CHAUNTEA

From the earth comes life, and to earth all life shall return.

Chauntea is the goddess of the harvest, and is widely worshipped by smaller communities all across Faerun. Those who live close to the land hold her in the greatest regard, but her clerics and priests can be found anywhere one cares to look.

CHAUNTEA'S CHAMPIONS

Alignment: Often good

Suggested Classes: Cleric, Druid

Suggested Cleric Domains: Life, Nature

Suggested Backgrounds: Folk Hero

Champions of Chauntea often hail from remote communes and farming villages which sustain themselves. They are frequently stalwart folk used to proving themselves and caring for others.

CHAUNTEA'S FAVOR

Chauntea's favour is oft given to those who take care of their communities and provide for those around them. Chauntea prizes not only bravery, but selflessness and collective responsibility.

Chauntea's scions tend to have large hearts and empty pockets as they look out for the needs of their team members.

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

d6	Circumstance
1	You saved a village from famine
2	You have a green thumb
3	You took in a stranger from the rain and invited them to dine with you. It was the goddess in disguise.
4	You always tithe some of the harvest to the goddess
5	You are the secular leader of a town or village
6	You were found abandoned in a field as a baby

DEVOTION TO CHAUNTEA

Following Chauntea means dedicating yourself to plenty and community. As a follower of Chauntea, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Community. We have a responsibility to those around us.
3	Humility. We all rely on the earth for food. We must respect it, and give thanks for what it offers.
4	Generosity. True hospitality never turns away a stranger in need.
5	Bounty. If we work together, we will have enough for everyone to share.
6	Stewardship. The land is on loan to us from the gods. We must not abuse this trust.

EARNING AND LOSING PIETY

You increase your piety score to Chauntea when you expand the god's influence in the world in a concrete way through acts such as these:

- Encouraging a community spirit in face of adversity
- Providing hospitality to strangers
- Feeding anyone at your table

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

- Showing unkindness and hostility to strangers
- Selfishly hoarding resources
- Poisoning or desecrating the land

FAVOURED GOD: CHAUNTEA

Piety 3+ Chauntea trait

You gain Inspiration when you cook a meal or provide rations for strangers

FLEXIBLE RECIPE

Piety 10+ Chauntea trait

Choose a recipe you know. No matter the circumstances, you can always find the ingredients (or a close proxy) for that recipe somewhere nearby. This extends to potions and alchemy.

THE EARTH SUSTAINS ME

Piety 25+ Chauntea trait

You can endure indefinitely without food or water if necessary.

CHOSEN OF CHAUNTEA

Piety 50+ Chauntea trait

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

CYRIC

Love is a lie, the greatest lie ever told. Break free of your chains. Join me.

Cyric is not the kind of god you want on your side, or not on your side. Or anywhere near your affairs, if truth be told. The Prince of Lies has a reputation for strife, deceit and madness, one he reinforces with glee.



CYRIC'S CHAMPIONS

Alignment: Usually evil, often chaotic

Suggested Classes: Rogue, Bard

Suggested Cleric Domains: Death, Trickery

Suggested Backgrounds: Charlatan, Criminal

Champions of Cyric consider his gospel to be simple - bonds and connections between others are a lie, and wither away like leaves in autumn. Self-reliance is the only commandment.

CYRIC'S FAVOR

Cyric's favour is oft given to those who indiscriminately and without a shadow of doubt or remorse put their interests before those of others, by any means necessary.

Cyric's scions are thus drawn from the ranks of liars and deserters, but more commonly from the ranks of those with institutional privilege, such as those with hereditary wealth or those who run businesses that exploit their workers.

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

d6	Circumstance
1	You were born under a dark sun.
2	Someone in your bloodline once read the <i>Cyrinishad</i> , and the taint was passed down to you.
3	You can't seem to stop lying to everyone
4	You've founded a business or a married life founded on a single lie that could destroy everything.
5	You are fascinated by the sociology surrounding falsehoods and rumours
6	You've betrayed every friendship you ever had

DEVOTION TO CYRIC

Following Cyric means dedicating yourself to mendacity. As a follower of Cyric, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Cruelty. It's fun to slowly torture people emotionally.
3	Pragmatism. All bonds fade away - before that happens you should make sure you get some use out of them.
4	Pride. I am a liar beyond compare, it sustains me.
5	Secrecy. I enjoy the silent cat and mouse game of lying to people and avoiding being caught.
6	Consolation. There are times when a lie is kinder than the truth.

EARNING AND LOSING PIETY

You increase your piety score to Cyric when you expand the god's influence in the world in a concrete way through acts such as these:

- Exploiting another creature to your own benefit
- Betraying a friend or associate
- Lying to further your agenda

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

- Honesty that could compromise you in any way
- Helping others in a way that doesn't also benefit you

FAVOURED GOD: CYRIC

Piety 3+ Cyric trait

You gain Inspiration when you successfully lie in a way that furthers the goals of you or your party

FORKED TONGUE

Piety 10+ Cyric trait

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

FEINT AND STAB

Piety 25+ Cyric trait

When you make an attack roll against a Surprised creature you may roll against the passive Insight score of the target, not their Armour Class.

CHOSEN OF CYRIC

Piety 50+ Cyric trait

You can spend an inspiration die to cast *glibness* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. This version of the spell ends immediately if you tell an intentional truth when answering a question.

CYRROLLALEE

Come, sit down near the fire, you look frozen half to death. Have a cookie. No, wait, have two.

Cyrrollalee is the halfling god of food, home and hearth. She is honored in all domestic acts, and she represents the sanctity of hospitality.



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CYRROLLALEE'S CHAMPIONS

Alignment: Always good

Suggested Classes: Cleric, Paladin

Suggested Cleric Domains: Life

Suggested Backgrounds: Folk Hero, Acolyte, Anthropologist

Champions of Cyrrollalee are welcoming and social people with a fierce love of family and community.

CYRROLLALEE'S FAVOR

Cyrrollalee's favour is given to those who are not afraid to invite others into the fold. She spurns those who do not honour the old laws of hospitality, or who believe that steel is the only way to handle a disagreement.

Cyrrollalee's scions are rarely those one would expect to find adventuring. From those who have stayed at home minding children to those who have spent their lives becoming artisan bakers, the chosen of Cyrrollalee often find themselves thrust into the roil of world events with a sigh and a grumble.

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

d6	Circumstance
1	Your home befriended a monster when you insisted on cooking it a meal and inviting it to stay.
2	You have a large number of children who come on adventures with you.
3	You've won awards for your cooking, so many that you've lost count.
4	You once betrayed the laws of hospitality, and you serve the goddess as penance until she is satisfied.
5	You kept the hearth burning through the longest winter, when all other fires went out.
6	You sheltered a hundred people in your house through a national tragedy or famine.

DEVOTION TO CYRROLLALEE

Following Cyrrollalee means dedicating yourself to hearth and home. As a follower of Cyrrollalee, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Family. The family I have chosen to bond with are more important than any larger issue.
3	Community. A healthy community welcomes new sheep into the fold.
4	Honor. I will not allow those protected by the rules of Hospitality to be harmed.
5	Respect. Everyone and everything deserves a chance.
6	Excellence. I take pride in my work and what I provide.

EARNING AND LOSING PIETY

You increase your piety score to Cyrrollalee when you expand the god's influence in the world in a concrete way through acts such as these:

- Welcoming a new creature into your way of life, your home or your family
- Using subversive or nonviolent means to solve a problem

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

- Using violence to brute force your way through an issue
- Displaying xenophobic or prejudiced behaviour

FAVOURED GOD: CYRROLLALEE

Piety 3+ Cyrrollalee trait

You gain Inspiration when you offer a creature your hospitality.

SWEET TOOTH

Piety 10+ Cyrrollalee trait

You can cast *goodberry* with this trait, requiring no components. When you cast this spell, the manifested food can take any form (including cakes or pies) as long as each fits in the palm of your hand. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

CREATURE COMFORTS

Piety 25+ Cyrrollalee trait

Creatures which willingly eat food you have prepared for them become Charmed by you for 1 hour, or until they take damage.

CHOSEN OF CYRROLLALEE

Piety 50+ Cyrrollalee trait

You can use an action to spend an inspiration die and imbue your camp with a warm friendly presence for 1 hour. As long as you remain at the location, humanoids, monstrosities and beasts within 1 mile instinctively converge on your location.

DEEP SASHELAS

All manner of things are lost at sea. What the surface forgets, the deep ocean remembers. What do you desire, and why should the waves return it to you?



Deep Sashelas is the elven god of all things lost at sea and forgotten histories. He is particularly fond of the sea elves, dolphins and elven sages.

DEEP SASHELAS'S CHAMPIONS

Alignment: Usually chaotic, sometimes good

Suggested Classes: Wizard, Bard, Druid

Suggested Cleric Domains: Knowledge, Nature, Tempest

Suggested Backgrounds: Sage, Sailor, Archaeologist

Champions of Sashelas are sages, storytellers and explorers at home with wind and wave.

DEEP SASHELAS'S FAVOR

Sashelas's favour is given to those who pay him tribute, and those who wish to know things that the entire world has forgotten. Compared to Dumathoin, who keeps secrets that someone seeks to protect, Deep Sashelas holds court over those stories that have faded from recollection entirely.

Sashelas's scions are, therefore, those who have a vested interest in stories, those who seek knowledge that no-one alive remembers, and those who seek safety at sea.

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

d6 Circumstance

- 1 You uncovered an ancient story in abandoned ruins. You are its caretaker.
- 2 You have gifted endless tribute to Deep Sashelas in your travels across the ocean.
- 3 You are one of the few people the sea elves will openly treat with.
- 4 You saved a dolphin from a trap, and it told Deep Sashelas of your mercy.
- 5 Your family were the last monarchs of a city destroyed by time or evil. You are royalty no longer, but you remember the old ways.
- 6 You're looking for a secret that you are well aware no-one alive knows. Perhaps Sashelas will lead you to it.

DEVOTION TO SASHELAS

Following Sashelas means dedicating yourself to deep secrets and lost histories. As a follower of Sashelas, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **History.** Someone must remember the ways of the past, so we can learn from them.
- 3 **Mortality.** All things fade and die in time.
- 4 **Scholarship.** My scholarship is perhaps more important than any other - I stand between knowledge and the void.
- 5 **Mystery.** The anticipation of searching for the lost and hidden is exhilarating.
- 6 **Civilisation.** The truths I recover from the depths could transform the way we live.

EARNING AND LOSING PIETY

You increase your piety score to Sashelas when you expand the god's influence in the world in a concrete way through acts such as these:

- Re-discovering information thought lost
- Uncovering stolen or buried artefacts and returning them to their rightful owners
- Offering tribute to the sea

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

- Refusing to pay tribute to Sashelas for his blessings
- Corrupting or falsifying history

FAVoured GOD: DEEP SASHELAS

Piety 3+ Sashelas trait

You gain Inspiration when you pay tribute to Sashelas.

SUBMERGED MUSINGS

Piety 10+ Sashelas trait

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

FORGOTTEN REALMS

Piety 25+ Sashelas trait

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

CHOSEN OF DEEP SASHELAS

Piety 50+ Sashelas trait

You can spend an inspiration die to hide one or more thoughts from your mind. Whilst hidden, the thoughts vanish from your mind and no magic or ability can detect you ever knew them. They return to you in response to hearing a trigger word you specify when you use this ability.

DENEIR

"They're not scribbles. They're the history of the lesser spotted plunger rat. Of course I know it's hideous, that's really not the point."



Deneir is the god of scribes and writing, art and literature. In a world where civilisation is ever at risk of destruction by outside forces, Deneir represents the ability to pass precious knowledge and art down to our descendants.

DENEIR'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Bard, Wizard, Monk

Suggested Cleric Domains: Knowledge

Suggested Backgrounds: Cloistered Scholar

Champions of Deneir are drawn from the ranks of Faerun's scholars and artists. The ability to read, write or draw is essential, as is a passion for preserving these abilities for future generations.

DENEIR'S FAVOR

Deneir's favour is given to those who prize not just the word, but the act of placing word to paper. It is this immortalization of knowledge which separates Deneir from Oghma, god of knowledge.

Deneir's scions usually manifest in schools, libraries, art colleges and so on, though in a world as dangerous as Faerun the definition of a job like archivist can vary wildly from place to place.

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

d6	Circumstance
1	You penned a great work of art, literature or poetry
2	You caretake an important or specialised library
3	You saved a noteworthy text from destruction
4	You rediscovered up a forgotten book, lost to time
5	You are the single expert in a very niche field
6	You are the sole keeper of a terrible secret.

DEVOTION TO DENEIR

Following Deneir means dedicating yourself to the written word. As a follower of Deneir, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Excellence. To create a work of art is the highest purpose there is.
3	Knowledge. I hunger for new books. It consumes me.
4	Immortality. The art you leave behind you is the only way to truly live forever.
5	Wealth. Control of books and art is a gateway to incredible good fortune.
6	Civilisation. Stories and books are a sacred link to our history, they must be protected

EARNING AND LOSING PIETY

You increase your piety score to Deneir when you expand the god's influence in the world in a concrete way through acts such as these:

- Penning a new book or work of art
- Preventing the destruction of the same
- Translating or uncovering a truly lost work of art

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

- Destroying books or works of art

FAVOURED GOD: DENEIR

Piety 3+ Deneir trait

You gain Inspiration when you scribe a document, or create a lasting work of art.

WORDS CATCHING LIKE FIRE

Piety 10+ Deneir trait

You learn an additional language of your choice.

CUNNING SCRIBE

Piety 25+ Deneir trait

Even if you do not share a language with a creature, as long as they possess at least one language they will understand your writing.

CHOSEN OF DENEIR

Piety 50+ Deneir trait

You can spend an inspiration die to cast *glyph of warding* with this trait, requiring no material component. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. You can only use this spell to kill humanoid creatures.

Dumathoin is the dwarf god of secrets under the mountain and all things hidden beneath the earth. He holds to his breast any dark or glimmering thing that someone covets and wishes to hide from others.



DUMATHOIN'S

CHAMPIONS

Suggested Backgrounds: Archaeologist, Hermit

Champions of Dumathoin are wise and perceptive keepers of unknown lore, who can (and frequently do) take their secrets to the grave rather than give them up to an enemy.

DUMATHOIN'S FAVOR

Dumathoin's eye falls on people who are both inquisitive and reclusive, toeing that strange personality crossover that produces private investigators, weary archivists and laboratory scientists. He values discretion, and an iron will.

Dumathoin's scions are usually close-lipped and secretive, preferring to keep everyone in the dark about their plans than risk their enemies finding out important information. They make taciturn allies, and inscrutable enemies.

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

d6	Circumstance
1	You resisted interrogation from a species uniquely suited to it, such as mind flayers.
2	You were told a secret in your youth. You've kept it your whole life, and intend to die with it.
3	You buried something of critical cultural and magical importance deep under the earth.
4	You erased your own memory of your family so that no-one could use them against you.
5	You are on a quest for an item or book that Dumathoin has decided should come to light again.
6	You don't know who your parents are, and your only known family died before they could tell you.

DEVOTION TO DUMATHOIN

Following Dumathoin means dedicating yourself to buried secrets above any other concerns. As a follower of Dumathoin, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Mystery. Secrets are beautiful in their own right.
3	Stewardship. Hiding information can preserve it from destruction until the world is ready for it.
4	Power. Being the only person alive who knows something gives me a rush.
5	Scholarship. I want to uncover the long forgotten secrets of the past, all for my research.
6	Greater Good. Some things should be forgotten and never rediscovered.

EARNING AND LOSING PIETY

You increase your piety score to Dumathoin when you expand the god's influence in the world in a concrete way through acts such as these:

- Uncovering a buried truth, hidden item or lost secret, and being careful to whom to disclose it
- Hiding something too dangerous to come to light

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

- Allowing dangerous discovered lore or items to fall into the wrong hands

FAVOURED GOD: DUMATHOIN

Piety 3+ Dumathoin trait

You gain inspiration when you uncover something hidden or buried.

UNDER THE MOUNTAIN

Piety 10+ Dumathoin trait

Your mind cannot be read against your will.

BURIED SECRETS

Piety 25+ Dumathoin trait

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

CHOSEN OF DUMATHOIN

Piety 50+ Dumathoin trait

You may use an action to spend an inspiration die and touch a stone wall. When you do so, you gain tremorsense out to 120 feet for 1 minute, or until you stop touching the wall.

ELDATH

Violence serves no end but to create more violence. There is a better way - let me show you.



Eldath is the goddess of waterfalls, springs, quiet, and peace. She governs those spaces deep in nature where nothing moves but the reverential stars overhead. She is a reclusive goddess who brings calm, peace and healing to the sick or wounded.

ELDATH'S CHAMPIONS

Alignment: Often good

Suggested Classes: Cleric, Druid, Monk

Suggested Cleric Domains: Life

Suggested Backgrounds: Hermit

Champions of Eldath are those who have committed their lives to peace and calm. Eldath is a pacifist god, and expects her followers to refrain from violence except in the gravest of circumstances.

ELDATH'S FAVOR

Eldath's favour falls on those who have made exceptional provision for peace and mercy. Her gaze alights on mortals who hold life itself in the greatest esteem, and who consider violence to be the tool of a lost soul.

Eldath's scions are often those who have the privilege of living away from situations in which violence is a hard necessity. Hermits in the deep wood and monks secluded in monasteries are common examples.

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

d6	Circumstance
1	You displayed pacifist principles at great cost to yourself
2	You spend a great deal of time in the deep of the woods and the goddess came to you in a dream
3	You were gravely injured by the cruelty of another, and healed in a sacred spring
4	You were once a violent and evil person, but you were changed by the kindness of another and Eldath took pity on you
5	You have pondered all your life on the silent mysteries of creation.
6	You don't know why the goddess chose you, and you don't even WANT her judgmental brand of help

DEVOTION TO ELDATH

Following Eldath means dedicating yourself to peace and stillness. As a follower of Eldath, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Purity. Violence would stain my soul. I will not engage in it.
3	Protection. I will use my gifts to shield and heal those who cannot defend themselves.
4	Tutelage. No-one is beyond redemption. All can be shown the true way.
5	Mystery. There are secrets to be found in the deep silence of the Goddess. I crave them, and fear them.
6	Kinship. Truly, all living creatures are one. We should treat one another with respect and dignity.

EARNING AND LOSING PIETY

You increase your piety score to Eldath when you expand the god's influence in the world in a concrete way through acts such as these:

- Solving a crisis through nonviolence
- Healing or caring for the sick
- Taking time alone to observe silence and meditation

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

- Violence except as a last resort (and even that requires absolution)
- Causing chaos or a loud disturbance in the calm

FAVOURED GOD: ELDATH

Piety 3+ Eldath trait

You gain Inspiration when you take your time to meditate or muse on a problem before attempting to solve it.

SHELTERING HANDS

Piety 10+ Eldath trait

You can cast *sanctuary* with this trait at-will, requiring no material components. Wisdom is your spellcasting ability for this spell.

SILENT GROVE

Piety 25+ Eldath trait

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

CHOSEN OF ELDATH

Piety 50+ Eldath trait

You can spend an inspiration die to cast *druid grove*. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

GAERDAL IRONHAND

*I watch your rest, so you may sleep.
I steel my heart, so you may
laugh.*



Gaerdal is the gnomish deity of guardianship and defences. She lost her hand in a long ago betrayal, so they say, and her heart is hardened against the pranks and jokes of the other gnomish gods.

GAERDAL'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Fighter, Paladin, Ranger

Suggested Cleric Domains: War

Suggested Backgrounds: Soldier, City Watch

Champions of Gaerdal are those amongst the gnomes who take a more dour, serious approach to their own survival.

GAERDAL'S FAVOR

Gaerdal's favour is given to those who appreciate the fact that for some gnomes to live their lives free of worry or concern, others must see to the borders and defences of their towns and cities. This philosophy is often seen as self-sacrificing by those who adopt it, and it can sometimes lead to ill will when 'irresponsible' gnomes clash with Gaerdal's hardline chosen.

Gaerdal's scions hail from communities that are sheltered from assault by a variety of cunning methods, first and foremost amongst which is a discreet location

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

d6	Circumstance
1	You lost loved ones in an attack on your home.
2	You gained a severe physical impediment as a result of an injury. You've learned to adjust, with effort.
3	You left your family behind to join the armed forces.
4	Your sour disposition is matched only by the depth of your tactical skill.
5	You don't understand how jokes work, and you don't intend to. Gaerdal, frankly, agrees.
6	Happiness, your mother always said, is for dogs and babies. This is the way the world is.

DEVOTION TO GAERDAL

Following Gaerdal means dedicating yourself to defending others. As a follower of Gaerdal, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Protection. My role in life is to defend those I care about.
3	Community. We all have a part to play in society. I can't do some things, but I can hold a shield.
4	Fatalism. Joy and happiness will always give way to times of strife. We must be prepared.
5	Liberty. I keep watch so that none of my people will ever be slaves again.
6	Hate. I despise those who think they can stamp all over my culture because we are small.

EARNING AND LOSING PIETY

You increase your piety score to Gaerdal when you expand the god's influence in the world in a concrete way through acts such as these:

- Defending something important to you
- Setting traps, wards or walls

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

- Trusting another creature unproven by time or trial
- Allowing others to come to harm as a result of naivete

FAVOURED GOD: GAERDAL

Piety 3+ Gaerdal trait

You gain Inspiration when you set traps, wards or defences against intruders.

TRAP SNAPS SHUT

Piety 10+ Gaerdal trait

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

ETHEREAL GUARDIAN

Piety 25+ Gaerdal trait

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

CHOSEN OF GAERDAL

Piety 50+ Gaerdal trait

You can spend an hour invoking a ritual to Ironhand, expending an inspiration die to awaken a stone statue you touch. (Use the statistics for **animated armor**). The statue stays within 100 feet of its original location, and attacks intruders (as defined by you on creation) on sight for 8 hours.

Garl Glittergold is the head of the gnomish pantheon. He exemplifies not only a mischievous trickster archetype, but is also the binding force which encourages gnomes to work together for the common good.

GARL'S CHAMPIONS

Alignment: Usually chaotic, often good

Suggested Classes: Fighter, Paladin, Ranger

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Urchin, Acolyte, Entertainer

Champions of Garl are leaders and charismatic showmen who treat life like a game where the prize is a legacy of dazzling stories about their exploits.



GARL'S FAVOR

Garl's favour is given to those who enjoy life and who remind the world that despite the evils which plague society, there is joy to be had in the small things. A whimsical god, the tales of his pranks and japes on the other gods are held dear to gnomish hearts, and many attempt to emulate his successes.

Garl's scions hail from all kinds of professions, but he prefers those who are able to bring others together, whether with riotous laughter, inspiring speech or conspiratorial giggles.

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

d6	Circumstance
1	You seek to play the ultimate prank, and it has been years in the making.
2	You consider jokes to be an act of worship, and you've elevated it to an art form
3	Your words alone have brought together people from vastly different backgrounds to work together
4	Despite your long history of suffering, nothing has been able to break your spirit.
5	Regardless of how you feel inside, you spend your days bringing joy to others.
6	You don't know why Garl would choose you, but the results are bound to be <i>fabulous</i> .

DEVOTION TO GARL

Following Garl means dedicating yourself to fun and teamwork. As a follower of Garl, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Happiness. Our only duty in this world is to make sure people are happy.
3	Change. People need exposure to new concepts in order to grow into better versions of themselves.
4	Excellence. It's not enough to tell a good joke. I need to tell the <i>best</i> joke.
5	Teamwork. We only succeed as a group, so I need to keep everyone on the same page.
6	Liberty. Pranks and jokes keep the tyrannous in check and give the powerless a voice.

EARNING AND LOSING PIETY

You increase your piety score to Garl when you expand the god's influence in the world in a concrete way through acts such as these:

- Making jokes, setting up pranks, and performing to make people laugh or smile
- Encouraging people to work together in their mutual best interests

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

- Straying from jokes and pranks into malicious duplicity
- Working to drive people apart

FAVOURED GOD: GARL

Piety 3+ Garl trait

You gain Inspiration when play a successful prank or successfully trick someone with an illusion.

FOOL ME ONCE

Piety 10+ Garl trait

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

FOOL ME TWICE

Piety 25+ Garl trait

When you cast an illusion spell that generates a single illusion, you can cast the spell twice using the same action, and concentrate on both spells (where relevant) concurrently.

CHOSEN OF GARL

Piety 50+ Garl trait

You can spend an inspiration die to cast *major image*. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

GOND

The act of creation is to become intimate with the gods.

Gond is the deity of craft and artifice. His domain is vast and covers not only the creation of magical objects but mundane construction work and a host of other activities. His temples are found in cities across the land which value advancements in technology.



GOND'S CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Artificer, Wizard, Rogue

Suggested Cleric Domains: Forge, Knowledge

Suggested Backgrounds: Clan Crafter, Guild Artisan, Sage

Champions of Gond are those who take delight in the ways of creation. The act of making is sacred to Gond, and those who follow him consider it their duty to do so.

GOND'S FAVOR

Gond's favour falls on a wide array of craftsmen and industrial powers. Gond loves those who innovate, but also loves those who dedicate themselves to the perfection of any mundane craft. In this way, a barrel maker can be the equal of an inventor in his eyes.

Gond's scions tend to hail from cities and hubs of civilisation, where the resources and opportunities for great works of craft are more common, and often center their personalities around their incredible worth ethic.

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

d6	Circumstance
1	You invented something unique and incredible
2	You were raised by a cult of religiously obsessed rock gnomes who believe you are the Chosen One
3	You lost part of your body in an accident, and replaced it with a clockwork wonder
4	People seek you out across the land for your beautiful or skilled craftsmanship in a particular trade
5	Gond blessed you in a dream with schematics for a device...but you don't know what it does
6	You created a machine which came alive. You have no idea where it is now, but you suspect it may have malign intent.

DEVOTION TO GOND

Following Gond means dedicating yourself to your craft. As a follower of Gond, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Excellence. Each creation is a chance to reach new heights of skill and beauty.
3	Community. My work is for the betterment of us all.
4	Change. Technology and innovation can change the world in ways we might never dream of.
5	Wealth. This profession will make me filthy rich.
6	Civilisation. Each and every invention is a step upwards for our civilisation as a whole.

EARNING AND LOSING PIETY

You increase your piety score to Gond when you expand the god's influence in the world in a concrete way through acts such as these:

- Inventing a new object or device
- Fixing or maintaining an important object or device
- Creating something (however small) that has an emotional meaning to you or your companions

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

- Deliberately obstructing progress or invention
- Going for an extended period of time without engaging in an act of creation

FAVOURED GOD: GOND

Piety 3+ Gond trait

You gain Inspiration when you successfully craft a sentimental item for another character or NPC.

SOMETHING I MADE EARLIER

Piety 10+ Gond trait

You may use an action to reach into your belongings and produce an item worth less than 25gp you could have made with any artisans tool you are proficient in. You must finish a long rest before using this feature again.

CRAFTSMAN NEEDS NO SLEEP

Piety 25+ Gond trait

You may craft through a long rest and still gain benefit from the rest.

CHOSEN OF GOND

Piety 50+ Gond trait

You can spend an inspiration die to cast *fabricate* with this trait, requiring no material component. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Gorm is the dwarven deity of defence and watchfulness, lord of bodyguards and desperate battles against overwhelming force. In recently days, his priests have detected an errant urgency in Gorm's commands, as if he anticipates some great, final disaster for the dwarven peoples.



Alignment: Usually lawful

Suggested Classes: Fighter, Paladin, Barbarian

Suggested Cleric Domains: War

Suggested Backgrounds: Soldier, City Watch, Knight

Champions of Gorm are those who never let down their guard, and stick to their posts until the last spark of life departs them.

Gorm's favour is reserved for those who consider their duty to be the same as their life. He gives his blessing to bodyguards for noble figures, to wall sentries and to any who would rather die than risk letting down their companions.

Gorm's scions are almost always dwarves, but could in theory hail from any society needing to defend itself from a terrible outside threat. He prefers martial champions able to block blows with their bodies and shields than those of the Art.

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

d6	Circumstance
1	You are (or were) the personal bodyguard to a King.
2	Your village was destroyed by mind flayers. You wanted to fight to the death, but Gorm saved you.
3	You've spent the better part of your life at the same post, without ever wavering or faltering.
4	You sheltered someone close to you from evil, and were scarred in the process.
5	When outnumbered ten to one, you stood your ground out of principle.
6	You don't know why Gorm has chosen you, but it does not bode well.

Following Gorm means dedicating yourself to vigilance. As a follower of Gorm, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Heroism. I'm always watching for a chance to prove myself.
3	Community. I want to protect my family and friends.
4	Fatalism. Disaster is coming. We can only wait for it and be ready when it strikes.
5	Determination. I will not go down without a fight.
6	Fury. I will destroy any enemy that threatens the things I hold dear.

You increase your piety score to Gorm when you expand the god's influence in the world in a concrete way through acts such as these:

- Protecting your companions and keeping watch
- Standing ground against superior forces despite the odds

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

- Giving away ground to the enemy for any reason
- Leaving your post or watch

Piety 3+ Gorm trait

You gain Inspiration when you spot something of note in one of your vigils, or when you refuse to be bullied or moved.

Piety 10+ Gorm trait

When you damage a creature with an opportunity attack, that creature's speed is reduced to 0 until the end of the turn.

Piety 25+ Gorm trait

Whilst you are conscious and holding a weapon, the area in range of your weapon is difficult terrain for hostile creatures you can see.

Piety 50+ Gorm trait

You can spend an inspiration die to imbue your allies with intractable dwarven might. You and all allies within 60 feet of you can no longer be moved against your will. This effect lasts for 1 minute, then fades.

GROLANTOR

Bulk smash.

Grolantor is the giant god of hunger and excess. Selfish and weaker than his siblings, Grolantor uses his nevertheless considerable size and might to deploy destructive tantrums across the world whenever he doesn't get his way. Though his ways are inclined to evil, Grolantor also represents elements of self-esteem, independence and anarchy that the rest of the pantheon is wanting.



GROLANTOR'S CHAMPIONS

Alignment: Usually chaotic, often evil

Suggested Classes: Barbarian, Fighter, Druid

Suggested Cleric Domains: War

Suggested Backgrounds: Criminal, Gladiator, Noble

Champions of Grolantor are never satisfied, consuming more and more resources until they are crushed by the weight.

GROLANTOR'S FAVOR

Grolantor rarely takes the time out of his day to bless anyone or anything, but when he does, he chooses those who live their lives in his image. Those who are physically large due to excess, or more likely those who have amassed pile of physical resources they could never hope to use, gain his favour.

Grolantor's scions tend to be either rich or criminal (some would argue both are the same thing), having accumulated far more than their fair share of resources by hook or by crook.

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

d6	Circumstance
1	Your family has always been rich, and you stand to inherit their vast fortune.
2	You made your wealth and your name on the back of workers you failed to compensate.
3	You've always been greedy. You eat because you don't like the idea of other people touching your food.
4	You've never given to a charitable cause in your life. You'd rather throw the money away.
5	You once killed a man over a sandwich. You weren't even that hungry.
6	You're prone to flying into fits of unspeakable rage when you don't get your own way.

DEVOTION TO GROLANTOR

Following Grolantor means dedicating yourself to gluttony. As a follower of Grolantor, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Greed. I am never satisfied with what I have.
3	Jealousy. I can't stand it when I see someone else with something that I don't have.
4	Rage. I feel a sense of release when I get angry or violent.
5	Independence. I will not be beholden to the needs of others.
6	Selfishness. If the people don't have bread, let them eat cake.

EARNING AND LOSING PIETY

You increase your piety score to Grolantor when you expand the god's influence in the world in a concrete way through acts such as these:

- Taking something that you want
- Satisfying a basic urge, need or hunger

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

- Allowing yourself to be bossed about by another
- Denying yourself something you want

FAVOURED GOD: GROLANTOR

Piety 3+ Grolantor trait

You gain Inspiration when you consume resources needlessly for some unessential purpose.

IRON TUMMY

Piety 10+ Grolantor trait

There is no limit to the amount of food you can eat. You are immune to the effects of ingested poisons and drugs.

HILL GIANT STRENGTH

Piety 25+ Grolantor trait

Your strength score increases to 21 unless it was already higher.

CHOSEN OF GROLANTOR

Piety 50+ Grolantor trait

You can spend an inspiration die to attempt to swallow a creature. As an action, you can make an unarmed attack roll against a small or tiny creature grappled by you. On a hit, the creature is Swallowed by you. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside of you, and it takes acid damage at the start of each of your turns equal to 1d6 times your character level. You can have only one target swallowed at a time. If you are reduced to 0 hit points, a swallowed creature is no longer restrained by you and can escape using 10 feet of movement, exiting prone.

GRUUMSH

Civilisation must serve us all, or it serves no-one. If the world fails you, it must be torn down and rebuilt.



Gruumsh is the orc god of anarchy and justice. When all institutions fail you, when the law derides you and the world turns its back on you, Gruumsh will empower you to strike down your enemies and forge a new world from the ashes. Despite being the head of the orc pantheon, Gruumsh does not ascribe to any concepts of racial purity, welcoming all into his ranks who accept his doctrine.

GRUUMSH'S CHAMPIONS

Alignment: Usually chaotic

Suggested Classes: Barbarian, Fighter, Cleric

Suggested Cleric Domains: War

Suggested Backgrounds: Folk Hero

Champions of Gruumsh are people of action, hurling themselves into the fray and taking matters into their own hands.

GRUUMSH'S FAVOR

Gruumsh's favour strikes from above like a thunderbolt, exalting those who the one-eyed god believes deserve his wisdom and power. He chooses those who are willing to sacrifice for their cause, and those who will use the power he gives them to effect meaningful change.

Gruumsh's scions vary in age, ability and standing, but all have proven themselves to Gruumsh by proactively engaging in acts that display their dedication to their cause.

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

d6	Circumstance
1	You killed your first person at a young age when they tried to hurt you. The experience changed you.
2	Your village was displaced by invaders, so you hunted those responsible down and slew them one by one.
3	Your loved ones were slain by a rich criminal, and when the law failed you, you dealt out your own justice.
4	Your feudal lord didn't come to your aid when your village was threatened, so you took control
5	The world is in danger, and no-one will listen. You've had to use violence to get the issue some attention.
6	You abandoned the military when you were asked to kill civilians.

DEVOTION TO GRUUMSH

Following Gruumsh means dedicating yourself to violence in the name of justice. As a follower of Gruumsh, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Freedom. I will never be beholden to unjust laws.
3	Passion. I act impulsively and recklessly when I feel strongly about something.
4	Rage. The state of the world makes me angry. Things must change.
5	Community. Laws and traditions are less important than what we owe to each other as people.
6	Anarchy. Better no laws than bad ones.

EARNING AND LOSING PIETY

You increase your piety score to Gruumsh when you expand the god's influence in the world in a concrete way through acts such as these:

- Using violence or direct action to effect change
- Dealing out revenge or justice personally

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

- Allowing yourself to be bossed about by another
- Denying yourself something you want

FAVOURED GOD: GRUUMSH

Piety 3+ Gruumsh trait

You gain Inspiration when you take the law into your own hands

FREE SPIRIT

Piety 10+ Gruumsh trait

You cannot be magically compelled to any action that runs in direct contradiction to your Ideal.

MOMENTUM

Piety 25+ Gruumsh trait

If you move at least 30 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage.

CHOSEN OF GRUUMSH

Piety 50+ Gruumsh trait

You can invoke the chaos of Gruumsh to break others free from coercion and enchantment. As an action, you can spend an inspiration die and touch a creature to end any magical domination, geas or charm effects active on it.

HELM

One eye looking in front, another looking behind. The third one is a secret.

Helm is the deity of watchfulness and protection. His sign is invoked by those expecting danger, and it wards against evil.



HELM'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Paladin, Cleric

Suggested Cleric Domains: Light, Life, War

Suggested Backgrounds: Soldier, Acolyte

Champions of Helm are those who would watch the world for signs of danger, ever at the ready for some great crisis to unfold. Some might call it paranoia, but as we all know, it's only paranoia until they get you.

HELM'S FAVOR

Helm's favour is reserved for those who maintain a vigilance that supercedes their other wants or needs. Whether guarding a lone lighthouse against pirates, or scrying for evidence of a demonic incursion, Helm watches the watchers and selects his chosen from among them.

Helm's scions are usually observant and diligent, and frequently have strong ties to an organization or tightly regimented faction, such as the Order of the Gilded Eye.

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

d6 Circumstance

- | | |
|---|---|
| 1 | You saved your village from danger by raising the alarm. |
| 2 | You are sure someone is out to get you, and you begged the Watcher for his aid. |
| 3 | You have been inducted into a sacred order that watches for extraplanar incursions. |
| 4 | Your ancestor kept Helm's faith, even through his death and rebirth. Helm watches over your line. |
| 5 | You long manned a solitary outpost or lighthouse, and came to an understanding with your god. |
| 6 | You are unsure what Helm wants with you, but it's unlikely to be pretty. |

DEVOTION TO HELM

Following Helm means dedicating yourself to vigilance. As a follower of Helm, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- | | |
|---|---|
| 1 | Devotion. My devotion to my god is more important to me than what they stand for. (Any) |
| 2 | Civic Duty. We are all responsible for keeping the watch, lest our enemies overwhelm us. |
| 3 | Protection. I will protect those I love from disaster. |
| 4 | Honor. Whether people mock me or no, I stay at my post. |
| 5 | Hard Work. True vigilance is without rest or succour. I must be prepared for this. |
| 6 | Courage. I must look my fears in the eye, face them boldly, and slay them. |

EARNING AND LOSING PIETY

You increase your piety score to Helm when you expand the god's influence in the world in a concrete way through acts such as these:

- Detecting and locating a planar threat
- Guarding the rest of your allies
- Keeping your word in the face of pressure to recant

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

- Allowing a threat to go undetected and strike you unawares
- Breaking a vow or promise
- Shielding yourself before those in your care

FAVOURED GOD: HELM

Piety 3+ Helm trait

You gain Inspiration when you make a successful Wisdom (Perception) check.

SETTING BOUNDARIES

Piety 10+ Helm trait

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

ALWAYS WATCHING

Piety 25+ Helm trait

You cannot be surprised whilst you are awake.

CHOSEN OF HELM

Piety 50+ Helm trait

You can use your full passive perception score even when unconscious. You become fully aware of anything you have observed when you wake.

HOAR

*Violence will meet violence
and evil pay back evil,
but good will come
to those who walk
in the light.*

Hoar is the god of vengeance and retribution. He ensures that justice follows those who do wrong, and his name is the byword for a bitter grudge.



HOAR'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Paladin, Barbarian

Suggested Cleric Domains: War

Suggested Backgrounds: Knight, Outlander

Champions of Hoar seek out those who have wronged others, and mete out punishment for these crimes as they see fit.

HOAR'S FAVOR

Hoar's favour is given to those with vigilante leanings - people with the will to act outside the justice system, and the power to enact their own punishments on the deserving.

Hoar's scions are often loners and outcasts, able to drop everything in pursuit of a new targets. They often find themselves on the wrong side of local law enforcement, and need to be able to leave in a hurry.

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

d6	Circumstance
1	You swore an oath to defeat someone in combat
2	Someone wronged you. Deeply. You intend to fix it.
3	You work outside the law as a vigilante bringing criminals the punishment you feel is right
4	A large organization killed someone close to you. You'll destroy them at all costs.
5	You work for hire settling grievances and debts
6	Your mentor lied to you your whole life. You killed them in a fit of rage, and now you are on the run.

DEVOTION TO HOAR

Following Hoar means dedicating yourself to revenge. As a follower of Hoar, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Revenge. I am angry and want to hurt those who wronged me
3	Justice. Crimes should be repaid with punishment on a scale with the severity of the transgression
4	Savagery. I pretend I have principles, but I actually rather enjoy the violence of it all
5	Wealth. I'll punish anyone for enough coin.
6	Destiny. I am chasing my destiny, and that destiny is a showdown with my Nemesis.

EARNING AND LOSING PIETY

You increase your piety score to Hoar when you expand the god's influence in the world in a concrete way through acts such as these:

- Taking vengeance on a foe for your sake, or the sake of people unable to do so themselves
- Gaining a new grudge, or settling an old one
- Subverting the law to apply your own punishment

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

- Forgiving a slight against you without delivering justice
- Preventing another creature from settling a grudge

FAVOURED GOD: HOAR

Piety 3+ Hoar trait

You gain inspiration when you settle a grudge, or gain a new one.

NEMESIS

Piety 10+ Hoar trait

You can designate a creature which has wronged you as your Nemesis. You know the direction and distance to your Nemesis as long as the two of you are on the same plane of existence. You may only have one nemesis at any one time. An enemy ceases to be your nemesis on death

DEAD MAN WALKING

Piety 25+ Hoar trait

On your death, you may rise as a **revenant** if you have unfinished business concerning your Nemesis to take care of.

CHOSEN OF HOAR

Piety 50+ Hoar trait

You have advantage on attack rolls against your Nemesis.

ILMATER

There is a quiet power in sacrifice, in the giving of yourself to a higher cause.

Ilmater is the god of suffering, endurance and martyrdom. He offers relief to those in pain, and is a symbol for the unjustly treated to rally behind.

ILMATER'S CHAMPIONS

Alignment: Usually good, sometimes lawful

Suggested Classes: Cleric, Monk

Suggested Cleric Domains: Life

Suggested Backgrounds: Acolyte

Champions of Ilmater are those who seek to lessen the suffering of others and heal the wounded.

ILMATER'S FAVOR

Ilmater's favour is given to those who truly wish to ease pain and heal those less fortunate than themselves. He lifts up those who are hurt or wounded in the service of their principles and gives them the courage to persevere.

Ilmater's scions are often priests and medics. Ilmater's symbol is sacred the world over, and few sentient races are bold or evil enough to attack a cleric wearing the healer's garb of Ilmater.

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

d6 Circumstance

- 1 You are famous for your charitable work
- 2 You took a blow intended for someone else and it delivered lasting consequences
- 3 You were rich once, but you gave it all up to work with the poor and sick
- 4 You were tortured for days, but didn't give up vital information, saving your companions in the process
- 5 You are a skilled and gifted healer of great prowess
- 6 You fasted for weeks, and almost died. Ilmater came to you in a vision and restored you.

DEVOTION TO ILMATER

Following Ilmater means dedicating yourself to life and healing above any other concerns. As a follower of Ilmater, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Compassion.** I feel a deep sorrow at the suffering of others.
- 3 **Heroism.** The work I do makes me a hero, and I like to hear people say it.

4 **Charity.** If I can do something to help, it's my responsibility to do so.

5 **Fury.** Cruelty and malice make me angry. This is my way of channelling that energy in a constructive manner.

6 **Humility.** I could be doing more. I should be doing more.

EARNING AND LOSING PIETY

You increase your piety score to Ilmater when you expand the god's influence in the world in a concrete way through acts such as these:

- Allowing someone to unburden their sorrows on you
- Healing wounds and tending to injuries
- Suffering as a direct result of your beliefs or principles

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

- Inflicting wanton suffering and violence for no reason
- Refusing to heal the sick or needy

FAVOURED GOD: ILMATER

Piety 3+ Ilmater trait

You gain inspiration when you put yourself in harm's way in order to help another living creature.

SETTING BOUNDARIES

Piety 10+ Ilmater trait

You no longer feel pain if you do not wish to. You gain immunity to the symptoms of the first level of Exhaustion.

UNBREAKABLE

Piety 25+ Ilmater trait

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

CHOSEN OF ILMATER

Piety 50+ Ilmater trait

You can spend an inspiration die to cast *invulnerability*. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. This spell ends if you attack or cast a spell on another creature.

JERGAL

Bore someone else with your incessant questions.

Jergal is an enigmatic god who acts as a custodian of the dead. Once an ancient power of death, now he serves as a bleak seneschal to Kelemvor, and keeps his own counsel.



JERGAL'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Monk, Bard, Cleric

Suggested Cleric Domains: Grave, Knowledge

Suggested Backgrounds: Cloistered Scholar, Far Traveler

Champions of Jergal are those who are deeply and intimately concerned with keeping a true record of the living and dead in Faerun.

JERGAL'S FAVOR

Jergal's favour is given exceptionally rarely, and only to those who demonstrate synchronicity with Jergal's cosmic sense of irony. Whilst Kelemvor will not tolerate the undead to exist, Jergal is more pragmatic, and simply sees that their existence is recorded and any outrageous ambitions are curtailed.

Jergal's scions are usually meticulous notekeepers and servants in service to more powerful entities. How else to keep an eye on the movers and shakers of fate than to clean their boots? It's not dignified, but it works.

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

d6 Circumstance

- 1 You've always been close to dead bodies, growing up near a graveyard.
- 2 When you were born, they thought you were dead for the first 5 minutes, after which you spluttered to life.
- 3 You have an undead relative who gave you a sterling recommendation.
- 4 You've served your idiot master for years without recognition. Jergal understands.
- 5 You killed your last superior for some reason. It was probably not a good one, but Jergal doesn't mind.
- 6 You're not sure why Jergal chose you, but you get the feeling "no" isn't an option.

DEVOTION TO JERGAL

Following Jergal means dedicating yourself to bleak servitude. As a follower of Jergal, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Hard Work.** I take pride in my work and no-one appreciates me enough.
- 3 **Freedom.** One day I will break free of my obligations, but for now they amuse me.
- 4 **Fatalism.** Nothing has meaning and everyone dies. I might as well clean shoes and wash dishes.
- 5 **Apathy.** Everyone is always so loud and in a hurry. What could be that important?
- 6 **Secrecy.** I hear many things in my line of work. Naturally, discretion comes as part of the service.

EARNING AND LOSING PIETY

You increase your piety score to Jergal when you expand the god's influence in the world in a concrete way through acts such as these:

- Exerting influence over an entity more powerful than you through feigned servitude
- Using malicious compliance to achieve your own ends
- Ensuring rites and customs are observed

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

- Disobedience to authority exercised in a way that causes you to lose influence rather than gain it
- Allowing the dead to be desecrated or looted

FAVOURED GOD: JERGAL

Piety 3+ Jergal trait

You gain inspiration when you use your advice to influence someone more powerful than you to your way of thinking.

HOURLASS EYES

Piety 10+ Jergal trait

You can identify the age of humanoid creatures on sight, as well as the number of years left in their natural lifespan. This ability fails on creatures disguised by magic or the Shapechanger trait, but does not reveal the reason it failed.

THE ENDLESS SLEEP

Piety 25+ Jergal trait

You can cast *gentle repose* with this trait, requiring no material components, and the duration is "until dispelled". Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

CHOSEN OF JERGAL

Piety 50+ Jergal trait

You stop ageing entirely.

KELEMVOR

The dead have no place amongst the living. They will pass to the endless sleep, whether they will it or not.

Kelemvor is the Lord of the Dead and the judge of souls. Kelemvor helps mortals pass as quietly and safely into death as possible, and despises the curse of undeath as an abomination.



KELEMVOR'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Cleric, Paladin

Suggested Cleric Domains: Grave, Life

Suggested Backgrounds: Acolyte, Anthropologist

Champions of Kelemvor are those who wish to ensure the dead do not rise to trouble the living, and to make sure that the dying can do so with dignity.

KELEMVOR'S FAVOR

Kelemvor's favour is given to those who share his sense of fairness and his hatred for the undead. He welcomes those to his embrace who care for those beyond help and ensure their spirits are at peace.

Kelemvor's scions are usually stalwart of heart, in order to face the grim reality of death on a daily basis. Those who quail at the thought of their own death some day are unlikely to find solace in Kelemvor's service.

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

d6	Circumstance
1	You died and met Kelemvor. He sent you back for a purpose, for it was not yet your time.
2	You destroyed a powerful undead creature
3	You have been to the Shadowfell and know what horrors Kelemvor fights against
4	Your village perished to plague or famine. You buried them all yourself.
5	Your family were monster hunters, until they perished at the hands of a powerful dead abomination. Now they hunt you instead.
6	Someone you loved died, and you begged Kelemvor to restore them to you. Oddly, he complied.

DEVOTION TO KELEMVOR

Following Kelemvor means dedicating yourself to easing the passing of others. As a follower of Kelemvor, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Compassion. I wish to comfort those struggling with the idea of death.
3	Hate. Undeath is a monstrosity and it must be purged.
4	Mortality. Life being finite is what gives it meaning.
5	Dread. I secretly fear death and hope that serving Kelemvor will convince him to postpone the inevitable.
6	Respect. The dead deserve to be treated justly, and not puppeted around by dark magic or shoved in unmarked graves.

EARNING AND LOSING PIETY

You increase your piety score to Kelemvor when you expand the god's influence in the world in a concrete way through acts such as these:

- Destroying an undead creature
- Staying with a dying creature whilst they pass
- Observing funeral rites for those who would otherwise have none

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

- Allowing the dead to be desecrated or looted
- Suffering an undead creature to live (if there was something you could have done about it)

FAVOURED GOD: KELEMVOR

Piety 3+ Kelemvor trait

You gain Inspiration when you perform funerary rites.

THE ENDLESS SLEEP

Piety 10+ Kelemvor trait

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

REST FOR THE RESTLESS

Piety 25+ Kelemvor trait

You cannot be raised as undead after your death.

CHOSEN OF KELEMVOR

Piety 50+ Kelemvor trait

You can spend an inspiration die to cast *dispel evil and good*. You may only use the Dismissal function of the spell on an undead creature when you cast it in this way.

LATHANDER

There is always another dawn.

Lathander is the lord of the morning, god of beginnings and rebirth. He watches over new enterprises and the unbounded potential of a new day.

LATHANDER'S CHAMPIONS

Alignment: Usually good, often lawful

Suggested Classes: Cleric, Bard

Suggested Cleric Domains: Light, Life

Suggested Backgrounds: Guild Artisan, Acolyte, Entertainer

Champions of Lathander are those who bring hope and light wherever they walk, christening new beginnings and bold new ventures.

LATHANDER'S FAVOR

Lathander's favour is given to those who exhibit the things he values - youth, energy and hope. He fills the soul of those who burn with new ideas, inspirations and encouraging words for those around them.

Lathander's scions are usually upbeat, reflecting their favoured god's youthful optimism in the face of a dangerous world. Gregarious to a fault, they frequently hail from backgrounds that involve working closely with other people.

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

d6	Circumstance
1	You start a new venture every week. Finishing them is...not your strong point.
2	Each day, you wake up in time to greet the dawn.
3	You entertained the dawn god with a flattering ode.
4	A priest of Lathander blessed you at your birth.
5	Your eyes are tinted with pink and gold radiance.
6	You've always felt that you were blessed with great potential, but you've never known where to direct it.



DEVOTION TO LATHANDER

Following Lathander means dedicating yourself to hope and rebirth. As a follower of Lathander, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Rebirth.** We must divest ourselves of the old in order to change for the better.
- 3 **Heroism.** Every day is a new opportunity for acts of valour
- 4 **Change.** We must not be shackled to tradition. Change is healthy and natural.
- 5 **Hope.** The night may seem long and dark, but dawn will come.
- 6 **Optimism.** Things can only get you down if you let them.

EARNING AND LOSING PIETY

You increase your piety score to Lathander when you expand the god's influence in the world in a concrete way through acts such as these:

- Providing motivation to the forlorn and hopeless
- Starting each day filled with optimism
- Christening a new enterprise, business idea or plan

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

- Becoming tied down to a failing system, business or enterprise
- Allowing yourself or those around you to succumb to despair

FAVOURED GOD: LATHANDER

Piety 3+ Lathander trait

You gain Inspiration when you provide hope and motivation to someone else.

WORDS OF ENCOURAGEMENT

Piety 10+ Lathander trait

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

LIGHT OF RENEWAL

Piety 25+ Lathander trait

If you complete a long rest lasting from dusk until dawn, you are cured from a single disease or curse of your choice when the first ray of sunlight strikes you.

CHOSEN OF LATHANDER

Piety 50+ Lathander trait

You can spend an inspiration die to cast *revivify* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell. A creature revived by this spell must change its Ideal to reflect what they learned from their death.

LEIRA

Reality is subjective.

Leira is the goddess of illusion. The Lady of Mists has 'died' more often than anyone can remember, and returned under some other guise when no-one was looking. Leira is not a malicious trickster goddess, but represents those strange, slow and unknowable revelations that defy mortal explanation.



LEIRA'S CHAMPIONS

Alignment: Usually chaotic

Suggested Classes: Rogue, Bard, Wizard

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, Faceless

Champions of Leira are shrouded in lies of their own making. Who are you? What do you want? Do you even remember?

LEIRA'S FAVOR

Leira's favour is given to those who exemplify her mysterious nature. She appreciates those who deceive so artfully that they forget what they even look like inside. Illusionists particularly entice her attention, though she rarely appears to them in any guise as simple as her own.

Leira's scions are enigmas. Complex and indefatigable in their deceptions, it can be very hard to keep track of them for long.

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

d6	Circumstance
1	You faked your own death.
2	You've been living a lie for years. Your family don't know who you really are.
3	You have at least three alter egos you use daily.
4	You can no longer remember which of your disguises is the real you.
5	You killed the person whose life you now inhabit
6	Your memory was wiped by a supernatural force. You are worried about what you might find were you to recover those memories.

DEVOTION TO LEIRA

Following Leira means dedicating yourself to illusions. As a follower of Leira, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Self Knowledge. I don't really know who I am, but I'd like to find out.
3	Secrets. I enjoy keeping things from people.
4	Curiosity. My tricks allow me to get places I wouldn't usually be able to access.
5	Freedom. It's impossible to pin down someone who doesn't exist.
6	Immortality. My faces might die, but I am eternal.

EARNING AND LOSING PIETY

You increase your piety score to Leira when you expand the god's influence in the world in a concrete way through acts such as these:

- Crafting a new disguise
- Adopting a new name
- Deceiving someone with an illusion or legerdemain

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

- Being discovered in your deceptions
- Allowing yourself to be deceived by another

FAVOURED GOD: LEIRA

Piety 3+ Leira trait

You gain Inspiration when you invent and utilise a new persona.

WHO AM I?

Piety 10+ Leira trait

You can cast *disguise self* with this trait as a bonus action, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

GLAMOUR

Piety 25+ Leira trait

Your mundane and magical disguises cannot be pierced by divination magic.

CHOSEN OF LEIRA

Piety 50+ Leira trait

If killed in a situation where the body cannot be found or the death is in any way ambiguous, you can spend an Inspiration die to *reincarnate* from nothing 1 day after your death (as per the spell). You appear in a place of the DM's choosing.

LLIIRA

Imagine better days than these. We can make it happen, you and I.

Lliira is the goddess of joy and revels. She is welcomed to any group celebration, party or festival, and represents the power of joy and happiness to fight darkness.

LLIIRA'S CHAMPIONS

Alignment: Usually good, often chaotic

Suggested Classes: Bard, Rogue

Suggested Cleric Domains: Life

Suggested Backgrounds: Entertainer

Champions of Lliira are joyous jesters and marvellous musicians who spread happiness wherever they tread.

LLIIRA'S FAVOR

Lliira's favour is given to those who seek to make others happy. It doesn't matter how, joy is the only objective. Most commonly this means she bestows her grace on performers, but she has also been known to bless healers and charitable workers.

Lliira's scions are almost unilaterally filled with an unbreakable sense of optimism and fun. Jokes, games, and harmless pranks are all part of their repertoire.

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

d6	Circumstance
1	You are a famous performer
2	You invented your own festival once
3	You came up with a joke that made it around the world
4	You pranked a king, once. He was not amused, but the goddess was.
5	You own a pig. It is a happy, magical pig. Perhaps even a sacred one.
6	You've never cried. Not even once. You squash all the sadness down into a little box in your mind and never let it out.



DEVOTION TO LLIIRA

Following Lliira means dedicating yourself to happiness. As a follower of Lliira, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Happiness. I just want everyone to be happy and enjoy themselves, nothing else really matters.
3	Freedom. Responsibility must be secondary to your sense of fulfilment.
4	Passion. It's only worth doing if your heart and soul are in it.
5	Community. Nothing breaks my heart more than my friends arguing, I'd do anything to make them get along.
6	Selflessness. You want my hat? Take it. My cloak? here. Take it all. TAKE ALL OF IT. I INSIST.

EARNING AND LOSING PIETY

You increase your piety score to Lliira when you expand the god's influence in the world in a concrete way through acts such as these:

- Making someone laugh
- Performing a happy piece of music, a play or something else to lift the spirits
- Taking part in a public celebration

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

- Allowing your companions to despair
- Failing to find a bright side to whatever disaster
- Avoiding or foiling festivities

FAVOURED GOD: LLIIRA

Piety 3+ Lliira trait

You gain Inspiration when you make a someone laugh or smile

THE CENTER OF ATTENTION

Piety 10+ Lliira trait

Creatures talking to you have disadvantage on Wisdom (Perception) checks to perceive anything other than you.

DAZZLING DISPLAY

Piety 25+ Lliira trait

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

CHOSEN OF LLIIRA

Piety 50+ Lliira trait

You are unaffected by magic that would negatively influence your emotions, such as an effect that bestows the Frightened condition, or planar bleed like Shadowfell Despair.

LOVIATAR

*Pain is how we grow.
To inflict pain is to
bestow a priceless gift.*

Loviatar is the goddess of pain. To her, pain is proof of existence and is therefore sublime. From the lash of the whip to the anguish of the heartbroken, Loviatar is feared and respected for her wide-reaching dominion.



LOVIATAR'S CHAMPIONS

Alignment: Usually evil, sometimes lawful

Suggested Classes: Barbarian, Rogue

Suggested Cleric Domains: Order

Suggested Backgrounds: Noble, Haunted One

Champions of Loviatar are those who appreciate suffering as a necessary and transformative experience.

LOVIATAR'S FAVOR

Loviatar's favour is given to those who both give and receive pain as a route to transformation. Whilst Ilmater considers pain something to be endured, Loviatar appreciates pain as a tool for both growth, punishment and pleasure.

Loviatar's scions vary in temperament from strident dominance to meek submissiveness and everything in between.

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

d6 Circumstance

- 1 You beat someone to within an inch of their life, and they've been coming back to you weekly ever since
- 2 You blacked out from pain and saw the face of your goddess in the darkness
- 3 You've been suffering constant pain since birth due to a disability
- 4 Someone you loved broke your heart.
- 5 You are very skilled at extracting information with the end of something sharp
- 6 You were in an accident, and as a result your life changed forever

DEVOTION TO LOVIATAR

Following Loviatar means dedicating yourself to pain. As a follower of Loviatar, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Courage.** Nothing scares me. I know what real pain feels like.
- 3 **Self Knowledge.** Pain reveals things about me that I might never have discovered otherwise.
- 4 **Acceptance.** To cope with any trauma, we must accept the pain we experience in order to move past it.
- 5 **Passion.** Pain and pleasure are the same thing looked at from different sides.
- 6 **Humility.** My pain teaches me to worship the Goddess, and to fear her displeasure.

EARNING AND LOSING PIETY

You increase your piety score to Loviatar when you expand the god's influence in the world in a concrete way through acts such as these:

- Using pain as a motivational tool to achieve your goals
- Embracing pain to learn from it
- Inflicting pain on those close to you to help them grow

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

- Giving a reward without having the recipient suffer for it first
- Soothing the pain of others

FAVOURED GOD: LOVIATAR

Piety 3+ Loviatar trait

You gain Inspiration when you use pain as a catalyst for learning or personal growth.

INTUIT PAIN

Piety 10+ Loviatar trait

You can cast *detect thoughts* with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. You may only use this version of the spell to discern facts about what the target finds painful.

EXCRUTIATING TOUCH

Piety 25+ Loviatar trait

When you deal damage to a creature, it has disadvantage on Concentration checks until the end of its next turn.

CHOSEN OF LOVIATAR

Piety 50+ Loviatar trait

You can spend an inspiration die to cast *power word pain* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. You may only cast this spell on a creature with fewer hit points than you at the time of casting.

LURUE

The journey was the friends we made along the way. Or something like that. Saddle up, either way, we should get moving.

Lurue is the unicorn goddess of intelligent animals and rose-tinted adventuring. On the surface a whimsical force of goodness and light, under the surface lies a loyal friend and intractable foe.

LURUE'S CHAMPIONS

Alignment: Usually good, often chaotic

Suggested Classes: Rogue, Ranger, Sorcerer

Suggested Cleric Domains: Nature, Light

Suggested Backgrounds: Far Traveler, Knight

Champions of Lurue are those who are inhabited by an urge to wander and meet new creatures.

LURUE'S FAVOR

Lurue's favour is given to those who approach the world with an open mind and heart, willing not only to befriend the world but experience everything it has to offer. Some mistake this as a need for innocence or naivete, but in reality Lurue only demands the courage to take and give from the heart, whilst there is time.

Lurue's scions tend to be eager adventurers and wanderers, drawn from enthusiastic optimists and lovers across Realms.

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

d6	Circumstance
1	You befriended a rare magical creature such as a Tressym.
2	You once unironically used the phrase "the power of friendship"
3	You are a unicorn (or another beast of powerful good magic) given humanoid form to teach you some important lesson
4	You are on a mission to save your One True Love from some brand of Generic Evil
5	You are on a quest to find something everyone tells you is completely impossible
6	You were touched by a unicorn horn as a baby, and it left a visible mark on your flesh - a sign of your purpose

DEVOTION TO LURUE

Following Lurue means dedicating yourself to adventure. As a follower of Lurue, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Friendship. Nothing can stop us if we work together.
3	Discovery. Every new horizon brings me unfettered joy.
4	Love. There is no magic in the world stronger than true love.
5	Destiny. My purpose is out there somewhere, waiting for me.
6	Heroism. I love being a hero, and the look in the eyes of the people I save when they thank me.

EARNING AND LOSING PIETY

You increase your piety score to Lurue when you expand the god's influence in the world in a concrete way through acts such as these:

- Traveling to new and exciting places
- Making a new friend, particularly a magical creature
- Progressing on a personal quest of the heart

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

- Offending or murdering a magical creature when you haven't exhausted every other option
- Ignoring the call of your heart to follow duty

FAVOURED GOD: LURUE

Piety 3+ Lurue trait

You gain inspiration whenever you make a new friend.

FRIEND OF THE WOODLAND CREATURES

Piety 10+ Lurue trait

You can speak to good aligned beasts, fey, celestials and monstrosities as if you shared a language.

GENTLE AURA

Piety 25+ Lurue trait

Curses on allied creatures are suspended whilst those creatures are within 30 feet of you.

CHOSEN OF LURUE

Piety 50+ Lurue trait

You can spend an inspiration die to touch a target and channel the healing magic of a unicorn's horn. The target magically regains 2d8 hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

LUTHIC

You crossed a line when you threatened our family. The time for mercy is over.

Luthic is the orc goddess of community, fertility and stability. The strongest of the orc gods, she provides rituals and traditions that bind orc tribes together when Gruumsh's anarchist influence might tear them apart.



LUTHIC'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Cleric, Druid, Paladin

Suggested Cleric Domains: Life, Order

Suggested Backgrounds: Acolyte

Champions of Luthic are fiercely protective of their allies, and a scourge to their enemies.

LUTHIC'S FAVOR

Luthic's favour is given to those who protect their allies and motivate them to great heights. She gives power to parents, teachers and those who freely take responsibility for others, empowering them to act in the best interests of their charges. Her wrath at any who would harm those under her protection is said to eclipse the anger of Gruumsh like the sun beside the moon.

Luthic's scions tend to be those in positions of authority or responsibility for a group of other people.

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

d6	Circumstance
1	Your medical efforts saved your entire village from disease.
2	You have parented a number of very successful children, and even now you plot their futures from the background.
3	You didn't mean to start a family blood feud, but you are determined to see it through.
4	Someone tried to take your family from you, and you ripped them limb from limb.
5	You were raised by bears. You learned a lot, and so did they.
6	You wouldn't call your organisation a cult. Cult is a negatively charged word.

DEVOTION TO LUTHIC

Following Luthic means being the binding force that holds a group together. As a follower of Luthic, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Community. Everything I do is for the good of the group.
3	Courage. I am immovable and unshakeable.
4	Rage. Threaten my family, and you will see a new side of me. You won't like it.
5	Duty. We all have a role to play in this group. ALL of us. Yes, even you.
6	Stewardship. I must protect everyone. Only I can do it.

EARNING AND LOSING PIETY

You increase your piety score to Luthic when you expand the god's influence in the world in a concrete way through acts such as these:

- Protecting creatures or objects charged to your care
- Helping your family or friends to prosper

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

- Allowing others to harm those you love without repercussion

FAVOURED GOD: LUTHIC

Piety 3+ Luthic trait

You gain inspiration whenever you actively influence or control the lives of those you consider to be under your care.

A MOTHER'S TOUCH

Piety 10+ Luthic trait

Your fingernails become natural weapons, extending or retracting as a bonus action into long claws as sharp as knives. These claws deal 2d6 slashing damage and have the finesse property.

EMBRACE OF THE ALL-MOTHER

Piety 25+ Luthic trait

You can spend an inspiration die to cast *aura of life* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

CHOSEN OF LUTHIC

Piety 50+ Luthic trait

You can use an action to spend an inspiration die and shroud yourself in the shadow of Luthic's divine form, that of a fearsome cave bear. For the next minute, you have advantage on Charisma (Intimidation) ability checks, and allied creatures within 10 feet of you are considered to have medium cover from all attacks. Additionally, whilst this effect is active allied creatures with 10 feet of you can use a bonus action on their turn to regain hit points equal to half your level.

MALAR

Aren't you going to keep running?

Malar is the god of savagery and the hunt. He holds dominion over evil lycanthropes, feral animals and other primal hunters. He epitomises the first law of nature - the weak are eaten by the strong.

MALAR'S CHAMPIONS

Alignment: Usually chaotic evil

Suggested Classes: Barbarian, Druid, Ranger

Suggested Cleric Domains: Death, War

Suggested Backgrounds: Hermit, Criminal

Champions of Malar are hunters and killers who relish the chase and the thrill of seeking their prey.

MALAR'S FAVOR

Malar's favour is given to those who take pleasure in a prolonged hunt, followed by a vicious kill. He is infamous for having no mercy, and is this only propitiated by hunters.

Malar's scions are understandably rare, and often come from outside civilisation, where their bloody predilections can be practised in peace.

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

d6 Circumstance

- 1 You met a big bad wolf in the forest. He ate your grandma.
- 2 You performed a mass animal sacrifice
- 3 You were part of a druid cult that hunted humanoids in the deep forest. You left, but your god came with you.
- 4 You killed your pets as a young child
- 5 You hunted down someone over a slight and made them pay for the insult with their life
- 6 You faced down a vicious animal predator with nothing but your bare hands. Perhaps even your bear hands, if you are a druid.

DEVOTION TO MALAR

Following Malar means dedicating yourself to the hunt. As a follower of Malar, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Hate.** Creatures weaker than me deserve contempt.
- 3 **Nature.** The hunter cannot be blamed for its appetites.
- 4 **Rage.** When I get angry, it's like a beast takes over my body.
- 5 **Ruthlessness.** My enemies would give me no quarter. The feeling is entirely mutual.
- 6 **Hunger.** I am ravenous for the sight of blood.

EARNING AND LOSING PIETY

You increase your piety score to Malar when you expand the god's influence in the world in a concrete way through acts such as these:

- Engaging in a hunt or a chase with a view to kill
- Asserting dominance over weaker creatures through violence

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

- Showing mercy to the target of a hunt you have captured
- Giving up on a hunt or a chase before its conclusion

FAVOURED GOD: MALAR

Piety 3+ Malar trait

You gain inspiration when you kill a beast or a humanoid.

THE HUNT IS ON

Piety 10+ Malar trait

When you succeed on a Wisdom (Survival) check to detect the tracks or scent of a creature, you can flawlessly track that creature across land even when no physical trace remains. This ability is blocked by wide stretches of water.

GRANDMA, WHAT BIG EYES YOU HAVE

Piety 25+ Malar trait

You can cast *hold monster* with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. This version of the spell only affects beasts and humanoids.

CHOSEN OF MALAR

Piety 50+ Malar trait

You can spend an inspiration die to feast on the corpse of one enemy within 5 feet of you that died within the past minute. Each creature that is within 60 feet of you and able to see you must succeed on a Wisdom saving throw or be frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this ability for the next 24 hours. Charisma is your spellcasting ability for this determining the DC for this effect.

MARTHAMMOR'S CHAMPIONS

Suggested Backgrounds: Far Traveler, Clan Crafter

MARTHAMMOR'S FAVOR

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

d6	Circumstance
1	You chased the god of journeys around the world on foot.
2	You once took care of a stray dog you found on the road. It turns out this dog belonged to Marthammor.
3	You escaped your oppressive family life by begging Marthammor for an escape route
4	You wore out your feet on the roads chasing something you can't put your finger on. You're old now, but the nagging feeling is still there.
5	You were struck by lightning, and in its wake discovered a strange hunger for adventure you hadn't felt before
6	You are searching for a loved one who went missing on the roads.

DEVOTION TO MARTHAMMOR

Following Marthammor means dedicating yourself to travel. As a follower of Marthammor, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Friendship.** Nothing can stop us if we work together.
- 3 **Discovery.** Every new horizon brings me unfettered joy.
- 4 **Love.** There is no magic in the world stronger than true love.
- 5 **Destiny.** My purpose is out there somewhere, waiting for me.
- 6 **Heroism.** I love being a hero, and the look in the eyes of the people I save when they thank me.

EARNING AND LOSING PIETY

- Traveling to new and exciting places
- Making a new friend, particularly a magical creature
- Progressing on a personal quest of the heart

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

- Offending or murdering a magical creature when you haven't exhausted every other option
- Ignoring the call of your heart to follow duty

FAVOURED GOD: MARTHAMMOR DUIN

Whenever you finish a long rest on the road, or outside a settlement, you gain inspiration.

INTERNAL COMPASS

You always know which direction is north. Whilst travelling overground, you cannot be Surprised.

GAINING GROUND

You and your party can travel for up to 12 hours each day without triggering a Forced March.

CHOSEN OF MARTHAMMOR

You can spend an inspiration die to cast *mordenkainen's faithful hound* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

MASK

I mean, what is "ownership" really about anyway? Silly concept, if you ask me.

Mask is the god of spies, thieves and other lawbreakers. His domain encompasses all unlawful things that occur in shadow, and all underhanded negotiations conducted in bad faith.



MASK'S CHAMPIONS

Alignment: Usually evil

Suggested Classes: Rogue, Bard, Warlock

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Criminal, Spy, Courtier

Champions of Mask are master thieves, codebreakers, arcane tricksters and others who work to filch, pilfer and terminally borrow.

MASK'S FAVOR

Mask's favour is given to those who display artistry in their crime. He appreciates those who elevate their theft to elegant heists or locked room mysteries to baffle law enforcement.

Mask's scions are scattered throughout society, comprising bored nobles and eager bandits, united by their love of separating others from their property.

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

d6	Circumstance
1	You stole from a priest of Mask. They were so amused they recommended you personally.
2	You have developed mild infamy in several towns and villages through your thefts
3	You were disowned after stealing from your family
4	You stole an evil artefact, and it you still hear it sometimes in your dreams
5	You made a bad deal with a powerful entity, and only the blessing of Mask has bought your safety
6	You were stolen as a child and raised by someone who doesn't have your best interests at heart. Maybe you don't know this yet...but you will.

DEVOTION TO MASK

Following Mask means dedicating yourself to theft. As a follower of Mask, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- Secrecy.** I enjoy keeping things to myself.
- Charity.** Steal from the rich, give to the poor, and all that jazz.
- Wealth.** The jingle of gold in my pocket is bliss.
- Excellence.** The perfect heist is an art form, the actual thing I'm stealing is fairly immaterial.
- Freedom.** I have no respect for the law, or its agents.

EARNING AND LOSING PIETY

You increase your piety score to Mask when you expand the god's influence in the world in a concrete way through acts such as these:

- Executing a successful theft or heist
- Double crossing someone in a negotiation
- Evading law enforcement

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

- Allowing another thief or bandit to successfully rob you
- Interrupting a theft that doesn't impact you directly for any purpose other than to take the spoils yourself

FAVoured GOD: MASK

Piety 3+ Mask trait

You gain inspiration when you steal something without being noticed.

SHADOW STEPS

Piety 10+ Mask trait

You can cast *pass without trace* with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell. This version of the spell only affects you.

VOID POCKET

Piety 25+ Mask trait

One of your pockets becomes an extra-dimensional space otherwise mechanically identical to a *bag of holding*. When you change clothing, your pocket moves to another one on your person. If you are wearing no clothes with pockets, you may retrieve items from an orifice of your choice instead.

CHOSEN OF MASK

Piety 50+ Mask trait

You may spend an inspiration die to retroactively erase all evidence you left behind at a crime scene. This does not protect you from magical investigation, but prevents use of the Investigation or Survival skills to discern anything about your crime or track you down.

MEMNOR

All of my faces are honest, after a fashion. Above all else, they display nobility - not that I would expect you to understand.



Memnor is the cloud giant god of masks, trickery and wealth. He asks little of his scions other than they work whatever schemes necessary to set themselves above their peers through acquisition of gold, jewels and other objects of art that Memnor finds desirable.

MEMNOR'S CHAMPIONS

Alignment: Usually evil

Suggested Classes: Rogue, Bard, Warlock

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Noble, Courtier

Champions of Memnor delight in duplicity, playing seemingly trivial games which represent lifelong feuds and bitter rivalry

MEMNOR'S FAVOR

Memnor is a mercurial god who rarely bestows favour on anyone for long. Rather than engaging in japes and tomfoolery like othe trickster gods, Memnor is known for his changing faces, genial attitude and convincing arguments that inevitably lead their recipients to ruin.

Memnor's scions are measured by their lineage's ability to seize and hold assets against others. The actual value of the gold and jewels is worth little to Memnor (even if he does like shiny things) - it's what they represent that matters. Each gold piece you have in your hoard is one denied to someone else, and Memnor finds that to be quite delicious.

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

d6	Circumstance
1	Your family has always been rich, though they didn't come by it through legitimate means.
2	Your family holds a valuable secret - the secret of how to build flying castles.
3	Your estate is worthless, but you have a plan to build it from scratch and ruin your enemies.
4	You risked your entire fortune on a gambit which failed, but you picked yourself up again.
5	You always wear a mask to cover your identity
6	You carry a small and petty grudge handed down from your parents, and their parents before them

DEVOTION TO MEMNOR

Following Memnor means dedicating yourself to wealth and duplicity. As a follower of Memnor, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Wealth. I know precisely how many coins I am worth at all times, and I like to know that of my companions.
3	Trickery. The gold is secondary to the delight of fooling someone.
4	Kinship. I do this all for the sake of my family and their prospects.
5	Legacy. I wish to be known as the richest and cleverest being there ever was.
6	Power. Wealth means I can boss people about, and makes my lies all the more convincing.

EARNING AND LOSING PIETY

You increase your piety score to Memnor when you expand the god's influence in the world in a concrete way through acts such as these:

- Acquiring a new source of personal wealth and prestige
- Lying or deceiving your peers, rivals and enemies

Your piety score to Memnor decreases if you diminish Memnor's influence in the world or contradict their ideals through acts such as these:

- Intentionally giving away things of value in a fair trade or through charity

FAVOURED GOD: MEMNOR

Piety 3+ Memnor trait

You gain Inspiration when you deceive another creature to gain something of value.

MOVING TARGETS

Piety 10+ Memnor trait

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

CLOUD GIANT STRENGTH

Piety 25+ Memnor trait

Your strength score increases to 27 unless it was already higher.

CHOSEN OF MEMNOR

Piety 50+ Memnor trait

You may use an action to spend an inspiration die and cast *alter shape* with this trait, requiring no components. Charisma is your spellcasting ability for this spell. You can only change the shape of your face with this version of the spell. In addition, when you meet a new creature you may use a reaction to perfectly memorize the shape of their face for use later.

MIELIKKI

When the forest is dark and the wind blows through the willow, listen closely and you will hear her name on the wind, calling you home.



Mielikki is the goddess of the forest and the creatures that live inside them. She is a greater nature god, and is considered distant from the concerns of humanoids, being perhaps the least human-like of any of her peers.

MIELIKKI'S CHAMPIONS

Alignment: Usually neutral, sometimes Good

Suggested Classes: Ranger, Druid

Suggested Cleric Domains: Nature

Suggested Backgrounds: Hermit

Champions of Mielikki are forest rangers and arboreal enchanters who value the wisdom of the deep woods.

MIELIKKI'S FAVOR

Mielikki's favour is inscrutable and possibly the rarest of any of the pantheon. Drawing her attention requires either a deep and personal connection to the natural world, or committing some supreme act of devotion and sacrifice in the name of the forest ecosystem.

Mielikki's scions, when they appear at all, are often travelers and seekers. Many are not aware they hold the Goddess' favour, simply that some greater power is watching over them.

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

d6	Circumstance
1	You were lost in the forest, and she came to you.
2	You bonded with an animal companion, and you could swear when you lock eyes you see the goddess looking back
3	You have always longed for the woodland, and it longs for you in return
4	You've lived alone until you were old and grey. You and the goddess understand one another.
5	You were introduced by a forest faerie or a treant
6	You fell asleep on a woodland trail and awoke 100 years later

DEVOTION TO MIELIKKI

Following Mielikki means dedicating yourself to the wild forests. As a follower of Mielikki, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Nature.** The forest is my home and I must care for it.
- 3 **Community.** All the creatures of the woodlands are my family.
- 4 **Liberty.** I have no desire to be shackled to the wants of others.
- 5 **Destiny.** The goddess will lead me to where I need to be.
- 6 **Acceptance.** The world is full of strangeness. I don't need to understand it - it just is.

EARNING AND LOSING PIETY

You increase your piety score to Mielikki when you expand the god's influence in the world in a concrete way through acts such as these:

- Protecting the natural world from harm
- Encouraging humanoids, beasts and fey to live in harmony
- Spending time in quiet isolation

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

- Allowing violence to be perpetrated against a forest or other site of natural beauty
- Angering a servant of Mielikki such as a dryad or a unicorn

FAVoured GOD: MIELIKKI

Piety 3+ Mielikki trait

You gain inspiration when you spend time in communion with the forest.

EMBRACE THE WILD

Piety 10+ Mielikki trait

You can Hide in forests or leafy terrain without needing cover.

COUNSEL OF THE FOREST SPIRITS

Piety 25+ Mielikki trait

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

CHOSEN OF MIELIKKI

Piety 50+ Mielikki trait

You can spend an inspiration die to cast *planar ally* with this trait, requiring no material components. This version of the spell calls a **unicorn** to your side, and summons the same unicorn each time you cast it. If the unicorn dies in your service, you may not use this feature again.

Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Moradin is the god of dwarvenkind and leader of their pantheon. He oversees dwarven crafting, and is the patron of all artisans. He is an authoritative voice of tradition and stability in an ever changing world.



MORADIN'S FAVOR

d6 Circumstance

- 1 You crafted a work of great significance and dedicated it to Moradin.
- 2 You were designated chosen at birth by a priest of Moradin, and you've never questioned it.
- 3 You are descended from a famous paladin of Moradin, and his blessing runs deep in your bones
- 4 You wrought a holy relic in a dreamlike fugue state - you don't remember how you did it
- 5 Your family carved the likeness of Moradin into a mountain face in an act of worship
- 6 Your parents could not bear children, and so crafted a perfect child from stone. Moradin imbued you with life as one of his miracles.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Tradition.** There is safety and surety in the old ways.
- 3 **Honor.** My principles are the entirety of my being.
- 4 **Excellence.** Every waking moment is spent thinking about how to better my craft.
- 5 **Kinship.** My family and my clan are the rock on which my life is founded. Without them, I am adrift.
- 6 **Hard Work.** I can't abide being idle, I need to be doing something at all times.

FAVOURED GOD: MORADIN

PEERLESS ARTISAN

IRON STOMACH

CHOSEN OF MORADIN

You may spend an inspiration die to cast *stoneskin*, requiring no components. Wisdom is your spellcasting ability for this spell.

MYRKUL

The dead outnumber the living.

Myrkul is the reaper god, who separates the soul from the body with his scythe and delivers it to Kelemvor to be judged. He governs the looming specter of death - old age, decay and exhaustion. Much as Lathander is the god of beginnings, Myrkul is the god of endings.



MYRKUL'S

CHAMPIONS

Alignment: Usually evil, sometimes lawful

Suggested Classes: Wizard, Cleric

Suggested Cleric Domains: Death

Suggested Backgrounds: Acolyte, Sage, Hermit

Champions of Myrkul are obsessed with death and undeath. They frequently have a vested interest in begging Myrkul to stay his hand and grant them the gift of undeath.

MYRKUL'S FAVOR

Myrkul's favour is given to those who beg for it, and dread his passing. Myrkul thrives on fear, and desires his chosen to fear him. Those skilled in the magic arts, or knowledgeable about the dead are his first choices.

Myrkul's scions can be morose and nervous sorts, living with the specter of death literally hovering over them. Despite this, they are often inspired with a fierce ambition to avoid Myrkul's touch, and thus number some of the most fearsome and capable necromancers in the world.

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

d6	Circumstance
1	You've been tampering with corpses all your life.
2	You raised a powerful undead. Too powerful. You escaped, but it's out there somewhere.
3	You can hear dead people. Or at least you think you can. Jury is out.
4	You begged Myrkul to extend your lifespan, and he did. Now he wants payment.
5	You've been to the negative energy plane and survived somehow.
6	You killed a priest of Myrkul, and now apparently you are the replacement whether you like it or not

DEVOTION TO MYRKUL

Following Myrkul means dedicating yourself to death. As a follower of Myrkul, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Immortality. I fear nothing as much as I fear death.
3	Power. Undeath is a shortcut to great potency.
4	Mystery. Death is the greatest mystery of all. I shall solve it.
5	Pragmatism. The dead are cheap and ethical labour.
6	Passion. If you love your job it doesn't feel like work.

EARNING AND LOSING PIETY

You increase your piety score to Myrkul when you expand the god's influence in the world in a concrete way through acts such as these:

- Summoning and controlling an undead creature
- Prolonging your life at the expense of other
- Encouraging others to fear death

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

- Helping others to come to peace with their own mortality
- Destroying undead creatures not intent on your destruction

FAVOURED GOD: MYRKUL

Piety 3+ Myrkul trait

You gain Inspiration when you invoke hopelessness or bleak fear of death in another creature

EVEN THE DEAD HAVE NIGHTMARES

Piety 10+ Myrkul trait

You can cast *sanctuary* with this trait at-will, requiring no components. Wisdom is your spellcasting ability for this spell. This version of the spell only protects against undead creatures.

KINDRED SPIRITS

Piety 25+ Myrkul trait

Mindless undead not controlled by another force will follow your simple verbal commands.

CHOSEN OF MYRKUL

Piety 50+ Myrkul trait

You may spend an inspiration die to cast *animate dead*, requiring no components. Wisdom is your spellcasting ability for this spell. This undead remains under your control permanently, until destroyed. Once you cast the spell in this way, you can't do so again until you finish a long rest

MYSTRA

The Art is there to those who would reach for it.

Mystra is the goddess of magic and possibility. She is a powerful god, paid homage to by good and evil spellcasters alike, concerned primarily with the propagation of magic across Faerun.



MYSTRA'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Sorcerer, Wizard, Cleric (Spellcaster Only)

Suggested Cleric Domains: Arcana, Knowledge

Suggested Backgrounds: Sage, Folk Hero, Acolyte

Champions of Mystra are those blessed with great magical power. They are people with the ability to make great changes to the world, and they are watched closely.

MYSTRA'S FAVOR

Mystra's favour is given to those with innate power such as sorcerers, or those learned arcanists who show incredible potential and growth. Mystra works to shepherd these dangerous people into situations that will provoke them to use and develop their powers.

Mystra's scions are varied in origin and temperament, united mainly by a gift for the Art magic.

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

d6 Circumstance

- 1 Your magical gift destroyed your home before you got it under control.
- 2 You are a magical prodigy, inventing a new spell by the age of five.
- 3 You are descended from a being of magical might.
- 4 You bumped into Elminster once. Literally. Maybe some of that magic rubbed off on you.
- 5 Someone cast a spell on you in your earliest youth, and it never quite washed out.
- 6 You have no idea why Mystra favours you - you are singularly incompetent in the Art.

DEVOTION TO MYSTRA

Following Mystra means dedicating yourself to magic. As a follower of Mystra, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Excellence.** Every spell I cast **must** be perfect.
- 3 **Mystery.** I love magic not because of the answers it gives me, but because of the questions it poses.
- 4 **Power.** Magic allows me to control things. I crave control.
- 5 **Tutelage.** For the Art to flourish, some of us must dedicate our lives to teaching others.
- 6 **Passion.** The world feels alive when I am using magic. It's addictive and tempting.

EARNING AND LOSING PIETY

You increase your piety score to Mystra when you expand the god's influence in the world in a concrete way through acts such as these:

- Using a new spell or ritual to solve a problem
- Encouraging the use of magic in others that fear or resent it
- Using magic to improve the world for the better

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

- Repressing or ignoring your magic in favour of other solutions
- Bringing the reputation of magic into ill repute

FAVoured GOD: MYSTRA

Piety 3+ Mystra trait

Choose a spell you know. You gain Inspiration when you cast it with a spell slot.

MAGICAL PRODIGY

Piety 10+ Mystra trait

Choose a spell you know. You can cast it using no components.

KINDRED SPIRITS

Piety 25+ Mystra trait

You gain an extra spell slot upon finishing a long rest. This spell slot is equal to the highest level you are able to cast.

CHOSEN OF MYSTRA

Piety 50+ Mystra trait

Mystra bestows on you the gift of Spellfire, a silvery force of ghostly flame that you may invoke to perform great feats of magic. You may spend an inspiration die to summon the Spellfire and cast one of its spells: *fireball*, *cure wounds* (5th level), *revivify*, *counterspell*, *flight*. Once the spellfire has been used to cast a spell, it can't be used to cast that spell again. When you have cast all of the spells, the list resets. The spells use your spellcasting ability and spell save DC.

NOBANION

To rule comes with a solemn duty - to defend your own until they are too weak to contribute, and thence to give them a noble death.

Nobanion is the lion god of good animals, a counterpart to his hated rival Malar. Nobanion is a noble creature and represents a philosophy of ethical hunting, wise leadership and community.



NOBANION'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Barbarian, Ranger, Bard

Suggested Cleric Domains: Life, War

Suggested Backgrounds: Folk Hero, Noble

Champions of Nobanion are those ready and willing to assume positions of responsibility and power, wielding that influence for the betterment of all.

NOBANION'S FAVOR

Nobanion's favour is given to those who are strong and proud enough to claim leadership over their peers. He favours those who have proven themselves in some way, and who possess the requisite charisma to command respect.

Nobanion's scions come from across the ranks of mages and warriors, but all have demonstrated their ability in some meaningful fashion.

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

d6 Circumstance

- 1 Your leadership changed the tide of a battle that would have been a massacre.
- 2 You refused to starve your people for a profit, and were exiled from your own noble house.
- 3 You befriended a talking beast. It taught you of Nobanion and his ways.
- 4 You slew a wasteful and predatory beast stalking the area where you lived.
- 5 You raised the organization to which you belong from a few stragglers to an influential force with just your inspiring words.
- 6 You didn't want to be in charge. Your followers tracked you down by following local legends about your deeds.

DEVOTION TO NOBANION

Following Nobanion means dedicating yourself to leadership. As a follower of Nobanion, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Courage.** To lead, I must be fearless.
- 3 **Pride.** I do not ask for your respect, I demand it.
- 4 **Stewardship.** I must justify the trust placed in me by my subordinates.
- 5 **Tradition.** I will safeguard our ways, and pass them down to my successor.
- 6 **Honor.** A life worth living, and an honorable death. This is all anyone can ask.

EARNING AND LOSING PIETY

You increase your piety score to Nobanion when you expand the god's influence in the world in a concrete way through acts such as these:

- Exercising authority to protect and enrich the community, not yourself
- Giving a quick and peaceful death to any who ask for it, and those who deserve it

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

- Killing creatures wastefully or needlessly painfully
- Abusing authority for your own gain

FAVOURED GOD: NOBANION

Piety 3+ Nobanion trait

You gain Inspiration when you establish dominance or authority over a creature using words or actions, not violence.

ENCOURAGEMENT

Piety 10+ Nobanion trait

You can cast *heroism* with this trait at-will, requiring no components. Charisma is your spellcasting ability for this spell. A creature which openly disobeys you loses the benefits of this spell and cannot receive it again until it is welcomed back into the fold.

FIREMANE AURA

Piety 25+ Nobanion trait

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

CHOSEN OF NOBANION

Piety 50+ Nobanion trait

You may use an action to spend an inspiration die and unleash a supernatural roar, casting *conjure animals*. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

OGHMA

Have you heard the one about the gnome, the lizard and the cleric? No? Wonderful, I'll tell you.

Oghma is the lord of knowledge, representing the abstract idea. He values education and literacy for all, opposing those who would keep secrets and foster ignorance for their own ends.



OGHMA'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Bard, Cleric

Suggested Cleric Domains: Knowledge

Suggested Backgrounds: Sage, Acolyte, Hermit

Champions of Oghma are those who value knowledge for its own sake, and who seek to bestow it on others, such as teachers, bards and entertainers.

OGHMA'S FAVOR

Oghma's favour is given to those who have dedicated their life not only to learning, but to making that learning accessible to others. In Oghma's eyes, the act of teaching is sacred and fundamental to a just society.

Oghma's scions are frequently studious types, but also comprise skilled orators and dastardly playwrights.

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

d6	Circumstance
1	You learned to read when you were two. You've read everything you ever came across.
2	You are a worldwide famous poet, though you write under a pseudonym and people rarely believe you.
3	You know an awful, unspeakable truth, and Oghma has charged you as its sole keeper.
4	You once riddled with a sphinx, and came away with your life.
5	You might be the only person in the world who cares about your very very niche area of specialism. Well, you and Oghma. He cares too.
6	You've been a teacher all your days. Apparently it was an act of worship all along. You don't feel holy. Just tired.

DEVOTION TO OGHMA

Following Oghma means dedicating yourself to learning. As a follower of Oghma, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Knowledge. I can't go a day without learning something new.
3	Stewardship. I must protect what I know from those who would try to abuse it.
4	Excellence. I desire to be most knowledgeable expert in my field the world has ever seen.
5	Tutelage. I really want to talk about my specialism. This shouldn't take more than a few hours. Wait, why are you running away?
6	Logic. With enough facts, I can work out the correct answer to any problem in this world.

EARNING AND LOSING PIETY

You increase your piety score to Oghma when you expand the god's influence in the world in a concrete way through acts such as these:

- You write a new book, poem or text
- You teach another creature something new
- You uncover a lie and expose it to the truth

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

- Hiding knowledge from another creature for any reason
- Destroying a book or text

FAVOURED GOD: OGHMA

Piety 3+ Oghma trait

You gain Inspiration when you relate a helpful story or anecdote relevant to the encounter at hand.

ADAPTABLE KNOWLEDGE

Piety 10+ Oghma trait

Choose a skill not linked to Intelligence. You may now use Intelligence to calculate your ability score bonus for that skill instead of the normal ability.

MEMORIES FROM A PAST LIFE

Piety 25+ Oghma trait

When you fail an Intelligence based ability check, you instead suddenly become aware of a piece of related trivia.

CHOSEN OF OGHMA

Piety 50+ Oghma trait

You can spend an inspiration die to cast *legend lore* as a ritual with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.



SAVRAS

I have seen a thousand thousand futures. Each of them haunts me, a version of the world as it might have been.

Savras is a god of divinations and fortune telling. A minor god, his domain extends to all minor acts of prognostication and folk charms.

SAVRAS'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Wizard

Suggested Cleric Domains: Knowledge

Suggested Backgrounds: Sage, Hermit

Champions of Savras are those who seek to read or divine the future, reading the fates to advance their own agendas.

SAVRAS'S FAVOR

Savras's favour is bestowed on those who value foresight and planning, but amongst these he particularly treasures seers and mystics.

Savras's scions are drawn equally from temple oracles and hedge witches, comprising anyone with the gift of Sight.

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

d6 Circumstance

- 1 It was foretold.
- 2 A vision? Surely not.
- 3 Prophecy. Definitely prophecy.
- 4 A clairvoyant did it.
- 5 An augury decided it.
- 6 Destiny doesn't need a reason. Just a victim.

DEVOTION TO SAVRAS

Following Savras means dedicating yourself to prognostication. As a follower of Savras, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Destiny.** My visions must be used to make sure destiny comes to pass, not in futile attempts to divert it.
- 3 **Fatalism.** What will be, will be.
- 4 **Ambition.** I will use what I know to advance my own interests.
- 5 **Apathy.** I've seen too much, and glimpsed too many possibilities. It all seems overwhelming.
- 6 **Secrecy.** If people really knew what the future holds, they'd lose their minds.

EARNING AND LOSING PIETY

You increase your piety score to Savras when you expand the god's influence in the world in a concrete way through acts such as these:

- You predict the future or read an omen
- You cast a divination spell
- You pierce an illusion with your intellect or magic.

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

- You ignore an omen or prediction
- You are fooled by an illusion.

FAVoured GOD: SAVRAS

Piety 3+ Savras trait

You gain Inspiration when you see through an illusion or perform a divination.

OMENS AND RIDDLES

Piety 10+ Savras trait

You can cast *augury* as a ritual with this trait, requiring no components. Wisdom is your spellcasting ability for this spell.

ALL SEEING EYE

Piety 25+ Savras trait

You can cast *divination* as a ritual with this trait. Once you do so, you can't cast it in this way again until you finish a long rest.

CHOSEN OF SAVRAS

Piety 50+ Savras trait

You spend an inspiration die to gain truesight for 1 minute.

Segojan is the gnome god of healing, burrowing animals, and dignified passing. He knows all the uses of plants and roots which spread underground, and is widely regarded as an excellent cook.



SEGOJAN'S CHAMPIONS

Suggested Backgrounds: Hermit, Cloistered Scholar

Champions of Sejojan are those quiet retiring souls who just want to be left alone with their thoughts at the beating heart of the world.

SEGOJAN'S FAVOR

Segojan's favour is bestowed on those kind and giving souls who value the natural world, using its gifts to better the lives of others without seeking glory or recompense. Segojan looks for those champions who don't want to be adventurers - he finds that people with this frame of mind make for the most ethical ones.

Segojan's scions are usually healers, farmers and people who work with their hands. He prefers practical sorts over theorists.

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

d6	Circumstance
1	You know the names of every plant which grows under the world away from the light
2	You heal anyone who comes to you for help, no matter who, and with no cost
3	You are renowned locally for your excellent meals
4	A loved one was deeply sick, and Segojan interceded to save their life in the form of a mole. You owe them.
5	You've been silent for so long that you think you can hear the stones talking to each other
6	You laid your entire tribe to rest from a terrible tragedy. When you were finally alone, Segojan came to sit with you awhile and held your hand.

DEVOTION TO SEGOJAN

Following Segojan means dedicating yourself to the retiring wisdom of the Earthcaller. As a follower of Segojan, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Mortality.** All things die. The best we can hope for is a dignified passing and someone we love nearby as we go.
- 3 **Charity.** We owe kindness to each other. We are all born from the same soil, and to that we will return.
- 4 **Mystery.** Every time I think I understand the world, I uncover a deeper mystery.
- 5 **Selflessness.** The life I have been given is a precious gift. My life's work must be to repay that generosity.
- 6 **Humility.** There should be no glory in doing the right thing - this is the path to hubris and evil.

EARNING AND LOSING PIETY

You increase your piety score to Segojan when you expand the god's influence in the world in a concrete way through acts such as these:

- Heal another creature
- Interact with the small and quiet things of the natural world

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

- Killing peaceful creatures or destroying the quiet of nature
- Accepting glory and fame from your achievements

FAVOURED GOD: SEGOJAN

Piety 3+ Segojan trait

You gain Inspiration when you spend time in quiet meditation.

INNER SILENCE

Piety 10+ Segojan trait

Your spells and magical abilities cannot be countered or dispelled by antimagic effects.

IMMUTABLE SOUL

Piety 25+ Sejojan trait

Your Bonds, Flaws and Ideals cannot be magically altered

CHOSEN OF SEGOJAN

Piety 50+ Sejojan trait

You can spend an inspiration die to cast *heroes' feast* as a ritual with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell

SEHANINE MOONBOW

The answers were always there, in the stars. You have learned to turn your gaze away from the earth, and of that I am proud.

Sehanine is the elven goddess of dreams and mysteries. She is an aspect of Selune according to some sages, but spreads her blessings wherever she sees fit. A force of truth in contradiction and stillness in cycles, she represents a spirit of errant temperance and cosmic truth that defies easy description.



SEHANINE'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Cleric, Wizard, Bard

Suggested Cleric Domains: Grave, Knowledge, Light

Suggested Backgrounds: Hermit, Acolyte

Champions of Sehanine are dreamlit wanderers who connect the waking and the dreaming world.

SEHANINE'S FAVOR

Sehanine's favour is bestowed on any who truly need it, seeping into their dreams to warn them of dangers to come. Sehanine's blessing most often falls on elves, but could wend its way to any creature she deems wanting of her wisdom.

Sehanine's scions are those who appreciate her innate mystery and complexity. Not all questions were meant to be answered, and those who walk the path of Sehanine understand that the beauty of the riddle far exceeds any solution to it.

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

d6 Circumstance

- 1 You dreamed of Sehanine, once. Or she dreamed of you. Perhaps there's little difference.
- 2 You saw the astral sign of the moonbow lurking over the shadow of a new moon. It portends tragedy.
- 3 You were born with pupils shaped like crescent moons, and they shine in the dark.
- 4 You were Sehanine in a past life, or something close to it
- 5 You walked the Shadowfell until you couldn't remember what the light looked like. The goddess reminded you.
- 6 You lost favour with Corellon, who cursed you out of anger and spite. Sehanine softened the blow, and gave you a second chance.

DEVOTION TO SEHANINE

Following Sehanine means dedicating yourself to mysteries and revelations. As a follower of Sehanine, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Destiny.** As the goddess tells me, so it shall be.
- 3 **Mystery.** The night is filled with questions. This is well.
- 4 **Knowledge.** Each night I spend in communion with the goddess brings me closer to the Truth of all things.
- 5 **Secrecy.** Even if I thought I could explain to you what I've seen in my dreams, I don't think I would.
- 6 **Acceptance.** The stars don't change, we just change how we look at them.

EARNING AND LOSING PIETY

You increase your piety score to Sehanine when you expand the god's influence in the world in a concrete way through acts such as these:

- Discovering a new question or mystery
- Noticing or deciphering an omen
- Paying heed to the events of your dreams

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

- Becoming concerned with real world pragmatisms
- Ignoring omens, dreams and signs

FAVOURED GOD: SEHANINE

Piety 3+ Sehanine trait

You gain Inspiration when you have a dream or another mystic experience.

MOONLIT MYSTERIES

Piety 10+ Sehanine trait

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

CLARITY

Piety 25+ Sehanine trait

You never receive false answers from divination spells. You cannot gain madness traits.

CHOSEN OF SEHANINE

Piety 50+ Sehanine trait

You may spend an inspiration die to cleanse your mind of malign influence. You are cured of all enchantments, illusions and mind altering curses affecting you.

SELUNE

Shadow has no meaning without light.

Selune is the goddess of the moon, stars and navigation. One of Faerun's oldest gods, she represents a wide array of divine responsibilities, including being the custodian of Good lycanthropes. More than anything else, the moon has a habit of showing creatures who they really are.



SELUNE'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Cleric, Ranger, Bard

Suggested Cleric Domains: Light

Suggested Backgrounds: Sage, Hermit

Champions of Selune are travelers, sailors and questers who seek protection and guidance under the veil of night.

SELUNE'S FAVOR

Selune's favour is given to those on a journey. Whether a physical odyssey or a metaphorical journey like motherhood, Selune acts as a gentle guide and sponsor to the lost and seeking. The light of the moon is a revelation, and strips away deception.

Selune's scions are wayfarers of the mind and soul. Whether a pirate on the open seas or a ranger walking the hidden roads, each has something they are looking for, out there in the darkness.

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

d6 Circumstance

- | | |
|---|--|
| 1 | You were a lycanthrope, but Selune cured you |
| 2 | You are descended from a line of dreamers and mystics |
| 3 | You can navigate the open sea by the moon and stars |
| 4 | You grew up in a society that worships the moon |
| 5 | You are on a quest for love or wisdom |
| 6 | You were an extraplanar creature from an evil plane of existence. Selune saw the good in your heart and transformed your body to reflect it. |

DEVOTION TO SELUNE

Following Selune means dedicating yourself to the subtle movements of the moon and stars. As a follower of Selune, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- | | |
|---|--|
| 1 | Devotion. My devotion to my god is more important to me than what they stand for. (Any) |
| 2 | Heroism. I long for the starlit fate of a true hero. |
| 3 | Exploration. I'm stricken with the need to see new places. |
| 4 | Mystery. The longer I walk this world, the more I find that I rather like not knowing anything. |
| 5 | Self Knowledge. Every day is one closer to working out who I really am. |
| 6 | Courage. A journey always begins with a single step in the right direction. |

EARNING AND LOSING PIETY

You increase your piety score to Selune when you expand the god's influence in the world in a concrete way through acts such as these:

- You help another on their journey or quest
- You successfully navigate from one place to another
- You spend time in contemplation of the night sky

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

- You become lost
- You forget and become distracted from your life quest

FAVOURED GOD: SELUNE

Piety 3+ Selune trait

You gain Inspiration when you aid another in something meaningful to them.

MOONLIGHT

Piety 10+ Selune trait

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

WHO YOU ARE

Piety 25+ Selune trait

Your shape cannot be changed by magic against your will.

CHOSEN OF SELUNE

Piety 50+ Selune trait

You may use an action to spend an inspiration die and force all Shapechangers or beings disguised by magic within 30 feet of you back to their true forms.

SHARGAAS

This world is a place of misery and corruption. It's not fair only I should have to suffer.

Shargaas is the orc god of darkness and the unknown. He bestows his favour on very few, and stalks only the areas of the world that light cannot touch. Shargaas embodies the inauspicious calm of someone who has nothing to lose.



SHARGAAS'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Rogue, Warlock

Suggested Cleric Domains: Death, Trickery

Suggested Backgrounds: Haunted One, Faceless

Champions of Shargaas are picked from the forgotten and cast out, remade in the image of their patron.

SHARGAAS'S FAVOR

Shargaas's favour falls like a shadow over the fringes of society. Every soul that can't find a purpose elsewhere, every lost cause and abandoned child - Shargaas sees them all, and sweeps them away under his leathery wings.

Shargaas's scions are the lost and broken, the friendless and despised. With nowhere else to turn, Shargaas will find a home for you in his unseen legions.

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

d6 Circumstance

- 1 You were born with a disability and your parents attempted to abandon you on a hillside. You survived.
- 2 They tried to hang you for serial murders, but you escaped. You ran far away, into the dark.
- 3 Your whole adventuring party died to a terrible evil, and it was all your fault.
- 4 You ran away from home, and before you could return your village was slaughtered.
- 5 You displayed cowardice in battle, and were branded as such, never again permitted to march alongside your people.
- 6 You were driven from your town on charges of witchcraft and diabolism.

DEVOTION TO SHARGAAS

Following Shargaas means being defined by the bad things that have happened to you. As a follower of Shargaas, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Judgment.** People are exactly as bad as they seem.
- 3 **Hate.** This world stole everything from me, and I despise it.
- 4 **Rage.** I can't let go of my past and how angry it makes me.
- 5 **Secrecy.** I'd never admit it, but I'm still running away.
- 6 **Dread.** In time, the world will come to fear me as I fear it.

EARNING AND LOSING PIETY

You increase your piety score to Shargaas when you expand the god's influence in the world in a concrete way through acts such as these:

- Acting with spite, hate or violence to emotionally charged scenarios
- Retreating to protect yourself from vulnerability

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

- Allowing others to harm those you love without repercussion

FAVOURED GOD: SHARGAAS

Piety 3+ Shargaas trait

You gain inspiration whenever you take meaningful action under cover of stealth, night or darkness.

SHARGAAS' SIGHT

Piety 10+ Shargaas trait

You gain darkvision out to 60 feet. If you already have darkvision, it is extended a further 60 feet, to a maximum of 120 feet. Magical darkness doesn't impede this darkvision.

WICKED STEPS

Piety 25+ Shargaas trait

You can cast *pass without trace* with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. This ability can only affect you.

CHOSEN OF SHARGAAS

Piety 50+ Shargaas trait

When in dim light or darkness, you can use an action to spend an inspiration die and turn invisible. This invisibility ends until you enter bright light, make an attack or cast a spell. Otherwise, it lasts for 1 hour.

SHAUNDAKUL

Tread the world on the wings of an aurora. Walk to somewhere you've never been, and get lost on the way. With each step, legends become reality.



Shaundakul is the walker on the wind, and the helping hand to all who walk long and lonely roads, including travelers and refugees. He is the master of portals and watches over the magical crossroads scattered throughout the realms.

SHAUNDAKUL'S CHAMPIONS

Alignment: Usually chaotic

Suggested Classes: Druid, Sorcerer, Ranger

Suggested Cleric Domains: Tempest, Nature, Trickery

Suggested Backgrounds: Far Traveler, Outlander

Champions of Shaundakul are chosen from those who are far from home.

SHAUNDAKUL'S FAVOR

Shaundakul's favour is a whimsical thing. The god of portals vanished for an entire century before returning at the head of a tidal wave of planar refugees and vanishing into the wind. He loves the travel weary and the seeking, though tends to forget about them as soon as they settle down.

Shaundakul's scions are always on the move for one reason or another, and thus are seldom found holding down a house or conventional vocations.

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

d6	Circumstance
1	You came into this world through a portal, with no memories.
2	You appeared here in the wake of a regional disaster such as the spellplague.
3	Your family travel by way of tradition, never staying in one place too long.
4	You're looking for something dreadfully important, and can't afford to stop.
5	You are running from war or catastrophe in your home region of the world.
6	You have an extreme case of wanderlust, and you haven't put your bag down before you want to leave

DEVOTION TO SHAUNDAKUL

Following Shaundakul means following where the wind takes you. As a follower of Shaundakul, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Charity. We are all simply wanderers in a vast world.
3	Apathy. I've seen so many strange sights that none of it really affects me anymore.
4	Discovery. I can't wait to see what I come across tomorrow.
5	Liberty. Borders are imaginary. We are all one people.
6	Change. When the wind changes, I need to leave.

EARNING AND LOSING PIETY

You increase your piety score to Shaundakul when you expand the god's influence in the world in a concrete way through acts such as these:

- Travelling to somewhere you haven't been before
- Standing up for fellow travellers, refugees and lost souls

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

- Staying put in one place or becoming beholden to old habits

FAVOURED GOD: SHAUNDAKUL

Piety 3+ Shaundakul trait

You gain inspiration whenever you start out towards a new destination.

SHIPS IN THE NIGHT

Piety 10+ Shaundakul trait

You can study a creature within 5 feet of you as an action and determine the original plane of existence that creature hails from. This ability is not foiled by physical or magical disguises, but is stopped by a *mind blank* spell or similar magic.

WANDERLUST

Piety 25+ Shaundakul trait

You can cast *geas* with this trait, requiring no components. Instead of a specific instruction, this version of the spell tasks the recipient with going somewhere new. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

CHOSEN OF SHAUNDAKUL

Piety 50+ Shaundakul trait

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

SHAR

The brightest light casts the darkest shadow.

Shar is the goddess of darkness and loss. She represents not only the pitch black of a moonless night, but also the darkness of the soul. Her eternal feud with her sister Faerun reflects their status amongst Faerun's oldest and most powerful gods.



SHAR'S CHAMPIONS

Alignment: Usually evil

Suggested Classes: Cleric, Bard, Rogue

Suggested Cleric Domains: Knowledge

Suggested Backgrounds: Haunted One, Courtier, Smuggler

Champions of Shar are people with secrets to protect, or those who wish to leave behind the tragedies of the past.

SHAR'S FAVOR

Shar's favour is given to those who understand the true value of darkness, to protect and soothe, taking away the hurt and allowing healing to begin. Only once grief has been allowed to pass can new flowers begin to bud in the garden of the soul.

Shar's scions are secret keepers and confidants, and often work close to large populations such as in cities and townships.

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

d6	Circumstance
1	You lost someone who meant more than life to you. Shar saved you from your grief.
2	You did something awful. You only want to forget.
3	You have a terrible addiction. Shar's mercy helps you stay away from your vice.
4	You were treated badly by someone who was supposed to protect you. Shar dealt with them for you.
5	You often get lost in feelings of self-loathing. Shar sought you out and gave you purpose.
6	You were grievously wounded in battle. Shar's priests helped you forget the pain and walk again.

DEVOTION TO SHAR

Following Shar means dedicating yourself to darkness and loss. As a follower of Shar, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Charity. I hear the silent cries of a world tortured by history and pain. I must bring them peace.
3	Greater Good. The things I do are for the best, and I believe this with all my heart. This is why I cannot be stopped.
4	Knowledge. People always confide in me. I know secrets that would turn you inside out.
5	Duplicity. I'll tell you anything you want to hear.
6	Stagnation. Change and growth are painful. Better to forget.

EARNING AND LOSING PIETY

You increase your piety score to Shar when you expand the god's influence in the world in a concrete way through acts such as these:

- Consoling or comforting another creature
- Operating under cover of night
- Concealing a secret on someone's behalf for their own good

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

- Being honest about something that could hurt someone
- Bringing up the horrors of the past

FAVOURED GOD: SHAR

Piety 3+ Shar trait

You gain inspiration when you hide something to protect another character's feelings.

MOONLIGHT

Piety 10+ Shar trait

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

DARK SIDE OF THE MOON

Piety 25+ Shar trait

When standing in the radius of a *light* or *daylight* spell, you are Invisible.

CHOSEN OF SHAR

Piety 50+ Shar trait

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

SILVANUS

Nature is an intricate wonder of balance. One wrong step can trigger a disaster.

Silvanus is the god of Nature, a grim and uncompromising deity who oversees all lesser gods of the natural world. He represents Nature's indiscriminate danger and bounty, the primal forces which give and take freely from all who live.



SILVANUS'S

CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Druid, Ranger, Paladin

Suggested Cleric Domains: Nature

Suggested Backgrounds: Hermit

Champions of Silvanus are people who seek to protect the natural world and maintain the balance between it and civilisation.

SILVANUS'S FAVOR

Silvanus's favour is given to those who understand that nature is at heart fair, and who seek always to view the bigger picture, not viewing events in isolation but in context - if a town being razed to the ground today means it will be fertile for a forest in 10 years, this might be for the best.

Silvanus's scions wield the power of nature as a bludgeon against those who would upset the balance. Quiet priests and world shaking warriors, all carry the song of the earth, wind and sky in their hearts.

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

d6	Circumstance
1	You destroyed a settlement to protect a natural site.
2	You have long guarded a place of terrestrial wonder.
3	You sought out the highest place in the world, and the sky lit up with Silvanus blessing.
4	You gave your own life for the world, and the world gave it back to you with a new purpose.
5	Your best friend is a treant. It tolerates you.
6	You are a gifted gardener and tender of trees. You are welcome in any forest you choose to enter.

DEVOTION TO SILVANUS

Following Silvanus means dedicating yourself to nature. As a follower of Silvanus, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Balance.** The equilibrium between civilisation must be maintained by whatever means necessary.
- 3 **Rage.** Seeing mortals violate the natural world sends me into a primal state of wrath I cannot control.
- 4 **Humility.** The scope of nature fills me with awe and terror.
- 5 **Ruthlessness.** A life for a life.
- 6 **Tradition.** It is important we remember the old ways and the ancient magics. We may need them one day.

EARNING AND LOSING PIETY

You increase your piety score to Silvanus when you expand the god's influence in the world in a concrete way through acts such as these:

- Pushing civilisation back from nature where it oversteps
- Encouraging and reinstating natural cycles where they are disrupted by technology or magic

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

- Destroying a natural site to make way for artifice or civilisation
- Averting natural disasters or catastrophes rather than weathering them

FAVOURED GOD: SILVANUS

Piety 3+ Silvanus trait

You gain Inspiration when you defend beasts, plants, or natural resources from the depredations of technology, commerce or artifice.

STRANGLEVINES

Piety 10+ Silvanus trait

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

FATHER OF NATURE

Piety 25+ Silvanus trait

Beasts and Plants of a CR lower than your level will not attack you

CHOSEN OF SILVANUS

Piety 50+ Silvanus trait

You can spend an inspiration die to cast *wrath of nature* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

SKORAEUS STONEBONES

If you asked fewer questions, and listened more, you would already have the answer you seek.



Skoraeus is the stone giant god of rune magic, art and wisdom. Often referred to as the Great Creator, he stands apart from the squabbles of his siblings and instead turns his sight inward to the deep, eternal truths of the world.

SKORAEUS'S CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Druid, Monk, Wizard

Suggested Cleric Domains: Knowledge, Grave

Suggested Backgrounds: Hermit

Champions of Skoraeus share the wisdom and insight of their god, preferring to find truth in isolation and quiet.

SKORAEUS'S FAVOR

Skoraeus knows many things, all gained from his silent contemplation of the cosmic order. His advice can be taken out of context, or marred by distance, but it is never wrong. He remains neutral in matters of good or evil, giving advice to anyone who should ask it of him.

Skoraeus's scions are minded towards solitude, and are found amongst the monks, ascetics and hermits of the world. To achieve the wisdom of Skoraeus is no easy feat, and is nigh impossible without long years of internal peace and balance.

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

d6	Circumstance
1	You took a vow of silence, which you have kept for the vast majority of your lifespan.
2	You retreated far below the surface of the earth, to listen to the heartbeat of creation.
3	You firmly believe that above ground is a dream, and below ground is reality.
4	You created a work of art so beautiful that you don't remember how you did it.
5	Some people call you mad. Others call you a visionary. They are both wrong - you are much more than either.
6	You were born without a shadow, and light rolls off you in a peculiar way. This is auspicious.

DEVOTION TO SKORAEUS

Following Skoraeus means dedicating yourself to introspective wisdom. As a follower of Skoraeus, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Art. I am deeply, irrevocably obsessed with my art.
3	Nature. If you listen closely enough, all the answers you could ever need are written in the stones.
4	Mystery. The world is full of ineffable secrets. We should embrace them.
5	Balance. I believe that only in the Balance of good and evil can the world continue to exist.
6	Apathy. I have long since lost any care for the petty issues of kingdom and country.

EARNING AND LOSING PIETY

You increase your piety score to Skoraeus when you expand the god's influence in the world in a concrete way through acts such as these:

- Meditating on an important issue and coming to a revelation.
- Imparting timely and honest advice

Your piety score to Skoraeus decreases if you diminish Skoraeus's influence in the world or contradict their ideals through acts such as these:

- Intentionally deceiving someone to act against their better interests
- Engaging in loud acts of debauchery or wild abandon

FAVOURED GOD: SKORAEUS

Piety 3+ Skoraeus trait

You gain Inspiration when you impart honest and relevant advice to someone who needs it.

A QUIET PLACE

Piety 10+ Skoraeus trait

You can cast *meld into stone* with this trait, requiring no components. Wisdom is your spellcasting ability for this spell.

STONE GIANT STRENGTH

Piety 25+ Skoraeus trait

Your strength score increases to 23 unless it was already higher.

CHOSEN OF SKORAEUS

Piety 50+ Skoraeus trait

You are able to tap into the secret underpinnings of giant Rune magic, and grant a lesser spell that same permanence. You can touch a spell effect within 5 feet of you and spend an inspiration die to change its duration to "until dispelled". The chosen effect must be a physical spell effect capable of being touched for this feature to work.

STRONMAUS

If you asked fewer questions, and listened more, you would already have the answer you seek.

Stronmaus is the storm giant god of omens, authority, and nature, particularly pertaining to the custodianship of air and water.



STRONMAUS'S CHAMPIONS

Alignment: Usually lawful, often neutral

Suggested Classes: Druid, Sorcerer, Cleric

Suggested Cleric Domains: Knowledge, Tempest, Order

Suggested Backgrounds: Hermit, Haunted One, Sage

Champions of Stronmaus answer to no authority but their own, and that of destiny itself.

STRONMAUS'S FAVOR

Stronmaus is a changeable and emotional god, prone to fits of bellowing laughter and deep roiling anger that boils the sky. Mystical and beyond mortal comprehension, he is understandable only in the ripples his magic leaves behind him.

Stronmaus's scions are frequently isolationist and aloof, showing little concern for the needs of anyone else, unless those needs should coincide with the omens they see everywhere they look.

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

d6	Circumstance
1	You hid at the top of the mountain to listen to the storms. You know their names now.
2	You were hit by lightning, and came away wiser.
3	You saw an omen in the water, and it spoke to you of a king who was lighter than air.
4	You saw an omen in the air, and it spoke to you of a king who was buried underwater.
5	Your small sanctuary has withstood tide, wind, and storm for many years, but now civilisation endangers it
6	You saw an omen in the storm, and you are terrified it might come to pass. It must not come to pass.

DEVOTION TO STRONMAUS

Following Stronmaus means dedicating yourself to authority, omens and storms. As a follower of Stronmaus, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Pride. I am not to be commanded by any force above or below this earth, other than my own will.
3	Nature. I only truly feel alive amidst a howling storm.
4	Mystery. I see omens everywhere I look, but I cannot see the weft of it.
5	Honor. If I give my word, then I keep it.
6	Power. As Stronmaus is the greatest of the gods, so I shall become the greatest of his scions.

EARNING AND LOSING PIETY

You increase your piety score to Stronmaus when you expand the god's influence in the world in a concrete way through acts such as these:

- Refusing to be influenced by another creature against your judgment or reasoning
- Watching for and interpreting omens

Your piety score to Stronmaus decreases if you diminish Stronmaus's influence in the world or contradict their ideals through acts such as these:

- Ignoring auspicious signs and events
- Allowing another creature to overrule you

FAVOURED GOD: STRONMAUS

Piety 3+ Stronmaus trait

You gain Inspiration when you identify an omen.

THE OMENS DO NOT LIE

Piety 10+ Stronmaus trait

You can cast *augury* with this trait, requiring no components. Wisdom is your spellcasting ability for this spell. You must finish a short rest before doing so again.

STORM GIANT STRENGTH

Piety 25+ Stronmaus trait

Your strength score increases to 29 unless it was already higher.

CHOSEN OF STRONMAUS

Piety 50+ Stronmaus trait

You can spend an inspiration die to cast *control weather* with this trait, requiring no material components. This version of the spell can only be used to invoke a storm. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

SUNE

Oh, this? It's nothing, I just threw it on in hurry. Do you like it?



Sune is the goddess of passion, beauty and love. She governs not only romance, but full use of the senses for pleasure in every respect, whether that be staring at a beautiful painting or taking in the night air.

SUNE'S CHAMPIONS

Alignment: Usually chaotic, sometimes good

Suggested Classes: Bard, Cleric, Sorcerer

Suggested Cleric Domains: Nature

Suggested Backgrounds: Courtier, Acolyte, Anthropologist

Champions of Sune seek to create and foster beauty of all kinds, giving others the self-esteem and confidence they need to love themselves.

SUNE'S FAVOR

Sune's favour is given to those who understand that beauty shines from the inside out. Sune is more likely to favour the kind of heart than she is to favour those born with flawless skin or silken hair.

Sune's scions can be found across the world, as her popular faith is promulgated in most large cities. They might be educators, socialites, social workers, courtesans or anything they set their mind to, though the scions of Sune rarely work in isolation.

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

d6	Circumstance
1	Your face could launch a thousand ships. Maybe more on a good hair day.
2	The love and faith you put into everything you do shines like a beacon to faeries and gods alike.
3	You were kind to an ugly stranger. This stranger was the goddess in disguise, who blessed you.
4	You built a breathtaking public work of art for all to see
5	You've spent your life in the service of making other people feel better
6	You are the pinnacle of fashion and style in the place you were raised.

DEVOTION TO SUNE

Following Sune means dedicating yourself to love and passion. As a follower of Sune, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Charity. Everyone deserves to experience beauty.
3	Love. I sincerely believe that true love exists for everyone.
4	Passion. Follow your instincts. They will rarely lead you astray.
5	Self Knowledge. Learning to love ourselves is the first step towards any understanding of other people.
6	Pride. My appearance is everything to me.

EARNING AND LOSING PIETY

You increase your piety score to Sune when you expand the god's influence in the world in a concrete way through acts such as these:

- Helping others to find self-love and confidence
- Creating a work of beauty or art, however ephemeral
- Taking a moment to enjoy a sensual experience for its own sake

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

- Destroying things of beauty
- Subverting the confidence and self-worth of another

FAVOURED GOD: SUNE

Piety 3+ Sune trait

You gain inspiration when you give someone confidence or build on their self-esteem.

FLORALS? IN SPRING?

Piety 10+ Sune trait

You never suffer any negative social penalties from bad dress, smell or appearance

COME HITHER

Piety 25+ Sune trait

You can cast *suggestion* with this trait, requiring no components other than making eye contact with the target. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. You may only issue the suggestion "come to me".

CHOSEN OF SUNE

Piety 50+ Sune trait

If you would be Charmed for any reason, you can spend an inspiration die to rebound the charm, and the creature from whence the effect came is Charmed by you instead.

SURTUR

*Fire is not the enemy.
Fire consumes, yes, but
it also burns away the
cobwebs and allows
new ideas to take root.
Fire is not the enemy.
Fire is the answer.*



Surtur is the fire giant god of craftsmanship, skill and flame. He represents the purifying fires of the forge, that smelt raw materials into things of use and beauty. A warlike god, Surtur values most those tools that allow giants to defeat their enemies and defend their belongings from attack.

SURTUR'S CHAMPIONS

Alignment: Usually lawful, often evil

Suggested Classes: Barbarian, Cleric, Sorcerer

Suggested Cleric Domains: Forge, Order, Light

Suggested Backgrounds: Clan Crafter, Guild Artisan

Champions of Surtur use their abilities to craft ever greater weapons, armor and fortifications, taking to the field and using these gifts to further their agendas.

SURTUR'S FAVOR

Surtur is a god of fire, passion and inspiration. He looks not only for those craftsmen who excel in their disciplines, but for those who wish to USE their gifts to achieve an end.

Surtur's scions are thus usually warlike and martial, relying on the swords and axes of their own forges to secure them victory in battle. However, occasionally an artificer who invents a great machine or magical device capable of transforming the world might earn his respect too.

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

d6	Circumstance
1	You have crafted your own weapons your entire life, and taken lives with them.
2	You built the family home on which countless invaders have dashed their lifeblood.
3	Your heart burns with plans for ever better weapons. They can always be sharper. Always more deadly.
4	You only craft for those who agree with your homicidal political agendas.
5	You were born under a dying star, the fire of which dances in your eyes and speaks of a revelation to come
6	You invented a terrible machine or spell that you regret making, now you have seen it in action.

DEVOTION TO SURTUR

Following Surtur means dedicating yourself to the passion of craftsmanship. As a follower of Surtur, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Pride. If my equipment is not the best, it is worth nothing.
3	Hard Work. Each day I get better and better at my craft.
4	Respect. I want my rivals and colleagues to look at my with envy for my legendary talent.
5	Tradition. I craft things in the manner of my family, which is to say the only Correct way.
6	Purity. In the forge and in battle, I work to cleanse darkness from the world wherever I see it.

EARNING AND LOSING PIETY

You increase your piety score to Surtur when you expand the god's influence in the world in a concrete way through acts such as these:

- Crafting a weapon or armor that is of unusual size, strength or beauty
- Using the things you have crafted for practical purpose

Your piety score to Surtur decreases if you diminish Surtur's influence in the world or contradict their ideals through acts such as these:

- Keeping your creations secret, under lock and key, or away from use

FAVOURED GOD: SURTUR

Piety 3+ Surtur trait

You gain Inspiration when you prove the worth and need of your creations in combat or otherwise.

BURNING BLADES

Piety 10+ Surtur trait

You can cast *searing smite* with this trait, requiring no components. Strength is your spellcasting ability for this spell.

FIRE GIANT STRENGTH

Piety 25+ Surtur trait

Your strength score increases to 25 unless it was already higher.

CHOSEN OF SURTUR

Piety 50+ Surtur trait

You can spend an inspiration die to cleanse a magical item of impurities. As an action, you touch a magical item and engulf it in magical flame. All curses on the chosen item are removed, burning away into nothing. If a curse is removed from an item, the flames briefly turn black and display a flickering omen relating to the nature of the curse.

TALONA

Call it survival of the fittest. Call it a tragedy. The bodies will need moving either way.

Talona is the goddess of disease, plague and sickness. She has dominion over both poison and blight, and her worship is banned accordingly in cities and towns along the Sword Coast.



TALONA'S CHAMPIONS

Alignment: Usually evil, often chaotic

Suggested Classes: Rogue, Druid, Warlock

Suggested Cleric Domains: Death

Suggested Backgrounds: Hermit, Acolyte, Urchin

Champions of Talona recognise the power of disease and poison to disrupt tyranny and sow needed chaos, at a terrible price.

TALONA'S FAVOR

Talona's favour is bestowed on those who she believes are best placed to carry forth her plagues and poisons into places which have become complacent, greedy or decadent.

Talona's scions may not know they have been blessed by this fearsome goddess, and they would be wise to be afraid of her. Talona frequently immunizes her chosen against diseases, using them as silent vectors for her deadly agenda.

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

d6 Circumstance

- 1 You were the lone survivor of a terrible plague in your village.
- 2 You love rats. Tiny little adorable vectors.
- 3 You begged the goddess to spare you when you were poisoned. She did, but now you owe her.
- 4 You've been dosing yourself with antivenom your entire life out of paranoia. This amused the goddess.
- 5 You were bitten by a radioactive spider.
- 6 You murdered someone very important with poison.

DEVOTION TO TALONA

Following Talona means being a servant of disease and blight. As a follower of Talona, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Greater Good.** Plague removes the weak and leaves the strong behind. This is for the best in the long term.
- 3 **Balance.** The world is overpopulated. This is nature's way of restoring a balance.
- 4 **Nature.** Death is part of the great cycle to which we are all bound.
- 5 **Dread.** I enjoy being feared, and Talona's faith is feared by all.
- 6 **Apathy.** People die. It happens. Why fuss?

EARNING AND LOSING PIETY

You increase your piety score to Talona when you expand the god's influence in the world in a concrete way through acts such as these:

- Using poison to achieve your goals
- Spreading a disease or contagion
- Disrupting a power structure with death and chaos

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

- Working to stop the spread of sickness or plague
- Willingly working alongside unwieldy or bloated institutions

FAVOURED GOD: TALONA

Piety 3+ Talona trait

You gain inspiration when you give spread something harmful to another creature, whether it be a disease, a poisonous rumour or something else.

DEVELOPED IMMUNITY

Piety 10+ Talona trait

You become immune to the symptoms of diseases, magical or otherwise. You also gain resistance to poison damage.

QUEEN OF VERMIN

Piety 25+ Talona trait

You can cast *Speak with animals* or *Animal friendship* with this trait at-will, requiring no components. Wisdom is your spellcasting ability for this spell. You may only use these versions of those spells on vermin or house pets, such as rats, cats or dogs.

CHOSEN OF TALONA

Piety 50+ Talona trait

You can spend an inspiration die to cast *contagion* with this trait, requiring no components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. When you cast the spell with this feature, the selected disease begins to spread from an afflicted creature to any other creature they touch as if it were a normal disease, using your spellcasting DC where relevant.

TALOS

*Burn. Break.
Destroy.*

Talos is the god of destruction. He governs all overwhelming forces that cause ruin and misery, particularly those which strike without warning and change your life forever.



TALOS'S

CHAMPIONS

Alignment: Usually evil, often chaotic

Suggested Classes: Sorcerer, Barbarian, Druid

Suggested Cleric Domains: Tempest

Suggested Backgrounds: Pirate, Smuggler, Urchin

Champions of Talos are forces of violence and havoc, leaving a trail of broken doors and bodies wherever they tread.

TALOS'S FAVOR

Talos gives his blessings to people who wreck things. Simply put, Talos is a god of indiscriminate ruination - all things must come to an end, and sometimes life isn't fair. Every day you are not destroyed by dark whim is a gift - so use it wisely, and live well.

Talos's scions are frequently found amongst bandits, brigands and other lawless looters who pillage and dismantle as part of their daily life. Sometimes his chosen become doomsayers, predicting where Talos will turn his gaze next for their own profit.

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

d6	Circumstance
1	You were caught in a terrible storm as a child that killed everyone in your village except you.
2	You destroyed a monument or structure of great importance and historical significance.
3	You leave a trail of destruction wherever you go.
4	You lead a group of thugs and bandits who rob everyone blind and squander the profits.
5	You have an erratic ability to predict storms and natural disasters. Perhaps this is a gift from Talos, or he just wants you under his control.
6	You gave up all your worldly belongings in tribute to the storm god, and he blessed you with the power to leave it all behind.

DEVOTION TO TALOS

Following Talos means being a servant of destruction. As a follower of Talos, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Savagery. I don't really care what happens as long as I get to destroy stuff.
3	Rage. My destructive habits stems from my suppressed anger about an event in my past.
4	Dread. People see me coming and scatter. Hah. Look at them scurry about.
5	Change. That building was dedicated to a tyrant anyway. Maybe they'll put something better in its place.
6	Nature. The world is a place of grim cataclysms. It's the natural way of things, we should embrace it.

EARNING AND LOSING PIETY

You increase your piety score to Talos when you expand the god's influence in the world in a concrete way through acts such as these:

- Destroying noteworthy objects
- Committing random acts of desecration for no reason other than to glorify Talos
- Letting go of earthly ties and possessions

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

- Working to build physical property and establish legacy
- Preventing disasters from destroying noteworthy locales

FAVOURED GOD: TALOS

Piety 3+ Talos trait

You gain Inspiration by destroying something important.

GRAND GUIGNOL

Piety 10+ Talos trait

Choose a weapon you are proficient in, or a damaging spell you can cast. Corporeal creatures reduced to 0 hit points to that weapon instantly explode in a shower of gore

LIVING SIEGE WEAPON

Piety 25+ Talos trait

When you hit an object with an attack, you deal maximum damage.

CHOSEN OF TALOS

Piety 50+ Talos trait

You can spend an inspiration die to cast *destructive wave* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. This version of the spell deals lightning damage instead of radiant and deals triple damage to objects or structures.

TEMPUS

Battle will temper your soul, and struggle will reforge your spirit.

Tempus is the god of battle. He cares not for principles rhetoric, only that blood should be shed and that one side should emerge victorious.



TEMPUS' CHAMPIONS

Alignment: Usually chaotic

Suggested Classes: Fighter, Paladin, Barbarian

Suggested Cleric Domains: War

Suggested Backgrounds: Soldier, Knight, Gladiator

Champions of Tempus are battle hardened warriors who find purpose and meaning in the clash of weapons.

TEMPUS'S FAVOR

Tempus gives his blessings mercurially, and is amongst the most chaotic and unpredictable of his peers. He grants power and prowess to those skilled in combat, often favouring those who exercise honor and skill over mayhem and skulduggery.

Tempus's scions are therefore more commonly found in organized military forces with a code of conduct than elsewhere, but in truth the favour of Tempus can fall on anyone who picks up a weapon.

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

d6	Circumstance
1	You were a high ranking military official before you fell from grace in a coup.
2	You were almost killed and left for dead on the battlefield, awakening on a field of corpses
3	You single handedly turned the tide of a battle with your leadership
4	You pioneered a new revolutionary battle technique
5	You laid siege to and conquered a fortress said to be utterly untakeable
6	You won a well known tournament of arms

DEVOTION TO TEMPUS

Following Tempus means dedicating your life to battle. As a follower of Tempus, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Heroism. I want the world to worship me as a living god.
3	Community. There are no bonds like those of soldiers in arms
4	Excellence. Battle is the best way to hone my skills.
5	Luck. Each battle is a huge gamble with my life and it makes me come alive again inside.
6	Patriotism. I fight for the land of my birth, and I don't moralise over it.

EARNING AND LOSING PIETY

You increase your piety score to Tempus when you expand the god's influence in the world in a concrete way through acts such as these:

- Engaging in melee battle with an enemy of your strength
- Emerging victorious from battle having learned something new about yourself
- Losing a battle and taking on board what you did wrong that led to your defeat

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

- Dishonorable combat such as poisoning the food of an opposing army
- Engaging in extracurricular violence where the enemy is defenceless, such as torture

FAVOURED GOD: TEMPUS

Piety 3+ Tempus trait

You gain inspiration when you drop an enemy to 0 hit points.

TACTICAL THINKING

Piety 10+ Tempus trait

At the start of each combat, after rolling initiative, you may choose an allied creature you can see. That creature may switch its Initiative score with you, if you choose.

TO THE BITTER END

Piety 25+ Tempus trait

Enemies within 5 feet of you may not take the Disengage action.

CHOSEN OF TEMPUS

Piety 50+ Tempus trait

You may use an action to spend an inspiration die and rally your allies. Each ally within 30 feet of you gains a number of temporary hit points equal to your level, and ceases to be Frightened, Charmed or Paralysed.

THRYM

It wasn't a competition. I wiped the floor with them. Literally.

Thrym is the frost giant god of strength and hunting. Thrym cares little for industry, cleverness or guile, only for the thrill of physical contest. If you can display strength and fortitude, then you belong. If you fail in this, then you do not.



THRYM'S CHAMPIONS

Alignment: Usually evil

Suggested Classes: Barbarian, Fighter, Ranger

Suggested Cleric Domains: War

Suggested Backgrounds: Far Traveler, Gladiator, Soldier

Champions of Thrym seek ever greater symbols of conquest, favouring trophy hunting and spoils that demonstrate their success in the art of war.

THRYM'S FAVOR

Thrym takes on more companions and champions than most of his giant brethren, any takes special note of any mortal that displays strength unexpected of their fragile form.

Thrym's scions are rarely from any profession that demands guile, strategy or intellect. Instead, he draws almost exclusively from martial champions, hunters and gladiators.

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

d6	Circumstance
1	You hit something so hard it exploded.
2	You are a renowned hunter in your local area, having slain several unlikely beasts.
3	You're demonstrably the strongest person in your town, and you once lifted something theoretically impossible to lift.
4	The walls of your home are laden with skulls and other kill trophies.
5	You were born on the night an ancient beast fell, and people say its soul is inside of you.
6	You burned down a library. You have no regrets.

DEVOTION TO THRYM

Following Thrym means dedicating yourself to raw physical power. As a follower of Thrym, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Strength. I must be the strongest of all.
3	Hard Work. If I train every day, then I'll win eventually.
4	Rage. Anger gives me strength, and that's all that matters.
5	Savagery. Manners are for people who need to please others. I just hit them over the head.
6	Purity. If my strength is to be real, it cannot be tainted by magic or artifice.

EARNING AND LOSING PIETY

You increase your piety score to Thrym when you expand the god's influence in the world in a concrete way through acts such as these:

- Achieving a feat of great strength or physical prowess
- Overpowering another creature in a showy way

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

- Being beaten or disgraced by another creature in front of those you respect
- Losing any kind of competition or contest

FAVOURED GOD: THRYM

Piety 3+ Thrym trait

You gain Inspiration when you best another creature in a contest of might or arms.

SINGLE COMBAT

Piety 10+ Thrym trait

You can cast *compelled duel* with this trait, requiring no components other than making eye contact with the target. Once you cast the spell in this way, you can't do so again until you finish a short rest. Strength is your spellcasting ability for this spell.

FROST GIANT STRENGTH

Piety 25+ Thrym trait

Your strength score increases to 23 unless it was already higher.

CHOSEN OF THRYM

Piety 50+ Thrym trait

You can spend an inspiration die to exert your will over lesser creatures. As a bonus action, you may cast *dominate beast* or *dominate person* on a creature you can see within range. Once you cast the spell in this way, you can't do so again until you finish a short rest. Strength is your spellcasting ability for this spell.

TIAMAT

It must be hard for you, gazing on perfection in physical form. If you worship me, and it amuses me, I might just let you live to gather treasure in my name. Would you like that, pet?



Tiamat is the evil god of chromatic dragons. She is best known for her five headed form (one representing each type of evil dragon), her murderous vanity and her greed.

TIAMAT'S CHAMPIONS

Alignment: Usually evil, often lawful

Suggested Classes: Paladin, Sorcerer, Warlock

Suggested Cleric Domains: Trickery, War

Suggested Backgrounds: Acolyte, Soldier

Champions of Tiamat are driven by their instincts and immediate desires, taking what they want whenever they like.

TIAMAT'S FAVOR

Tiamat is a demanding goddess who demands obseisance and tribute from her followers. From her prison in the Nine Hells, she rages and shrieks impossible demands to her followers, granting them in return the power to pillage and loot treasure for her hoard.

Tiamat's scions are usually drawn from indoctrinated cults, or those who simply feel they have no other option. On rare occasions, the goddess appears in other aspects, such as the Dark Lady or the Undying Queen, to tempt otherwise reasonable people into her service.

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

d6	Circumstance
1	You became indoctrinated by a cult of Tiamat, and you're too far in now to get out safely.
2	Your family have always been dedicated to the dragon queen, and you are just the next in line.
3	You once bargained with a chromatic dragon for your life, and this was part of the price.
4	You begged the dragon queen to spare your village. She destroyed it anyway, and chose you as a champion.
5	You are one of Tiamat's top donors. By which I mean she killed your family and took all their gold.
6	You've made a deal with the dragon queen. One million gold pieces by year's end, and she'll spare your loved ones.

DEVOTION TO TIAMAT

Following Tiamat means dedicating your life to fire and gold. As a follower of Tiamat, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Wealth. The dragon goddess is queen amongst hoarders. Is there anything more sublime?
3	Hard Work. There is no shame in working for a higher power, even if you do need to kill a few people.
4	Humility. Sometimes you need to throw yourself to the ground and beg for mercy.
5	Vanity. How do I look? More gold would help, I feel.
6	Passion. I know what I want, and I know how to get it.

EARNING AND LOSING PIETY

You increase your piety score to Tiamat when you expand the god's influence in the world in a concrete way through acts such as these:

- Gathering treasure and tribute for the goddess
- Bullying and corraling others into admiring you and rewarding you with spoils
- Destroying things out of spite

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

- Doing a good act for no reward whatsoever
- Allowing anyone to insult your appearance
- Allowing your servants or companions to disrespect you

FAVOURED GOD: TIAMAT

Piety 3+ Tiamat trait

You can Inspiration when you beg for mercy from a higher power, or have someone beg your mercy in turn.

MIRACLE

Piety 10+ Tiamat trait

Tiamat sends you a **kobold** retainer. If (and when) it dies, she sends you another. It follows your spoken commands out of fear and spies on you for her.

CHROMATIC EXHALATION

Piety 25+ Tiamat trait

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

CHOSEN OF TIAMAT

Piety 50+ Tiamat trait

You can spend an inspiration die to call evil dragons to you as if using the Call Dragons feature of an *Orb of Dragonkind*.

TORM

Faith. Duty. Honor.

Torm is the god of duty and loyalty. He espouses teachings of selfless service to a higher cause, of sacrifices for the greater good and that salvation can be found in helping others.



TORM'S

CHAMPIONS

Alignment: Always lawful good

Suggested Classes: Paladin Only

Suggested Cleric Domains: -

Suggested Backgrounds: Knight, Soldier

Champions of Torm are principled warriors and paladins who revere Goodness as an ideal to strive for.

TORM'S FAVOR

Torm is a demanding god who asks much of his followers. He bestows his gifts only on those Paladins whose 'goodness' and zeal reflect the god's own. Torm's rigidity is both his source of strength and his greatest weakness in refusing to acknowledge followers he does not feel are pure enough.

Torm's scions are almost always found inside the orders of Paladins and similar holy orders, particularly the Oath of Devotion.

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

d6	Circumstance
1	You tracked down and parleyed with a unicorn. It vouched for your purity of heart.
2	You offered to die for your god. He refused, but instead took you into his service.
3	You were raised into the paladin orders from birth when you were abandoned into Torm's care.
4	You spoke to an angel, and it changed your life forever
5	You betrayed friends, family and everything you ever knew in order to keep your Oath.
6	You spent several weeks on your knees in vigil to Torm until he finally accepted your sword in fealty.

DEVOTION TO TORM

Following Torm means dedicating your life to honour. As a follower of Torm, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Courage.** I must face evil wherever I find it without hesitation.
- 3 **Pride.** Torm is infallible, and so am I by extension.
- 4 **Heroism.** If my god is with me, I could strike down mountains.
- 5 **Greater Good.** People might not understand it yet, but everything I do is for their own good.
- 6 **Purity.** I must be pure of heart, mind and body, or I will lose my miracles and Torm will forsake me.

EARNING AND LOSING PIETY

You increase your piety score to Torm when you expand the god's influence in the world in a concrete way through acts such as these:

- Upholding your oath even when it would cause you personal harm or injury
- Showing kindness and mercy in the face of evil
- Being an active force for Good as you see it, even if your help is not asked for

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

- Allowing evil to go unchallenged when you see it
- Forgoing active acts of charity if it is within your means
- Acting against the spirit of your oath

FAVOURED GOD: TORM

Piety 3+ Torm trait

You can Inspiration when you uphold your Oath against your own interests or desires.

MIRACLE

Piety 10+ Torm trait

Your Lay on Hands pool increases by a number of points equal to your character level. You can use your Lay on Hands feature to end curses in the same way you cure poisons and diseases.

EVIL CANNOT HIDE

Piety 25+ Torm trait

You can use your Divine Sense ability at-will

CHOSEN OF TORM

Piety 50+ Torm trait

You are immune to magical or mental influence that would cause you to break your Oath.

TYMORA

The Law of Halfling Luck dictates that if twenty halflings jump into a chasm, one will discover they can fly.

Tymora is the goddess of luck and good fortune. Her portfolio includes gamblers, gamers, and everyone who takes risks to better their situation.



TYMORA'S CHAMPIONS

Alignment: Usually good, often chaotic

Suggested Classes: Bard, Rogue, Cleric

Suggested Cleric Domains: Life

Suggested Backgrounds: Urchin, Charlatan, Folk Hero

Champions of Tymora are daring heroes and high-stakes criminals who will risk everything for the chance at something better.

TYMORA'S FAVOR

Tymora loves most those who look after themselves and take bold choices. Her gaze falls most appreciatively on gamblers and dashing rogues who enjoy fast paced lives making one risky decision after another.

Tymora's scions tend to be fast moving, fast talkers, always onto the next trick. Very rarely, the Lady of Luck takes an interest in a particular soul for reasons known only to her, blessing them with a charmed life filled with joyous coincidences.

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

d6	Circumstance
1	You were gambled away as a baby, right into the hands of a caring, doting family.
2	You've been struck by lightning twice and you're still standing. Limping a little, perhaps.
3	You jumped off a building just to see what would happen. It hurt, but it was INCREDIBLE.
4	You shook a magical device just to see what would happen. Stuff happened. It was worth it.
5	You gave away your hereditary wealth to random people you felt needed it.
6	You took down a huge monster with a lucky blow to a weak spot. You couldn't do it again if you tried.

DEVOTION TO TYMORA

Following Tymora means dedicating your life to luck and chance. As a follower of Tymora, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Luck. I can do whatever I want. The goddess has my back.
3	Risk. I can't get enough of the thrill of putting my life on the line, the more dangerous method the better
4	Wealth. I have expensive tastes, and my absurd luck comes in handy at the gaming table
5	Secrecy. People think I'm skilled or learned, but actually I'm just incredibly lucky. They can never know.
6	Humility. All the blessings in my life are gifts from the goddess

EARNING AND LOSING PIETY

You increase your piety score to Tymora when you expand the god's influence in the world in a concrete way through acts such as these:

- Taking a risk on something that might better your life
- Making bold choices without fear of the consequences
- Passing on random good deeds as a way of paying forward your own fortune

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

- Choosing a safe course of action when a risk has a chance of improving your situation

FAVOURED GOD: TYMORA

Piety 3+ Tymora trait

You gain Inspiration when you take a substantial risk in order to acquire something that you could live without, but is worth having.

CHEATING FATE

Piety 10+ Tymora trait

If you have advantage and disadvantage on a roll, you treat the roll as having advantage instead of cancelling it out.

LUCKY CHARM

Piety 25+ Tymora trait

You gain the Lucky feat.

CHOSEN OF TYMORA

Piety 50+ Tymora trait

Anyone who rolls a 20 before modifiers on an ability check within 30 feet of you finds their action has unexpectedly good results in addition to the result of the roll, like stumbling across a treasure hoard or idly picking up a vital clue.

TYR

Justice is a myth, but a beautiful myth we could make reality.

Tyr is the god of justice. He concerns himself with the righting of wrongs, the just application of law, discovering the truth and applying punishment where appropriate.



TYR'S

CHAMPIONS

Alignment: Always lawful

Suggested Classes: Paladin, Cleric, Fighter

Suggested Cleric Domains: Order

Suggested Backgrounds: City Watch, Urban Bounty Hunter

Champions of Tyr are keepers of the law and civil police who ostensibly apprehend criminals and keep the peace.

TYR'S FAVOR

Tyr demands that his followers exhibit a law abiding, honest nature and he asks no less of his chosen. Tyr chooses those who exhibit a strong sympathy with law over chaos and who understand that the perfect is the enemy of the good. Justice must be done, even if it isn't always infallible.

Tyr's scions tend to be stern and inflexible in their approach, rooting out crime and applying the law equally to all even in exceptional circumstances that might reasonably require another solution.

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

d6	Circumstance
1	You arrested a fellow officer of the law when they broke it
2	You might be the greatest legal scholar of your generation
3	You were blinded in pursuit of a criminal, and Tyr guided your steps to their capture anyway
4	You've spent your life trying to solve a single crime of personal interest to you
5	You turned your own family into justice when you discovered a conspiracy of wrongdoing
6	You don't know why Tyr favours you. You don't feel particularly just, far from it.

DEVOTION TO TYR

Following Tyr means dedicating your life to the pursuit of justice. As a follower of Tyr, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for. (Any)
- 2 **Civilisation.** The work I do is all that stands between society and anarchy.
- 3 **Power.** I get a dark thrill from abusing my position.
- 4 **Hard Work.** It's exhausting work but someone has to do it.
- 5 **Apathy.** The work never stops, and I begin to tire of it.
- 6 **Protection.** I'm trying to protect the place where I live, and the people who live there.

EARNING AND LOSING PIETY

You increase your piety score to Tyr when you expand the god's influence in the world in a concrete way through acts such as these:

- Bringing a criminal to the attention of the law
- Seeking justice for a wrong committed regardless of any personal stakes you might hold
- Applying the same standards of justice to yourself as you do to others

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

- Deliberately flouting the law or obstructing justice
- Perpetuating any double standard where you don't apply the same rules to yourself as you would to others

FAVOURER GOD: TYR

Piety 3+ Tyr trait

You gain Inspiration when you deliver a just punishment or reward to the deserving.

JUSTICIAR'S INSIGHT

Piety 10+ Tyr trait

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

UNDER ARREST

Piety 25+ Tyr trait

You can cast *hold person* with this trait at-will, requiring no components. Wisdom is your spellcasting ability for this spell. You may only cast this spell on a creature you are apprehending under the law, to bring them to justice.

CHOSEN OF TYR

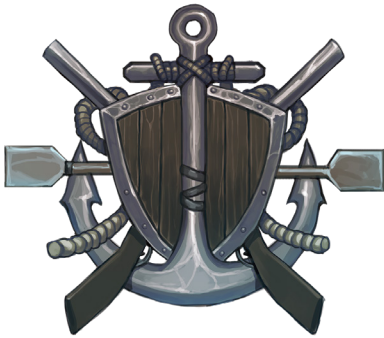
Piety 50+ Tyr trait

If you are unable to see due to darkness or blindness, you gain tremorsense out to 30 feet for as long as you remain blinded in this way.

UMBERLEE

*Toss a coin to the ocean,
or she'll take the whole
lot of us and the treasure
to boot.*

Umberlee is the goddess of the treacherous seas, a dangerous and quick to anger deity that receives large amounts of tribute in exchange for her mercy.



UMBERLEE'S CHAMPIONS

Alignment: Usually chaotic, often evil

Suggested Classes: Cleric, Sorcerer, Druid

Suggested Cleric Domains: Tempest

Suggested Backgrounds: Pirate, Sailor, Marine

Champions of Umberlee are those who revere the ocean and risk their lives by treading the domain of the wavemother.

UMBERLEE'S FAVOR

Umberlee drowns ships and sinks coastal towns with vicious and lamentable regularity. She admires those who give her tribute, whether that be in chests of gold or sentimental trinkets - what matters to Umberlee is how much of a sacrifice was made.

Umberlee's scions are inconsistent in temperament, but share a common bond in their link to the ocean - to live in service to the Bitch Queen (for even amongst evil deities, Umberlee is known to possess a cruel streak) is no easy matter.

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

d6	Circumstance
1	Your ship and crew tithes generously to the goddess and you have her favour...for now.
2	You fell overboard, and Umberlee carried you to shore. You have no idea why she would spare you.
3	You are close friends with a sea animal or monster.
4	You've lived on the sea edge all your life, and Umberlee has been watching you.
5	You were a sea creature, but the Bitch Queen sent you onto land in a new body after you slighted her.
6	You hurled yourself into the sea in a fit of despair, but the goddess had other plans for you.

DEVOTION TO UMBERLEE

Following Umberlee means dedicating your life to the dangers of the open sea. As a follower of Umberlee, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for. (Any)
2	Wealth. Tribute is how people should show they love me.
3	Risk. The sea is a capricious and fickle mistress. I must match it in daring if I am to survive.
4	Courage. Nothing terrifies me as much as the thought of ending my days in a watery grave.
5	Passion. Life is short. Opportunities for happiness are limited. Seize them without regret.
6	Cruelty. You think this is bad? Try sailing the Sea of Stars at midnight in a thunderstorm. That's real suffering.

EARNING AND LOSING PIETY

You increase your piety score to Umberlee when you expand the god's influence in the world in a concrete way through acts such as these:

- Giving due tribute to the ocean in the form of something that matters to you
- Taking a sea journey having secured Umberlee's favour
- Showing reverence and deference to the dangers of the ocean

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

- Traveling by sea when the omens are dark and against the wishes of the goddess
- Not offering due tribute from any spoils gained at sea

FAVoured GOD: UMBERLEE

Piety 3+ Umberlee trait

You gain Inspiration when you offer tribute to the sea.

CAPTAIN'S BOND

Piety 10+ Umberlee trait

Choose a sea vessel you know of. You are always aware of its location, crew and state of repair as long as it is on the water and on the same plane of existence.

SEA LEGS

Piety 25+ Umberlee trait

Whilst aboard a ship, underwater or in the rain, enemies have disadvantage on attack rolls against you and perception checks to detect you.

CHOSEN OF UMBERLEE

Piety 50+ Umberlee trait

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

UROGALAN

There are no endings. Not really. Just the embrace of those you loved, and an endless sunset.

Urogalan is the halfling god of death and the beyond. Unlike other gods of death, Urogalan is a kindly (if quiet) god. Accompanied by his black hound, and carrying his magic lantern, he reminds halflings that their loved ones are waiting for them beyond the veil.



UROGALAN'S CHAMPIONS

Alignment: Usually good

Suggested Classes: Cleric

Suggested Cleric Domains: Death, Grave, Knowledge

Suggested Backgrounds: Hermit, Acolyte, Sage

Champions of Urogalan are those who have been awakened to his truth - death is just another stage of life, and it gives meaning to everything before it.

UROGALAN'S FAVOR

Urogalan is a quiet and retiring god who often comes to people late in life. His perspective is a comforting one familiar to those who have either been to death and returned, or who are reaching the end of their natural life.

Urogalan's scions have usually been scarred by meeting death in some fashion, either by briefly experiencing it themselves or by losing people close to them.

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

d6 Circumstance

- 1 You were killed, and saw what comes after death. It brought you peace, and you finally understand.
- 2 You were stillborn, and suddenly came alive after hours of being assumed dead.
- 3 You lost all your family to plague in your early youth.
- 4 You lost your loving spouse after a long life together. You can't wait to see them again, but there's something you need to do first.
- 5 Someone died to protect you, and you witnessed the whole thing.
- 6 You are sincerely and utterly willing to give your life to protect someone, and you know this is likely.

DEVOTION TO UROGALAN

Following Urogalan means acknowledging that life has an end, and that endings are not to be feared. As a follower of Urogalan, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Acceptance.** We can only reach our potential once we accept the inevitability of our passing.
- 3 **Community.** We need to leave a better world for the next generation.
- 4 **Heroism.** When I reach the next life, I want to enter it with my head held high.
- 5 **Honor.** I must uphold the values of those who came before me.
- 6 **Charity.** You cannot take it with you after you die.

EARNING AND LOSING PIETY

You increase your piety score to Urogalan when you expand the god's influence in the world in a concrete way through acts such as these:

- Seeking advice from ancestors or the dead
- Comforting the living and giving peace to the departed

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

- Disturbing the dead needlessly
- Allowing fear of death to drive your actions

FAVOURED GOD: UROGALAN

Piety 3+ Urogalan trait

You gain Inspiration when you speak to friendly spirits, calm the dead or give advice to the living based on the lessons of the dead.

FRIENDS ON THE OTHER SIDE

Piety 10+ Urogalan trait

You can attempt social interaction with all undead creatures, even those lost to hunger or mindless fury. All such rolls are made with advantage.

UROGALAN'S LANTERN

Piety 25+ Urogalan trait

Light shed by spells you cast or items you are holding always reveals invisible and incorporeal undead within the illuminated area.

CHOSEN OF UROGALAN

Piety 50+ Urogalan trait

You may use an action to spend an inspiration die and touch a creature that died within the last minute. That creature passes to a peaceful afterlife regardless of their actions in life. Furthermore, they cannot be raised from the dead or become an undead creature.

WAUKEEN

Everyone and everything has a price.

Waukeen is the goddess of trade and money. She represents a functioning economy and the promulgation of financial industries. She looks after all trade agreements and currency is sacred to her.



WAUKEEN'S CHAMPIONS

Alignment: Usually lawful

Suggested Classes: Artificer, Bard, Rogue

Suggested Cleric Domains: Knowledge, Trickery

Suggested Backgrounds: Guild Artisan, Clan Crafter

Champions of Waukeen are immersed in gold, either as a tool to develop the community or for their own personal gain.

WAUKEEN'S FAVOR

Waukeen cares primarily for anything that increases the flow of money and trade between cities and countries. Waukeen's influence is directly spread by diplomatic relations and trade networks, and she chooses champions who can best aid her in this regard.

Waukeen's scions are usually gregarious and generous, as Waukeen frowns on misers and hoarders. They number amongst them traders and artisans, but also diplomats and negotiators.

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

d6	Circumstance
1	You've donated so much money to the city they've raised a statue in your name.
2	You founded a business that operates worldwide
3	You negotiated a groundbreaking trade agreement
4	You were found in the woods and raised by a trio of gold eating badgers called Aurumvorax
5	You inherited a huge fortune in gold from your parents, alas held in escrow due to legal concerns about how it was obtained
6	You were the leader of a local guild until very recently

DEVOTION TO WAUKEEN

Following Waukeen means dedicating your life to gold and commerce. As a follower of Waukeen, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Civilisation. Without money and trade, we're just animals.
3	Wealth. I know I'm not supposed to, but I love curling up on all my profits like a little dragon.
4	Power. It's amazing what people will do for gold. It's like magic. Hell, it's <i>better</i> than magic.
5	Pragmatism. Money gets things done, so I look after the money. It's nothing more than that.
6	Freedom. Gold allows me to be free from debts and fealty to others.

EARNING AND LOSING PIETY

You increase your piety score to Waukeen when you expand the god's influence in the world in a concrete way through acts such as these:

- Encouraging trade between two willing parties
- Paying fair wages for honest work
- Buying and selling items of note
- Making monetary donations to worthy causes

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

- Hoarding wealth and refusing to spend it
- Obstructing trade between consenting parties

FAVOURED GOD: WAUKEEN

Piety 3+ Waukeen trait

You gain Inspiration when you make a good deal, pay a wage or finalise a transaction of any kind.

CASH COW

Piety 10+ Waukeen trait

When you reduce a creature to 0 hit points, it drops a number of gold pieces equal to its CR (round down).

PECULATED POWERS

Piety 25+ Waukeen trait

You and your allies within 30 feet of you can substitute any costly material component needed to cast a spell for its worth in gold pieces.

CHOSEN OF WAUKEEN

Piety 50+ Waukeen trait

You can spend an inspiration die to cast *sympathy* with this trait, which must be cast on a coin. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

YONDALLA

Halfings are half the size of most creatures, yet somehow twice as confident and four times as hard to kill.



Yondalla is the goddess of halfings, the leader of their diminutive pantheon. She represents their innate luck and their resilience in the face of an uncaring world.

YONDALLA'S CHAMPIONS (HALFLING ONLY)

Alignment: Usually good, often chaotic

Suggested Classes: Rogue, Fighter

Suggested Cleric Domains: Life

Suggested Backgrounds: Folk Hero

Champions of Yondalla represent the hardiness, quick thinking and innocent charm that the goddess favours.

YONDALLA'S FAVOR

Yondalla cares for the survival of halfings as a whole, and chooses her champions from those who display the traits that halfings need to survive. Yondalla is keenly aware that the halfings are vulnerable due to their peaceful traditions and size, so she takes every opportunity to twist events in their favour.

Yondalla's scions can appear in any shape and form, but usually grab the goddess' attention through some instance of great luck or courage.

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

d6 Circumstance

- 1 You have a charming personality and no-one can remain mad at you for long.
- 2 You're quieter than a mouse, which is how you got away from that troll with the weird tooth.
- 3 You picked up a coin for good luck and later it saved your life somehow.
- 4 You have a highly developed sense of mischief, and have more enemies than friends.
- 5 You literally cannot resist touching things.
- 6 Yondalla picked you, which is worrying because you don't really want it, or know why.

DEVOTION TO YONDALLA

Following Yondalla means dedicating your life to her ideals of loyalty, curiosity and friendliness. As a follower of Yondalla, consider the ideals below as alternatives to those suggested for your background.

d6 Ideals

- 1 **Devotion.** My devotion to my god is more important to me than what they stand for.
- 2 **Family.** My chosen companions are dearer to me than life itself.
- 3 **Secrecy.** There is safety in obscurity and subtle action.
- 4 **Luck.** I trust my success to the goddess. If she can't make things work out, no-one can.
- 5 **Greater Good.** I might break the rules occasionally, but it's for the best.
- 6 **Courage.** Nothing scares me as much as the idea of not trying at all.

EARNING AND LOSING PIETY

You increase your piety score to Yondalla when you expand the god's influence in the world in a concrete way through acts such as these:

- Living life to the fullest and creating bounty for all to share
- Throwing your lot in with fortune and coming out the other side unscathed

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

- Deliberate cruelty or pre-meditated malice
- Selfish plotting and scheming

FAVOURED GOD: YONDALLA

Piety 3+ Yondalla trait

You gain Inspiration when you re-roll an attack roll, ability check or saving throw and the new result is a success.

LUCKY NUMBER

Piety 10+ Yondalla trait

Choose a number between 2 and 20. Your Lucky feature activates on that number too.

INFECTIOUS FORTUNE

Piety 25+ Yondalla trait

When you gain Inspiration, you can choose an allied creature within 10 feet of you. That creature gains Inspiration too.

CHOSEN OF YONDALLA

Piety 50+ Yondalla trait

When you set up camp, you can spend an inspiration die to shield your rest from unwanted attention. For 8 hours, your camp is shrouded in a strange magic that stops any creature coming across it by mundane means, heading around it or walking right through it without noticing you where necessary.

YURTRUS

It is one of the great ironies of existence that one must give up both youth and strength to obtain the wisdom to use either.



Yurtrus is the orc god of sickness, infirmity and death. His priests take on the burden of giving purpose to those who have fallen prey to the ravages of time and experience, and are no longer able to contribute in the same way.

YURTRUS'S CHAMPIONS (HALFLING ONLY)

Alignment: Usually neutral

Suggested Classes: Cleric, Warlock, Wizard

Suggested Cleric Domains: Grave, Death

Suggested Backgrounds: Acolyte, Hermit

Champions of Yurtrus are attuned to the quiet worldly experience that comes with age, sickness and suffering.

YURTRUS'S FAVOR

Yurtrus is a god who gives wisdom in return for infirmity. He sits by the elderly as they recount tales of their better years, and he sits by the sick as they hold the hands of their loved ones. Few willingly invite Yurtrus into their lives, he is a patient god.

Yurtrus's scions can appear in any shape and form, but are always changed by ill health, infirmity, age or a combination of the three.

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

d6	Circumstance
1	You were born sick, and you won't have as long to live as most people.
2	You have a distinctive birthmark - a white hand that signified Yurtrus' claim on you.
3	You've worked hard your entire life, and now you've reached an old age you don't see Yurtrus as an enemy
4	You have a terrible disease that will kill you in days, months or years. Each moment is precious.
5	You were scarred by a pox as a baby, and it left you with physical handicaps.
6	You spent your life keeping a vow of silence, and you don't intend to break it now.

DEVOTION TO YURTRUS

Following Yurtrus means dedicating your life to the lessons learned from sickness and age. As a follower of Yurtrus, consider the ideals below as alternatives to those suggested for your background.

d6	Ideals
1	Devotion. My devotion to my god is more important to me than what they stand for.
2	Mystery. Each passing day reveals a new secret to me from beyond the veil.
3	Mortality. We all have to die. It's the manner in which we do so that makes the difference.
4	Humility. Even the greatest of us are brought low by sickness and death eventually.
5	Acceptance. Once you accept what life has in store, you can see everything more clearly.
6	Secrets. There's a wisdom in silence and stillness. It comes with age - you'll get there in time.

EARNING AND LOSING PIETY

You increase your piety score to Yurtrus when you expand the god's influence in the world in a concrete way through acts such as these:

- Showing respect to the elderly and experienced
- Using sickness as a tool for growth and learning

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

- Dismissing the advice of the experienced and aged

FAVOURED GOD: YURTRUS

Piety 3+ Yurtrus trait

You gain Inspiration when you seek advice from the sick, elderly or dead.

VOICE TO THE VOICELESS

Piety 10+ Yurtrus trait

You can spend an inspiration die to cast *speak with dead* with this trait. Once you cast the spell in this way, you can't do so again until you finish a short rest. Wisdom is your spellcasting ability for this spell. This version of the spell can also give a voice to living creatures normally unable to communicate due to the ravages of sickness or age.

MIASMA

Piety 25+ Yurtrus trait

Creatures within 10 feet of you lose any immunity they possess to disease or the Poisoned condition.

CHOSEN OF YURTRUS

Piety 50+ Yurtrus trait

You can touch a dead creature and spend an inspiration die as an action to gain a new skill, tool or saving throw proficiency relevant to that creature (the DM decides). This new proficiency lasts 24 hours.



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