



CULT OF THE GREAT MOTHER

INTRODUCTION

Welcome to the Mystery Cults series for the Amazons vs Valkyries adventure setting. The religious cults presented here are just a few of the hundreds that exist in this setting. Some are dedicated to chthonic gods that are almost forgotten, while others worship new deities, such as Alexander the Great. These cults are most common in Greece and the Greek colonies, but also exist in Egypt, Persia, Rome, and Carthage. Even in less civilized lands, druids, witch doctors, and other religious leaders join together, keep secrets, pursue common goals, and organize themselves in a hierarchy.

MYSTERY CULTS

Mystery cults are secret societies that exist within religious institutions. Like other secret societies, their existence is well known, but their rituals, lore, and objectives are concealed. Only the initiated are allowed access to these secrets.

Levels of Initiation. Cult membership is divided into a hierarchy of at least twenty degrees or ranks. Some cults have more than sixty ranks. Only the high priestess (or priest) is privy to all the cult's secrets.

Exclusivity. None of these cults require their members to disavow or deny other deities and cults. In fact, many people are simultaneously members of multiple cults.



Cult Secrets. Only the initiated know the true name of the cult's deity, and they are forbidden to speak it to anyone outside the cult. At each level of initiation, a different true name is revealed to the member with only the high priestess knowing the actual true name of the deity. Mystery cults also harbor many other secrets and esoteric lore. Some examples are listed on the table below.

D20 Secret Lore

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| 1 | Facts about mythical events |
| 2 | Location of an entrance to the Underworld |
| 3 | Location of a gate to another dimension |
| 4 | Location of a prison holding a demon or deity |
| 5 | Formula for creating magical items |
| 6 | Rare spells |
| 7 | Facts about other planes in the multiverse |
| 8 | Facts about a mythical beast |
| 9 | Facts about distant lands |
| 10 | The true ambitions of a major political figure |
| 11 | Archaic or extinct language(s) |
| 12 | Secret of navigating the tunnels of Europa |
| 13 | Lore of a lost or forgotten civilization |
| 14 | Location of a legendary magic item |
| 15 | Clues or answer to a puzzle or riddle |
| 16 | Location of a sacred site |
| 17 | Lore about a humanoid or monstrous race |
| 18 | Lore of a lost, magic-like technology |
| 19 | Location of a magical island |
| 20 | Lore about the Amazons Vs Valkyries conflict |

Initiation Fees. Although membership in most cults is open to everyone, initiation rites have fees. These fees offset the cost of the ritual and help support the temple and its ambitions. The amount of the fee increases with each degree and depends on many factors, including how much the applicant can afford and how much the cult leaders desire the new member.

Initiation Times. Most cults conduct initiations once per year. Common dates include the first full Moon after the Winter Solstice, the Spring Equinox, and the Summer Solstice. The initiation process usually involves ritual purification, eating sacred foods, and confessing of wrong doing. This takes at least three days and sometimes up to two weeks. The actual ceremony begins at sundown and continues until sunrise. During the ritual, the initiates consume psychoactive substances and venture into a deep cavern where they have unnerving encounters with deities and demons.

Membership Advantage. Besides access to secret lore and powerful associates, being a cult member has other perks. Membership can mean that your business wins a lucrative contract from a trade guild or local magistrate. It could mean that your child is educated by an expensive Greek tutor, or your competitor suffers a tragic setback.

Leadership and Members. Cult hierarchies are separate from temple priesthods. While most leadership positions within the cults are occupied by priestesses (or priests), not all temple priestesses are members of the mystery cult. Likewise, most cult members are not priestesses or employed by the temple; they are private citizens.

THE CULT OF THE GREAT MOTHER

Domains: Divination, Earth, Nature, Prophecy, War

Location: Anatolia, Magna Graecia, Rome

Cult Secrets: Metallurgy, mining, geology, mythic lore

The Great Mother, known as Cybele or Dindymene to the Phrygians, Rhea or Gaia to the Greeks, Jord to Germanic people, Hepat to the ancient Hurrians, and Terra or Tellus to the Romans, is a prehistoric goddess of creation, life, and earth. Her titles include "Mother of Gods," "Mother of the Mountain," "All Mother," "Giver of Gifts," and "The Dread Goddess." She is the progenitor of many deities and legendary beings.

With Uranus, she gave birth to the Titans, the Cyclopes, the furies, and all races of giants. With Chronos she conceived Demeter, Hestia, Hera, Poseidon, Hades, and Zeus. With Odin she gave birth to Thor and the first Valkyries. She is also secretly the mother of Freyja and Freyr.

She is sometimes represented by a mountain. More often she is depicted as a robust adult woman seated upon her throne accompanied by children and lions. She is also seen riding a golden, bejeweled chariot drawn by lions. Her crown resembles fortified walls.

Patron Deity. More towns and cities look to the Great Mother for guidance and protection than any other deity. She is the patron deity of all of Phrygia and the island of Crete. Dozens of municipalities from Greece to Gaul have chosen her as their guardian and they make regular offerings to her.

Queen of Phrygia. For nearly 3,000 years, Cybele's high priestesses have married the kings of Phrygia. Regardless of the king, Cybele's high priestess is always the queen. When the queen/high priestess dies, the temple

leadership chooses a replacement. As the high priestess of Cybele's temple, a ranking member of the Great Mother's mystery cult, and Queen of Phrygia, the woman in this position wields tremendous power.

Pessinus. The center of the Great Mother's political power is the theocratic city-state of Pessinus in Phrygia. A high priestess and a council of clergy rule this wealthy city. A massive temple stands on a hill overlooking the theater where divine plays and gladiatorial bouts are held in honor of the Great Mother. The Magna Mater was kept here until it is brought to Rome in 1896 TA.

Queen of the Wild. The Great Mother's association with nature gives her power over the animal kingdom. Lions, hawks, rabbits, bulls, and deer always accompany her.

Ancient History. The cult of Cybele has been associated with the kings of Anatolia for more than 3,000 years. King Midas was just one of many rulers who were also cult members, ritual spouses, and virtual subjects of Cybele's high priestess. This deep connection with the lords of antiquity provides the Great Mother's cult with one of the largest troves of lore in the world.



THE CABEIRI

Long before she birthed the Titans, the Great Mother spawned the Cabeiri, a small group of prehistoric deities nearly forgotten in modern times. The center of Cabeiri worship is on the island of Lemnos. The Great Mother's cult also worships the ancient Cabeiri at Samothrace.

The pantheon of the Cabeiri consists of the Great Mother, her children Axiokersa and Axiokersos, and their servant Cadmilos. These are deities of metal working, wealth, the underworld, and seafaring.

First degree initiates of the Great Mother's cult are told of the Cabeiri. This is a cult secret that cannot be shared with non-members.

Prayer of the Cabeiri. While voyaging at sea, cult members may call upon the Cabeiri in times of distress. There is a 5% chance per character level that the deities will respond by casting a beneficial 1st level spell to aid the supplicant (such as *animal friendship*, *bless*, *false life*, or *shield*). Characters who haven't been making sacrifices and offerings to these deities always fail this check.

After using this feature, you cannot use it again until you complete a long rest.

AGDISTIS AND ATTIS

After spawning Greek and Germanic deities, the Great Mother gave birth to Agdistis and Attis. Each has a small cult of their own, which ultimately venerates the Great Mother.

Agdistis. A deity of healing, Agdistis was born with both male and female genitals. This frightened the Olympian gods and they decided to 'fix' Agdistis. Dionysus gave Agdistis a powerful wine that caused them to fall into a deep slumber. While Agdistis slept, Dionysus tied a short rope between their ankles and male genitals. When Agdistis awoke and straightened, they ripped their own penis and testicles off.

Attis. Agdistis' younger half-brother was Attis. A deity of vegetation, he grew from an almond which the Great Mother placed on her womb. Agdistis loved him very much and the two soon developed a sexual relationship. When their secret was discovered, Attis was sent away to marry the princess of Pessinus. Agdistis arrived at the wedding in a jealous rage and cast a spell that sent all the male attendants into self-mutilating madness. Attis violently castrated himself and the king of Pessinus quickly followed his example. Soon all the men in attendance were cutting their own genitals off in a bloody frenzy.

Attis perished from his injuries and Agdistis fell into a deep remorse. Agdistis repented and atoned until Attis was revived, though still without his genitals. As a symbol of death and resurrection,

Attis' association with plants was now complete. He also acts as the divine high priest (Archigallus) of his mother's cult. The Gallis and Korybantes look to him for leadership and emulate him when they castrate themselves.



HERO CULTS

Among the secrets revealed to members as they advance in the cult hierarchy is a list of heroes from antiquity who were also cult members. These may be ancient heroines like Helen of Troy, or more recent figures like Queen Olympias. These individuals require special rites and observances. The cult also protects these heroes' tombs and sacred sites, assigning members to secretly watch over them.

THE TEMPLES

There are many temples to the Great Mother and her alternate aspects scattered from Phrygia to Gaul. Key members of these temples are also enrolled in the Great Mother's mystery cult. They coordinate and cooperate according to the direction of the cult's high priestess (called the Archigalla).

The Great Mother's oldest temples are in Phrygia. Her sanctuaries in Greece were built in recent centuries and are called Matrons. Lately, the Romans have started building shrines and temples dedicated to the Great Mother.

Besides her own temples and those dedicated to her alternate aspects, the Great Mother also maintains a presence in the temples of other gods, particularly Demeter and Zeus.

Samothrace. One of the Great Mother's most important temples is located in a large sanctuary complex on the island of Samothrace in the Aegean. Here, the Great Mother is worshiped as the head of the ancient and forgotten pantheon of the Cabeiri. Altars around the sanctuary are carved from rocky outcroppings of naturally red, blue, green, and grey stone. The sanctuary is open to anyone who wishes to visit and worship, but access to certain buildings is reserved for cult members only. Some temples are restricted to only the highest rankings priestesses.

Athens. In 1695 TA a wandering gallus (priest) of the Great Mother was proselytizing in Athens. His words offended some citizens. A mob formed and lynched him. Soon thereafter, the city was afflicted with a plague. Oracles advised the city leaders that

the only way to end the plague was to atone for the gallus' murder and appease the Great Mother. As part of the city's penitence, the council donated the city hall and library to the Great Mother. The large stone building at the center of Athens' acropolis became the most prominent Matron in Greece. The high priestess became one of the most powerful people in the city.

Olympia. A large temple to Cybele has recently been built on the Hill of Cronus at Olympia, just below the terrace where the Treasuries stand.

Temples to Cybele. The Argonauts built a legendary library and temple to Cybele called the Megalesion, high on the slopes of Mount Dindymene in Pessinus. A sacred meteorite, the Magna Mater, fell near here and is kept at the temple. Other temples to Cybele can be found throughout western and central Anatolia.

Cybele is also well-known in Greece. She is the patron deity of several towns around Athens. Their leaders invoke her for protection and guidance, and they make sacrifices of animals, gemstones, and precious metals in her honor.

Temples to Dindymene. The Great Mother's main temple at Pessinus is dedicated to her Cybele Dindymene aspect. Another large temple to Dindymene lies in Magnesia on the Maeander, in southwestern Anatolia. Other temples to Dindymene are found throughout the neighboring regions.

Temples to Rhea. The Greek goddess Rhea is a greater aspect of the Great Mother. She has several temples around Greece including at Corinth, Megalopolis, and Anagyros. She has a sanctuary in Sparta and a shrine in Olympia. There are also several shrines and alters in the districts around Athens. Her sanctuary in Akriai features a large marble statue of the Great Mother and is one of the oldest shrines in Greece. A sprawling temple to Rhea, known as the House of the Mother, stands in Knossos, Crete. Statues of Rhea can also be found in many temples of Zeus and his siblings.

Temples to Gaia. There are no temples to the Great Mother's Gaia aspect. However, there is an oracle of Gaia in Olympia. Gaia is also honored at the temples of Demeter, where many of the priestesses are also members of the Great Mother's mystery cult. Gaia is honored alongside Demeter at most ceremonies. There are also small sanctuaries and altars dedicated to Gaia in Athens and Sparta. Temples to Zeus, Demeter, Eileithyia, and Apollo also feature an altar to Gaia.

Temple to Tellus. In 1832 TA Rome was fighting a tribe of kátoikoi when a priestess of the Great Mother summoned an earthquake to scatter and kill the Sea People. In gratitude, the Romans built a prominent temple to Tellus in one of Rome's wealthiest neighborhoods. Many Roman aristocrats joined the temple and some became cult members. During the most sacred rituals, the high priestess of the temple uses a large sacrificial altar and blood shower called the Magmentarium.

Temples to Terra. The Romans have only a few small alters and sanctuaries dedicated to this aspect of the Great Mother.

Temples to Demeter. The Great Mother watches over her daughter and maintains a small presence at her temples. Sanctuaries and altars to Gaia are commonly found in Demeter's temples. Many of Demeter's priestesses are also members of the Great Mother's mystery cult.

Temples to Attis and Agdistis. Most altars and shrines dedicated to Attis and Agdistis are in Anatolia. However, a few can be found as far away as Egypt and southern Gaul. These are sometimes located within sanctuaries and temples dedicated to the Great Mother or one of her aspects.

Mines and Foundries. Small temples or shrines to the Great Mother are often located near the entrance to mining and iron smelting sites. Anyone entering the mine should offer a prayer and small votive offering to the goddess to garner her favor while in her realm.



MOUNT IDA

Mount Ida and several sacred sites around it are associated with the Great Mother's cult.

Cave of the Goddess. Zeus was born and raised in a secret cave high on the slopes of Mount Ida, where the Great Mother (as Rhea) hid him from his father who had eaten all of Zeus' siblings. This cave had long been protected by a golden dog, but Pandareus captured and killed the beast. The divine bees that protected the cave and nourished the infant god with honey still defend the cave, preventing mortals and gods from entering.

Initiation rites for the cult's highest ranks are held in a nearby cave. An oracle or seer resides near the cave and can be consulted for a fee.

Holy Champions. An elite unit of korybantes is headquartered in this area. They act as sentries and bodyguards, protecting the caves, temple, and priestesses. They also participate in all ceremonies, dancing, clashing their shields, and playing music.

Dactyls. The dactyls are smiths and spell casters, native to the underworld. They live in small subterranean communities under Mount Ida on Crete. They are legendary iron workers and have crafted many magical objects.

OTHER SACRED SITES

Besides Mount Ida, several other sacred sites are associated with the Great Mother. These are outlined below.

Mount Thaumasio. The mountain in Arcadia where the Great Mother deceived Cronus, giving him a stone disguised as the infant Zeus to eat, is a site of pilgrimage and sacrifice for cult leaders. The precise location of this event is a cult secret.

Mount Sipylus. The oldest image of the goddess is a 30-foot tall statue carved into a spur near the peak of mount Sipylus, in Anatolia. The image overlooks a wide plain where the Romans, after embracing the goddess, will defeat the Persians in a climactic battle in 1910 TA.

Sacred Groves. Many small, sacred groves featuring altars or sanctuaries to the Great Mother or one of her aspects (usually Cybele or Rhea) can be found all over Anatolia, Greece, and beyond.

PROPHECY AND RITUAL

Many of the Great Mother's temples are also oracles. The high priestess of the temple can be consulted for a fee. These prophecies are always presented in Greek hexameter and open to broad interpretation.

All rituals and ceremonies are performed in the ancient Phrygian language. Black bulls and goats are often sacrificed and the clergy baths in the blood. Rituals always involve violent, ecstatic dancing and raucous music.

POWER AND INFLUENCE

The Great Mother's cult wields a tremendous amount of political power, both overtly and behind the scenes. Her high priestess rules the theocracy in Pessonos, Phrygia. Her cult also has tremendous influence in Athens. All her temples in Anatolia and Greece own large tracts of farmland and material wealth. The surplus from their fields and

wineries is sold in the markets, further enriching the temple. Kings pay handsomely for the advice of the Great Mother's oracles and they dutifully follow the prescriptions. The high priestess (Archigalla) negotiates on equal terms with empires and democracies.

MENDICANCY

Some of the Great Mother's most devoted followers take vows of extreme poverty and survive only on the bounty of the Earth and the generosity of others. While they go without luxuries and even essentials, they grow in spiritual strength and closeness to the Great Mother.

CULT INITIATION

The Great Mother's cult is open to nearly everyone. Only criminals and degenerates are excluded. Unlike most other cults, initiates can immediately advance to the second degree if they are of exceptional character. Initiation into the first degree is a simple affair with few requirements. Attaining further degrees requires stringent tests of character and enduring an interrogation from a ranking priestess. Sacrifices are made in the initiate's honor and they are admitted into the fold.



CLERGY

The Great Mother's priestesses are called gallas (singular galla), the men are known as galli (singular gallus). A high priestess is an Archigalla. The clergy wear bright yellow robes and wear jewelry of jet, shale, and bronze. The archigalla may wear red or black robes on special occasions. They wear their hair long, and the men [castrate themselves](#). All of the Great Mother's clergy are proficient musicians and incorporate drums, flutes, and singing in their rituals.

KORYBANTES

Paladins or champions of the Great Mother are known as korybantes. These elite warriors serve as temple security, bodyguards of the gallas, special agents, and ambassadors. They also assist in all major rituals by dancing, chanting, playing tambourines, and banging their shields. Men seeking to join the ranks of the korybantes must demonstrate their faith by castrating themselves. They then take the [Oath of Earth and Stone](#). After joining, they receive a ring of magnetic ore to wear. Korybantes are also known for the bronze, fire breathing horses that they craft and ride (see [Spells](#)).

TELCHINES

The telchines are a race of monstrous sorcerers. They are children of the Great Mother and Poseidon. Their true appearance is of a grotesque, wolf-like amphibian, which they conceal with magic. These powerful beings act as special agents of the cult, tasked with critical and difficult missions. They may serve as spies, assassins, messengers, guides, or advisors. They are completely loyal to the Great Mother. They move unobtrusively among human civilizations, relying on their skills at disguise, deception, investigation, and influence.



CONFLICT

Scythians are particularly hostile to the Great Mother, outlawing her cult and killing anyone who attempts to perform rites in her honor. The Scythian king Saulius had his own brother, the philosopher Anacharsis, executed for worshipping the Great Mother. This animosity stems from an ancient feud between Cybele and the Scythian sun goddess, Tabiti.

Other gods are sometimes jealous of the Great Mother. Her son, Zeus, once sent a monstrous wild boar (and hundreds of lesser wild boars) to ravage the fields of Lydia because the Greeks there embraced the Great Mother. A brave band of korybantes, gallas, and other heroes of the Great Mother eventually slaughtered the Boar King and liberated the Lydian people from the terror.

Intra-group Conflict. Any huge organization with tens of thousands of members will inevitably split into factions. The All Mother's cult is no different. The power that the high priestess wields creates a very competitive atmosphere whenever opportunities for advancement arise.

ASSASSINATION

The punishment for divulging any cult secret is death. This includes even the smallest details of the initiation rites. In fact, testing a new member's ability to keep a secret is the standard screening process for advancement to the second degree. This policy also creates a constant workload for assassins who serve the cult.

FESTIVALS

The major festivals that honor the Great Mother are outlined below.

Holy Week. On the Ides of March, there is a small observance marking the beginning of the sacred week. This is followed by a week of waiting synonymous with germination. On March 22, the week of sacred rites and holy rituals commences. The third day is known as the Day of Blood. During this rite, the clergy flagellate themselves and soak an image of Attis in their blood. Also at this ceremony aspiring galli and korybantes castrate themselves.

After two days commemorating the death and rebirth of Attis, the sacred *Relics of Iron* are taken from the sanctuary to the river where an archigalla in red robes ritually bathes them.

On the last evening of Holy Week cult initiations and promotions are secretly conducted at the temple.

The Megalesia. Commencing on April 4 and lasting for seven days, the Megalesia celebrates Cybele's arrival in Rome in 1896 TA. The festival is based on similar celebrations held in the Great Mother's honor in Greece and Phrygia. It includes plays, musical performances, and other entertainment with religious themes. Bulls and goats are sacrificed and the priestesses bath in the blood. Citizens attempt to impress and outdo each other with lavish feasts and extravagant entertainment, even going into debt to afford the most luxurious amenities. Near the end of the celebration, a wild parade of clergy and korybantes, dancing ecstatically and playing raucous music, moves through the city amid clouds of incense and a flurry of rose petals. They haul the Great Mother's statue on a cart to the Circus Maximus where chariot races and gladiatorial bouts are held in her honor.

Sementevie. This festival of sowing honors the Great Mother's Tellus aspect and is held in December or January. The exact date depends on lunar cycles and interpretations of oracles.



Fordicidia. A pregnant cow is immolated in a sacrifice to Tellus at this festival of fertility held in mid April.

Rites of Passage. The Great Mother's Tellus aspect often attends the ceremonies performed when youths become adults.

RITUAL CASTRATION

Men who wish to become priests or paladins (Korybantes) of the Great Mother must remove their own genitals with a sickle. Whether the procedure removes the testicles only or the penis as well depends on the opinion of the priestess overseeing the ritual. Some are more hard-line than others. Characters that are castrated must make a Constitution save DC 10 for partial castration (testicles only) or DC 13 if the penis is removed as well. Failing the saving throw indicates the character develops a deadly infection. The priestesses will administer basic medical care but they will not provide any magical healing. They believe that whether a person lives or dies from the procedure is up to the Fates and no one should intervene.

OBJECTIVES

The Great Mother is a protective and caring deity, concerned with sheltering her children and defeating her ancient enemies.

Divine Adversaries. One of the All Mother's primary objectives is defeating the monstrous Phoenician deities who demand child sacrifices. These include Dagon, Moloch, Ishtarte, Rashef, and Yam. Second to these conflicts is her long-standing feud with the Scythian sun goddess, Tabiti.

Ragnarok. A coalition of greedy and malevolent deities including Sobek of Egypt and Louhi of Pojola is disturbing the universal balance of power and risking a cataclysmic winter. The Great Mother is interested in preventing their ambitions, preserving the natural order, and saving millions of lives.

Geo-political Influence. The Great Mother's cult always establishes its headquarters in a politically powerful city-state. In the ancient past, her followers ruled the city of Kish near Babylon. When the Hittites ascended to prominence, the Great Mother's cult moved to Pergamon and ruled western Anatolia for centuries. As the Greek cities grew in power, the Great Mother moved to Athens, taking control of the city through her high priestess and large temple. Throughout the course of the Amazons Vs Valkyries saga, the Great Mother gains control of Egypt. Near the end of the saga, she also gains dominating influence in Rome and begins the final destruction of her ancient enemies.



AMAZONS AND VALKYRIES

The Great Mother is primarily concerned with her own ambitions. The conflict between Amazons and Valkyries is a distraction to her, like her children squabbling while she is trying to do something important. Indeed, the first Valkyries were her daughters by Odin, and the first Amazons were her great granddaughters through Ares. The All Mother often uses the conflict between Amazons and Valkyries to her advantage, and if it becomes a hindrance to her efforts, she works to quell their feuding. Both sides see her as sometimes helpful, sometimes harsh, and often manipulative. Her followers generally maintain a neutral and cooperative attitude toward both sides. However, circumstance can cause an individual to choose one side over the other.

ARTIFACTS

The dactyls crafted all of these artifacts except the *Magna Mater*, which fell from the sky. These artifacts are presented in alphabetical order.

MAGMENTARIUM

Wondrous item, artifact (requires attunement by a cleric, paladin, or priestess)

This sacrificial altar and blood shower is kept in the Temple of Tellus in Rome. Only a follower of the Great Mother or one of her aspects may become attuned to the altar. Bulls are the most common sacrifices. After engaging in a ritual blood shower beneath the altar, you can use the *magmentarium's* properties for 24 hours.

Random Properties. The *Magmentarium* has the following randomly determined properties:

- 2 minor beneficial properties
- 2 major beneficial properties

Mother's Blessing. If you are attuned to the *Magmentarium*, you gain the following benefits:

- You have immunity to acid damage.
- You have resistance to fire and cold damage
- You have expertise with artisans tools related to iron working and stone masonry.

Spells. The altar has 9 charges and regains 1d6 + 3 expended charges when a creature is sacrificed upon it. If you are attuned to the altar, you can use an Action and possibly expend charges to cast one of the following spells (save DC 18) from it: detect magic (0 charges), magna mater (0 charges), augury (1 charge), bless (1 charge) commune (3 charges), conjure earth elemental (3 charges), create food and water (2 charges), divination (2 charges), lesser restoration (1 charge), remove curse (2 charges), or scrying (3 charges).

Destroying the Magmentarium. The altar may only be destroyed if an earth elemental lord is sacrificed upon it and then it is smashed with a *mattock of the titans*.



MAGNA MATER

Wondrous Item, artifact (requires attunement)

This fist-sized adamantine meteorite is the Great Mother's holiest relic. In the hands of a lay person, it is an inert object. Cult members, korybantes, or priestesses of any aspect of the Great Mother may become attuned to it, but they may only access the two minor beneficial properties. They also suffer the detrimental property. Only the cult's high priestess can access the full power of the *Magna Mater*.

Random Properties. The *Magna Mater* has the following randomly determined properties:

- 2 minor beneficial properties
- 2 major beneficial properties
- 1 minor detrimental property

Earthen Resilience. While attuned to the *Magna Mater* you gain a +1 bonus to your AC and cannot be blinded, deafened, petrified, or stunned for as long as you are attuned to the artifact. You also have resistance to poison, acid, cold, and fire damage.

Spells The *Magna Mater* has 12 charges and regains 1d8+3 expended charges daily at dawn. If you are attuned to the *Magna Mater*, you can use an Action and possibly expend charges to cast one of the following spells (save DC 18) from it: *detect magic* (0 charges), *magna mater* (cantrip, 0 charges or 5th level version, 3 charges), *bestow curse* (2 charges), *bane* (1 charge), *conjure earth elemental* (3 charges), *dispel magic* (2 charges), *earthquake* (5 charges), *falling stars* (2 charges), *meteor strike* (3 charges), or *rolling rock* (1 charge).

Destroying the Magna Mater. The *Magna Mater* is a solid, tempered ball of pure adamantine, enchanted with protective wards. The only possible way to destroy it would be to take it to the elemental plane of fire and immerse it in the hottest fire pit for 100 years.

RELICS OF IRON

Wondrous item, artifact (requires attunement)

The *Relics of Iron* are some of the All Mother's most important artifacts. The *dactyls* forged these items in the Mythic Age as tools to help the Great Mother's followers.

The *Relics of Iron* are the *Helm of War*, the *Needle of Weaving*, and the *Spade of Sowing*. Each addresses a different aspect of life.

The *Helm* is displayed during military holidays, but only used when there is a dire threat of war. The *Spade* is employed each spring in planting ceremonies to bolster the harvest. The *Needle* is also regularly used in rituals that honor weaving and sewing. During times of war, famine, or natural disaster, the iron relics are deployed more frequently.

The *Relics* have always been kept in the cult's main temple. During the Mythic Age this was the Babylonian city of Kish and later moved to the Phrygian temple at Pessinus. Throughout the Heroic Age they are kept at the Matroon in Athens. Near the end of this era, they are brought to the Great Mother's temple of Tellus in Rome on the Palatine Hill. Each spring, they are ritually bathed in the local river in an elaborate ceremony.

The *Relics of Iron* have been stolen or looted several times, prompting quests to recover them.

The design of the helm has transformed over the centuries. It was originally an ancient Babylonian style with a conical top and face-like mask. Today, it resembles an ominous, Thracian gladiator helm.

Random Properties. Each of the *Relics of Iron* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial properties

Properties of the Helm. When donned, the *helm* grants you the following benefits:

- You have true seeing.
- You have resistance to nonmagical bludgeoning, slashing and piercing damage.
- All melee attacks you make with iron weapons are magical and inflict an extra 1d6 in damage.
- With an Action, you can use the *Iron Helm of War* to cast the spells earthen fell, enlarge, and falling stars. After casting the spell, roll a d6. On a roll of 1 -5 you can't cast that spell with the helm again until the following dawn.

Properties of the Needle. This large sewing needle functions as a magic dagger with a +3 bonus to attack and damage rolls made with it. It also has the *wounding* property and grants the following benefits.

- Hit points lost to this weapon's damage can be regained only through a short or long rest. Once per turn, when you hit a creature with the *Iron Needle of Weaving*, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. The wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of all such wounds on it on a success.
- With an action, you can use the *Iron Needle of Weaving* to cast mending.
- With an action, you can use the *Iron Needle of Weaving* to cast the spells fabricate and creation. After casting the spell, you can't cast that spell with the *iron needle of weaving* again until the following dawn.

Properties of the Spade. This large gardening tool can be used as a magic short sword with a +3 bonus to attack and damage rolls made with it. It also has the *sharpness* property and grants you the following benefits:

- When you attack a creature with the Spade and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.
- You can speak the *Spade's* command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again puts out the light.
- With an action, you can use the *Iron Spade of Sowing* to cast the spells entangle, plant growth, move earth, tremor, and wall of stone. After casting the spell, roll a d6. On a roll of 1 -5 you can't cast that spell with the *Iron Spade of Sowing* again until the following dawn.

Destroying the Relics. All three must be cast into the magma pit deep beneath Mount Etna, where they were forged. If only one or two of the objects are cast into the pit, they reappear in one of the Great Mother's holiest sanctuaries. If all three are thrown into the pit, they melt and are destroyed after 50 years.

EARTH DOMAIN

The earth is the mother of all things. The various goddesses of the Earth are all different aspects of the same deity. She may be known as Jord, Cybele, Tellus, Terra, Magna Mater or another of her many names. She is a protector and a patron of farmers, miners, and aristocrats. Agricultural deities such as Demeter and Underworld deities such as sometimes grant their priestesses access to this domain as well.

Earth Domain Spells

Priestess Level	Spells
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1 st	<i>Dust cloud, entangle</i>
3 rd	<i>Rolling rock, earthen fell</i>
5 th	<i>meld into stone, sand form</i>
7 th	<i>Stone shape, stoneskin</i>
9 th	<i>Creation, wall of stone</i>

APPRAISAL

When you select this domain at 1st level, you can add your proficiency bonus to your Intelligence checks made to determine the value of any gemstones, precious metals, or other minerals.

EARTH MAGIC

Also starting at 1st level, you add the following spells to your spell list.

Acid splash, dust cloud, earthen fell, earthen hand, enlarge, entangle, falling stars, fists of iron, Magna Mater, meteor strike, rolling rock, sand form, and tremor.

CHANEL DIVINITY: CALL MY CHILDREN

Starting at 2nd level you can use your Channel Divinity to summon animals to your aid.

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within 60 feet of you. Choose one of the following options for what appears:

- One beast of challenge rating 1 or lower
- Two beasts of challenge rating 1/2 or lower
- Four beasts of challenge rating 1/4 or lower

At 5th level, your choices increase as follows:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

At 9th level you still choose from the 5th level list, but twice as many creatures appear. Three times as many appear when you reach 13th level, and four times as many at 17th level.

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

POWER OF THE EARTH

Beginning at 6th level you become infused with power of the earth and gain the following traits:

- You gain resistance to poison damage
- Your AC becomes 12 + your dexterity modifier

POWERFUL SPELLS

Starting at 8th level, you add your Charisma modifier to damage you deal with any priestess cantrip.

EARTH BORN

At 17th level your relationship with the Great mother becomes closer:

- You gain immunity to poison.
- You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks.

OATH OF EARTH AND STONE

Korybantés take the Oath of Earth and Stone, which binds them to the All Mother's cause. They dedicate themselves to expanding her influence, protecting her followers, pursuing her goals, preserving her secrets, and defeating her primordial adversaries. Those who swear this oath use the Great Mother's tenants as a measure of their own devotion.

TENETS OF THE GREAT MOTHER

The terminology of the Great Mother's oath may vary from time to time, but it always involves the following tenets.

Metalwork. I will strive to constantly improve my metalworking skills.

Magic. Mastering the lore and wisdom of divination is my responsibility.

Protection. The faithful shall be defended from all who would do them harm.

Mendicancy (optional). I will forsake all possessions, including clothing and food, and survive only on the overflowing abundance of the Great Mother. At the DM's discretion, korybantés who take this vow may gain a small benefit, such as an additional use of their Channel Divinity or a bonus 1st level spell slot.

OATH SPELLS

You gain oath spells at the paladin level listed.

Oath of Earth and Stone Spells

Paladin Level	Spells
3 rd	<i>Enlarge, entangle</i>
5 th	<i>Craft steed, magic weapon</i>
9 th	<i>Falling stars, meld into stone</i>
13 th	<i>Conjure minor elementals¹, stoneskin</i>
17 th	<i>Conjure elementals¹, Meteor strike</i>

¹ Earth elementals only

CHANNEL DIVINITY

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

Sacred Weapon. As an action, you can imbue one metal weapon that you are holding with positive energy, using your Channel Divinity. This includes

weapons that are partially made of metal, such as axes and hammers. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

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

Dance Partner. Using your Channel Divinity, you can designate one creature you can see within 10 feet of you as your chosen foe. You gain advantage on attack rolls against that creature for 1 minute or until it drops to 0 hit points or falls unconscious.

MOTHER'S MANTEL

When you reach 7th level, the Great Mother imbues you with a protective ward that shields you from harmful magic. You and friendly creatures within 10 feet of you have resistance to damage from spells. At 18th level, the range of this aura increases to 30 feet.

GREAT MOTHER'S BLESSING

At 15th level, you gain the benefits of a permanent *bles* spell. Each turn, you can add 1d4 to one attack roll or saving throw of your choice.

AVATAR OF THE EARTH

At 20th level, as an action, you can channel the raw power of the Earth, imbuing you with superhuman prowess. As a bonus action, you become an avatar of Earth and gain the following benefits for 1 minute.

- You have resistance to all damage.
- You have immune to damage from nonmagical weapons.
- You have advantage on Strength checks and Strength saving throws and your attacks deal 1d6 extra damage.
- Once you use this feature, you can't use it again until you finish a long rest or expend a 5th level spell slot to use it again.

MONSTERS

These creatures are presented in alphabetical order.

DACTYL

Medium humanoid (dactyl), neutral

Armor Class 18 (breastplate +1, shield +1)

Hit Points 44 (8d8 + 8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Str +4, Con +3

Skills Arcana +5, History +3, Religion +3

Damage Resistances acid and poison

Senses darkvision 60 ft., passive Perception 10

Languages Primordial, Koine Greek

Challenge 2 (450 XP)

Magic Weapons and Armor. The dactyls' weapons and armor are magical. However, each item's magical bonus permanently fades if it is separated from the dactyl for 24 hours.

Innate spellcasting. The dactyls' innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The dactyls can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fists of iron*, *Magna Mater*

1/day each: *meld into stone*

ACTIONS

Multiattack. A dactyl makes two attacks with her spear or sword.

Spear +1. *Melee or ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Short Sword+1. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

DACTYL

Laboring at forges in small, hamlets around Mount Ida, dactyls spend their days mastering the arts of metalwork.

Dactyls resemble Neolithic dwarves with enormous genitals. They have dark, wiry hair and heavy brows that conceal their small, black eyes. They wear scant clothing. When battle calls, they dress in magical armor and use magical weapons

Hidden Villages. Dactyls are wary and suspicious of outsiders. Most adventurers who seek them are either looking for favors or to steal from them. As such, their villages are concealed and protected by guardians. These guardians may be elite dactyl warriors, korybantes, or some sort of creature.

Variant: Dactyl Miner

A few dactyl clans focus on mining ore rather than metalworking. These dactyls may be armed with heavy weapons such as hammers and picks. These weapons are no less magical than those their cousins use.

- Their darkvision extends to 120 feet.
- Their weapon damage is as follows:

War Pick+1. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Warhammer+1. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 3) bludgeoning damage.



TELCHINE*Medium elemental, neutral***Armor Class** 18 (natural armor)**Hit Points** 120 (16d10 + 32)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	18 (+4)	14 (+2)	14 (+2)

Saving Throws Dex +6, Con +7, Wis +6, Int +8**Skills** Arcana +8, Deception +6, History +8, Insight +6, Intimidation +6, Investigation +8, Perception +6, Persuasion +6, Religion +8, Stealth +7**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons**Damage Immunities** acid and poison**Senses** darkvision 90 ft., passive Perception 16**Languages** Aquan, Primordial, Koine Greek**Challenge** 9 (5,000 XP)**Amphibious.** In their natural form, telchines can breathe air and water.**Magic Resistance.** Telchines have advantage on saving throws against spells and other magical effects.**Magic Weapons.** The telchines' weapons are magical. However, each weapon's magical bonus permanently fades if it is separated from the telchine for 24 hours.**Poison.** Telchines mix a deadly poison. It is administered via ingestion and is deadly to plants when poured into the soil. A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 14 (4d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 7 (2d6) poison damage. After the first failed save, the creature also suffers disadvantage on all saving throws, ability checks, and skill checks related to Intelligence, Wisdom, and Charisma. After two failed saves the creature is incapacitated. After three failed saves the creature falls unconscious, though it must still make saves or take damage. After three successful saves, the poison ends.**Ageless.** Telchines do not age and are immune to the ravages of time, both natural and magical.**Innate Spellcasting.** The telchines' innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The telchines can innately cast the following spells, requiring no material components:At will: [acid splash](#), [magna mater](#), [true strike](#)1/day each: [detect magic](#)**Spellcasting.** The telchines are 16th level spell casters. Their spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Telchines typically have the following spells prepared.Cantrips (at will): [guidance](#), [message](#), [minor illusion](#), [prestidigitation](#), [resistance](#)1st level (4 slots): [charm person](#), [command](#), [dust cloud](#), [entangle](#)2nd level (3 slots): [alter self](#), [misty step](#), [rolling rock](#)3rd level (3 slots): [bestow curse](#), [dispel magic](#), [meld into stone](#)4th level (3 slots): [conjure minor elementals](#), [polymorph](#) (self only), [stoneskin](#)5th level (2 slots): [conjure elementals](#), [earthen hand](#)6th level (1 slot): [move earth](#)7th level (1 slot): [plane shift](#)8th level (1 slot): [control weather](#)

Gaze of Destruction. A telchine that is not incapacitated and can see can cause damage to creatures and objects with its gaze.

When a creature that can see the telchine's eyes starts its turn within 30 feet of the telchine, the telchine can force it to make a DC 12 Intelligence saving throw or take 13 (2d8 + 4) psychic damage and be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the telchine uses its gaze on a creature that is already stunned, that creature must make a second saving throw or take another 13 (2d8 + 4) psychic damage and fall unconscious. They remain unconscious until they receive a *greater restoration* spell or similar magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the telchine until the start of its next turn, when it can avert its eyes again. If it looks at the telchine in the meantime, it must immediately make the save. If the telchine sees its reflection within 30 feet of it in bright light, it can immediately end the gaze effect to avoid harming itself with its own gaze.

As a bonus action, a telchine can target an object it can see within 30 feet of itself. The object takes 7 (2d6) force damage per round. Objects that are in the possession of a creature receive a DC 12 Constitution saving throw made by that creature to avoid the damage.

ACTIONS

Multiattack. The telchine makes three attacks with its sword or spear.

Short Sword +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 6) piercing damage.

Spear +2. *Melee or ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (1d6 + 6) piercing damage or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack.

TELCHINE

A blind woman sitting on the street corner, a jolly merchant hocking her wares in the marketplace, a wandering minstrel with a thousand tales of adventure to share, any of these unassuming individuals could actually be a telchine in disguise.

Hideous Beasts. A telchine's true form is a monstrous, revolting creature that is part wolf, part fish, and part human. They keep this concealed with magic and conventional disguises.

The Nine. There were originally twelve telchines created from the union of the Great Mother and Poseidon; eight brothers and four sisters. They do not procreate and do not age, but are not immortal, as they can be slain. Three of the brothers were killed in the Heroic Age, leaving just nine siblings today. The remaining telchines operate in the deep shadows as clandestine puppeteers orchestrating the Great Mother's plans.

Grand Masters. The telchines are the grand masters of the korybantēs' order, though they often remain quietly in the background.

Secret Agents. Telchines move secretly among human societies, disguised or polymorphed. Each telchine has several alternate personas that they use to infiltrate and influence society.

Master Crafters. Their metalworking skills were perfected millennia ago and exceed even the most eminent dactyl. They rarely share their secrets with anyone. Their time spent at the forge is meditative and calming. They crafted several of the legendary weapons of the Greek deities, including Poseidon's trident and a sickle for Chronus.

NEW SPELLS

These spells are presented in alphabetical order.

PALADIN SPELLS

Craft steed
Falling stars
Rolling rock

PRIESTESS SPELLS

Dust cloud
Earthen fell
Earthen hand
Falling stars
Fists of iron
Sand form
Magna Mater
Meteor strike
Rolling rock
Terra form
Tremor

CRAFT STEED

2nd-level conjuration

Casting Time: 1 Month

Range: Touch

Components: V, S, M (2,000 lbs of bronze)

Duration: Permanent

With this spell you create a bronze mount that resembles a horse, bull, elk, wolf, or other similar creature that you can ride. This creature is a golem that you have a special telepathic connection with. The steed has the statistics of the form you design, though it is a construct instead of its normal type and has an Intelligence of 6. As a bronze construct, it gains the following traits:

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft.

Breath Weapon. The mount also gains a breath weapon attack, which may be fire, cold, lighting, or acid damage. This breath weapon type is chosen at the time the mount is created and cannot be changed. The breath weapon is a 30-ft line that inflicted 2d8 damage of the energy type chosen. Targets can make a Dexterity saving throw for half damage (DC = 8 + your proficiency bonus + your spellcasting ability modifier). After being used, this breath weapon recharges on a roll of 5 or 6 on a d6.

The steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that enables you to fight as a cohesive unit. While mounted on your steed, you can direct any spell you cast that targets only you to also target your mount.

When the steed drops to zero hp it stops functioning and is destroyed. You can also deactivate your steed at any time as an action, severing your telepathic bond and causing it to become inert, like a statue. If it has been damaged or destroyed, you can repair it by casting this spell with a casting time of 1 day and spending 5 gp for material components to repair 10 hp of damage. If you have simply deactivated it, you can reactivate it by casting this spell with a casting time of 1 action and no material component cost.

As long as the steed is within 1 mile of you, you can communicate with it telepathically.

You cannot have more than one steed activated by this spell at a time.



DUST CLOUD

1st-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of billowing, swirling dust centered on a point within range. The sphere spreads around corners, and its area is heavily **obscured**. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the cloud increases by 20 feet for each slot level above 1st.

EARTHEN FELL

2nd-level transmutation

Casting Time: 1 action

Range: Touch

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

Duration: Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, stone-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

EARTHEN HAND

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of soft clay)

Duration: Concentration, up to 1 minute

You conjure a large hand of dirt and rock from the ground. It emerges in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.

When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

Clenched Fist: The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 5d8 bludgeoning damage.

Forceful Hand: The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

Grasping Hand: The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.

Interposing Hand: The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

EARTHEN TRAP

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of a stalactite)

Duration: Instantaneous

A mass of sharp rocks erupts from the ground in a 20-foot radius centered on a point you choose within range. The jagged rocks close on each other like the jaws of a giant bear trap. Each creature in that area must make a Dexterity saving throw. A creature takes 2d10 piercing damage and 2d6 bludgeoning damage on a failed save or half as much on a successful one. Creatures that failed the save are also partially buried in the earth and are restrained. They can free themselves with a Strength saving throw made against your spell DC. Additionally, the ground in the area becomes difficult terrain until cleared. Each 5-foot square section of the area requires at least 1 minute to clear by hand.

FALLING STARS

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 10 minutes

A cluster of shooting stars appears, streaking through the atmosphere above you. The spell fails if you can't see a point in the sky where the stars could appear (for example, if you are inside a room without windows).

When you cast the spell, choose a point you can see within range. A burning star falls from the sky to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 2d10 bludgeoning damage and 1d10 fire damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down a star in this way again, targeting the same point or a different one.

If you are experiencing a meteor shower when you cast this spell, the spell gives you control over the existing meteors instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

FISTS OF IRON

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Your fists transform into iron, becoming natural weapons. Your unarmed strikes inflict 1d6 bludgeoning damage. You are proficient with these unarmed strikes. Finally, the *fists of iron* are magic and you have a +1 bonus to the attack and damage rolls you make with them.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MAGNA MATER

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

This spell creates an avatar of the Great Mother's stone, the Magna Mater. It is a glowing, fist-sized rock, which appears in your hand. The rock sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the rock, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the rock at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 bludgeoning damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

METEOR STRIKE

5th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (piece of a meteorite)

Duration: Instantaneous

A flaming meteor roars down from the heavens, striking a location you specify. Each creature in a 20-foot-radius of the point of impact must make a Dexterity saving throw. A creature takes 6d6 fire damage and 2d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the fire damage or the bludgeoning damage (your choice) increases by 1d6 for each slot level above 5th.

ROLLING ROCK

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pebble)

Duration: Concentration, up to 1 minute

A 5-foot-diameter rock emerges from the ground, appearing in an unoccupied space of your choice within range and remains for the duration. Unless you command it to do otherwise, it rolls continuously in a 15-foot diameter circle around the space it emerged in. Any creature in a space the rock rolls through must make a Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Those that fail are also knocked prone.

As a bonus action, you can move the rock up to 30 feet. If you ram the rock into a creature, that creature must make the saving throw against the rock's damage and prone effect.

When you move the rock, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The rock smashes and breaks objects not being worn or carried. If rammed against a door, it has advantage on the check and uses your spellcasting ability for the check to open the door. For example, a wizard who is using this spell to batter down a door would roll 2d20, take the highest roll and add her Intelligence modifier, instead of her Strength modifier, to open the door.

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

SAND FORM*3rd-level transmutation***Casting Time:** 1 action**Range:** Touch**Components:** V, S, M (a handful of sand)**Duration:** Concentration, up to 1 hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a pile of fine sand for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a walking speed of 20 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks. It can even pass through liquids. The target suffers no damage from falling.

While in the form of a pile of sand, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

TERRA FORM*6th-level transmutation***Casting time:** 1 Action**Range:** Self**Components:** V, S, M (a few pebbles)**Duration:** Concentration, up to 10 minutes

You become infused with the power of the earth, turning into a giant stone creature. Until the spell ends, you can't cast spells, and you gain the following benefits:

- Your size increase one category and your weight is multiplied by twelve. If there isn't enough room for you to double in size, you attain the maximum possible size in the space available.
- Your armor class is 20. You do not add your Dexterity bonus.
- You have resistance to magical damage
- You have resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks.
- You have advantage on grapple checks.
- Your unarmed strikes inflict 3d8 bludgeoning damage and are considered magical weapons.
- You have proficiency in Strength and Constitution saving throws. You also have advantage on Strength checks and Strength saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

TREMOR*4th-level evocation***Casting Time:** 1 action**Range:** 120 feet**Components:** V, S, M (a pinch of dirt, a piece of rock, and a lump of clay)**Duration:** Concentration, up to 1 minute

You create a geologic disturbance at a point on the ground that you can see within range. For the duration, seismic shocks rip through the ground in a 30-foot-radius circle centered on that point, shaking creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open in the spell's area at the start of your next turn after you cast the spell. A total of 1d2 such fissures open in locations chosen by the GM. Each is 1d6 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 20 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape.

The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

GIANT KIN

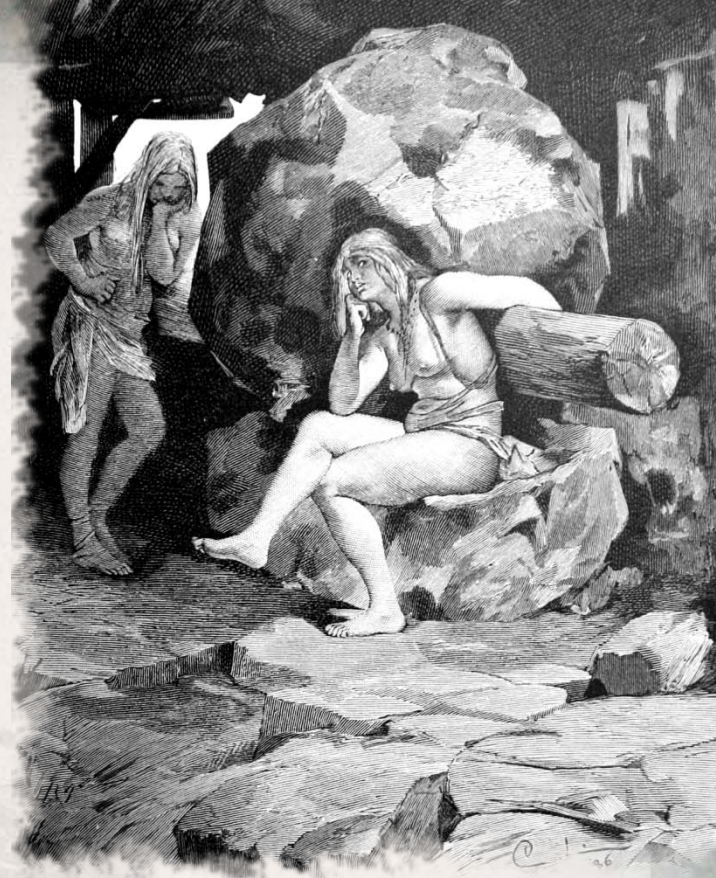
A Giant kin is a human with a giant somewhere in their recent family history, usually within three generations. Some say Giant kin benefit from the best qualities of both races: the size and strength of a giant mixed with the sensibilities and intellect of a human.

In regions where humans and giants have lived in close proximity for centuries, there are entire clans of Giant kin that live apart from their human and giant cousins. However, such clans are extremely rare. Most Giant Kin live among humans, where they are revered for their efficacy in labor and war, but are also targets of racial hatred and relegated to the fringes of society. Those who live among giants are either leaders or slaves. They are never seen as equal to full blooded giants. Many Giant Kin, facing bigotry and outright hostility from both societies, decide to live alone or in small groups of other outcasts.

There are three types of giant kin; those with a fire giant in their ancestry, those descended from a frost giant, and those with an earth giant ancestor.

BIG AND PRIMITIVE

Giant kin appear to be oversized humans, standing around 8 feet tall and weighing more than 500 pounds. They tend to have broad foreheads and large jaws, making them appear somewhat primitive. Those with frost giant in their ancestry are fair skinned and have blue or green eyes. Their hair may be yellow, red, or black. Those descended from fire giants have dark skin, black eyes, and flaming red or orange hair. Giant kin with an earth ancestry are as varied in the appearance as humans.



VIOLENT AND HELPFUL

Giant kin tend to live short, violent lives of meagerness and hardship marked by brief periods of extreme largess and abundance. They can be domineering and judgmental, but are also known to be generous, compassionate, and helpful. They are proud and boisterous, but their hardy laughter comes easily as well. They are suspicious of strangers, but once their trust is earned they become loyal allies until death.

AMBITION AND REVENGE

Giant kin often turn to adventure and travel in an effort to improve their lot in life and find a place where they are welcomed and accepted. They may also leave home in seek of riches or revenge. Both giants and humans have exploited and victimized giant kin in the past, and the giant kin are often motivated to reclaim their stolen treasures and honor.



A giantess visits the dvergar

GIANT KIN TRAITS

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Giant kin mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 140 years.

Alignment. Giant kin are usually chaotic and about as likely to be good as evil. Rarely are giant kin neutral. Those with frost or fire giant ancestry typically follow the Norse gods. Those with earth giant ancestry more often follow Geek or Phoenician deities.

Size. Giant kin range in height from under seven feet tall to over eight feet tall. They have robust builds and can weigh over 500 pounds. Their size is Medium.

Speed. Your long strides carry you faster than the shorter races. Your walking speed is 35.

Big Boned. Your tough hide and thick bones afford you greater protection against injury, increasing your AC to 11 + your Dexterity modifier.

Load Bearing. You are considered one size larger when determining your carrying capacity and how much weight you can push, pull, or drag.

Languages. You can speak, read, and write Koine Greek or Germanic, plus one other language of your choice. Because giant kin have no culture or homeland of their own, they typically live among humans and adopt the local human language, culture, and customs. You may also see the Languages supplement to randomly determine your homeland.

Subrace. The three types of giant kin (earth, fire, and frost) are outlined below.

EARTH GIANT

Individuals with earth giants in their ancestry are the most common giant kin and may be found throughout the Mediterranean and beyond.

Geologic Metabolism. Your slow metabolism and thick blood grants you advantage on saving throws against poison and resistance to poison damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in one of the following environments: coastal, forest, grassland, hill, mountain, or swamp.

FIRE GIANT

Fire giant kin are found beyond the scorching deserts of Arabia and Libya.

Fire Resistance. The blood of your fiery ancestors still flows in your veins. You have resistance to fire damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in a desert environment.

FROST GIANT

Frost giant kin are most commonly found in the northern regions of Europa and Asia.

Cold Resistance. The blood of your icy ancestors still flows in your veins. You have resistance to cold damage.

Survivalist. You gain double your proficiency bonus on any Wisdom (perception) and Wisdom (survival) checks made in an arctic environment.

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