

THE ONE-EYED GOD

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*A BARBARIAN PATH THAT FOLLOWS
THE ALL-SEEING EYE*



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ON THE COVER

Jarsstod Farseer flawlessly shadows the prey he cannot see across the frozen wastes of the northern lands. The kill is eminent.

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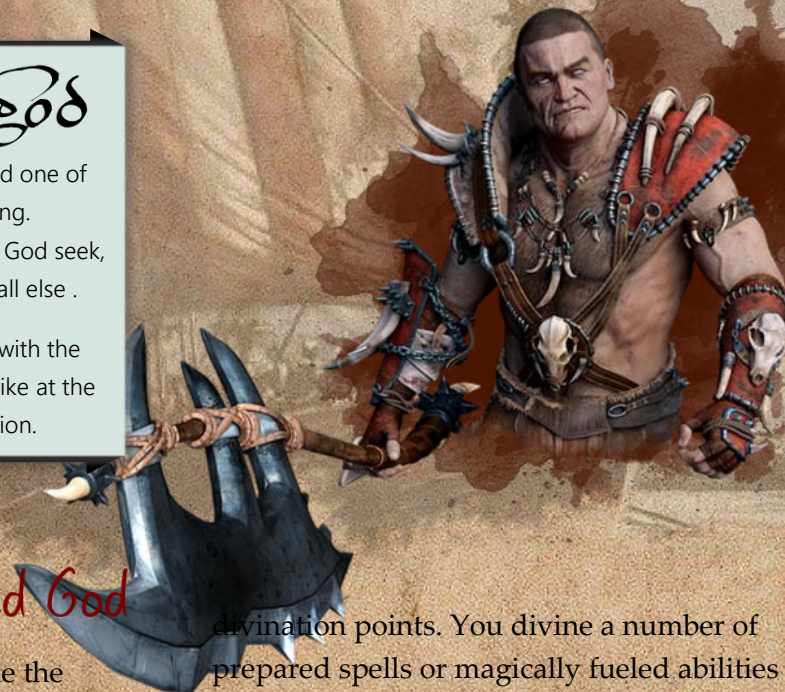
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The One-Eyed God

Eons ago, the Lord of the Wavering Eye sacrificed one of his eyes in exchange for the gift of being all seeing. Barbarians that follow the path of the One-Eyed God seek, like their master to see the truth at the expense all else .

Their Lord rewards their sacrifice and devotions with the ability to divine beyond the appearances and strike at the heart of the matter at hand, no matter the situation.



Sight Of The One-Eyed God

Your path to truth leads you to lay aside the deceptions and snares of the senses. Starting at the 3rd level when you join this path, you sacrifice your sight in similitude of the One-Eyed God, becoming blind. In return, the One-Eyed God grants you blindsight to a range of 60 feet and True Sight for 10 feet. You can also detect if a smell, taste, sound, or touch sensation is real or illusory.

Prescient Rage

Starting at level 3, when you are in a rage you gain a magic benefit based on one of the three areas of the all-seeing One-Eyed God's powers of divination of your choice – Things As They Have Been, Things As They Are, and Things As They Will Be. This ability is fueled by your pool of divination points, which is equal to 4x your barbarian level. Any expended divination points are refreshed at the end of a long rest.

Things As They Have Been: While raging, you gain the ability to divine what magical abilities a creature has used in the recent past and steel yourself against them. You may use your reaction to roll a die of your choice. The die size is subtracted from your pool of available

divination points. You divine a number of prepared spells or magically fueled abilities that a target creature within 30 feet possesses equal to the the roll, as chosen by your DM. Choose up to 2 of those spells or magically fuelled abilities, and give yourself advantage on all saves against those spells.

Things As They Are: While raging, you gain insight into how creatures around you intend to move. may use your reaction to move half speed and make an opportunity attack against a creature that moves of its own volition in any direction besides towards you within that range. Subtract the damage dealt in this way from your pool of divination points, or the average damage that would have been dealt on a hit if you miss.

Things As They Will Be: While raging, you gain the ability to divine the intentions of others to do harm and bolster your allies. When you or an ally are the target of an attack, you can use your reaction to roll a die of your choice. The die size is subtracted from your pool of available divination points. You add the roll to the target's AC, potentially causing the attack to miss. If the attack still hits, the target has resistance to the attack's damage.

Discern

Starting at level 6, the One-Eyed God give you insight into the creatures you encounter, their intentions, and motivations. You can choose the same area you selected at 3rd level or a different one.

Things As They Have Been: You gain insight into events or encounters in a creature's recent past that may effect a present situation. As a bonus action, roll the die of your choice. The die size is subtracted from your pool of available divination points. The DM briefly describes in a single sentence an event or interaction that happened in the last number of hours equal to your roll that would be relevant to how they act or decide in the current encounter.

Things As They Are: You gain the ability to divine the intentions of those around you. As a bonus action or reaction, roll the die of your choice. The die size is subtracted from your pool of available divination points. you may add the roll to a Wisdom (insight) or Charisma (persuasion, performance, intimidation, or deception) check while interacting with a creature. You may also add your proficiency bonus to the roll if you do not posses that skill.

Things As They Will Be: You gain the ability to divine what creatures intend to do. As a creature leaves a social interaction, you may use a reaction to discover either where a creature intends to go, what they intend to do, or who they intend to speak with as a result of the interaction. Subtract 1d4x their wisdom modifier from your pool of divination points (minimum of 3).

Detect

Starting at level 10, you can use your powers of divination to discover information about the location pf creatures and objects. You can choose the same divination area you selected at earlier levels or a different one.

Things As They Have Been: By touching a creature or an item, you can discern where they have been. You learn the last location that the object has been before the present location, and who was the last creature to handle it was if it is an object. If the previous loation was in the same building, you know the room, otherwise you know the building or general area. Using this ability costs 4 Divination Points unless it is a rare or rarer magical object, in which case it costs 8.

Things As They Are: As an action, roll the die of your choice. The die size is subtracted from your pool of available divination points. Describe or name a creature, object, or location. If the object you are seeking to locate is within a number of miles equal to your roll, you know the direction and distance to the target at the current moment. If you roll a d20, multiply your roll by 50. You may double the number of divination points you spend on this ability to also visually see the target and its surroundings in a 60 foot radius for 10 seconds.

Things As They Will Be: By touching an object or creature, you can divine the intentions of other creatures towards it. As an action, roll the die of your choice. The die size is subtracted from your pool of available divination points. You discover in once sentence any plans that any one creature already has to move, make use of, or interact with the object over the next number of days equal to the roll, if there are

any such plans. If you roll a d20, the length is a year. This ability gives the identity and intention of the creature, or that no creature has any intentions towards the target..

Descry

Starting at level 14, the One-Eyed God grants you the power to see and hear things occurring elsewhere or in another time. You can choose the same divination area you selected at earlier levels or a different one.

Things As They Have Been: You gain the ability to divine the history of your current location. As an action, roll the die of your choice. The die size is subtracted from your pool of available divination points. You see and hear what happened during a 10 minute window within a number of hours equal to your roll to a radius of 60 feet. Alternately, you may choose to see and hear what action or events caused a visible, observable effect that you can see within that timeframe (i.e. a broken pot, blood on the ground, footprints, etc.).

Things As They Are: As an action, roll the die of your choice. The die size is subtracted from your pool of available divination points. You cast the Scrying spell, except it has no material component, has a duration of concentration, up to a number of minutes equal to your roll, and there is no invisible sensor that can be detected.

Things As They Will Be: As an action, roll the die of your choice. The die size is subtracted from your pool of available divination points. You cast the Divination spell, asking the One-Eyed God. The number of days within which it can predict is equal to your roll. You use this twice before triggering the possibility of a random reading.

