



# THE ALMOST COMPLETE DIVINE I

*NecroWabbit's Wonders*

A compendium of Faerunian deities, their clergy,  
new domains per deity and new divine spells

Art by  
Peter C. Lee



# Introduction

First of all, I would like to thank you personally for taking the time and reading through this massive compendium.

Ever since I was introduced to D&D 5e I was unhappy with how cleric domains function. Every god in the Forgotten Realms setting is unique in its own way and governs its own specific portfolios. So it is quite disappointing when we have very wide spreading domains like Nature, domains that are made for one or two specific gods like War and domains that do not totally fit any one god, looking at you Trickery. Now I know why this has been done in this way and that is impossible to publish a domain for each and every specific god in the D&D multiverse. Well, not impossible but it would take a bunch of resource and time. So I thought "Why not?" and started compiling lore and resources from previous editions, especially 2e and 3e books (Demihuman Deities, Faiths & Pantheons, Faiths and Avatars and Powers and Pantheons), the generous compendium of 2e style deities courtesy of u/aulddragon (<http://blog.aulddragon.com/monster-mythology-update/>) and the specific prestige classes from the olden days. With these resources I began to create a huge compendium with information of all the gods and a specific cleric domain for each of them. After about a year and a half of writing and play-testing with friends it was apparent that this would be too huge of a document to release. Due to this I decided to release it in parts pantheon, per pantheon. So if you're like me and would like more information on a specific god from D&D and a cleric domain tailored for that specific deity that you are in the right place and I am overjoyed to share this with you.

This is the first of many but also the largest since it covers the most iconic Faerunian Pantheon. Each deity contains its personal description, the organization of their church and clerics, the architecture of their temples and shrines, when do clerics pray for their spells, holy days and rituals, groups and organizations of the faith if any, the dogma of the faith, the specific cleric domain, new spells if any and a visual representation of the cleric.

# Important notes and Lore

These domains were not created with multiclassing in mind. Each cleric gets a cantrip, 2 skill proficiencies and an additional ability. This was done to create a specific feel for each cleric and to specialize them in the fields appropriate to their deities. So once again these domains are NOT meant for multiclassing.

The feel of each domain was a big focal point when writing them, some domains are more powerful than others but the goal was to make the player really feel like the cleric of Tempus, Sune or Cyric and it is my hope that I at least partially succeeded in this.

Now this is called the Almost Complete Divine for a reason. I've made a few alterations to the lore, and here are the reasons:

**Besmara:** This is a pathfinder goddess, I personally love the lore and that is the reason I've replaced Valkur with her, but if you do not like Besmara, her domain can be used for Valkur with no problem.

**Cyric and Leira:** As far as I know Leira is not cannon in the 5e setting but I love her lore and the overall feel of the deity so I've resurrected her and left Cyric in as the god of strife.

**Vecna:** While I am aware that Vecna is a god in the Greyhawk setting and not in the Faerunian pantheon, I simply had to include him since our favorite Lich is too famous not to add. His eye and hand are in the realms so I reckoned why not the undead god himself.

I have a confession to make, my guilty pleasure are custom fonts and I use them in all my homebrew. A couple of people in the past had quite an issue with them so be warned they are here too. I used the Neverwinter font since it has nostalgic value for me and it fits very nicely with the Faerunian pantheon.



One more thing to note (if not already apparent) is that I am not a native English speaker and there are probably quite a few spelling and grammatical mistakes. If you happen to find any of those pesky things please do report them to me so that I may correct them. I will never improve if you don't point them out.

This is only the first in a series of pantheons that I will release, most of the material is already done that just needs to be compiled and other is being written and tested as you read this. The future pantheon will be in this specific order:

The Morndinsamman  
(Dwarves and Duarger)

Tel'Seldarine and Mor'Seldarine  
(Elves and Drow)

Lords of the Golden Hills  
(Gnomes and Deep Gnomes)

Yondallas Children  
(Halflings)

Masters of the Horde  
(Half-Orcs and Orcs)

Host of Clangor  
(Goblinoids)

The Draconic Triumvirate and The  
Dragon Blood Immortals  
(Dragons and Kobolds)

Fragments of the World Serpent and  
The Lords of the Deep  
(Yuan-Ti and Underwater pantheon)

The Mulhorand Pantheon

The Ordning  
(Giants)

Avian Pantheon (WIP Name)  
(Aaracokra and Kenku)

Gnoll Pantheon (WIP Name)

The Celestial Bureaucracy  
(Kara-Tur Pantheon)

The last one will be all other singular deities that don't belong to any specific group.

So without further adieu....



# FAERÛNIAN PANTHEON

The deities of Faerûn take an active interest in their world, channeling power through their clerics and other worshipers and sometimes intervening directly in the affairs of mortals. At the same time, they plot, war, intrigue, and ally among themselves, between themselves and powerful mortals and with extraplanar beings such as elemental rulers and demons. In this they resemble their mortal worshipers, for to an extent deities are defined and shaped by their worshipers, their areas of interest, and their nature, for many deities are actually mortals who have gained the divine spark. Because they lose strength if their worship dwindles away and is forgotten, deities task their clerics and others to whom they grant divine spells with spreading their praise and doctrine, recruiting new worshipers, and keeping the faith alive. In exchange for this work and to facilitate it, deities grant divine spells.

Lord Ao is the Overgod to whom all pantheons worshiped on Toril are subject to. Beneath him are the Circle of Greater Powers are the ones who led the pantheon. The leadership is a loose matter and was more of administrative nature. Apart from this, there is little hierarchy in the Faerûnian pantheon except for the one the gods created among themselves. A unique trait of the Faerûnian pantheon is that deities with similar portfolios clustered in a hierarchic relationship. The reason they did this, or to be more precise the reason why the highest deity did not just kill the lower-ranking ones and assumed their places, is surmised to be either a bargain where the lower-ranking deity helped the higher-ranking one at increasing its influence in return of protection or blackmail where the higher-ranking one bullied the lower-ranking ones into giving them their divine energy and servitude. It is assumed that the exact nature of such arrangements varies with the personalities of the involved deities. Due to this the Faerûnian pantheon is a very fractious one that fought among themselves and had no overarching goal. This fractious nature was believed to be the source of the pantheon's adaptability and its ability to expand. When it expanded its physical sphere of influence, it usually did so at the expense of other pantheons.





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# Akadi



Akadi, the Queen of Air, The Lady of Air, The Lady of the Winds, is the embodiment of the element of air and goddess of air, speed and flying creatures. Akadi is the whispering wind and the blinding gale storm, her form changing from season to season. Her kiss might be moist and sweet or bitter and cold. Uncaring, she carries sounds and scents along on her journey, but she never pauses to impress upon a traveler the importance of her travels. In religious art she is often portrayed as a huge, translucent blue woman with gigantic feathery wings that trail away into clouds. Her wings are said to toss the winds about the surface of Faerun.

The church of Akadi is organized into small sects that follow a particularly charismatic Akadian. All sects follow the Whisper (working behind the scenes), or the Roar (working openly). Listening to the wind, traveling beneath the stars of Faerun, pursuing personal interests of the moment, and speaking to others of the glories of Akadi dominate most clerics' lives. Some clerics become almost obsessively involved in "life experiments" of a practical or esoteric nature. For instance, some may become deeply involved in breeding faster and sleeker hawks or running hounds, others may decide to see how orcs adapt to fierce and freakish windstorms, and yet others may spend endless hours trying to develop artificial wings for cats. Others choose to travel across the extensive lands of Faerûn, listening to the howl of the many winds, spreading the word of Akadi's glory, and spontaneously choosing to act upon the interests of the moment are the most common of the activities that the followers of Akadi took part in. Most Akadians have a reputation for being untrustworthy because of this very problem in their faiths organization. A philosophy of incessant movement and wanderlust has ingrained itself into the church of Akadi, and few temples exist to the Lady of the Winds. Those that do are most often open air circles of wooden poles adorned with feathers and streamers that flutter in the slightest breeze.

# HOLY DAYS AND PRAYERS

Clerics of Akadi pray for their spells before dawn so as to whisper them on the morning breeze. The only official holy day of the church is Midsummer. All who are able to gather in the Shaar at the ruins of Blaskaltar, which contains the site of the first known shrine to Akadi in Faerun, now obliterated by the hand of time and seasons of wind and rain. Here the chant of the heroes of the faith is recited by all present and new names are added to the roll commemorating those who have passed on during the past year.

# ORDERS OF THE FAITH

The followings of Akadi were often divided into small sects, and these sects varied in the manner in which they spread her dogma, though were similar in their practices.

**The Whisper:** This sect worked quietly, trying to discreetly bring about change in the world, for better or worse.

**The Roar:** This group dedicated to Akadi were those who openly preached the Lady of Air's dogma. Usually going from town to town offering their services to pray for the people to the Queen of Air.

**The Azure Guard:** This elite guard of a dozen female air genasi fighters served as Akadi's proxies on the Elemental Plane of Air.

**The Knights of the Wind's Four Quarters:** The order of Akadian clerics and paladins whose members tend to pursue personal quests and errands for church elders or carry out the ongoing vendetta against the church of Grumbar.



# DOGMA

Find your own enlightenment in your interests. As soon as your interest fails, all chance of finding further spiritual growth has left that activity or place. Move from activity to activity, from place to place, pursuing a personal dream or series of interests and growing through the changing experiences each new day brings. Worry not if others of the church do not adhere to this doctrine, for all obstacles wear down over time. Few matters are so important as to require a wholesale commitment. Do not ever let yourself be fettered or imprisoned, for constrained life is little better than death.

## CLERICS OF AKADI

As the follower of the Queen of Air you are blessed with the following abilities.

### AKADI CLERIC SPELLS

Cleric Level	Spells
1st	<i>Longstrider, Zephyr Strike</i>
3rd	<i>Gust of Wind, Warding Wind</i>
5th	<i>Fly, Wind Wall</i>
7th	<i>Freedom of Movement, Binding Wind</i>
9th	<i>Control Winds, Winds of Akadi</i>

### AIR OF THE GODDESS

When you devote yourself to Akadi at 1st level, you gain the gust cantrip. You also gain proficiency in Dexterity (Acrobatics) and Strength (Athletics) skills. All elements you summon are always air elements.

### UNRESTRICTED FREEDOM

The faithful of Akadi never wear armor since they are against constriction of any kind, so they can move elegantly like a summer breeze or with the fury of storm winds. As of level 1, you can not equip light, medium or heavy armor, helmets or shields. Your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

## CHANNEL DIVINITY: HOLY GALE

Starting at 2nd level, you can use your Channel Divinity to knock enemies off their feet.

As an action, you whisper a prayer to Akadi and a strong gale of wind erupts 30 feet around the point where you stand. All items that are not worn or carried are knocked down. Any creature within range must make a Strength saving throw vs your spell DC or be knocked prone.

## WORDS UPON THE WIND

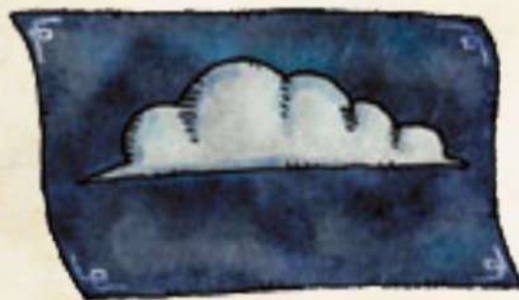
Beginning at level 6, you can speak, read and write Auran and can communicate with all birds and flying creatures. As long as you are outside, you can, once per short or long rest, as an action, summon a flock of small birds to distract an enemy creature for one turn during which they attack and throw all saves with disadvantage.

## DIVINE STRIKE

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

## WIND READER

As of level 17, you can feel each tremor of wind within 30 feet of you. As a result you gain blindsight with a 30 foot range. You can't be surprised while you are conscious. Creatures don't gain advantage on attack rolls against you as a result of being hidden from you within 30 feet of you.





## BINDING WINDS

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Special, Concentration

You create a flurry of air to encircle and hold a target creature within range for a number of rounds equal to the casters Wisdom modifier. The binding winds do not move and become a physical barrier in a circle of 5 feet surrounding the target creature. The target creature may act normally, except that they cannot move from their current location. The winds carry the target creatures voice away, so she can speak but will not be heard, and she cannot hear anything but the roar of the winds. Furthermore, no sonic or verbal component spells or effects may be cast into or out of the binding winds (though spells cast by the caster upon himself function normally). Ranged attacks made into or out of the binding winds are done with disadvantage. Binding winds can hold flying creatures in midair.

## WINDS OF AKADI

*5th-level alteration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 2 turns

When this spell is cast, a 30-foot-diameter sphere of whirling air comes into existence at a point within range indicated by the caster. Creatures in the area of effect when the spell is cast (or those entering the area of effect while the spell is in effect) must make a Dexterity saving throw vs casters spell DC or suffer 4d4 points of damage.

On the second turn of the spell, as an action, the caster may cast a bolt of lightning on 2 target creatures within 30 feet of the sphere. Target creature must make a Dexterity saving throw vs your spell DC, if they fail they take 1d6 lightning damage x caster level to a maximum of 10d6. If they succeed they take half as much.

Cleric of  
Akadi



Art by Suzanne Helmigh



# AURIL



Auril, also known as The Cold Goddess, The Frostmaiden, Icedawn, and the Goddess of Winter, is a fickle and vain goddess of cold and winter. She's additionally seen as being synonymous with the Queen of Air and Darkness by some communities of fey, such as those of the Shiverpine Forest in the Deep Wilds. Auril often toys with those who offend her, trapping them in snow storms and then driving them insane by tantalizing them with visions of warmth and the comforts of home before she freezes them to death. Her eternal beauty is cold and deadly the flower of womanhood preserved forever in a slab of arctic ice-with sensibilities to match the ice.

Sacrifices to the Frostmaiden were common, especially in the North, as people hoped to appease her and thus avoid crippling cold winters. She also had many secret temples along the Spine of the World that brought terror and dominion to small settlements of people trying to make out a living. Auril's clergy was loosely organized, and the main goals of most followers was to intimidate common folk and make them venerate the Frostmaiden to avoid reprisals from her clergy, or to have them make donations to her church. Some of her powerful clerics accumulated impressive personal wealth in this manner, some of which they sacrificed as offerings to Auril. Her priests wore ice white robes with blue trim, and were easily identified by the dire warnings they proclaimed of the wrath of Auril come the winter. They were also known to cast cold-based spells, many of which were described in the Codicil of White, which was a magical book of basic rites, rituals, services, and major ceremonies of Auril's faith and only a select few of her clergy knew of it's location. Auril's church has a few males within its ranks, but most clergy of the Frostmaiden are female. Temples of Auril are usually high towers with modest and simple interiors where no fire or heath can exist.

# HOLY DAYS AND PRAYERS

Half an hour before sunrise when it's the coldest, clerics of Auril pray for divine spells to show their devotion to the frostmaiden. The faithful of auril had 2 sacred times of the year. Mid-winter (Night), Hammer 30 to Alturiak 1. This was the most holy night of the year for the clergy, a festival of ice-dancing that lasted all night. The Coming Storm and the Last Storm, informal but enthusiastically celebrated rituals where the priests gathered and called howling ice storms down on a region to mark the onset and end of winter.

# ORDERS OF THE FAITH

Auril's church has no affiliated military or knightly orders. She is just not of a mind to sponsor prolonged military actions; she would rather send a blizzard down on those who offend her than troops. An odd assortment of cults and fellowships have grown up around or become attached to her worship, though. These groups include:

**Cult of Frost:** A group devoted to finding the Ring of Winter.

**Frost Witches:** A cult of female spellcasters who have recorded at least one tome of frost and cold magic in Auril's name and are reputed to know the location of the Codicil of White.

**Sisters of Istishia:** A cult who worship Istishia as a herald of cold and servant of Auril. The Sisters of Istishia's worship seems to benefit Istishia, not Auril, as quite a few Aurilian priestesses have been given a divine mandate to seek out the Sisters and "correct" their theology.



# DOGMA

Cover all the lands with ice. Quench fire whenever it is found. Let in the winds and the cold; cut down windbreaks and chop holes in walls and roofs that my breath may come in. Work darkness to hide the cursed sun so that the chill that Auril brings may slay. Take the life of an arctic creature only in great need, but slay all others at will. Make all Faerûn fear the Frostmaiden. Revere the Cold Goddess and sing her praises into any chill breeze or winter wind. Do not raise your hand against any other cleric of Auril.

## CLERICS OF AURIL

As the follower of the Frostmaiden you are blessed with the following abilities.

### AURIL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Armor of Agathys, Ice Knife</i>
3rd	<i>Frostburn, Snilloc's Snowball Swarm</i>
5th	<i>Elemental Weapon, Sleet Storm</i>
7th	<i>Elemental Bane, Ice Storm</i>
9th	<i>Auril's flowers, Cone of Cold</i>

### ICEWIND OF AURIL

When you devote yourself to Auril at 1st level, you gain the frostbite and ray of frost cantrips. You also gain proficiency in Wisdom (Survival) and Charisma (Intimidation) skills.

### NICE AND FROSTY

As a cleric of the Frostmaiden you embrace the cold. At level 1 you gain resistance to cold damage. You never feel cold and you are immune to the effects of extreme cold weather and freezing water.

## CHANNEL DIVINITY: DIVINE FROST

Starting at 2nd level, you can use your Channel Divinity to summon frost upon your enemies.

As an action, you can slam your holy symbol to the ground and cause each enemy creature within 30 feet to be covered in frost. Each affected creature must make a Constitution saving throw vs your spell DC, if they fail, they suffer 1d10 cold damage and have their movement speed halved until your next turn, if they succeed they still take the damage but don't lose movement speed.

## FRIGID FLAME

Beginning at level 6, you can transform any flame into a blue fire that deals cold damage. The fire must be more or less permanent, for example, you can transform the flame summoned by the wall of fire spell but you can't transform an instant effect such as a fireball spell.

## DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

## DEEP WINTER

As of level 17, once per long rest, as an action you can start to chant the sacred prayer of Auril. Each creature within 30 feet must make a Constitution saving throw vs your spell DC, if they fail, they suffer 4d8 of cold damage and the caster is healed by the sum of all the damage dealt, if they succeed they take half the damage.





## FROSTBURN

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When laying your hand upon a creature, you channel cold energy that deals 1d12 points of frostburn damage + 1 point per caster level.

## AURIL'S FLOWERS

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

This spell causes moisture in the ground at a point within range that you designate to freeze into a mound of solid ice covered by a layer of soil, which bursts violently through the surface. This flings dangerous ice shards and small stones throughout the area, turning the surface of the ground in a circle of 15 feet from the point you designated into difficult terrain. The shards and stones deal 1d6 points of damage per caster level (maximum 15d6).



Cleric of  
Auril

Art by Craig J Spearing



# AZUTH



Azuth, also known as the High One, the Lord of Spells and the god of Wizards and spellcasters in general (but not magic for that is Mystras domain). Azuth concerns himself with the advancement and preservation of the magical arts. Worshiped by all manner of spellcasters (and wizards in particular), the crafty deity has long acted as an advisor to the sitting deity of raw magic, he and Mystra share an amicable relationship akin to that of a tutor and his favored student. Other deities find him crotchety, not understanding his dry wit or ceaseless dedication to collecting magical knowledge. Azuth most often appears as a white-bearded man wearing elaborate, antique clothing and wielding the powerful, gem-topped Old Staff.

Azuth's clergy includes wizards though clerics hold most positions of power within the hierarchy. These individuals, known collectively as the magistrati, facilitate communications between arcane spellcasters. Magistrati tend to dress in elaborate and impractical dull-colored clothing accented by absurdly high collars and stoles bearing arcane symbols. Azuthan centers of worship are common in civilized nations, particularly in cities with powerful arcane guilds. There, magistrati enforce the Magebond, an informal agreement taught to nearly all wizards since the era of Azuth's reign as the first Magister. The Magebond stipulates that disputes between wizards should not spill over into the community at large; that magic is best left to those with the willpower to study and master it, and that the destruction inherent in magical duels casts mages in the worst light imaginable. (Of course, as many wizards scoff at these "rules" as follow them.) Conflicts between wizards, according to the tenets of the Magebond, should be conducted in private according to the dictates of a complicated, usually nonlethal ritual that pits mage against mage in a spell weaving duel. Naturally, the magistrati oversee such contests, and they keep the lore and ritual of these duels a closely guarded secret.

# HOLY DAYS AND PRAYERS

Clerics of Azuth pray for their spells at dusk. Whenever a mage ascends to the rank of Magister, Azuth's church celebrates a holiday. The church of Azuth holds a holy revel to mark the ascension of a new Magister and of any mage to the ranks of the Favored. Every twilight the faithful of Azuth pray silently to the High One for guidance in all their doings that day and the next. Azuthan priests otherwise avoid a lot of ceremony, but in temples and abbeys of the Lord of Spells, all three major meals of the day are accompanied by readings from the writings of great mages on the ethics of magic use, speculations as to what magic can be made to do in the future, and various philosophies of magic.

# ORDERS OF THE FAITH

The magistrati were always archaic in their tradition, pedantic in their debates, and oblivious to the real-world problems within the Realms. As such they really never took that much of an interest in making groups to deal with the common non-academic folk of the realms but there are few separate orders in the church of Azuth that divided the faith depending on their fundamental views of the natura of magic.

**Loomwardens:** A stern sect of the church of Azuth that was distrusting of sorcerers and the more chaotic nature of Mystra's power. They were particularly influential in cities like Halarahh and Bezantur.

**Spellsavants:** This tolerant order of mages urged for cooperation between all practitioners of the arcane and idealized the cumulative efforts of humanity as a whole to push the boundaries of magical knowledge.



# DOGMA

Reason is the best way to approach magic, and magic can be examined and reduced to its component parts through study and meditation. Maintain calm and use caution in your spellcasting and magic use to avoid making mistakes that even magic cannot undo. Use the art wisely, and always be mindful of when it is best not to use magic. Teach the wielding of magic and dispense learning throughout Faerûn that the use and knowledge of magic may spread. Live and teach the idea that with magical power comes grave responsibility. Learn every new spell you discover and make a copy for the temple library. Do not hoard your knowledge, and encourage creativity in magic in all ways and at all times.

## CLERICS OF AZUTH

As the follower of the Lord of Spells you are blessed with the following abilities.

### AZUTH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Find Familiar, Magic Missile</i>
3rd	<i>Magic Weapon, Nystul's Magic Aura</i>
5th	<i>Counterspell, Magic Circle</i>
7th	<i>Arcane Eye, Mordenkainen's Private Sanctum</i>
9th	<i>Bigby's Hand, Legend Lore</i>

## MAGISTER OF AZUTH

When you devote yourself to Auril at 1st level, you gain 2 cantrips of your choice from the wizards spell list. You also gain proficiency in Intelligence (Arcana) and Charisma (Persuasion) skills.

## SCHOLAR OF THE ARCANE

Starting from the 1st level, whenever you gain new spells you may choose spells from the cleric and wizard spell lists. You may also copy spells into your spell book as per the wizard ability.

## CHANNEL DIVINITY: ARCANUM REPELLERE

Starting at 2nd level, you can use your Channel Divinity to turn an enemies magic against them.

As a reaction, when someone targets you with a ranged spell attack, you can raise your holy symbol and repel the spell back at the original caster. The spell must be of a level you can cast, if not the spell hits you as normal. Area of Effect spells are unaffected by this ability.

## ARCANE MEMORY

Beginning at level 6, if you were a target of a spell that requires a saving throw, you get to roll the saving throw against that spell with advantage.

## POTENT SPELLCASTING

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

## ARCANE MASTERY

As of level 17, you are a master of arcane knowledge and blessed by Azuth. You may cast level 1 spells without expending spell slots. Additionally once per long rest you may touch a creature while whispering a prayer to Azuth. That creature becomes immune to all magic effects or damage until the start of its next turn. This immunity includes an immunity to previously applied protections and aids and ongoing effects. The ability does not prevent such magics from operating, it simply prevents the protected being from being affected in any way by them for one round.







Cleric of  
Azuth

Art by inSOlense



# BANE



Bane, The Black Lord, The Black Hand, The Dark One, Ruler of Banehold, is the evil and malicious greater deity of fear, hatred and tyranny. The twisted halls of Zhentil Keep echo with malign invocations chanted in shadowy temples though Faerûn. Bane has conquered death itself, returning to the world to give dark inspiration to a thousand intrigues, to foment fear and hatred in civilized lands, and to reassure the common mortal that tyranny, through it may suffer occasional defeat, will never die. Though Bane transcended mortality centuries ago, his primary goal remains notably human, he seeks nothing short of the total domination of Faerûn. When his servants sit upon the throne of every land, when commoners serve their masters in fear for their very lives, and when altruism and hope have been erased from the world, only then will Bane rest. Until that dark day, however, the Black Hand has eternity to hatch demented plots and vile intrigues. Eventually, he will rule all Faerûn, but there's no hurry, getting there will be half the fun.

Bane orders his clerics and followers to achieve positions of power within their society, either through force or trickery, and to use that power to further the cause of hate, fear, destruction, and strife. The Black Hand much prefers that his clerics subvert governments and carry out their agendas under the cover of the rule of law, but he tolerates a limited amount of discord and debauchery. Torture, beatings, and calculated assassinations frequently come into play in such operations, and rare indeed is the initiate of the Lord of Darkness who does not possess at least rudimentary skill in such enterprises. The church operates under a strict hierarchy, questioning or disobeying the orders of a superior is an insult to Banes' supremacy, and is punishable by torture, disfigurement, or death. Banes' temples tend to reflect the clergy's regimented doctrines. Tall, sharpened cornered stone structures featuring towers adorned with large spikes and thin windows, most Banite churches suggest the architecture of fortified keeps or small castles. Thin interior passageways lead from an austere foyer to barracks

like common chambers for the lay clergy, each sparsely decorated with tapestries depicting the symbol of Bane or inscribed with embroidered passages from important religious texts. Temples frequently include an exposed central courtyard used for military drills and open air ceremonies, as well as a more traditional mass hall for the congregation at large. Most churches feature extensive subterranean dungeons replete with torture chambers, starvation wells, and monster pens.

## HOLY DAYS AND PRAYERS

Clerics of Bane prayed for their spells at midnight, pledging their eternal loyalty and service to the Black Hand, knowing full well that the penalty for failure or disloyalty is death. Banite customs were often quite spartan in nature and the god's followers celebrated no holidays in honor of their god, instead showing their gratitude to him through service and the ritual torture and sacrifice of sentient beings offensive to the god.

## ORDERS OF THE FAITH

There is only one order dedicated to Bane, only one that really matters that is:

**The Zhentarim:** A mercenary army, and greater mercantile organization in Faerûn, who, over their 200 years of existence, has had a storied history as a cadre of self-serving thieves, spies, assassins and malevolent wizards led by a mysterious Grand Tyrant of the organization. Their one and only true goal is once they have grown enough to be in every major city, they will strike at their clients and take over whole of Faerûn in the glory of Bane...



# DOGMA

Serve no one but Bane. Fear him always and make others fear him even more than you do. The Black Hand always strikes down those who stand against it in the end. Defy Bane and die - or in death find loyalty to him, for he shall compel it. Submit to the word of Bane as uttered by his ranking clergy, since true power can only be gained through service to him. Spread the dark fear of Bane. It is the doom of those who do not follow him to let power slip through their hands. Those who cross the Black Hand meet their dooms earlier and more harshly than those who worship other deities.

## CLERICS OF BANE



As the follower of The Black Hand you are blessed with the following abilities.

### BANE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Cause Fear, Command</i>
3rd	<i>Detect Thoughts, Enthrall</i>
5th	<i>Fear, Tiny Servant</i>
7th	<i>Compulsion, Dominate Beast</i>
9th	<i>Dominate Person, Hold Monster</i>

### WILLING WHIP OF BANE

When you devote yourself to Bane at 1st level, you gain the thorn whip cantrip. You also gain proficiency in Strength (Athletics) and Charisma (Intimidation) skills. Additionally you gain proficiency with martial weapons and heavy armor.

### OBEY THE MASTER

Starting from the 1st level, all spells you cast that charm or otherwise command other creatures receive a bonus +3 to their save DC.

### CHANNEL DIVINITY: LASH OF SERVITUDE

Starting at 2nd level, you can use your Channel Divinity to invoke your rightful authority over all lesser beings.

As an action, you present your holy symbol and channel divine authority at one creature you can see within 60 feet of you. Constructs are immune to this effect. The target creature must make a Wisdom saving throw. On a success, the creature becomes immune to this effect until you finish a long rest. On a failure, the creature becomes charmed for the next 1 minute. The charmed creature considers you their lord and master and you can as a bonus action command the creature as you will. If you command a creature to kill or harm themselves, they will first make a Wisdom saving throw with advantage to release themselves from this ability. On each of its turns the target will make a Wisdom saving throw to break the spell.

### CHANNEL DIVINITY: PRIMAL FEAR

Beginning at level 6, you can use your Channel Divinity to instill fear into those who dare harm you.

As a reaction, when a creature attacks you, you can stare it down while invoking the power of Bane. The creature attacks with disadvantage and if it misses, it becomes automatically frightened (as if under the fear spell) until its next turn.

### TYRANNICAL STRIKE

Starting at 8th level, once per long rest, upon successfully hitting an opponent with a melee attack, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as an enthrall spell. You can use this ability twice per long rest as of level 14.

### PARAGON OF TYRANNY

As of level 17, you are blessed by Bane to rule the weak in his name. You can cast the Command spell as a bonus action and you gain advantage on all Charisma (Intimidation) checks. In addition, creatures have disadvantage on saving throws against enchantment spells you cast.





Cleric of  
Bane

Art by WillOBrien



# BESHABA



Beshaba, Lady Doom, Black Bess, The Maid of Misfortune, is the goddess of accidents, bad luck, misfortune, and random mischief. The Maid of Misfortune is given to random behavior and bouts of extreme jealousy with regards to her sister, demanding equal veneration (or at least lip service) to that given to Tymora. Although the thought of Beshaba actually appearing is enough to make most folk tremble, she is always invited and welcomed formally in speeches or ceremonies of formal functions (such as marriages and coronations), contests of sport or martial prowess, or at the naming of children. If not invited, she may take offense and wreak endless misfortune upon those involved.

Beshaba is worshiped largely out of fear, and it is the task of her clergy to spread that fear by starting talk of Beshaba's power and latest wickedness and by instructing all in how to make offerings to her or in how to join her clergy if they would prefer to be protected against all misfortune. Along the way, the members of her clergy take care to indulge their tastes for random cruelty and sadism. They enjoy acting mysteriously to manipulate simpler folk into serving them in matters both great and small, from providing them with food, luxurious shelter, and companionship to giving them weapons to wield against their rivals in the church of Beshaba and against the clergy of all other faiths. Male clergy tend to be underpriests or the Black Fingers (professional assassins) of Beshaba. Those high in status in Beshaba's church are almost exclusively female. Many Beshaban shrines are simply places designated to the faithful by the clergy for offerings, but otherwise not significantly decorated except by a discreet symbol or rack of horns attached to something painted red.

## HOLY DAYS AND PRAYERS

Clerics of Beshaba pray for their spells at midnight. Immediately before doing so, if at all possible, they must make an offering to the Lady by setting fire to brandy, wine, or spirits while uttering the name of the goddess and dipping a black antler tine into the mixture. Burning one's fingers slightly in doing so is looked upon favorably. Devotees of Beshaba observe both Midsummer and Shieldmeet with wild revels of destruction and rudeness. Otherwise, they ignore the calendar, holding special ceremonies upon the deaths of important clergy members and when one of their number ascends in rank. The former ceremony is known as the Passing and is a rare time of dignity and tender piety. The corpse of the departed is floated down a river amid floating candles in a ceremony that transforms it into an undead creature and teleports it to a random location in Faerûn to wreak havoc.

## ORDERS OF THE FAITH

The clergy of Beshaba has three cult-like organizations of note:

**Doommasters:** The best known order of clerics devoted to Beshaba are the Doommasters, universally feared for the way they revel in the infliction of misfortune on others.

**Black Fingers:** Only by Beshaba's favor, some evil male clerics, thieves, and fighters could join the secret order of the Black Fingers. They act as assassins dedicated to Black Bess. The order is led by a high priestess of the faith.

**Wormlucks:** In order to spread Beshaba's influence and counter the church of Tymora, the Wormlucks (or Priests of Bad Fortune) were created, serving as a focus for calamities, which occur wherever they went, often affecting them as well. Their style of dress was distinctive, forced upon them by the orthodox clergy to avoid confusion with the orthodox clergy and for high visibility. They wore bright red robes worn over armor and white hair wigs, which had to be obvious and usually ill-fitting, to honor Beshaba's own locks.



# DOGMA

Bad things happen to everyone, and only by following Beshaba may a person perhaps be spared the worst of her effects. Too much good luck is a bad thing, and to even it out, the wise should plan to undermine the fortunate. Whatever happens, it can only get worse. Fear the Maid of Misfortune and revere her. Spread the message across Faerûn to obey Beshaba and make offerings to appease her. If she is not appeased, all will taste firsthand the curse that is spreading throughout Faerûn: "Beshaba provides!" (misery and misfortune). Make others worship Beshaba and then advise any being in how to worship Beshaba, or pay the price of being cast out and cursed with misfortune all their days.

## CLERICS OF BESHABA

As the follower of the Maid of Misfortune you are blessed with the following abilities.

### BESHABA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Bane, Tasha's Hideous Laughter</i>
3rd	<i>Blindness/Deafness, Suggestion</i>
5th	<i>Bestow Curse, Counterspell</i>
7th	<i>Confusion, Misfire</i>
9th	<i>Black Bess Blessing, Modify Memory</i>

### UNFORTUNATE OF BESHABA

When you devote yourself to Beshaba at 1st level, you gain the lightning lure cantrip. You also gain proficiency in Wisdom (Perception) and Charisma (Deception) skills.

### TIDES OF MISFORTUNE

Whenever you roll a natural 1 on an attack or save, you may reroll. Once in the next day, the DM will impose your 1 on you or a fellow PC in the place of their roll.

### CHANNEL DIVINITY: WHEEL OF MISFORTUNE

Starting at 2nd level, you can use your Channel Divinity to impose the will of Beshaba upon the battlefield.

As a bonus action, you can raise your holy symbol to the skies and chant a prayer to Black Bess. All enemies must make a Wisdom Saving Throw against your spell DC. If an enemy fails than it rolls all it's d20's with disadvantage until your next turn. If an enemy succeeds than it rolls all its d20's with advantage.

### MISERY STRIKE

Beginning at level 6, once a day as an action you can make a melee weapon attack against a creature, if it hits the creature is struck by immediate wave of bad luck. Until your next turn the afflicted creature makes all it's attacks with disadvantage, if it casts a spell it must make a saving throw of their spellcasting ability against your spell DC, if they fail the spell will just fizzle.

### FAVORED BY MISFORTUNE

Starting at 8th level, any enemy rolling a critical hit or natural 20 against you must reroll the attack. A second 20 is treated as a natural 1.

### MASTER OF MISFORTUNE

As of level 17, Beshaba blesses you with the only blessing she can give, the gift of misfortune and the ability to share it. Once a day, as an action, you can turn the tides of fate upon yourself and one other creature. As long as you or your target stands, you both attack with disadvantage on every turn, every other creature gets to attack with advantage on you and your target, each spell will fail and both of you receive 1d6 necrotic damage. The effect end when you or your target reach 0 health points.





## MISFIRE

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 3 turns

The victim of a misfire cannot hit any chosen target with any thrown, fired, slung, or otherwise projected missile weapon for the spell duration, though unintended targets may well be hit by the victim's use of such weapons. A remove curse, dispel magic, or bless spell cast upon the recipient disrupts this magic and ends the spell.

## BLACK BESS BLESSING

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

On a successful touch attack, the target creature is, for a second, covered in red mist, when the mist dissipates the target creature must make a Wisdom saving throw against your spell DC. If they succeed the spell will bounce off them and targets you. This can be done over and over between the caster and target creature until one fails the saving throw. On a failed save the target creature must roll all of their d20 rolls with disadvantage for the duration of the spell.



Cleric of  
Beshaba

Art by Melanie Maier



# BESMARA

Besmara, The Pirate Queen, The Black Lady, The Sea Banshee, Captain of the Seawraith, Admiral of the Spectral Fleet, is the goddess of exploration, high sea adventurers, treasure hunting, ships, favorable winds, naval combat and also a proud patron goddess of corsairs and all sailors alike. While brash, lusty, confrontational, and greedy, she follows a code of honor and is loyal to her crew and allies. She cares little for senseless murder or other unprofitable acts, but is willing to risk much to attain great prizes. She was once a mortal, a daring captain, who stole divinity from a god. Witch god she stole it from is a mystery, could be Umberlee or Tempus or Deep Sashelas she is enemy to all the sea and storm deities. The Pirate Queen now sails the astral seas in search for greater adventure and will conscript a worthy sailor soul to sail with her on one of her ships the main of which is the dread Seawraith. Besmara doesn't care about clashes between good and evil, only pursuit, battle, and reward. Thus, even the most irreverent pirate captain throws a share of treasure overboard now and then as tribute to the Pirate Queen. The beasts of the deep leave those treasures alone for they know to whom they belong and what would happen to those who touch them.

There is essentially no hierarchy within the church, each priest crafts his or her own title and recognizes no authority other than the goddess. Priests do not report to anyone, though they may defer to a mentor's decision if there is no compelling reason not to do so. Rarely does a particular ship have more than one priest on board, and even then they may be rivals. Every few years, a charismatic priest-captain may unite other like-minded priests under his or her banner, creating an armada with the leading priest as the admiral, but this is an exception. Most priests consider themselves entirely independent of each other. They are practical folk rather than zealots, using their magic to gain strength on the water. This is not to say that a typical priest's belief isn't sincere, but there is a marked difference between the crazed devotion

of a Tempus cleric or noble serenity of a Deep Sashelas paladin and the utilitarian faith of a Besmaran priest. As long as the goddess is respected and gets her fair share of tribute, she is content with little more than lip service, and her priests know this. By using her magic to gain wealth, power, and fame, they serve her interests and demonstrate her greatness. Clerics bless pirates, sailors and ships, heal crews, act as go-betweens for those looking for work or workers, guard ships, chase off or bind sea monsters, and always try to profit from their activities. Given the small numbers of Besmara's priesthood, there are few with the time and interest to build temples to her. Most of her temples are re-purposed buildings or shipwrecked hulls, some of which are half-submerged. A public temple always displays a jolly roger flag, and much like a thieves' guild providing services, its priest sells healing, local nautical charts, and hideout tips or fences goods. In places where piracy is frowned upon, the temple has a public purpose (such as selling rope or barrels), and knowledge of its true nature is shared among pirates by word of mouth.

Far more common than temples are shrines to the goddess. In port towns, these shrines may be little nooks between buildings with a pirate flag and a carving of Besmara's face or an old wooden skull with one eye, a carved mast jutting from a pier, or a whittled idol of a woman holding a cup. These shrines usually have a place to hold a stick of incense or a match, or a place to pour a cupful of rum or grog.

## HOLY DAYS AND PRAYERS

Clerics of Besmara pray for their spells at around dawn, whenever the first hint of a breeze begins to stir. There is no official payer but they sing of her deeds before or after her ascension, these deeds are sometimes true, sometimes not but they are always heroic.



# ORDERS OF THE FAITH

Besmaran faith has no organized orders of faith, the only two times when the priesthood gets together is when a charismatic priest captain rallies them or when one of the faith breaks the code and they need to hunt them down.

## DOGMA

*"Carve your name on the ever-changing sea with a saber of dare and triumph. Fight for plunder, fame, and glory, and earn your place among the legends of the sea."*

*"End Your Quarrels on Shore."*

*"Thirty Stripes Lacking One."*

*"Truce Ends at the Horizon."*

Most sacred of excerpts from  
*Besmaras Code*

# CLERICS OF BESMARA

As the follower of the Queen of Pirates you are blessed with the following abilities.

## BESMARA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disguise Self, Snare</i>
3rd	<i>Alter Self, Gust of Wind</i>
5th	<i>Bestow Curse, Thunder Step</i>
7th	<i>The Black Spot, Leomund's Secret Chest</i>
9th	<i>Call Crew, Destructive Wave</i>

## SEA DOG OF BESMARA

When you devote yourself to Besmara at 1st level, you gain the gust and shape water cantrips. You also gain proficiency in Dexterity (Acrobatics), Charisma (Intimidation) skills and with all martial weapons.

## SAILORS HOME

As of level 1, you gain proficiency with navigation tools and water vehicles, additionally you can never get lost on the open seas.

## CHANNEL DIVINITY: BESMARAS BARRAGE

Starting at 2nd level, you can use your Channel Divinity to shower your enemies in the blessed cannonade of the Sea Banshee.

As an action, you can invoke Besmaras name as you point your holy symbol at a target creature. A spectral cannon appears next to you, you must make a spell attack roll that deals 1d10 force damage if it hits. At higher levels you summon an additional cannon to your side at each 3rd level after this one 5th, 8th, 11th, 14th, 17th and 20th. You may choose a number of different targets equal to the number of cannons.

## SEA LEGS

Beginning at level 6, the ship is your true home and you feel more comfortable there more than anywhere else. While on a ship you gain the following benefits:

- You cannot be attacked with advantage.
- You roll concentration checks with advantage.
- Abilities and spells you cast never damage the ship you are on.
- You gain + 2 flat bonus to your Dexterity attribute (not exceeding 20).

## POINT AND SHOOT!

Starting at 8th level, you may as a bonus action raise your thumb and extend your index and middle finger at an enemy creature and after saying the magic word (usually BANG!) make a ranged spell attack against a target creature dealing 1d10 force damage on a hit. At level 14 you may use this ability twice per bonus action.

## HIGH PRIEST CAPTAIN

As of level 17, you are blessed by Besmara with the ultimate gift of freedom. As an action you may summon a Sailing Ship (GoS page 192) into existence within 120 feet. The ship remains until destroyed or until you summon another ship. It does not require a full crew, when you summon the ship it comes with a full crew of unseen servants that obey your every order. When an unseen servant is killed it will return to the ship in 24 hours. For each crewmember that you accept on your ship and unseen servant will disappear for good. The ship is bound to you and cannot be stolen or moved without your permission. Additionally your Besmaras Barrage cannons deal an extra 1d6 fire damage per cannon.



## THE BLACK SPOT

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Special

You touch a target creature while calling down the wrath of Besmara on it. The target creature must make a Wisdom saving throw against your spell DC. If it succeeds it becomes immune to this spell. If it fails, a black spot appears on the creature's arm or leg. The spot can only be removed using a greater restoration or a wish spell. While the creature has the black spot it will lose 1d10 of its maximal HP every day, will always have level 1 exhaustion and will roll all its Constitution saving throws with disadvantage. This damage can't be restored in any way. The caster will always know if a creature with the black spot is within 60 feet of them. Anyone who sees the spot will shun the target creature and refuse to interact with it.

## Cleric of Besmara

## CALL CREW

*5th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (10 gold coins, a bell)

**Duration:** 24 hours

As you throw 10 coins on the ground and ring the bell invoking Besmara's name, the coins transform into 10 unseen servants that obey your every command.

In addition to the standard unseen servant stats your crew has a climbing and swimming speed of 30 feet and proficiency with Navigator tools, Carpenters tools and all water vehicles.



Art by Nikolai Ostertag



# BHAAL



Bhaal, The Lord of Murder is the god of slaying, assassination, and violent death. While originally he was the patron of assassins and their victims, it wasn't long before common murderers used a claim of his worship to justify their sadistic actions, warping the manner of his worship. As a result, Bhaal is feared throughout Faerûn.

Priests of the Lord of Murder are known as either Bhaalists or Bhaalyn and have always been a disorganized web of strictly local hierarchies. While Bhaal also encouraged the pursuit of personal wealth and hobbies, in the main, Bhaalists spent their nights performing murders and their days preparing for murder (procuring or caring for weapons, journeying to the appropriate site, praying to Bhaal for success, sleeping under guard so as to be fully awake for the hours of darkness, eating, training and the like). Many served as assassins, bounty hunters, and mercenaries or in organized brotherhoods of men and women in such professions. Priests of Bhaal enjoyed killing for its own sake but tried not to murder indiscriminately. Much time and thought went into the planning of not just the dark deeds, but the implications of killing this or that individual. The church tried to eliminate all rivals and those who stood against it, to be sure, but also strove to enrich itself by frightening common folk into placing offerings of coinage and valuables before Bhaalists and by taking care to let economically and socially important individuals live unharmed. Urban temples dedicated to the Lord of Murder were typically dark, spartan dungeons located beneath a city's streets featuring an occasional mosaic or sculpture depicting a violent death. Most contained several chambers of tokens taken from the bodies of murder victims and large crypts filled with the corpses of past victims who could not be left where they fell. (The inhabitants of such crypts were often restless.) Rural holy sites were usually primitive shrines located on barren hilltops and dominated by blood-stained sacrificial altars. Typically a ring of stones carved to resem-

ble teardrop-shaped skulls is inlaid in the ground around the altar.

## HOLY DAYS AND PRAYERS

Clerics prayed for their spells upon retiring for slumber (in a temple, this was done en maze, in a formal ceremony known as Day's Farewell) and whenever they set out to slay. After each murder, a priest of Bhaal drew Bhaal's symbol beside the corpse in the blood of the victim and smeared the blood on his or her own hands, from where it promptly vanished if the ceremony was done fitly. Lay worshipers of Bhaal were to pray to Bhaal for the limited safety of "his overlook" when setting forth on journeys or into known danger. They were also to pray when giving gold to Bhaalists to ensure that the Lord of Murder accepted their gift. The only calendar ritual of the church of Bhaal occurred on the Feast of the Moon, when the dead of the faith were remembered and Bhaalists celebrated especially important or impressive slayings by retelling stories of these deeds

## ORDERS OF THE FAITH

Bhaals clergy does not boast with their holy orders. They are just not that organized but they did sponsor countless brotherhoods of assassins throughout the Realms. One of their most famous client is the Citadel of Assassins.



# DOGMA

Every murder committed strengthens holy Bhaal. To murder should be a pleasure but never forget it is your duty. Commit the holy act of murder at least once in every ten-day during the darkest period at the heart of the night. If you fail to do so you must repay that debt with twice the life or become the next target, Bhaal will have a life theirs or yours. Always tell your victims that their death is in the name of Bhaal before you kill them. Make all folk fear Bhaal. Let your killings be especially elegant, or grisly, or seem easy so that those observing them are awed or terrified. Tell folk that gold proffered can make the Lord of Murder overlook them for today.

## CLERICS OF BHAAL

As the follower of the Lord of Murder you are blessed with the following abilities.

### BHAAL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disguise self, Hex</i>
3rd	<i>Darkness, Invisibility</i>
5th	<i>Haste, Nondetection</i>
7th	<i>Locate Creature, Phantasmal Killer</i>
9th	<i>Deathseeker Skull, Mislead</i>

### DEATHDEALER OF BHAAL

When you devote yourself to Bhaal at 1st level, you gain the blade ward and toll the dead cantrips. You also gain proficiency in Dexterity (Acrobatics), Dexterity (Stealth) skills and martial weapons.

### MARK OF BHAAL

As of level 1, you are a tool of death in your gods hands, victims you mark cannot escape the will of Bhaal. Once per long rest, as an action, you may mark a creature within 60 feet of you with the mark of Bhaal. A small tear-shaped skull mark appears on their neck. For the next 24 hours you will always know the location of that creature unless magically obscured. Addi-

tionally the marked creatures speed is reduced by 5 feet when they are within 30 feet of you.

### CHANNEL DIVINITY: CRIPPLING BLOW

Starting at 2nd level, you can use your Channel Divinity to prevent your victims to escape their sacred fate.

As a bonus action, after you roll a successful melee attack you may imbue your weapon with the dark divine energy of your god. The target creature must make a Constitution saving throw against your spell DC. If it fails, for a number of turns equal to your Wisdom modifier, the target creatures speed is reduced by 20 feet and they make all of their Strength, Dexterity and Constitution saving throws with disadvantage.

### MUFFLED STEPS

Beginning at level 6, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

### DIVINE STRIKE

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

### LAST BREATH OF BHAAL

As of level 17, you have been initiated as a Cowled Death, the chosen of Bhaal. You are now one of the favored tools of death of your Lord and he will not let you perish easily. If you would die, after 3 hours you are affected by the rise dead spell (but only take half of the penalty), as long as you still have a body during that time. During those 3 hours, the body shows no sign of life or that magic is affecting the corpse.







## Cleric of Bhaal

### DEATHSEEKER SKULL

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a skull of a small, medium or large sized creature)

**Duration:** Instantaneous

As you hold the skull, you imbue it with the murderous divine energy of Bhaal. The skull's eyes light up with a red glow when fully charged. You must make a ranged spell attack roll against a creature within range. If it hits the target creature takes 5d12 necrotic damage. The skull detonates on impact into a swarm of tiny, tear shaped, crimson skulls which attack all other creatures within 15 feet of the hit creature. All creatures within the area, except the hit creature must succeed on a Constitution saving throw against your spell DC or suffer 1 level of exhaustion. If your skull attack misses the skull falls next to the target creature and all creatures within 15 feet of the skull must succeed on a Constitution saving throw against your spell DC or suffer 1 level of exhaustion.

Art by Tiago Alexandre



# CHAUNTEA

Chauntea, All Bhalla, The Grain Goddess, The Great Mother, is the goddess of life and a parallel deity to Silvanus, who was considered the god of wild nature, whilst Chauntea herself is seen as the embodiment of all things agrarian or agriculture. Her hand is on every place where humans seek to grow things. She is not a goddess given to spectacle or pageant, but rather calls her followers to small acts of devotion. She is immensely popular among gardeners, farmers, and common folk of many nations. Through her blessing, most of Faerûn is fruitful. She is wise and quiet, though not passive, and is not given to hasty action. Her most despised enemy is Talona, the Lady of Pestilence, since she had a disposition to wreak suffering, disease and decay upon the natural world.

Clerics of Chauntea are charged to learn and pass on to others, both fellow clergy and laity, all they can of horticulture, herblore, plant types, and plant diseases. They encourage all civilized folk to enrich the land by replanting, composting, and irrigation, not merely to graze or dig it bare for what it can yield and then pass on. They replant trees wherever they go, root out weeds that strangle and choke crop plants, and till plants back into the soil. They strive to let no day pass in which they have not helped a living thing to flourish. Clergy of Chauntea are encouraged to work against plant disease wherever they go. They often hire nonbelievers to help them burn diseased plants or the corpses of plague-ridden livestock to prevent the spread of sickness. They keep careful watch over such blazes. Chauntean clerics do not like handling fire but are not forbidden to use fire spells. Worshipers should plant at least one seed or small plant-cutting a tenday, tend to it faithfully for as long as possible, and see that their own wastes are always tilled back into the soil to feed later life. Though Chauntea's faith has some large, impressive temples and shrines whose granaries ensure that food for all is abundant in their vicinities, the backbone of the Earthmother's faith is composed of small, local temples. Often these are seed-storage caverns near pure wells. Chauntean services are also held in

open fields and druid groves.

## HOLY DAYS AND PRAYERS

Clerics pray for their spells at sundown, they usually lead dual lives as either gardeners or farmers, and are industrious people. Compared to other faiths, ecclesiastics appointed few holidays. One holiday that was observed was a festival during Green-grass, which was a festival in which excessive consumption and orgy behavior were encouraged to celebrate Chauntea's aspect of fertility.

## ORDERS OF THE FAITH

Chaunteans were a unified faith with no special cults or orders to speak of. The church had no central governing body and was far less ambitious than any other religion. They were present in small temples, that often had great libraries dedicated to agriculture, in every city or village that was dependent on the land.





# DOGMA

Chauntea's faith is one of nurture and growth. Agricultural sayings and farming parables dot her teachings. Growing and reaping, the eternal cycle, is a common thread in Chauntea's faith. Destruction for its own sake, or leveling without rebuilding, is anathema to the church. Chauntean priests are charged to nurture, tend, and plant whenever and wherever possible; protect trees and plants, and save their seeds so that what is destroyed can be replaced; see to the fertility of the earth, but let the human womb see to its own; and to eschew fire.

## CLERICS OF CHAUNTEA

As the follower of the Grain Goddess you are blessed with the following abilities.

### CHAUNTEA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Goodberry, Speak with Animals</i>
3rd	<i>Find Steed, Locate Animals or Plants</i>
5th	<i>Create Food and Water, Plant Growth</i>
7th	<i>Find Greater Steed, Mordenkainen's Faithful Hound</i>
9th	<i>Awaken, Dawn</i>

### TRUESEED OF CHAUNTEA

When you devote yourself to Chauntea at 1st level, you gain the druidcraft cantrip. You also gain proficiency in Intelligence (Nature) and Wisdom (Animal Handling) skills.

### LORE OF THE LAND

As of level 1, the Grain Goddess opens your eyes to the vast knowledge of herbalism. You gain proficiency with the herbalism kit and roll all checks including the herbalism kit with advantage. Additionally your Goodberries grant those who eat them resistance to poison for 1 hour after eating them.

### CHANNEL DIVINITY: FARMERS RESILIENCE

Starting at 2nd level, you can use your Channel Divinity to bless your allies with the resilience and endurance of those who work and live off the land.

As a bonus action, you can bless all your allies with Chauntea's hymn in the range of 30 feet. For the next minute, all allies affected together with the caster roll Strength, Dexterity and Constitution saving throws with advantage.

### TOUCH OF THE ALL PHALLA

Beginning at level 6, Chauntea blesses you with her mercy. You can at will, as an action cure a person of any non magical disease.

### POTENT SPELLCASTING

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

### FARMERS FEAST

As of level 17, Chauntea blesses you as her favored so that you may aid and bless others. When you cast Heroes Feast, you can sing a hymn to Chauntea. In addition to the effects of Heroes Feast everyone who participates in the feast also make all Constitution saving throws with advantage, the first attack they make after the feast will be with advantage and their hit point maximum is increased by 5d10 instead of 2d10.





Cleric of  
Chauntea

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# CYRIC

Cyric, The Dark Sun, The Mad God, is the monomaniacal deity of strife. He also used to be the god of murder and lies but those domains were taken from him with the resurrection of Bhaal and the resurgence of Leira. He's petty and self-centered, and enjoys misleading individuals of all inclinations so that they performed acts that ruined their lives or so that they made fatal mistakes. Cyric is recognized in Faerûn by his symbol, a white jaw-less skull on a black or purple sunburst. He's a minor power now since his battle with Bhaal and imprisonment.

The Church of Cyric is hated all over Toril, and for good reason. Cyric's church is pledged to spread strife in order to make folk believe in and fear the Dark Sun. It supports cruel rulers and indulged in intrigue in such a way that the world wouldn't be overrun by wars (thus falling under the sway of Tempus and Bhaal). His church is often beset by internal feuds and backstabbing. The religion of Cyric is widely and openly active in Amn. It fit in well with their culture of ambition, lack of reliance on others, and "buyer beware" type contracts. Many outside the church viewed it as a twisted den of madness and trickery. But its clergy condemned this outlook, preferring to see their religion as enlightened. It supposedly reveals that all societal bonds of friendship, family and love are nothing but weak ties that always withered away and therefore are useless, weak and pitiful. At least, this is what Cyricists pay lip service to doing. In truth, Cyricists spend most of their time scheming against each other in an endless struggle of cabal against cabal, with each priest striving to strengthen his or her own personal power. In addition, Cyric speaks often to his faithful clergy, but not with one voice. They all fear him and must believe what he tells them each is the One True Way, but what he says often sets different churches at cross-purposes and different Cyricist priests at each other's throats as much as it promotes the defeat of other religions. Cyric's temples vary widely in appearance, reflecting the deity's chaotic nature. Many are hidden within caves or existing structures, including abandoned buildings,

crumbling sewers and forgotten dungeons.

## HOLY DAYS AND PRAYERS

Cyric's clerics, prayed for spells at night, after moonrise. Cyric's church had few holy days and did not even celebrate the date of his ascension to divinity (this would also honor Mystra, called "the Harlot" by Cyricists). Eclipses were considered holy, being accompanied by feasts, fervent prayers, and bloody sacrifices.

## ORDERS OF THE FAITH

While many would claim to have that role Cyric recognizes no single pontiff who rules over the entire faith, although a dozen or more powerful clerics believe that Cyric intends them to achieve such a role. When not disguising themselves to move in secret among the general populace, clerics of Cyric dress in black or dark purple robes trimmed with silver, with or without hoods. They wear silver bracers or bracelets (usually stamped with the skull-and-sunburst symbol of Cyric).

**The Company of the Ebon Spur:** An order of fighters, paladins, rogues and clerics devoted to Cyric, who to this day never established a leader. There are two priests in charge of establishing admission standards into the order but cannot agree on what those standards should be and are engaged in intricate plots to kill each other off, since each is convinced he is right. Since Cyric appeared to each of them in a vision and gave them precise and contradictory instructions as to the establishment of the order, he is evidently pleased with their efforts. When the order finally does get off the ground, Cyricist crusaders will lead fighters against rival churches for the glory of Cyric.



# DOGMA

Death to all who oppose Cyric. Bow down before his supreme power, and yield to him those that do not believe in his supremacy. Fear and obey those in authority, but slay them if they are weak or false prophets. Battle against all clergy of other faiths, for they are false prophets and forces who oppose the One True Way. Bring death to those that oppose Cyric's church or make peace, order, and laws, for only Cyric is the true authority and only he can establish what peace and order are. Break not into open rebellion, for marching armies move the false deities to action. Fell one foe at a time and keep all folk afraid, uneasy and in constant strife. Any method or means is justified if it brings about the desired end.

## CLERICS OF CYRIC



As the follower of the Black Sun you are blessed with the following abilities.

### CYRIC CLERIC SPELLS

Cleric Level	Spells
1st	<i>Black Talon, Hex</i>
3rd	<i>Mirror Image, Suggestion</i>
5th	<i>Enemies abound, Nondetection</i>
7th	<i>Compulsion, Dimension Door</i>
9th	<i>Mislead, Skull of Secrets</i>

## HAND OF CYRIC

When you devote yourself to Cyric at 1st level, you gain the friends and vicious mockery cantrips. You also gain proficiency in Dexterity (Stealth) and Charisma (Deception) skills.

## CYRIC'S BLESSING

Starting at 1st level, you can make a Dexterity (Stealth) check against a creature's passive perception to touch and "bless" them to give them disadvantage on all Charisma based skill checks. This "blessing" lasts for 1 hour or until you use this feature again.

## CHANNEL DIVINITY: VOICE OF DISCORD

Starting at 2nd level, you can use your Channel Divinity to coerce a creature into attacking those it thought were its allies.

As a bonus action, right before using the vicious mockery cantrip on a creature, you can empower the spell with Cyric's poisonous words. In addition to the usual effects of vicious mockery, if a target creature fails the Wisdom saving throw you can heckle them into a rage against a creature of your choice within 30 feet of the affected creature. The target of vicious mockery will attack the creature for 1 minute while attempting a Wisdom saving throw at the end of each of its turns. The effects end early if the target succeeds at a Wisdom saving throw or the target of its rage falls dead. Once a creature succeeds on a Wisdom saving throw, they become immune to this ability.

## STRIFE SHEPARD

Beginning at level 6, you can see exactly when a creature has pent-up anger, frustration or envy towards another creature. All Charisma checks that are used to incite a conflict between two or more creatures is rolled with advantage.

## UNDER THE DARK SUN

Starting at 8th level, once per long rest, as an action you may summon the rays of the holy dark sun to shine in an area of 60 feet. All creatures in the affected area must make a collective Wisdom saving throw against your spell DC. All who fail can feel all their resentment, bitterness, rivalry and animosity swell to the surface to the point of explosion and they engage in a verbal conflict with the target of their anger. The conflict may escalate into a physical one with the DM's discretion depending on the personality of the affected creatures. This ability may not be used while in battle.

## SONG OF DISCORD

As of level 17, once per long rest, as an action you may sing a dark hymn to Cyric for a number of turns equal your Wisdom modifier each turn spending the action to sing (if you suffer damage standard concentration rules apply). All creatures within 120 feet of you roll all their concentration checks, Charisma and Wisdom saving throws with disadvantage. Additionally, if two creatures, affected by the song, are attacking the same target, on an attack roll miss they will hit their ally.



## BLACK TALON

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 round per caster level

This spell temporarily transforms the caster's arm into a retractable, rubbery appendage that she or he can extend up to 10 feet and use to strike at foes with a your proficiency +1 bonus to unarmed attack rolls. If hit, the target creature takes 1d6 slashing damage and 1d6 necrotic damage.

**At Higher Levels.** The spell deals more slashing and necrotic damage by 1d6 at 5th level 2d6, 11th level 3d6 and 17th level 4d6.

## SKULL OF SECRETS

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

This spell creates the intangible image of a floating skull trailing black flames. The skull appears to have eyes of flame, but neither its eyes nor its tail of flames are real, and they cannot burn or harm anything. The skull can be "programmed" to deliver a message of up to 22 words to a specific creature when within 10 feet of that creature. Once the message was delivered the skull spews a torrent of black flames at the creature whom the message was intended. The target creature must succeed on a Dexterity saving throw or take half your level x 1d10 necrotic damage. If they succeed they take half as much.



Cleric of  
Cyric

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# DENEIR

Deneir, Lord of All Glyphs and Images, The Scribe of Oghma, is the god of cartography, glyphs, images, literature and scholars. Deneir is caught up in the recording, filing, indexing and maintaining of all that was ever written or depicted. He can appear very absent-minded, and often trails off in mid-sentence because his mind is racing along other trails of thought even as he speaks. For all his acquaintance with book knowledge, he can be out of touch with the world.

Followers of Deneir always remained in close contact with those of Oghma as he was Deneir's brother god. Each of Deneir's temples were hidden and maintained a library of their own, always collecting literature and maps, but also keeping records of ancient languages and artistic renderings. These temples were full of scribes that transcribed books for the ever-growing collection. These secret libraries may be anything from secret passages in temple offices and hollow pillars in shrines to great vaults and even "forbidden towers" in the larger abbeys and monasteries. Deneir caches of secret writings are always guarded by spells and ghosts of ancient scribes. Magical writings are always kept secret from outsiders. Deneir answered the prayers of his organized priests, but he was also known to choose a person who truly followed Deneir's ideals, to invent, to create, to learn. He, himself, seemed to have a problem with some of his strictly-organized orders, whose devotion to a hierarchy and their duties impeded his followers learning and inventing, to the point of there being little joy in their work. The teachings of Deneir dictated that his followers create with a conscience and refrain from casually designing weapons of war or death. Cleric of Deneir are known as Glyphscribers. Glyphscribers retain a written copy of every mis- sive they record, and on the 3rd of Ches each cleric turns over a bundle of the most interesting of such copies to their local temple. Educating others to read and write is another important task for the clergy of Deneir for which only nominal fees are charged.

# HOLY DAYS AND PRAYERS

Glyphscribers, pray for spells in the morning. The only holy day that sees special ceremonies in the church of Deneir is the Shieldmeet, wherein copies of old contracts are taken out for public viewing and any mortal may ask to see a copy of any (nonmagical) writing in any temple of Deneir to which she or he can travel. Such records and writings must be specifically requested, however, and must not violate the vows of confidentiality of the temple.

# ORDERS OF THE FAITH

Among other deities, Deneir has influence on the mysterious group known as the Harpers, and one of Deneir's largest churches, the Inner Chamber in Berdusk, is the front for an extensive Harper organization known as Twilight Hall. While Deneir has no militant knightly orders, although his faith does number their own unique orders:

**Literate Brotherhood:** Is an organization of all the certified scribes of Deneir. They wear a pin or badge depicting a white quill with a gold nib.

**Disciples of the Free Word:** Who's members seek to employ all scribes and spread literacy.

**Zealots of the Written Word:** An adventuring order that accompanies priests of the faith on holy quests and pursues money-making efforts for the church.





# DOGMA

Information that is not recorded and saved for later use is information that is lost. Punish those who deface or destroy a book in proportion to the value of the information lost. Literacy is an important gift from Deneir; spread it wherever you travel, that it might touch the hearts and minds of all in Faerûn. Fill idle hours with the copying of written work, for in such a manner do you propagate knowledge and aid the pursuit of the Metatext. Information should be free to all and all should be able to read it so that lying tongues cannot distort things out of proportion.

## CLERICS OF DENEIR



As the follower of the Scribe of Oghma you are blessed with the following abilities.

### DENEIR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Comprehend Languages, Identify</i>
3rd	<i>Detect Thoughts, Skywrite</i>
5th	<i>Glyph of Warding, Tongues</i>
7th	<i>Arcane Eye, Leomund's Secret Chest</i>
9th	<i>Contact Other Plane, Scrying</i>

### GLYPHSCRIBE OF DENEIR

When you devote yourself to Deneir at 1st level, you gain the amanuensis and prestidigitation cantrips. You also gain proficiency in Intelligence (Arcana), Intelligence (History) skills and with Calligrapher's Supplies.

### POLYGLOT

Starting at 1st level, you have been researching the knowledge hidden behind book pages of your local sanctum. You can understand, speak, read and write an additional 2 common and 1 exotic languages.

## CHANNEL DIVINITY: RECALL SPELL

Starting at 2nd level, you can use your Channel Divinity to recall the spell you did not prepare for that day.

As an action, you can concentrate on your divine symbol to cast a known spell you didn't prepare for that day. You still use up the equivalent spell slot to cast that spell.

## ATTENTIVE ARCHIVIST

Beginning at level 6, knowledge and preparation are the keys to success, this is what you learned as a young scribe and you're yet to prove yourself wrong. After combat, you may spend 5 minutes studying a dead creature, or think back on your encounter with it, recording it's name and basic details in your scrolls and notebooks. You can then spend a long rest reading up on and researching everything possible about it, memorizing what you have learned to help further your adventures against them. Upon completing your long rest, you gain the following knowledge concerning the studied creature:

- The creatures type and potential subtype;
- One of it's immunities, resistances and weaknesses (if any).
- One of the creatures abilities.

You can study the same creature multiple long rests to find out more details (abilities, resistances, etc...)

## STUDIOUS STRIKE

Starting at 8th level, you know that the pen is mightier than a sword but a sword sure does come handy. You deal 1d8 bonus force damage to your physical and spell attacks when attacking a creature you have studied.

## SILENCE IN THE LIBRARY

As of level 17, you've been given the privilege, by Deneir himself to peak into his vault of knowledge. You are able, once a day, as an action, to transport yourself to the Library of All Knowledge. Once there you will be greeted by the Head Librarian. You can ask for any information but he will ask you to surrender one of your scrolls that holds information of equal value. (The DM will decide the value of the information requested and the price.) You may ask only one question per day. The knowledge you surrender is also erased from your mind.



## AMANUENSIS

*Cantrip conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 hour

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, a spectral quill appears next to you as if hand-held and starts to write at an unnatural speed.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a sepia snake sigil). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

## Cleric of Deneir



Art by Milonas Dionisis

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2016



# ELDATH HOLY DAYS AND PRAYERS

Eldath, The Green Goddess, The Quiet One, Goddess of Singing Waters, is a lake spirit, who acts as the guardian of groves and watersheds, her presence is felt wherever there's calm. She's a pacifist who avoids hostile action, even if threatened. Although shy, quiet and enigmatic, Eldath is possessed of unknown depths of character and unexpressed resolve that could not be broken. Any waters blessed by her are known to cure sickness and madness. They could also calm the dying giving them peace and a natural passing.

Eldathyns were organized into a simplistic hierarchy, where priests reported to a local high priest responsible for a realm or larger region. Most followers dwelt in quiet forest communities with open-air sacred places of worship or in woodside cottages, far from the baseness of city life, both often containing pools of placid water in unspoiled areas. They rarely ever engaged in open confrontation and always acted subtly and peacefully. Her clergy often followed migratory patterns traveling from holy site to holy site in a local area. Violence of any kind against Eldathan priests was considered taboo, and any who killed were followed by a great cloud of misfortune. In any event, a priest would go to great lengths to avoid conflict, and would happily preside over peaceful meetings and witness political treaties of peace. Eldathians have no grand temples but many rural communities have a designated pond or glade which serves as a holy site for local parishioners. These places are traditionally used as places to reflect and meditate. Usually a body of water (either the pond itself or a stream near those glades considered holy sites) serves as a repository for offerings to Eldath in connection with these holy places. But, when no water is near a special tree or bush is designated as a repository to which offerings are tied to its branches. Offerings are typically weapons broken so they can never be used again, or an item that caused an argument and must be discarded to promote peace.

Clerics and druids of Eldath pray for their spells once per day at a time selected after great personal reflection. The only calendar-related holy day of the church is the Greening, a gathering and festival celebrated at Greengrass. It is preceded by the Firstflow, a festival held at varying times when the waters break up and begin to flow at the conclusion of winter.

## ORDERS OF THE FAITH

Clerics of Eldath are called peacemen and peacewomen, and they support any champion of peace or pacifism. There are two famous orders who follow Eldath:

**Arbitrators of the Quiet One:** A loose organization of clerics of Eldath dedicated to resolving all the disputes in the world. They freely go to areas of conflict and attempt to serve as mediators in longstanding disagreements that have led to violent acts. They listen to both sides and try to find a middle ground without polarizing the issues through overt statements of moral judgment. They prefer to find resolutions that get at the heart of a problem so that once dealt with it does not flare up again in months or years.

**Brothers and Sisters of the Open Palm:** An order of monks who are dedicated to Eldath's philosophy. These monks guard sacred sites where many peacemen and peacewomen dwell and travel the countryside gathering information for isolated groves and fastnesses. They do not ever seek to provoke violence, but are quite deceptively deadly when defending themselves, their charges, and their holy sites.



# DOGMA

Peace can only come from within and cannot be taught or imposed. Seek stillness and thereby find peace. Plant trees and green-leafed things and tend such things when they need it, wherever they may be. Nurture and aid, and do not restrict or punish. Work violence only to defend, and slay no thing of the forest except to prevent it from slating themselves or another under their protection. Swear to take no thinking life except in direst need. Share with all beings the beneficial things that grow in or come from running water that all may know of and praise Eldath.

## CLERICS OF ELDATH

As the follower of the Quiet One you are blessed with the following abilities.

### ELDATH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Animal Friendship, Sleep</i>
3rd	<i>Calm Emotions, Silence</i>
5th	<i>Beacon of Hope, Counterspell</i>
7th	<i>Aura of Life, Charm Monster</i>
9th	<i>Water of Eldath, Wall of Force</i>

### FREEWALKER OF ELDATH

When you devote yourself to Eldath at 1st level, you gain the mending and spare the dying cantrips. You also gain proficiency in Wisdom (Insight) and Charisma (Persuasion) skill checks.

### RELIGION OF PEACE

Starting at level 1, as a priest of Eldath you take a vow of pacifism. After each long rest you gain the following benefits:

- Your AC increases by 2.
- Each time you try to charm or pacify a creature in a non-damaging way, add 3 to your spell DC.
- You are immune to being frightened.

If you damage a creature, you lose all these benefits until the next long rest.

### CHANNEL DIVINITY: INVOKE CEASFIRE

Starting at 2nd level, you can use your Channel Divinity to prevent any acts of violence.

As an action, you can raise your holy symbol and invoke Eldath's will to stop any fighting in the area. In the range of 120 feet, all weapons are sheathed, all natural weapons are dulled and all spells will fail for 1 minute. Creatures will have to make a Strength saving throw against your spell DC equaling your spell DC to pick-up and use their weapons and spell-casters will need to make a saving throw of their spell ability attribute to cast any harmful spells or cantrips.

### VIOLENCE IS NOT THE WAY!

Beginning at level 6, you gain further ability to prevent violence. If you see an attack on a creature, you may, once per long rest, as a reaction, recite the prayer of Eldath. The attacker must make a Wisdom saving throw against your spell DC or become paralyzed until their next turn. Furthermore, you roll all Charisma (Persuasion) checks with advantage until the end of your next turn.

### DEFENDER OF HARMONY

Starting at 8th level, a divine trust is granted to you, that you will only use violence if completely necessary. Destroying undead or creatures of the evil alignment no longer breaks the effects of Faith of Peace.

### CHAMPION OF PEACE

As of level 17, Eldath blesses you as her paragon of pacifism. You gain even more benefits out of Faith of Peace:

- You gain resistance against non-magical slashing, piercing and bludgeoning damage.
- You roll all saves against hostile spells with advantage.

Same rules for losing benefits apply.





## WATER OF ELDATH

*5th-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (Three small flasks)

**Duration:** Instantaneous

This spell fills three potion flasks with water of Eldath. An entire flask of water of Eldath poured onto something or someone kills mold and yellow musk creeper spores (including monstrous sorts) and rot grubs, purifies water of dangerous pollutants, diseases and oils, including all things that give the water an unpleasant taste and odor; and neutralizes poison. If an entire flask is imbibed, it instantly confers the following effects on the drinker as needed: It cures disease, cures mummy rot and closes all wounds, including wounds made by enchanted weapons that cannot normally be made to close, effectively binding the wounds and preventing further damage due to blood loss.

Cleric of  
Eldath



Art by pastpatiently



# GARGAUTH HOLY DAYS AND PRAYERS

Gargauth, The Lord Who Watches, The Hidden Lord, The Lost Lord of the Pit, The Tenth Lord of Nine is the deity of betrayal, cruelty, political corruption and powerbrokers. He embodies the inevitable decay and corruption that accompanies all self-serving, greedy, and power-hungry leaders and groups. Gargauth is a former arch-devil whose foul nature was too much even for others of his ilk. Exiled from the Nine Hells, Gargauth took to wandering the planes, returning time and again to Toril. His cult blossomed during the war between the Harpers and the malaugryms. Gargauth is opposed to evil deities such as Cyric and Shar. He poses a particular threat to Siamorphe, given his interest in corrupting those who she holds up as shining paragons of virtue.

The church of Gargauth is a secretive faith, although there are some significant exceptions. Clerics work to increase their personal power, the power of the church, and, by extension, the power of Gargauth. Clerics are expected to be Gargauth's eyes and ears throughout Faerun. They are to entice and corrupt powerful individuals and leaders in communities throughout Faerun and bind them into strict contracts favorable to Gargauth's goals. They seek to seize positions of power whenever possible and integrate their positions into the secretive hierarchy of the faith. Gargauth has directed his followers to undermine other faiths and steal their worshipers rather than waste energy in conflicts with them. They are to entice and corrupt binding them with contracts favorable only to the church of Gargauth. Gargauth has few temples to his name but those few are located beneath large cities, accessed through hidden doors in basements and sewers. Within the temples murals and mosaics depicting Baator line the walls and clerics within wear masks that resemble various lesser devils. Sulfurous incense, flaming braziers and fire pits burn throughout such complexes and a huge brazen altar forms a focal point in these temples.

Clerics of Gargauth pray for their spells at dusk, when night first begins to corrupt the day. The church of Gargauth celebrates two holy days. The Unveiling occurs each Midwinter night. This horrific ceremony, believed to involve many gruesome sacrifices, heralds the imminent time when Gargauth seizes Faerun as his unholy kingdom and transports it to Baator to form the Tenth Pit of Hell. The Binding is celebrated on the eve of the Feast of the Moon. It is a personal ritual in which each cleric renews his eternal contract with Gargauth, trading absolute fealty for increased power. This unholy ritual is believed to involve personal sacrifices of money, magic, hoarded knowledge and the casting of many horrific spells.

## ORDERS OF THE FAITH

The church of Gargauth has no fighting orders to their name, however they do sponsor a handful of cults, secretive orders and cabals from behind the scenes:

**The Knights of the Shield:** The most prominent organization sponsored by the church of Gargauth, it is composed of merchants, nobles and other wealthy individuals who seek to manipulate the influence and wealth of the Sword Coast to their advantage. They are located in all the major cities throughout the Sword Coast and recently in Thay. Only the highest ranking members of the order know of their true goals and dedication to Gargauth while others think it's just accumulating wealth for wealth sake. The Knights of the Shield mint their own coin in Athkatla as is common among guilds in the South. It's the same size as normal currency but it's a particularly dense, gold coin, three times the weight of others.



# DOGMA

Life is all about the accumulation of power. Civilization is a thin veneer over the base desires that make up the core of every living being. Those who wish to survive and prosper must recognize this truth and concentrate all their resources on the pursuit of power. To achieve power one should use one's charms and honeyed words or a barbed and bloody dagger as appropriate for the situation. It is more important to rule than to sit on the throne. Keep to the letter of any agreement and the rules established by those more powerful, but be prepared to twist any contract or stricture so as to maximize the benefit you receive.

## CLERICS OF GARGAUTH



As the follower of the Lord Who Watches you are blessed with the following abilities.

### GARGAUTH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Comprehend Languages, Disguise Self</i>
3rd	<i>Detect Thoughts, Suggestion</i>
5th	<i>Hypnotic Pattern, Nondetection</i>
7th	<i>Compulsion, Mask of Gargauth</i>
9th	<i>Mislead, Modify Memory</i>

### SUPPLICANT OF GARGAUTH

When you devote yourself to Gargauth at 1st level, you gain the friends cantrip. You also gain proficiency in Charisma (Deception) and Charisma (Persuasion) skill checks.

### FORBIDDEN SPEECH

Starting at level 1, once per long rest, as an action, you can make it impossible for a target creature within 30 feet to speak about a single topic. The topic should be as narrow as possible for the ability to work properly. An appropriate topic might be events that occurred while the creature was in captivity (the whereabouts and names of tormentors, the secret location of a hidden treasure, the password into a guarded com-

pound, the command word of a magic item, or the explanation behind some major occurrence). Invalid topics include verbal components of spells, a creature's whole life history, or anything too broad for a reasonable definition of a single topic. The affected creature cannot communicate regarding the topic in any way. Speech becomes gibberish, writing is reduced to an indecipherable scrawl, gestures are impossible, and even telepathy (including detect thoughts) is scrambled. The creature has not forgotten the information, however, and it can be a maddening occurrence for the creature to be unable to communicate information that might be of life-and-death importance to friends and allies. The ability last for 5 min. x your cleric level.

### CHANNEL DIVINITY: SOW THOUGHT

Starting at 2nd level, you can use your Channel Divinity to plant an idea, concept or suspicion in the mind of an unsuspecting subject.

As an action, you imagine a thought while holding a holy symbol of Gargauth and implant that thought in a mind of a humanoid creature within 15 feet that has an Intelligence score of 6 or higher. The target creature genuinely believes that the idea is their own, but is not required to act upon it. If the idea is contrary to the target's normal thoughts (such as making a pure soul think, "I should murder my friends") the target may suspect mind-altering magic is at play and they will now ignore the thought. The idea must be fairly clear, enough so that it can be conveyed in one or two sentences. You do not need to share a common language for the ability to succeed, but without a common language you can only sow the most basic rudimentary ideas.

### FRIENDLY WHISPERS

Beginning at level 6, when you use the friends cantrip the target creature must make a Wisdom saving throw against your spell DC. On a failure the target creature does not realize that you use magic to influence its mood.

### TREACHEROUS STRIKE

Starting at 8th level, once per short or long rest as a reaction, if a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed. As of level 14 you can use this ability twice per short or long rest.



## MASTER OF MANIPULATION

As of level 17, you are favored by the Hidden Lord and once per long rest as an action you can channel his divine will through yourself. For a number of minutes equal to your Wisdom modifier you gain the following benefits:

- You become invisible (as per greater invisibility spell rules) until the ability ends or you willingly end it.

- If a creature damages you on its turn, it must succeed on a Wisdom saving throw against your spell DC or you control its next action, provided that you aren't unconscious when it takes the action. A creature automatically succeeds on the save if its immune to being charmed.

You also gain Mass Suggestion, Antipathy/Sympathy and Feeblemind in your known cleric spell list.

Cleric of  
Gargauth

## MASK OF GARGAUTH

4th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 3 hours

This spell is the same as the Alter Self spell but does not require concentration and has a considerably longer duration.



Art owned by paizo



# GOND



Gond, The Holy Maker of All Things, The Inspiration Divine, The Lord of All Smiths, The Wonderbringer known as Nebelun to the gnomes is the deity of craft, construction, smithwork, blacksmiths, woodworkers, inventors, and engineers. Gond transforms ideas into concrete form and inspires mortals to forge, innovate and create. He cares only for the act of creation, playing little heed to the consequences of letting loose his inventions into the world.

The church of Gond is largely tolerated across Faerûn. Its members are found in bastions of evil and strongholds of good alike, as well as in an increasing number of rock gnome communities. Only in the island realm of Lantan is his faith preeminent, anointed as the state religion. Most merchants cultivate strong relationships with the local clergy of the Wonderbringer, in hopes of acquiring and selling their latest inventions at great profit. However, at times the followers of Gond inadvertently create something that upsets existing markets, earning them sudden and unexpected hostility from other faiths. As they travel, Gondar clergy establish caches, investments, and alliances and grab samples of any new inventions they come across. It is their duty to assist inventors and innovators and to file regular reports to the nearest Master by means of messenger envoys of the faith as they travel. Making a handsome personal living while one serves Gond is encouraged, for who better walks upon Faerûn to demonstrate the rewards of following the Way of Gond! Temples of Gond tend to be imposing stone structures, boxy in shape and encircled with stout-pillared porticos. Little decoration adorns the interior aside from sprawling displays of items created by members of the clergy. Some such exhibits are of historical interest, while others represent the latest creative endeavors of master crafters. The central altar of the temple always involves a massive anvil surrounded by endlessly spinning cogs in a great machine. Backrooms serve as workshops, crammed with projects both ongoing and abandoned.

# HOLY DAYS AND PRAYERS

Clerics of Gond pray for their spells in the morning before the morning meal. Clerics offer a special prayer of thanks and dedication of their work before commencing any new creation (As opposed to repair or maintenance). Their one holy festival is the Ippensheir, named for Ippen, Gond's First Servant, and celebrated during the twelve days immediately following Greengrass. All clergy of Gond and his devout worshippers gather at a temple, abbey, or holy site where a famed inventor or craftsmen once worked. It is a time of feasting, drinking, and revelry, during which they show inventions to and share innovations with their fellow Gondar. One strange practice of the faith requires that Gondar make two copies of any new machine or tool they discover, if possible. One copy is hidden away against the prying eyes of thieves or vandals for later display to fellow Gondar, and the other is smashed or, preferably, burned as part of the Sacred Unmaking, a prayer of offering to Gond. This ceremony reinforces Gond's dominion over both constructive and destructive engineering.

# ORDERS OF THE FAITH

The church of Gond has no affiliated martial orders. It does have a great many honorary orders and societies within its ranks. These are usually founded to recognize the works of Gondar working in a particular specialty and to promote the easy exchange of ideas between those qualified in a field while preventing trade or church secrets from leaking out to competitors. Just a few of these societies include the Order of Puissant Stonemasons and Stonecarvers, the Holy Order of Most Skilled Architects and Bridgemakers, the Armorers of the Wonderbringer, the Most Arcane Order of Gearmakers, Clockmakers, and Automationists and the Industrious Brothers and Sisters of Carpentry, Cabinetry, Puppetry, and Toymaking.



# DOGMA

Actions count. Intentions and thought are one thing, but it is the result that is most important. Talk is for others, while those who serve Gond do. Become skilled at forging or at other craft, and practice making things and various means of joining and fastening until you can create devices to suit any situation or space. Question and challenge the unknown with new devices. Practice experimentation and innovation in the making of tools and the implementation of processes, and encourage these virtues in others. Keep records of your strivings, ideas, and sample devices so that others may follow your work and improve on what you leave behind. Observe, acquire, and store safely the makings of others and spread such knowledge among the Consecrated of Gond. Discuss ideas and spread them so that all may see the divine light that is the Wonderbringer.

## CLERICS OF GOND

As the follower of the Wonderbringer you are blessed with the following abilities.

### ELDATH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Identify, Searing Smite</i>
3rd	<i>Heat Metal, Shatter</i>
5th	<i>Clairvoyance, Tiny Servant</i>
7th	<i>Fabricate, Protection from Energy</i>
9th	<i>Animate Objects, Creation</i>

### GONDRIAN INVENTOR

When you devote yourself to Gond at 1st level, you gain the mending cantrip. You also gain proficiency in Wisdom (Insight), Intelligence (Investigation) skill checks and with 2 tools of your choice.

### CLOCKWORK ASSISTANT

Starting at level 1, you can spend 1 hour and 10 sp worth of parts to make a mechan-

ical assistant. Your assistant acts independently of you, but obeys your commands.

The assistant will share your initiative roll in combat. If you wish for the assistant to do something in combat, you can order it and it will do its best to fulfill the task given to it after which it will return to your side. The assistant can't attack but it can take other actions as normal. If the assistant reaches 0 HP it falls down and stops functioning.

Over a short rest you can expend 5 sp worth of parts to fully heal your clockwork assistant even if it is at 0 HP. The assistant can communicate with you with a set of beeps and whistles strung together into what resembles sentences that only you can understand. When you cast a spell with a range of touch, your assistant can deliver the spell as if it had cast the spell. Your assistant must be within 60 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

The assistant can look like whatever you want when you make it as long as it is a tiny construct creature.

On the 6th level you can install your clockwork assistant with one of the following improvements:

**Heavy Lifting:** The assistant can push, pull, drag or lift but not carry up to 200 pounds.

**Multi-tool:** One set of tools can be attached to the assistant, it makes all the checks with that set with a bonus equaling your Wisdom modifier.

**The Recorder:** The assistant can record and store up to 1 hour of any sound.

At the 10th level you can upgrade your assistant with one of the following enhancements:

**Propellers:** The assistant gains flying and swimming speed of 25 feet.

**Multi-limbed:** The assistant gains climbing speed of 30 feet and can climb on any surface and any angle.

**Mini-Factory:** The assistant gains the ability to replicate any item not larger than itself and worth up to 1 gp over the course of your long rest.





## CHANNEL DIVINITY: ARTISAN'S BLESSING

Starting at 2nd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

## TOUCH OF THE MECHANIST

Beginning at level 6, your knowledge of mechanisms of all kind is unparalleled your healing spells can now also heal constructs. You also deal an additional 1d10 force damage when you attack a construct with a weapon or spell attack. In addition your Channel Divinity: Turn Undead also now works on constructs.

## DIVINE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire or electrical damage of your choice to the target. When you reach 14th level, the extra damage increases to 2d8.

## HIGH CREATOR

As of level 17, you are favored by Gond as a creator supreme.

After each long rest you choose to have a resistance to fire or electrical damage. Autonomous constructs are not hostile towards you unless attacked. You can now have and control up to two clockwork assistants at any time.

## Clockwork Assistant

*Tiny Construct*

**Armor Class** 14 (NATURAL ARMOR)

**Hit Points** 15 (3D8 + 3)

**Speed** 30 FT.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

**Skills** Perception +5, Stealth +4

**Damage Immunities** poison and psychic damage.

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified and poisoned.

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Binary, Understands Common but doesn't speak it.

**Challenge** 1/4 (50 XP)

**Immutable Form:** The assistant is immune to any spell or effect that would alter its form.

**Magic Resistance:** The assistant has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Zap. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) lightning damage and the target must succeed on a DC 11 Constitution saving throw or become stunned for 1 round.



Art by 000Fesbra000; Anastasiya Smirnova; Artur Gimaldinov; Bethesda





Cleric of  
Gond



Art by Ernesto Irawan



# GRUMBAR

Grumbar, The Earthlord, The Gnarly One, King of the Land Below the Roots, The Earth Boss is the elemental embodiment and god of earth, solidity, changelessness and oaths. He is one of the four elemental deities worshiped in Faerun but, like all except Kossuth, has a very small following. He cares only slightly for his followers, accepting offerings of sardonyx, jasper, and other stones without complaint or comment. His reactions are predictable in end result, if alien in logic, he resists change and development, opting always for maintaining the status quo.

Members of the Grumbarryn priesthood often take it upon themselves to resist change at every possible turn. The expansionist activities of other churches frequently face opposition from devout followers of the Earthlord. This opposition takes many forms, both passive and active. Priests of Grumbar and gather together to summon an elemental for the purpose of destroying the foundation of a church under construction, or they may instigate an armed attack against followers of other powers. Their resistance to change does not limit itself to other churches, and includes changes in government, in organizations, and even in geography. Despite their fervent resistance to change, Grumbar's priests are not considered fanatics. Their actions tend to be well thought out, and few of the decisions made by the church are ever arrived at in haste. Grumbar's priests are organized into Holds. Each Hold comprises 21 members, seven clerics, seven monks, and seven paladins and as many members of the laity as the Hold can support. Each Hold is composed of members of a similar alignment. While this sort of organization does reduce tensions within a particular Hold, it also causes the Grumbarryn faith to be viewed differently from region to region. Most priests stay in the same geographic area as other members of their Hold, but others wander the face of Faerûn, spreading the Grumbarryn faith and watching for threats to their religion.

# HOLY DAYS AND PRAYERS

Clerics of Grumbar pray for their spells at dawn while giving thanks that the earth remained stable while they slept. The only official holy day of the church is Midwinter, when a festival is held to celebrate the completion of another year and to plan the faith's activities for the upcoming year. Once set, such plans never change. Grumbar faithful swear an Oath of Land-walking never to travel through air or across water unless their life depends upon it.

# ORDERS OF THE FAITH

Grumbar clerics were called the Earthwalkers. Since Grumbar cared little for his followers his church never really had a central organization, instead they never moved passed their small Holds and wandering priests. In spite of this, the church of Grumbar had 2 known orders:

**Disciples of the Changeless Face:** They are a stoic and spartan order whose members preserve the knowledge of how things are so that changes can be detected and countered.

**The Sardonyx Knights:** Order of knights who guarded Grumbar's holy sites and punished any faithful of Grumbar who broke an oath.





# DOGMA

The eternal Grumbar is perfect and unchanging. Strive to be more like the eternal one, not to change or allow change to happen. One's given word is the bedrock upon which a stable society is built. To break an oath is to cause a crack in the foundation of civilization. Go forth and spread the word of Grumbar and show through your works the stability and safety he brings.

## CLERICS OF GRUMBAR

As the follower of the Earthlord you are blessed with the following abilities.

### GRUMBAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Absorb Elements, Earth Tremor</i>
3rd	<i>Earthbind, Maximilian's Earthen Grasp</i>
5th	<i>Erupting Earth, Meld into Stone</i>
7th	<i>Stone Shape, Stoneskin</i>
9th	<i>Transmute Rock, Wall of Stone</i>

### EARTHWALKER OF GRUMBAR

When you devote yourself to Grumbar at 1st level, you gain the magic stone and mold earth cantrips. You also gain proficiency in Strength (Athletics) and Intelligence (History) skill checks.

### EARTHSTRIDE

You don't hold the name of Earthwalker just because it sounds good, the earth is your ally and you step upon it proudly. As of level 1, difficult terrain does not impede your movement.



### CHANNEL DIVINITY: EARTHEN SHIELD

Starting at 2nd level, you can use your Channel Divinity to defend yourself from enemy attacks.

As a reaction, if you see an enemy attacking you, you can call upon the Earthlord to aid you. The earth rises to defend you and you gain AC equal to your wisdom modifier until the start of your next turn.

### CHANNEL DIVINITY: MUDDY TOMB

Beginning at level 6, you can use your Channel Divinity to turn a patch of soil into deadly quicksand.

As an action, you can call upon your lord Grumbar to make the earth swallow your enemies. You can turn earth, sand or stone, in a 10 foot radius centered where you decide in a 60 foot range, into quicksand for 1 minute. If an enemy steps into the quicksand they will have to make a Strength saving throw against your spell DC or lose all their movement for that turn. Each turn they can try and make the Strength saving throw again, if they succeed they can get out of the quicksand and have a turn as normal. If they fail, they sink further and will die after 3 consecutive fails including the first one. While stuck, they take melee attacks with advantage and range attacks with disadvantage.

### MIGHT OF THE LAND

Starting at 8th level, as long as you are standing on earth, stone or sand (not in a building) you gain advantage against being grappled, knocked prone and being pushed. If a spell would result in you being pushed you ignore that effect.

### BLESSED OF GRUMBAR

As of level 17, the Earthlord blesses you as his favored one. You are now resistant to non-magical bludgeoning, piercing and slashing damage. You gain tremor sense in a range of 30ft from you. Your form is now ever stoic as earth itself, you are immune to polymorph and any other spell or ability that would change your natural form.





Cleric of  
Grumbar

Art by Marko Djurdjevic



# HELM



Helm, The God of Guardians, The Watcher, The Vigilant One, The Great Guard, He of the Unsleping Eyes, is the god of guardians, protection, and protectors. He was once much more powerful, but has fallen upon hard times through two actions. During the Time of Troubles, Helm was left with his powers and ordered to hold the gates to the Outer Planes against the other powers of the Realms when the other deities were stripped of their power and confined to the surface of Abeir-Toril. Helm did so all too successfully, and much of the resulting destruction and deific turmoil caused by the many divine deaths of the Godswar is laid at his feet. Helm remained strong in the South, but experienced a further setback when his priests became deeply involved in an invasion of the True World of Maztica. Their unflinching and often brutal actions counted further against the god's reputation. Because of the inflexible and cold reputation those actions gained him, Helm's star is fading at a time when Torm and Gond are attracting new followers.

Helmites are long respected and revered for their dedication and purpose, and their pledge to come to the defense of those who called for it. They wore polished full suits of armor often with plumed helmets. Their hierarchy is strict and militaristic, with originally a single pontiff as head of the church—the Supreme Watcher but there has been no pontiff of the faith since the Year of the Watching Helm (992 DR). It is whispered, always out of range of known Helmites, that the taint of corruption had spread among the senior-most clergy of the Watcher in that era, and that the deity himself came to smite those who would betray their sacred trust. Helmite clergy believe they can win back the rightful power of Helm only through demonstrated excellence of vigilance and purity of loyalty in their roles as guardians and protectors. They have set about trying to train bodyguards everywhere and spreading the word that only Helm-tested worshipers of the God of Guardians are truly worthy and reliable to their masters. Temples of Helm are always imposing edifices built solely for defense. Many are

fortified abbeys located near dangerous and evil areas, where they form a line of defense against the encroachment of powerful enemies. Major cities usually have a temple or shrine to Helm. Wherever they are located, Helm's faithful watch their houses of worship with unceasing vigilance. At the heart of the endless barracks, armories, and training chapels is the central altar, which is always a massive suit of full plate mail. All such suits of armor are holy relics of the faith, having once been worn by one of Helm's most esteemed champions. All who seek sanctuary are welcome within a temple of Helm, but if they are accused of a crime, they must willingly submit to the local laws of the land and its justice, if lawfully executed.

## HOLY DAYS AND PRAYERS

Clerics of Helm pray for their spells in the morning promptly after rising or just before retiring for the evening. Their one holy day is the Ceremony of Honor to Helm, which takes place on Shieldmeet. The most holy major Helmite ceremonies are the Consecration of a Postulant, which confirms a seeker as one of the clergy, and the Consecration of a Glymtul, which dedicates an special item to Helm's service.

## ORDERS OF THE FAITH

Many Helmite abbeys maintain powerful church armies or sponsor orders of guardians, the two most well known ones are:

**The Companions of the One True Vision:** An order of crusading Helmite clerics and fighters, whose members were known for unswerving loyalty. Their shock troops followed orders to engage the most difficult objectives without breaking and held the most trying positions against overwhelming odds.

**The Everwatch Knights:** A group of dedicated bodyguards whom Helmite temples hired out to others to generate revenue.



# DOGMA

Never betray your trust. Be vigilant. Stand, wait, and watch carefully. Be fair and diligent in the conduct of your orders. Protect the weak, poor, injured, and young, and do not sacrifice them for others or yourself. Anticipate attacks and be ready. Know your foes. Care for your weapons so they may perform their duties when called upon. Careful planning always defeats rushed actions in the end. Always obey orders, providing those orders follow the dictates of Helm. Demonstrate excellence and purity of loyalty in your role as a guardian and protector.

## CLERICS OF HELM

As the follower of the Watcher you are blessed with the following abilities.

### HELM CLERIC SPELLS

Cleric Level	Spells
1st	<i>Alarm, Shield</i>
3rd	<i>Lesser Restoration, Warding Bond</i>
5th	<i>Protection from Energy, Spirit Guardians</i>
7th	<i>Arcane Eye, Guardian of Faith</i>
9th	<i>Bigby's Hand, Wall of Force</i>

## WATCHKNIGHT OF HELM

When you devote yourself to Helm at 1st level, you gain the Resistance cantrip. You also gain proficiency in Strength (Athletics), Wisdom (Perception) skill checks, heavy armor and martial weapons.

## SHIELD OF THE PEOPLE

Starting at 1st level, you are the shield that protects the defenseless. All allies within 5 feet of you gain +1AC.

## CHANNEL DIVINITY: PROVOKING PRESENCE

Starting at 2nd level, you can use your Channel Divinity to establish your self as the most threatening figure on the battlefield.

As an action, you can raise your holy symbol invoking Helms name. A ray of holy light comes down upon you and enemies see you as the biggest threat on the battlefield. All attacks made by the enemy within 15 feet of you that are not directed at you are done so with disadvantage until the end of your next turn.

## THE EVER WATCHFUL

Beginning at level 6, you are blessed by The Watcher. You add your proficiency bonus to your Passive Perception on top of the current score while you are on your guard or watch duty. In addition to that, creatures are unable to surprise you or sneak up to you.

## DIVINE STRIKE

At 8th level, once per turn when you strike a foe with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

## PROTECTOR OF ALL

As of level 17, you have proven yourself in Helms eyes of being a worthy protector. You are blessed by the Vigilant One as the ultimate guardian of all. Your Shield of the People ability range increases from 5ft. to 10ft. Furthermore the range of your Channel Divinity: Provoking Presence is increased from 15ft to 30ft.







Cleric of  
Helm

Art by Victor Lozada



# HOAR HOLY DAYS AND PRAYERS

Hoar, The Doombringer, The Lord of Three Thunders, The Poet of Justice, is the deity of revenge and retribution. Hoar is a moody power, prone to violence and with a penchant toward bitter humor. He alternately curses Tymora for his fate and attempts to unctuously wheedle her for better luck, treating her at times as an enemy and at others as a friend. He seeks to aid the Maiden of Misfortune in unleashing bad luck on the deserving. He has a dry, hollow chuckle, a haunted appearance, and a morbid fascination in the plight of doomed mortals. It is said that both Tyr and Shar contest to bring Hoar closer to their cause. Shar seeks to twist the Doombringer into a servant of blind vengeance and bitterness, while Tyr seeks to unlock his bittersweet humor and shift his portfolio towards irony and poetic justice, but to this date he serves no one's interests but his own.

There are few actual temples of Hoar in the Realms. Instead the Doombringer's priesthood is composed primarily of itinerant wanderers who travel from town to town agreeing to pray for Hoar's intercession on behalf of one who seeks or fears vengeance for some attack in exchange for a small fee. Charlatans masquerading as members of Hoar's clergy or priests who neglect the prayers they have promised to make receive a fitting punishment by Hoar's hand. In addition, Hoar's clergy seek out victims of injustice, hear their stories, evaluate the veracity of their accounts, and track down the perpetrators in order to inflict a fitting punishment meted out. Actions of this type have caused most town watches and Tyrists to brand priests of the Doombringer as vigilantes and raised the stature of the priesthood to that of champion of the downtrodden and underdogs in the eyes of the common folk. The few temples of Hoar found scattered throughout the Realms are plain, even severe, stone edifices. Most are built in high, hidden places where their inhabitants can secretly brood and plot vengeance against all who have slighted them.

Clerics of Hoar pray for their spells at midnight, when the bells toll for those deserving of fitting justice. Clerics of Hoar are encouraged to celebrate the anniversary of the most fitting and sweetest act of revenge. Silent or thunderous praises (as appropriate) must be given to Hoar each and every time some form of vengeance is exacted. In addition, the church of Hoar observes two official holy days. On the 11th of Eleint, the Penultimate Thunder is celebrated with feasts of game, bread, fruits, and mead, marking the defeat of the Untheric war god Ramman. On the 11th of Marpenoth, the Impending Doom is observed with day-long ceremonies of rumbling drums, vigorous oaths, and exhausting acts of purification. It celebrates justices yet to be meted out, revenges yet to be carried through with, and good deeds that call to the celebrants to be remembered.

## ORDERS OF THE FAITH

The Church of Hoar is decentralized and vastly left to individuals to appease vengeance in their own way. Be that as it may there are times when like-minded Hoarites banded together to seek their gods vengeance in the wold together:

**The Hunters of Vengeance:** An informal order of bounty hunters and vigilantes active throughout the Heartlands and the North. Few in number, their actions are spoken of with admiration and dread long after they have moved on.

**The Fellowship of Poetic Justices:** An order of bards founded in the aftermath of the Time of Troubles. Dedicated to both Hoar and Tyr and supported by clergy from both faiths, members of the fellowship seek to spread tales of ironic justice throughout the Realms and achieve through words and deeds what violence often fails to accomplish.



# DOGMA

Uphold true and fitting justice and maintain the spirit of law, not the letter of law. Fitting recompense will always accrue for one's actions. Violence will meet violence and evil pay back evil, but good will also come to those who do good. Walk the line of the Doombringer's teachings, seeking retribution, but do not fall into the trap of pursuing evil acts for evils sake, for that way is seductive and leads only to one's downfall. Vengeance must be sought for all injustices, and all punishments must fit the crime. Revenge is sweetest when it is sharpened with irony. All attacks must be avenged. Those who do not respond to attacks against their person or that which they hold dear only invite future attacks.

## CLERICS OF HOAR



As the follower of the Doombringer you are blessed with the following abilities.

### HOAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Compelled Duel, Hellish Rebuke</i>
3rd	<i>Hold Person, Zone of Truth</i>
5th	<i>Slow, Speak with Dead</i>
7th	<i>Locate Creature, Staggering Smite</i>
9th	<i>Holy Weapon, Scrying</i>

## DOOMBRINGER OF HOAR

When you devote yourself to Hoar at 1st level, you gain the true strike cantrip. You also gain proficiency in Wisdom (Insight), Charisma (Intimidation) skill checks and with martial weapons.

## EYE FOR AN EYE

Starting at 1st level, you are the instrument of vengeance. Once per short or long rest, if you see an allied creature being hit by the enemy within 5ft of you, as a reaction you can make one melee attack with advantage at that creature.

## CHANNEL DIVINITY: DIVINE RETRIBUTION

Starting at 2nd level, you can use your Channel Divinity to call upon Hoar to punish the transgressors.

As an action, you can curse at an enemy, within 60 feet, for a number of rounds equal to your Wisdom modifier and call on them the holy wrath of the Doombringer. Whenever the target creature damages you or an ally creature for the first time in a turn they suffer 1d8 psychic damage. The curse lasts for 1 minute or when removed by the cleric of Hoar.

## CHANNEL DIVINITY: CRIES OF THE SCORNE

Beginning at level 6, you are able to impart the pains and wrath of those who where scorned upon an enemy.

As an action, you can point your holy symbol at an enemy within 30 feet, they must make a Wisdom saving throw against your spell DC, if they succeed nothing happens. If they fail, they will hear a quire of voices of the departed wronged souls who seek vengeance for the wrongs they suffered from the target creature for 1 minute. Every attack the targeted creature makes it does with disadvantage, all concentration checks made by it are also done with disadvantage. Undead, Constructs and creatures with intelligence lower than 3 are immune to this ability. The creature repeats the saving throw at the start of each of it's turns, the effects end on a success or after 1 minute.

## DIVINE STRIKE

At 8th level, once per turn when you strike a foe with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage. When you reach 14th level, the extra damage increases to 2d8.

## INSTRUMENT OF VENGEANCE

As of level 17, you are anointed by Hoar as a true champion of revenge. You gain immunity to fear. Once per long rest you can re-roll a number of damage, dice equal to your wisdom modifier, and use the higher result of each die. You roll all your attacks with advantage against creatures under the effects of Channel Divinity: Cries of the Scorned.



Cleric of  
Hoar



Art by Dong ZhiWei



# ILMATER

Ilmater, The Crying God, The Lord on the Rack, The One Who Endures, The Broken God, is the deity of endurance, suffering, martyrdom and perseverance. Gentle and good-spirited, Ilmater is a quiet, even-tempered deity who willingly shoulders the burdens and tears of a long-suffering world. Although he is slow to anger, in the face of extreme cruelty or atrocities his wrath is terrible to behold. Ilmater takes great care to reassure and protect children and young creatures, he takes exceptional offense at those who would harm them. The Crying God appears as a man whose body has been badly mutilated by punishment on the rack, crisscrossed with marks of torture and having broken and ravaged joints. He is short, burly, balding, and wears only a breechcloth, his kind, homely face is warm and comforting.

Ilmatari share what they have with those in need and always take time to counsel those who are upset and give healing and tender care to the injured. They speak for the oppressed, guide the lost, feed the hungry, shelter the homeless, and gather herbs and make medicines at all times for disasters to come. When war is expected and time permits, priests of Ilmater gather in strength with litters, shovels, tents, splints, bandages by the cartload, and wagons of medicines and healing potions to tend those who will soon suffer. Priests of Ilmater see life as sacred and suffering as holy, but they do not stand in the way of others' desires or condemn them for their chosen path. For instance, Ilmatari would not stop a sorely injured warrior from rising up half-healed to plunge into battle again, openly seeking death while fighting the foe. Instead, they would freely assist the warrior by healing him enough to be mobile so that he could follow his own doom wish in the most honorable manner available to him. Ilmatari bury the dead, treat the diseased, and give food, drink, and firewood to the poor. They also tour the wealthier cities and settlements of Faerûn soliciting moneys to support the church. Temples of Ilmater are typically located in the countryside along major routes, serving as waystations for

wearry travelers. Most are named for an Ilmatari saint, of which there are many. Most are manors of a sort, with protective walls around at least a chapel, chapter house, stable, and garden. Many have facilities dedicated to the care of the sick and injured. Others contain libraries, monks' quarters separate from the chapter house, or barracks for an affiliated knightly order.

## HOLY DAYS AND PRAYERS

Clerics of Ilmater pray for spells in the morning, although they still have to ritually pray to Ilmater at least six times a day. They have no annual holy days, but occasionally a cleric calls for a Plea of Rest. Usually Ilmatari request this when they are emotionally exhausted, but some adventurer-priests use Rests to perform things Ilmater would otherwise frown upon. This custom is an established tradition that some leaders of the faith rely upon, sending their best fighting clergy out to do things that the church cannot otherwise accomplish (covertly removing a tyrant rather than confronting him openly, for example).

## ORDERS OF THE FAITH

Since the Time of Troubles the Crying Gods faith has been on the rise, consiquentially bands of healers and knightly orders rise and fall too fast to keep track of theh. Ilmater's church has several affiliated knightly orders of paladins and warriors, including the Companions of the Noble Heart, the Holy Warriors of Suffering, the Order of the Lambent Rose... Monastic orders are also numerous, and include the Disciple of St. Sollars the Twice-Martyred, whose most famous facility, the Monastery of the Yellow Rose, is located in Damara. Other Ilmatari monastic orders include the Followers of the Unhindered Path, the Disciples of St. Morgan the Taciturn, the Sisters of St. Jasper of the Rocks...



# DOGMA

Help all who hurt, no matter who they are. The truly holy take on the suffering of others. If you suffer in his name, Ilmater is there to support you. Stick to your cause if it is right, whatever the pain or peril. There is no shame in a meaningful death. Stand up to all tyrants, and allow no injustice to go unchallenged. Emphasize the spiritual nature of life over the existence of the material body.

## CLERICS OF ILMATER

As the follower of the Broken God you are blessed with the following abilities.

### ILMATER CLERIC SPELLS

Cleric Level	Spells
1st	<i>Absorb Elements, Cure Wounds</i>
3rd	<i>Aid, Lesser Restoration</i>
5th	<i>Catnap, Life Transference</i>
7th	<i>Aura of Life, Death Ward</i>
9th	<i>Greater Restoration, Mass Cure Wounds</i>

### ADORNED OF ILMATER

When you devote yourself to Ilmater at 1st level, you gain the guidance cantrip. You also gain proficiency in Wisdom (Medicine), Charisma (Persuasion) skill checks and with the herbalism kit.

### THE ONE WHO ENDURES

Starting at 1st level, you are blessed with the stamina to endure the suffering of others. Whenever you gain a level your hit point maximum increases by an additional 2 hit points.



### CHANNEL DIVINITY: MARTYRS BLESSING

Starting at 2nd level, you can use your Channel Divinity to bless your allies through suffering and praying to Ilmater.

As an action, you can strike yourself with the weapon you have equipped while you pray to Ilmater. All allies in the 15ft range gain temporary hit points equal to double of the damage you've taken.

### CHANNEL DIVINITY: SHARE THE PAIN

Beginning at level 6, you can use your Channel Divinity to take the suffering of your allies onto yourself.

As an action, you can hold your holy symbol close to your chest and pray to Ilmater. Whenever an ally within 30ft is damaged, they only take half the damage and you suffer the other half converted to slashing damage.

### SELFLESS HEALING

At 8th level, you suffer so others don't have to. Whenever you cast a spell of healing on a target creature you may sacrifice any number of your HP, that amount is added to the total HP the target creature is healed for.

### TRUE MARTYRDOM

As of level 17, you are blessed by Ilmater with the ability to make the ultimate sacrifice. As an action, once per long rest, you can utter a prayer of Ilmater, choose a creature within 60 feet of you and reduce yourself to 0 health. Light leaves your body and flows into the target creature as his eyes shine brightly with it. For 1 minute or until the end of the battle, the target creature gain the following benefits:

They are resistant to necrotic damage. They remain alive and conscious even if they would be otherwise taken to 0 hit points. No death saves apply in this situation. Track all damage they would have otherwise taken (including damage from effects like Disintegrate); once the effect is over, they take all this damage instantly. If this damage takes them to 0 or less Hit Points, they make death saves as usual (the light of Ilmater protects them from dying from massive damage).

You throw death saves as normal on your next turn when you fall to 0HP.





Cleric of  
Ilmater

Art by Irene Campos



# ISTISHIA HOLY DAYS AND PRAYERS

Istishia, The Water Lord, The God-King of the Water Elementals is the embodiment of the element of water and the god of water and purification. He is one of the four elemental deities worshiped in Faerun but, like all but Kossuth, has a very small following. He represents the essence of water itself, the nature of slow change over time, and the ability of water to enact change. Most mortals consider his actions incomprehensible and like the other elemental lords, he is almost indifferent to his own worshippers.

Using water, Istishians priests mold clay to a desired form, dry the new pots in the air, finish them with fire, and (often) use them to carry water or other liquids. The interactions of the elements are demonstrated in making pottery, as is the mutability of water and its final triumph. The pottery is made by the novices and it's one of the main sources of income for the church and a useful teaching tool in the faith. Keeping waterways pure and clean is one major goal of the church, and this responsible long-term goal has made the Istishians one of the more easily accepted elemental "cults" to visit a town. Other ongoing goals of the church are better communication among the aquatic races and between the aquatic races and surface dwellers. Many Istishian priests dream of a day when all water dwellers can be united in their goals and efforts underneath the benevolent guidance of the church. That this goal is utterly unachievable and presupposes the extinction of numerous major faiths seems not to sway them from clinging to it nonetheless, nor does it mean that they hold any malice toward other primarily aquatic faiths. Priests of Istishia tend to establish shrines on the shores of bodies of water. Large temples exist primarily in port towns and cities. Other Istishian houses of worship are entirely under water and so inaccessible to most surface dwellers and unmentioned on in their history or lore. The typical Istishian temple is of quarried sandstone or marble in clean, elegant lines and usually sits out on a pier or next to the water or incorporates a great many streams, ornamental pools, and fountains so as to make water a vital part of its landscaping.

Clerics of Istishia pray for their spells at dawn while giving thanks for a drink of water. Spring tide and neap tide are celebrated with festivals that involve the boisterous tossing of new converts into water and a great deal of diving. Visitations between surface-dwelling churches and aquatic branches of the faith are common at such festivals.

## ORDERS OF THE FAITH

Even with Istishias lack of interest in his followers, there are two prominent orders of the faith:

**The Cavaliers of the Seas & The Cavaliers of the Ever-Changing:** Twin orders of paladins dedicated to the Water Lord. The Cavaliers of the Seas are composed of exclusively natural water-breathing races while the Cavaliers of the Ever-Changing are composed of natural air-breathing races. The main duties of both of these orders are to guard holy sites, escort emissaries of the faith and pursue the ongoing feud against the church of Kossuth on a personal level.

**The Order of Cryptic Transformational Purity:** An order of clerics and spellcasters dedicated to Istishia. Their main goal is the devise a permanent organized solution for non-aquatic races to see the wonders of their gods domain. The symbol of this order is a human shapechanging into a fish. Because this symbol looks somewhat like a merman and the name of the order itself is so lofty, members of this order are often referred to colloquially as "fishtishians" or "the Water Lord's fishmen", much to their chagrin.



# DOGMA

Everything is interconnected and cyclical. Water always triumphs, for earth dissolves through water, fire is extinguished even by steam, and air becomes clouds and then rain, completing the eternal cycle. The Water Lord is the great equalizer and leveler of the elements, acknowledging change but holding to his essential nature. Do not try to be what you are not; rather, excel at what you are and carry this message of personal excellence to the world. Be flexible but not unreasonable. As the rains flow down to the ocean in the folds of earth and not up mountains, so do the truths of Istishia spread throughout the land through their natural routes, not through rank force. The mysteries of life are to be enjoyed and puzzled over, but realize that some answers do not come in this world, but rather in the next. Realize that the cycles of life are mirrored by the cycles of fate; be prepared to pay the price or reap the reward for the actions of your past or your future.

## CLERICS OF ISTISHIA

As the follower of the Water Lord you are blessed with the following abilities.

### ISTISHIA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Create or Destroy Water, Fog Cloud</i>
3rd	<i>Locate Water, Precipitation</i>
5th	<i>Wall of Water, Water Walk</i>
7th	<i>Control Water, Watery Sphere</i>
9th	<i>Conjure Elemental, Maelstrom</i>

### CEPHALIAN OF ISTISHIA

When you devote yourself to Istishia at 1st level, you gain the shape water cantrip. You also gain proficiency in Strength (Athletics) and Wisdom (Survival) skill checks.

### ONE WITH THE WATERS

Starting at 1st level, you can now breathe air and water. As an action you can purify

up to 25 gallons of water, mist or ice from any poisons and disease, as an action, once per long rest. You can not do so with blood.

### CHANNEL DIVINITY: PURIFYING MIST

Starting at 2nd level, you can use your Channel Divinity to summon the blessed mists to protect you from harm.

As an action, you can raise your holy symbol invoking Istishias name. Blessed, 2 foot high, mist begins to spread around you in a sphere ranging 30 feet. All Undead in the area take 2d6 radiant damage on each turn they start in the mist. Tiny creatures and those who are lying down are heavily obscured. The mist stays for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

### FLUID MOVEMENT

Beginning at level 6, you are even more in tune with the element of Istishia. You move elegantly and fluently as water it self, you are immune to being grappled and roll with advantage against effects that would paralyze or petrify you.

### WATER WHIP

At 8th level, once per short or long rest, you may accumulate water around one of your arms, the water covers the entirety of that arm and grows in a shape of a whip, granting you 10 temporary HP. The whip has a 10 foot reach, as an action you may make a spell attack using your whip, it deals 1d8 bludgeoning damage + your Wisdom modifier and 1d8 cold damage. You may use the following actions when you have the Water Whip:

- When using the water whip you can attempt to grapple the target. Make an attack with your whip, on a successful hit instead of dealing damage you attempt a grapple following the normal Grappling rules.

- You can use your action to attempt to disarm a target of an object or weapon they are carrying. Make an attack with the whip, on a successful hit instead of dealing damage you attempt to pull the object from the target's hand. Make a Strength or Dexterity check against a Strength check of the target. If you succeed the target is disarmed and the object falls within 5ft of the target. If you roll a nat. 20 the object is immediately liberated from the target and brought to you. You may catch it from the air or allow it to drop next to you.



## Cleric of Istishia



Art by Amanda Kiefer

- You can use your bonus action to attach your whips to a object, within reach, that would allow a rope to coil around it. Make a Strength (Athletics) check with a DC of 12. On a success you can climb the whip or swing from it, covering the distance of a normal Long Jump plus your Dexterity modifier, even from a standing position you can make a standing Long Jump plus your Dexterity modifier. Each foot swung cost you one foot of movement, but you may finish the swing even if you run out of movement midway.

The whip disappears when you loose the temporary hit points it gave you. On the 14th level the cold damage increases to 2d8.

### SHAPE OF WATER

As of level 17, Istishia honors you by the fraction of his attention and blesses you as his chosen. Once per long rest you may, as an action, reach the state of true unity with the elemental water. A crown of water appears above your head and for 1 minute you gain the following abilities:

- You no longer provoke attacks of opportunity.
- You gain resistance to fire damage.
- Your swim speed increases to 60 feet.
- Your Water Whip reach increases to 20 feet.

### PRECIPITATION

*2nd-level alteration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

This spell precipitates light rain out of the air, drizzling on everything in the area of 120 feet around the caster. Small flames (candles) are extinguished. Small fires (torches and campfires) gutter and smoke for a round after the drizzling stops. Bonfires and most magical fires are unaffected. Large magical fire effects (fireball, wall of fire) cast into the area during the rain are reduced in the damage they inflict by 2 points per die and create a warm fog that obscures vision in an area 60 feet in diameter. This lasts 1d4+1 rounds, half that in a breeze, and only round in a strong wind.



# JERGAL

Jergal, The Pitiless One, Scribe of the Doomed, The Forgotten One, Seneschal of the Crystal Spire, The Final Scribe, The Bleak Seneschal, is the seneschal of the Lord of the Dead who keeps records on the final disposition of all the spirits of the dead. Jergal is unfeeling and excessively formal, he never angers and always speaks in a disembodied, chilling voice. He cares little for anything besides an orderly accounting of the fate of the world as it slowly sinks into death, and he now serves Kelemvor as he previously served Cyric and Myrkul before him.

The church of Jergal is small and secretive, a rigidly organized, almost monastic order of scribes known as the Scriveners of Doom or Doomscribes. Based largely in lifeless stone mausoleums and dry, dusty crypts, its members spend their days maintaining and extending vast archives of scrolls listing how sentients under their purview passed away and their destination in the afterlife. Only in Thay, where death is a daily fact of life, has Jergal's church undergone a small renaissance. Since Kelemvor became the Lord of the Dead, the creation of additional undead by Jergal's clergy is discouraged. Nonetheless, creating nonintelligent undead is vastly preferable to the creation of sentient undead, and some priests continue to employ this ability. When a cleric of Jergal passes they are mummified, Jergal might decide that the departed cleric must still do their duty in the living world and raise them as a mummy. Mummified Scriveners of Doom are chosen priests who continue to serve their lord by delaying their eternal rest to bring order and regulation to the disposition of the dead. Buried in long-forgotten crypts, they do nothing but scribe the fate of all living things on cracked parchments. Some are served by zombies and skeletons, but never by sentient undead. For eons Jergal has whispered to his mummified clergy an unending litany of names and fates that they then dutifully record on scrolls until Jergal grants them eternal rest. It is said that when the world finally grinds to a halt and passes away, the last mummified Scrivener of Doom will lay down its pen and crumble to dust. Jergal's few tem-

ples are typically lifeless stone mausoleums or dry, dusty crypts. Animals and plants never live long in these dreary, bleak houses of endless drudgery. Sentients who toil daily in Jergal's dusty temples quickly age and grow weak, yet never die before their appointed time, dooming them to a life of venerability. Rare visitors to such shrines find long rows of scribes dutifully recording the affairs and fates of the short-lived mortals in the surrounding lands.

## HOLY DAYS AND PRAYERS

Clerics of Jergal pray for their spells at dusk, a time of day representative of the end of life. On the last night of the year, Jergal's clergy cease their endless toil for a full night. On this holy night, known as the Night of Another Year, the clerics read every name whose death they have recorded from the scrolls they have carefully inscribed over the past year. With a cry of "One Year Closer!", all the scrolls are then filed, and work begins the next day.

## ORDERS OF THE FAITH

The Jergali church has grown exceedingly small, and it no longer sees a need for a fighting branch of the faith or other affiliated orders. All creatures shall die at their appointed time whether or not the clergy of Jergal assists in that process or not, so the Scriveners of Doom spend their days toiling at the more important task of recording the fates of the dead rather than actively delivering death themselves.





# DOGMA

Each being has an eternal resting place that is chosen for him or her at the moment of creation. Life is a process of seeking that place and eternal rest. Existence is but a brief aberration in an eternity of death. Power, success, and joy are as transitory as weakness, failure, and misery. Only death is absolute, and then only at its appointed hour. Seek to bring order to the chaos of life, for in death there is finality and a fixedness of state. Be ready for death for it is at hand and uncompromising. Life should be prolonged only when it serves the greater cause of the death of the world. Undeath is not an escape or a reward, it is simply a duty of a chosen few who serve the Lord of the End of Everything.

## CLERICS OF JERGA



As the follower of the Forgotten One you are blessed with the following abilities.

### JERGA CLERIC SPELLS

Cleric Level	Spells
1st	<i>False Life, Illusory Script</i>
3rd	<i>Jergals Probe, Ray of Enfeeblement</i>
5th	<i>Animate Dead, Speak with Dead</i>
7th	<i>Banishment, Locate Creature</i>
9th	<i>Antilife Shell, Danse Macabre</i>

### DOOMSCRIBE OF JERGA

When you devote yourself to Jergal at 1st level, you gain the toll the dead cantrip. You also gain proficiency in Intelligence (History), Wisdom (Insight) skill checks and with calligraphy tools.

### DOOM LEDGER

Starting at 1st level, you possess a Ledger with endless pages that never seem to end but the ledger never gets thicker. As an action you can at will summon a shadowy quill to write in the ledger. If a creature would die within 60 feet of you and you write that creature's first and last name,

(does not count if that creature has no concept of names like beasts), you gain a number of temporary HP equal to half your cleric level (this HP is stackable until you take a short or long rest). For every 5 names you can regain a spell slot of 1st level. At higher levels the spell slot level increases, up to 2nd level at level 8, up to 3rd level at level 12, up to 4th level at level 15 and up to 5th level at level 19.

### CHANNEL DIVINITY: THE FINAL HOUR

Starting at 2nd level, you can use your Channel Divinity to seal an inevitable faith of a creature.

As an action, you can summon your shadowy quill, while whispering a prayer to Jergal. You write a name of a creature, within 120 feet of you, in the air. The creature must succeed on a Wisdom saving throw or for 1d4 rounds roll all saving throws with disadvantage and will be unable to regain HP by magical means or by potions.

### THE SANCTIONED DEAD

Beginning at level 6, all the undead you raise are sanctioned by Jergal and bear his symbol on their foreheads. The undead you raise are immune to the cleric ability Turn Undead and after 24 hours they will not go out of control but crumble to dust as their service and the bodies return to earth.

### FOR WHOM THE BELL TOLLS

At 8th level, when you use toll the dead cantrip you can add an additional 1d8 or 1d12 die and your Wisdom modifier to the total damage.

### ARCHIVIST OF THE FINAL DAY

As of level 17, you are one of the favored of Jergal, one of the few who will live to see the end of days and record each passing until, at the end, you write your own name and crumble to dust. You cannot die by natural means, but you can be killed. You gain resistance to necrotic damage. When you use your Channel Divinity: The Final Hour, the target creature gains 1 level of exhaustion for the duration of the ability (the effect is stackable if the ability is used on the same target).



## JERGALS PROBE

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You may cast this spell while holding the head of a creature that died up to an hour ago. While holding the head of a deceased creature you gain knowledge of the creature's name and one of the following information:

- The god, demon, devil or other powers the creature was dedicated to and how dedicated the target creature was to the faith.
- A name of great importance to the creature.
- How the creature died.
- Last thought of the creature before dying.

If, for example, you want to know what god or other power the creature was dedicated to, and it turns out the creature prayed to no power, you can find out an additional piece of information.



Cleric of  
Jergal

Art by Jason Engle



# KELEMVOR

Kelemvor, The Lord of the Dead, The Judge of the Damned, The Great Guide, The Lord of the Crystal Spire, is the latest in a long line of Faerûnian deities to command the forces of death and oversee the fate of the dead. Fair yet cold, Kelemvor's the most recent deity to hold this position, following in the footsteps of Jergal, Myrkul and Cyric. Kelemvor promotes that death is a natural part of life and should not be feared as long as it's understood. As a result of his deep respect for life and death, he holds the undead, especially the sentient ones, in the uttermost contempt.

Priests of Kelemvor comfort the dying and provide burials for those who die alone. They administer last rites to the dying and help the living left behind to better understand the natural and inevitable process of death and dying. When people die alone without a will, known heirs or business partners, their goods are taken by the church to fund its ongoing ministry to the dying. This does not, by any means, mean that doomguides, as Kelemvor's clerics are known, and lay priests of Kelemvor would ever take goods from a grave for their own benefit. When plagues, hordes or great monsters run amok, they must be fought by the doomguides, for it is not right that many die before their due time. In cases of great pain, ravaging disease, or mutilation where death would be a mercy, it is the office of the priests of Kelemvor, and only the priests of Kelemvor, to bring death, as swiftly and painlessly as possible. Undeath is an affront to Kelemvor. Undead creatures are to be destroyed or given true death whenever they are met with, except the sanctioned undead of Jergal, and even sought out and hunted down for that holy purpose. Doomguides are free to hire folk of other faiths to assist them in this purpose, for the great sin of undeath must be stamped out by whatever means possible. Kelemvor has made no official statement to single out good-aligned undead creatures as an exception to his policy, though specific temples and individuals often take only lenient action against or ignore such creatures in the field, preferring to concentrate their efforts on those

creatures of obvious malevolent intent or who are likely to quickly multiply. Many Kelemvor's temples used to be temples of Myrkul, and hence have less inviting or soothing architectural than their high clerics might prefer. Bone-and-skull motifs predominate, and some of the larger temples even feature now-sealed chambers once used for revivification or darker rites.

## HOLY DAYS AND PRAYERS

Clerics of Kelemvor pray for spells at sundown. If present at the moment of death, a cleric of Kelemvor performs the Passing, a simple ritual alerting Kelemvor to the arrival of this new wanderer on the Final Road. When an entire battlefield or plague-ravaged community requires last rites, Kelemvorite devotees perform the Lament for the Fallen. This ceremony, similar to the Passing, features low, droning chants and rhythmic beating of ash staffs upon the open ground. Both Shieldmeet and the Feast of the Moon are of special spiritual significance to Kelemvor's adherents, when clerics recount the Deeds of the Dead that they never be forgotten. Rarely, powerful clerics use these days to cast "true resurrection", returning to life heroes of the distant past who are needed in the present day.

## ORDERS OF THE FAITH

Thus far the church of Kelemvor has no affiliated military or knightly orders. All gravediggers, embalmers, and others who work for the church of Kelemvor and are not themselves clergy belong to the **Most Solemn Order of the Silent Shroud**, a society whose rolls are kept by the church and whose members know each other as true members of the order by certain secret signs. They report any signs of undead activity or desecration in graveyards tended by Kelemvorites immediately to the church.



# DOGMA

Recognize that death is part of life. It is not an ending but a beginning, nor a punishment but a necessity. Death is an orderly process without deceit, concealment, and randomness. Help others die with dignity at their appointed time and no sooner. Speak against those that would artificially prolong their life beyond natural limits, such as the undead. Do honor to the dead, for their strivings in life brought Faerun to where it is now. Forgetting them is to forget where we are now, and why. Let no human in all Faerun die a natural death without one of Kelemvor's clerics at his side.

## CLERICS OF KELEMVOR

As the follower of the Lord of the Dead you are blessed with the following abilities.

### KELEMVOR CLERIC SPELLS

Cleric Level	Spells
1st	<i>False Life, Sanctuary</i>
3rd	<i>Gentle Repose, Prayer of Healing</i>
5th	<i>Revivify, Speak with Dead</i>
7th	<i>Death Ward, Guardian of Faith</i>
9th	<i>Holy Weapon, Kelemvors Grace</i>

## DOOMGUIDE OF KELEMVOR

When you devote yourself to Kelemvor at 1st level, you gain the spare the dying cantrip. You also gain proficiency in Intelligence (History), Charisma (Persuasion) skill checks, with heavy armor and martial weapons.

## THE GENTLE HAND OF DEATH

Starting at 1st level, once per long rest, as an action you may bless a dead creature using the ritual of the Passing. The ritual takes an hour to complete and after it is done the corpse under this effect is immune from being unwilling raised indefinitely, except by a wish spell. Additionally any spell you cast that return a creature from death, may be cast once a day without expending materials required for it.

## CHANNEL DIVINITY: EYES OF THE GRAVE

Starting at 2nd level, you can use your Channel Divinity to seek out the undead abominations wherever they be.

As a bonus action, you whisper a prayer to Kelemvor as your eyes light up with a feint golden halo. For the duration of 1 minute, you detect the location of any undead within 60 feet of you that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. As of level 12, you can also detect the power (CR) of the undead creature and the range increases to 120 feet.

## NECROLINGUIST

Beginning at level 6, you may cast Speak with Dead once per day without expending a spell slot. Casting Speak with Dead, in general, does not require materials anymore. You can ask the target creature up to 5 + your Wisdom modifier questions and will always understand what they say no matter what language they speak.

## DIVINE STRIKE

At 8th level, once per turn when you strike a foe with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage. When you reach 14th level, the extra damage increases to 2d8.

## MIGHT OF A DOOMGUIDE

As of level 17, you become the most feared enemy of all the undead ilk as Kelemvor anoints you as one of his champions.

- When you attack an undead creature you do so with advantage.
- Your allies have advantage on death saving throws while within 30 feet of you.
- All undead creatures within 5 feet of you take 2 radiant damage every turn.

You have to be concious for this feature to be active.





## Cleric of Kelemvor

### KELEMVOR'S GRACE

5th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

You touch a target creature while singing a hymn to Kelemvor. For the duration of the spell the target creature gains resistance to necrotic damage, immunity to all disease (non-magical and magical) and gains immunity to the first instant death spell effect that it becomes a target of (ex. Finger of Death).



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# KOSSUTH

Kossuth, The Tyrant-King, The Lord of Flames, The Firelord, is the the embodiment of the element of fire and the god of fire, purification through fire and the patron of all the fire elementals. Kossuth is normally depicted as a huge pillar of flame boiling skyward. He represents the burning away of the old to make way for the new with the cognizance that the way to change is harsh and measured. He is the fire in the hearth which appears comforting but which may turn on its owner at any time and burn the house down. Kossuth holds little affection for his followers on Toril. He does, however, reward them frequently, and his cult continues to spread at what some might term an alarming rate. A distant and alien entity, Kossuth seems to have some sort of plan for his mortal followers and rapidly growing church, but none except perhaps the highest clerics have any insight into what that plan may be.

Clerics of Kossuth rank fire as the most important of the elements, and sometimes go to dangerous and damaging lengths to prove its supremacy. Throughout Faerûn, temples of the Firelord actively recruit from the ranks of the poor and the disaffected, offering a regimented program of progression through self-denial. New recruits adopt a repressive, ascetic lifestyle in hopes that, through recruiting other followers, they will advance to a higher level ("terrace") of the organization. Each new terrace offers more benefits than the one before, enticing members of the lower ranks to greater and greater acts of religious devotion to advance to the next rank. Skeptical outsiders view Kossuth's church as a mysterious, highly complex, organization that shuns critics but welcomes newcomers with a little too much enthusiasm. They cynically note the high death rate of young aspirants, suggesting that those in the upper echelons purposely send their inferiors on suicide missions to increase their own share of the spoils. The poor and desperate, who fill most of the lower ranks, angrily deny such accusations, for them, the Kossuthan church offers advancement through hardship that can lead to vast wealth and prestige. All clerics of Kossuth share a fiery

temper, are quick to take offense and use violence to enforce the rigidity of their chosen lifestyle. The primary goal of all clerics is to acquire land, wealth, influence, and power, and few church activities involve anything that does not directly contribute to one of these goals. Temples to Kossuth follow a ziggurat type of architecture that mirrors the structure of the church at large. Often carved from lava, these imposing edifices feature constantly burning braziers and bonfires, with several dozen adherents tasked with keeping the holy flame alive.

## HOLY DAYS AND PRAYERS

Clerics of Kossuth choose sunrise or high sun as their prayer time. Their liturgy holds that the sacred flame originates in the south, so they conduct all prayers and holy services facing that direction. When a cleric gains a level or promoted within the church hierarchy, he or she must endure the Oath of Firewalking, a secret ceremony in which the cleric walks upon a bed of burning coals.

## ORDERS OF THE FAITH

Orders of Kossuth's faith rise as the burning flame and dye out just as fast but they all bare the same prefix:


**"The Burning Brazier..":** Composed of clerics and paladins who venture forth out into lands that have not seen the "wisdom of Kossuth," often leaving burning buildings in their wake. Preaching the word of the Firelord, they discover new areas that are ready to accept a church of Kossuth. (Pragmatically, most folk would say that they look for areas ripe for picking, those with weak leadership or little protection.)



# DOGMA

Those fit to succeed will do so. Kossuth's faith is innately superior to all other faiths, particularly that of Istishia. Fire and purity are the same. Smoke is produced by air in its jealousy. The reward of successful ambition is power. Reaching a higher state is inevitably accomplished by difficulty and personal pain of some sort. Kossuth sends his pure fire to cleanse us all and temper our souls so that we can achieve a pure state. Expect to be tested, and rise to the challenge, no matter what difficulty and pain it brings. Those above you have proven their worth and deserve your service. Guide others to Kossuth's pure light so that he may reforge all life into its essential form.

## CLERICS OF KOSSUTH



As the follower of the Firelord you are blessed with the following abilities.

### KOSSUTH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Burning Hands, Hellish Rebuke</i>
3rd	<i>Continual Flame, Flaming Sphere</i>
5th	<i>Fireball, Flame Arrows</i>
7th	<i>Fire Shield, Wall of Fire</i>
9th	<i>Immolation, Flame Strike</i>

## FIREWALKER OF KOSSUTH

When you devote yourself to Kossuth at 1st level, you gain the create bonfire and fire blot cantrips. You also gain proficiency in Wisdom (Insight) and Charisma (Persuasion) skill checks.

## BURN BRIGHT

The flames are beauty! The flames are purity! As of level 1, once per long rest, as a bonus action, you can double the diameter or any flame. This also works with spells that have an area of effect. For example Create Bonfire can increase from 5ft cube to a 10ft cube, Fireball can damage each creature in a 40ft radius instead of a 20ft radius. Any spell, of appropriate level, that deals fire damage can added to your

list of known spells on level up.

## CHANNEL DIVINITY: FLAMES OF KOSSUTH

Starting at 2nd level, you can use your Channel Divinity to burn any creature that dares think it is above the flames of Kossuth.

As a bonus action, you shout Kossuth's name to smite all those who dare refuse his fires. Until the end of your next round, when you damage creatures with fire damage of any kind you ignore their resistance to fire. Creatures who have immunity to fire are resistant to fire.

## KISSED BY THE FLAME

Beginning at level 6, the blessed flames are nothing to fear, you gain resistance to fire damage.

## DIVINE STRIKE

At 8th level, once per turn when you strike a foe with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage. When you reach 14th level, the extra damage increases to 2d8.

## THE BRIGHT AVATAR

As of level 17, you have given yourself entirely to the purifying fires of Kossuth and the Firelord has granted you the ability of channeling his might. Once per long rest, as an action, for a number of rounds equal to your Wisdom modifier, flames cover your entire body as your eyes light up with the fury of the stars. You gain the following benefits while the ability lasts:

- You are immune to fire damage including lava and hellfire.
- You always levitate 1 foot from any surface.
- If you drop to 0 HP while in this form you burn to ashes and rise from them with 25% of your maximum HP at the start of your next round.
- You may cast Incendiary Cloud once without expending a spell slot.
- You are treated as being an Elemental type creature.

All non-magical equipment you were wearing or carrying at the moment you transformed is destroyed.



Cleric of  
Kossuth



Art by Dan Scott



# LATHANDER



Lathander, The Inspiration's Dawn, The Morninglord, is the god of creativity, dawn, light, renewal, birth, athletics, spring, self-perfection, vitality and youth. Ever willing to pass over the defeats of today to focus on the victories of tomorrow, Lathander preaches a doctrine of proactive good works and constant reevaluation of society's traditions and mores. He also urges the destruction of undead, which he views as a vile corruption that mocks creation and true life.

Lathanderites seek to build anew, encourage the rebirth of barren areas and more productive growth in cultivated lands, drive out evil, and either restore civilization to heights it once had or lead it to new dizzying heights of interracial harmony, cooperation, and pursuit of the arts and progress. Clerics of Lathander tend to be ebullient utopists, "morning people" in every sense of the phrase. They encourage social, cultural, and political progress as agents of personal liberty, artistic expression, and racial harmony. Lathander's clerics sponsor athletic and artistic competitions to showcase the talents of the community, and they often finance the recovery of lost treasures or important symbols to give the people hope and encourage further good works. The tenets of Lathanderism urge respect toward one's fellows and the natural world and intolerance for evil or those who unwittingly aid evil through slothful inaction. Militant followers stand at the vanguard of efforts to clear civilized lands of harmful beasts or purge the taint of the undead from the world. Temples and shrines to Lathander provide aid to adventurers and communities in their area as long as such aid is returned in good faith. Priests of Lathander try tirelessly to encourage those of good alignments to the more dedicated worship of the Morninglord if they are not already Lathanderites, but they do not insist on conversions or withhold aid if they are refused. The ostentatious cathedrals of Lathander, with their abundant statuary and gaudy stained-glass windows, reflect the order's great wealth. All temples include a mass hall that faces eastward, allowing the congregation to watch the first rays of

the rising sun. In crowded or walled cities, temples are built for height, with ceremonies held on the third or even fourth floor of the structure. When such construction is impossible, a complex series of mirrors channels the sun's rays. Lathanderian architecture is dominated by elaborate fountains that often spill into shallow moats of holy water winding throughout the temple complex.

## HOLY DAYS AND PRAYERS

Clerics of Lathander pray at dawn. Most holy services take place just as the light of the sun breaks the horizon, with secondary gatherings occurring at high sun and sunset. On Midsummer morning and on the mornings of the vernal and autumnal equinoxes, Lathanderian clerics perform the Song of the Dawn, a popular and complex musical ceremony that attracts even non-worshippers to the Morninglord's cathedrals.

## ORDERS OF THE FAITH

The church of Lathander recognizes no central authority; the head of each temple is afforded similar respect by followers everywhere. Clerics refer to one another as Dawnbringers. Two most famous orders of the faith are:

**The Order of the Aster:** An order of paladins, clerics, and fighters devoted to Lathander. Members of this order protect temples and shrines, serve to lead large military groups levied as needed to serve the church, and roam the land seeking to do good in Lathander's name and promote his worship.

**The Order of the Sun Soul:** A monastic order who worship Lathander. The order is widespread but their largest monastery is the Monastery of the Sun in Waterdeep. They protect and serve the common folk of Faerûn.



# DOGMA

Strive always to aid, to foster new hope, new ideas, and new prosperity for all humankind and its allies. It is a sacred duty to foster new growth, nurture growing things, and work for rebirth and renewal. Perfect yourself, and be fertile in mind and body. Wherever you go, plant seeds of hope, new ideas, and plans for a rosy future in the minds of all. Watch each sunrise. Consider the consequences of your actions so that your least effort may bring the greatest and best reward. Avoid negativity, for from death comes life, and there is always another morning to turn a setback into a success. Place more importance in activities that help others than in strict adherence to rules, rituals, and the dictates of your seniors.

## CLERICS OF LATHANDER

As the follower of the Morninglord you are blessed with the following abilities.

### LATHANDER CLERIC SPELLS

Cleric Level	Spells
1st	<i>Faerie Fire, Rosemantle</i>
3rd	<i>Gentle Repose, Healing Spirit</i>
5th	<i>Blinding Smite, Daylight</i>
7th	<i>Aura of Purity, Guardian of Faith</i>
9th	<i>Dawn, Wall of Light</i>

## DAWNBRINGER OF LATHANDER

When you devote yourself to Lathander at 1st level, you gain the dancing lights and light cantrips. You also gain proficiency in Strength (Athletics) and Wisdom (Insight) skill checks.

### RENEWED STRENGTH

Starting when you choose this domain at 1st level, once per long rest you can use your action to touch a willing creature other than yourself to give and remove one or more following condition status effects: blinded, deafened, poisoned, charmed, stunned and 1 level of exhaustion.

## CHANNEL DIVINITY: RADIANCE OF THE DAWN

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

Same as the Light Domain Cleric Channel Divinity power.

### RENEWED LIFE

Beginning at level 6, once long rest, if you fall below 0 HP you regain a number of HP equal to 8 + your Wisdom modifier. If an attack reduces you to negative HP that exceeds your hit point maximum you will die before this ability triggers.

### NIMBUS OF LIGHT

At 8th level, as an action you can emit a 30-foot nimbus of light for a number of rounds per day equal to your Wisdom modifier while maintaining concentration. In all other aspects this acts in the same way as the daylight spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. All darkness spells in the area are dispelled.

### CORONA OF LIGHT

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage. You also gain Sunburst as a known cleric spell in your known spells list.





## ROSEMANTLE

*1st-level alteration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

You cause the target creature to glow with a soft, faint, rosy radiance equal to candlelight. This glow gives the target creature an advantage to all saving throws against fear effects. The target creature also gains immunity to all diseases magical or not for the duration of the spell.

Cleric of  
Lathander



Art by Will O'Brien



# LEIRA



Leira, The Guardian of Liars, The Lady of the Mists, The Mistshadow, The Mother of Illusionists, The Mistress of Deception, The Mist Maiden, is the goddess of deception and illusions and the patroness of illusionists and liars. Leira is an enigma, never telling the truth when falsehood would do. Everything she does and says is shrouded in layers of illusion and lies. She believes that truth is worthless and that misbelief and falsehood are what gives life meaning. Scholars of religious lore will say that Leira was killed by Cyric during the Time of Troubles but those who follow the Mistshadow know that it was all an illusion, that the Lady of the Mists used to trick the mad god and existed in a perfect deception of her own demise. When Cyric incarcerated during the Second Sundering Leira finally emerged revealing herself as the only once and future deity of deception.

Clergy of Leira spreads false rumors, and if they can, create illusions in return for fees. They are charged with the task of making folk everywhere doubt truth by encouraging (and then revealing) false beliefs, setting up hoaxes, and the like. The only time one can be sure that a priest of Leira is telling the truth is any words spoken between two utterances of the phrase "By the Mistshadow," although a sure sign that a cleric of Leira trusts someone is that they employ huge, impossible lies without a shred of plausibility rather than the sinister misleading half-truths that the folk of the Faith That is Not What It Seems usually deal in. Leirans are masters of disguise and rent or sell costumes and (for stiff fees). Most Leiran clergy members work on alternative personas or roles they can adopt "out of mask" to work swindles on others, enriching and entertaining themselves and the church (though it is a tenet of the church that someone they rob must later be aided by Leiran hands to make up for the loss). Temples of Leira are few and far between. Most are small, partially open structures of classical construction with large columns and porticos and a wide inner sanctum where services are held before low, flat, rectangular altars

with horns or imitation horns of metal curving upward from their corners. No images or statues of Leira grace the sanctuary anywhere. Leira's temples are constantly filled with a light white mist that normally remains at ankle height but can rise to fill the room and thicken to obscure vision if the high priest or priestess of the temple desires.

## HOLY DAYS AND PRAYERS

Leirans lie face-down on the ground and pray for their spells to the Mistshadow every morning and on every moonlit night. The most holy rituals of Leira are the Unmasking, and the Invocation. The Unmasking is performed as purification by novices entering the priesthood, priests rising in rank, or priests doing penance for slighting their faith (telling the truth too often, for example). In this ritual, the bare-faced supplicant walks down ranks of priests holding tall lit candles between reflecting pools of water and mirrors. The Invocation is held when the Lady is called upon directly for guidance, and during this ceremony chanting priests swing censers to make thick smoke so that She may appear in the heart of its concealment and speak to them.

## ORDERS OF THE FAITH

The church of Leira has no known affiliated knightly orders, although on successive tendays it claims to have many (making up all sorts of grand names for them), to have none, and to control them all. It is impossible to tell what or who the church of Leira may be allied with through their barrage of lies, and whether it has any actual (as opposed to made-up) honorary orders is likewise impossible to discern.



# DOGMA

The Lady is never quite what you think she is. Truth is a worthless thing to know and worth even less to speak aloud. Never speak truth where falsehood will suffice. Cherish and further illusions and rumors, for distortion and legend are what make folk happy and life alluring. Hiding a thing gives it value by the very act of cloaking.

## CLERICS OF LEIRA

As the follower of the Mistshadow you are blessed with the following abilities.

### LEIRA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disguise Self, Silent Image</i>
3rd	<i>Invisibility, Zone of Lies</i>
5th	<i>Hypnotic Pattern, Major Image</i>
7th	<i>Hallucinatory Terrain, Greater Invisibility</i>
9th	<i>Mislead, Seeming</i>

### MISTWALKER OF LEIRA

When you devote yourself to Leira at 1st level, you gain the message and minor illusion cantrips. You also gain proficiency in Dexterity (Stealth), Charisma (Deception) skill checks and with the disguise kit.

### SANCTITY OF A LIE

For a cleric of Leira to tell the truth or reveal secrets is the greatest of sins. As of level 1, once per short or long rest, you can use your action to touch a willing creature, for the next hour, any untruth spoken by the target creature sounds convincing (you gain advantage on all deception rolls). The lie is impossible to detect using spells (ex. Zone of Truth) and abilities.

### CHANNEL DIVINITY: INVOKE DUPLICITY

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

Same as the Trickery Domain Cleric Channel Divinity power.

### DECEPTIVE SPELL

Beginning at level 6, you may cast a spell of one level lower than your maximum spell level as a deceptive spell. A deceptive spell appears to come from any direction you choose. For instance a Magic Missile might shoot down from a nearby doorway, or a lightning bolt might emerge from the floor. You cannot use this ability to gain a bonus to hit but you can use it to circumvent cover. The main purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting from recognizing you as the caster. You cannot use Deceptive spell to any spell with a range of touch or self.

### WARDING MIST

At 8th level, once per short or long rest when a creature you can see makes an attack against you, you can use your reaction to disperse shroud of mist around you, adding your proficiency bonus to your Armor Class against the triggering attack. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll succeeds or fails. You can't use this feature if you are within the creature's area of blindsight or truesight.

### REVERED MISTCALLER

Starting at 17th level, you become the favoured of Leira, or at least she makes you believe it is so. You can create up to four duplicates of yourself, instead of one, when you use Channel Divinity: Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet. In addition no ability or spell can compel you to tell the truth and when you make a Charisma (Deception) check, if you rolled below a natural 8 treat it as an 8 instead.





## ZONE OF LIES

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 min

You create a magical zone that compels deceit in a 15-foot-radius sphere centered on a point of your choice within range. Creatures within the affected area (or those who enter it) can't speak the truth and must pepper every statement with lies. Each affected creature makes a Wisdom saving throw against your spell DC when the spell is cast or when the creature first enters the affected area. If they succeed they become immune to this spell for 24h. Affected creatures are aware of this enchantment, therefore, they may avoid speaking when they would normally respond with the truth, or they may tell lies so ridiculous there is no chance they would be believed, though they risk looking like they are mad. Creatures who leave this area are free to speak as they choose.

Casting Zone of Truth on the Zone of Lies, or vice versa, cancels out both spells.



Cleric of  
Leira



# LIIIRA

Lliira, Our Lady of Joy, The Joybringer, The Mistress of the Revels, is the goddess of joy, happiness, dance, festivals, carefree celebration, contentment, release, hospitality and freedom. Lliira is the perpetually moving maiden of countless ballads, the archetypal dancing ingénue that has inspired poets, songwriters and any who revel in the experience and wonderment of a life lived gaily and free. Somewhat detached from the everyday events of the mundane world, Lliira speaks to her most devoted adherents in dreams, showing by example that most slights are not worth worrying about, and that few troubles are important enough to draw one away from the Elysian Rigadoon, a philosophy that places joyful movement above all other concerns. The murder of Selgaunt's High Revelmistress Chlanna Asjros (whom Lliira had taken as a lover while in mortal form during the Time of Troubles) by forces of a local cult of Loviatar has deeply affected the Joybringer. These events have pushed the gentle Lliira to find a new sensation of resentment and rage and it is terrible to behold, thankfully it is only reserved for Loviatar and her followers.

Clergy of Lliira are the most fun holy folk in all of Faerûn to be around. Making everyone have a good time is their profession, and they throw the best parties and are the best priesthood at perceiving the needs of others and governing themselves accordingly. (Some people need intelligent conversation to be happy, others need companionship or something to smash, Lliirans try to see what is needed without being told and to fulfill it.) As a result, joybringers are among the best-loved priests in all Faerûn, even among folk who think their goddess represents empty-headed, frivolous nonsense. The smoothest diplomats among Lliirans speak to rulers and wealthy merchants of how useful the church of Lliira is at keeping the common people happy something that perceptive merchants and rulers can see for themselves, and remind such powerful folk that the church needs constant financial support. Wise heads among the rich and powerful give these joybringers regular dona-

tions, and the church also receives a constant stream of small handfuls of coins from the wills of poor peasants who want to give something to the only people who made them happy. In darker lands, or in harsh, uncivilized regions in which frivolity can lead to death from the elements or government, their religion is zealously suppressed. Curious to a fault, this only encourages the Lliirans to seek out such locales, hoping to provide happiness and joy with the step of a jolly jog or the lilting trill of a beautiful song. Temples of Lliira can be of any style, but are usually built around a huge meeting facility/party room/ball room, from which open out smaller conference rooms, bars, chat rooms, and nap rooms (for those who have overindulged in drink). Upper floors usually house the clergy members, who live in comfortable apartments. Lliiran temples are opulent, by any standard, featuring crystal chandeliers, parquet or mosaic stone floors, velvet draperies, artful gilt mirrors, and well-stocked, solid oak bars. Temples and shrines to Lliira are usually fronted by her symbol. This symbol is the one described above, an older form used in ancient texts (the three stars appearing in a diagonal row descending from upper left to lower right with the orange star uppermost, then yellow, and red lowest), or a special symbol used most frequently on altars or as an illusion on her temple doors (a fat log on a fire, accompanied by the scent of cinnamon or roasting meat).





# HOLY DAYS AND PRAYERS

Joybringers rejoice at the coming of dawn and pray to the Mistress of the Revels upon the birth of each morning for their spells. All of the major holidays of the calendar and all local festivals (and in truth, just about anything else) are occasions for a "holy festival" or "lesser revel" of the Lliiran faith. These ceremonies always involve an opening fanfare and songs to the goddess given while tumbling or dancing and then progress to a feast. What happens thereafter is determined by the occasion; there may be speeches or a solemn holy ritual, ribald comedy entertainment, amorous pursuits, or a friendly contest such as a tug-o-war, knock-the-knight-down or a pun duel. On all joyous occasions, offerings of food or wealth are "held up to the goddess" and her name invoked. These offerings are then buried, burned, or (whenever possible) given away to beggars and others not invited to, or unable to be present at, the revelry. The most holy ceremonies to Lliira always begin with the ritual of Swords Cast Down, wherein two or more weapons are cast onto the ground amid chanting and covered with fresh flowers. The most holy personal prayers to the goddess always involve the faithful supplicant dancing alone in a meadow, garden, or beautiful setting while whispering or singing prayers to the goddess. The appearance of a rainbow during such prayers is seen as a blessing and a powerful good omen.

## ORDERS OF THE FAITH

The Lliiran church has several honorary orders celebrating excellence in the art of dance, including the Order of the White Violet (for performance of great poignancy) and the Order of the Leaping Stag (for performance skillfully evoking the nature of an animal) among others. Lliira's church also has a fundamental tie to the

Harpers, a secret organization working for freedom and good throughout Faerûn. After the murder of Chlanna Asjros the Lliirian faith saw the crateion and rise of one of the most feared military orders in the land:

**The Scarlet Mummers:** An order of clerics formed to avenge the murder of Lliira's High Revelmistress in Selgaunt. Few in number and highly secretive, the Mummers hide among both clergy and the (purportedly) lay worshippers of Lliira. "Fierce Joy" is the phrase they use to reveal themselves to Lliiran priests, who both fear and revere them (and aid and obey them unhesitatingly). Some Mummers use red roses as 'calling cards' at the sites of their slayings and work and within temples and shrines of Lliira. Holding a single, cut rose has become a wordless signal of membership in the Mummers or a call for Mummers to rally to the holder of the rose and provide aid. The Scarlet Mummers won't hesitate to hire adventurers and other mercenaries to aid them in guarding Lliiran temples, clergy, and worshippers and in attacking or withstanding strong enemy forces. They prefer to act personally and stealthily whenever possible, except when they reach an altar of Loviatar. There they like to dance (protected by the strongest magic they can raise), using their blade-boots (daggers that snap forth out of the soles, projecting beyond the toes) against all Loviatans who come against them. Scarlet Mummers aren't grim killers. They love to sing, dance, revel, dally, play games, and entertain children -- but unlike most Lliirans, they are always alert for danger and ready to explode into action to deal with it. The Scarlet Mummers got their name from the disguise used by the first Mummers to descend on Loviatans in Selgaunt. They posed as a traveling troupe of singing, dancing actors and performed right outside the gates of the Loviatar temple, attacking clergy of Loviatar who emerged with whips in hand to "see them off." Anyone who impersonates a Mummer will swiftly be plunged into quivering, helpless unconsciousness, mentally overwhelmed by rapturous joy sent by the goddess. They remain that way until they die of malnutrition.



# DOGMA

Each day is another movement in the Elysian Rigadoon, the joyful dance of a life lived in rapture and without care or frustration. Seek joy always by working to bestow it upon others. Festivals are for all, gather into celebrations the lost, the lonely, the exiled and outlaw, the shunned and even your foes. Let folk follow their own desires, and never fail to follow your own. Always aid the Scarlet Mummery performing their holy duty of combating the evil that is Loviatar.

## CLERICS OF LLIIRA

As the follower of the Joybringer you are blessed with the following abilities.

### LLIIRA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Color Spray, Faerie Fire</i>
3rd	<i>Calm Emotions, Pyrotechnics</i>
5th	<i>Hypnotic Pattern, Major Image</i>
7th	<i>Compulsion, Hallucinatory Terrain</i>
9th	<i>Animate objects, Seeming</i>

## REVELER OF LLIIRA

When you devote yourself to Lliira at 1st level, you gain the enhance water and minor illusion. You also gain proficiency in Charisma (Persuasion) and Charisma (Performance) skill checks. You are also proficient in using Sole Blades, a spring-mounted knife that pops out, as a free action, when triggered with the right combination of toe presses projecting beyond the toes from the sole of the footwear. You can attack with these blades, using your Dexterity, as a bonus action dealing 1d6 slashing or piercing damage. They also grant a +2 bonus to Strength (Athletics) checks when climbing. When the blades are out you treat any terrain as difficult terrain.

## EUPHORIC HEALING

As of level 1, once per long rest, when you cast a healing spell on a single target, your healing directs a wave of the euphoria to

the target, healing the creature for an additional 1d6 HP. At 5th level and every five levels thereafter, you can use this ability one additional time per long rest.

## CHANNEL DIVINITY: LIQUID FRIEND

Starting at 2nd level, you can use your Channel Divinity to loosen tongues and inspire allies.

### Outside of Combat:

As a bonus action, while holding a cup or a bottle with alcohol you may convince any humanoid creature to sit and have at least one drink with you. The effects last for 30 minutes, while under the effect of this ability you have advantage on Charisma (Persuasion) checks against the creature you are drinking with. The ability does not compel the creature to have a conversation with you while drinking. Creatures that are either in combat or about to enter combat with you are immune to this ability.

### In Combat:

As an action, while holding a cup or a bottle with alcohol and chanting a prayer to Lliira, you cause the alcohol to evaporate and gather around the head of two target creatures. These creatures gain +2 on all attack rolls and saving throws and gain immunity to fear.

## UPLIFTING JOY

Beginning at level 6, as an action, you can manifest a pair of butterfly-like wings made of pure joy that grant you a fly speed of 30 feet. At 14th level, your speed increases to 60 feet and you gain advantage on all Dexterity (Acrobatics) checks while you have these wings. You can use these wings for 1 minute per cleric level per long rest. This duration does not need to be consecutive, but it must be spent in 1-minute increments at least.

## RECKLESS OVERCONFIDENCE

At 8th level, once per short or long rest, as an action, you can fill an enemy with so much confidence that your opponent behaves in a foolish manner. You can target a creature within 30 feet, if the target creature fails a Wisdom saving throw against your spell DC, it takes a -1 penalty to its armor class for a number of rounds equal to your Wisdom modifier. At the 14th level, you can use this ability two times per long rest and the penalty increases to -2.



## Avatar of Joy

As of level 17, you have become one the favored of Lliira, the Joybringer bestows on you her most sacred gift, to grant and share joy to the world. Once per long rest, as an action, you may become a vessel of joy filled by Lliira's divine energy for 1 minute, effectively becoming an Avatar of Joy. While in this form you gain the following benefits:

- You receive a bonus on all saving throws equal to your Charisma modifier.
- You become immune to fear and any emotion changing magic (ex. Calm Emotions, Friends, etc...).
- As a bonus action you may make a touch spell attack against a target creature under the effects of a fear effect. If you succeed you may remove the fear effect from the target creature.

Cleric of  
Lliira

## ENHANCE WATER

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (up to 1 liter of water)

**Duration:** Instantaneous

This spell transforms nonmagical water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but perfectly drinkable. The spell also serves to remove poisons, diseases, minerals and other toxins from the water as it transforms. The more contaminants that exist in the water, the darker the ale or the more full-bodied the wine becomes.



Art by Tanya Sangsnit



# LOVIATAR



Loviatar, The Maiden of Pain, The Willing Whip, The Scourge Mistress, is the goddess of pain, hurt, agony, torment, suffering and torture. Loviatar is the aggressive, domineering and fearless patron of torturers, sadist, and bullies. She has a cold and calculatingly cruel nature and an icebound heart. The Maiden of Pain has an instinct for inflicting both physical and psychological pain, always striking at the biggest chink in her victim's emotional armor. Unlike most simple bullies, she does not fear pain or hurt herself and laughs at attempts to physically damage or verbally humiliate her. The only possible weakness one might use against her is her very calculating nature, which relies on her assumption of the innate selfishness of human nature.

Loviatar likes to be feared, and her clergy members are ordered to whisper of her ever-present power in the darkness after they have inflicted pain. Their Prime Charge is to tirelessly cause suffering, both widespread and personal. This work may be as brutal as flogging an encountered band of orcs until they flee or as subtle as breaking hearts among young nobles by pretending to fall in love with the gallants, working to break up existing amours and friendships, and engaging in scandalous dalliances before coldly spurning the victims and departing. The activities of prudent worshipers of Loviatar should never be so high-profile that local authorities set out to imprison or thwart them upon first sight, but such activities should be energetic and numerous. Being a good actor, and of striking beauty, or experienced in using spells to appear so, are very useful traits for a Loviatan, but the most successful Loviatans are those who understand the ways and natures of folk and so know just how to cause them the most pain and to manipulate them toward that end. Loviatans particularly hate the church of Ilmater, which teaches that strength comes out of suffering, and the church of Eldath, which teaches of peace, the banishment of fear, and living in harmony with nature. Most Loviatan temples feature extensive dungeons beneath their above-ground facilities. The sur-

face temples are usually built of stone or thick wood and resemble nothing so much as a combination monastic cell complex and prison. Even the windows of priest's rooms often sport bars.

## HOLY DAYS AND PRAYERS

Clerics of Loviatar pray for their spells in the morning while kneeling after striking themselves with a whip. Loviatans celebrate all four seasonal festivals with the Rite of Pain and Purity: a circle dance that chanting, singing clergy members perform upon barbed wire, thorns, broken glass or crystal, where the whips of high-level clerics and the drumming of lay worshipers urge the participants to greater effort. Every twelfth night (unless such a night coincides with a Rite of Pain and Purity, which preempts it) the clergy members celebrate smaller Candle Rites wherein they sing, chant, and pray as they dance around lit candles, passing some parts of their bodies through or over their flames repeatedly until the rite ends with the highest-ranking cleric extinguishing her candle with consecrated wine.

## ORDERS OF THE FAITH

Orders of Loviatans faith a secretive even for the church members but there are two that have grown too large to remain a secret within the faith:

**Disciples of the White Rod:** An order of monks named in honor of the token granted to their founder by Loviatar and held in the home abbey near Calimport as a relic.

**Mystics of the Way of Transcendence:** An order of clerics who are considered eccentric even by Loviatan standards. When asked what their order's tenets are, they just smile knowingly.



# DOGMA

The world is filled with pain and torment, and the best that one can do is to suffer those blows that cannot be avoided and deal as much pain back to those who offend. Kindnesses are the best companions to hurts, and increase the intensity of suffering. Let mercy of sudden abstinence from causing pain and of providing unforeseen healing come over you seldom, but as a whim, so as to make folk hope and increase the Mystery of Loviatar's Mercy. Unswerving cruelty will turn all folk against you. Act alluring, and give pain and torment to those who enjoy it as well as to those who deserve it most or would be most hurt by it. The lash, fire and cold are the three pains that never fail the devout. Spread Loviatar's teachings whenever punishment is meted out. Pain tests all, but gives strength of spirit and true pleasure to the hardy and the true. There is no true punishment if the punisher knows no discipline. Wherever a whip is, there is Loviatar. Fear her, and yet, long for her.

# CLERICS OF LOVIATAR

As the follower of the Willing Whip you are blessed with the following abilities.

## LOVIATAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Dissonant Whispers, Inflict Wounds</i>
3rd	<i>Heat Metal, Enthral</i>
5th	<i>Bestow Curse, Prickling Torment</i>
7th	<i>Mass Inflict Wounds, Touch Of Agony</i>
9th	<i>Dominate Person, Geas</i>

# PAINGIVER OF LOVIATAR

When you devote yourself to Loviatar at 1st level, you gain the thorn whip and vicious mockery cantrips. You also gain proficiency in Wisdom (Insight), Charisma (Intimidation) skill checks and with the whips. When you heal another target creature using a spell, the target creature always feels an dose of pain depending on the amount of HP healed.

# TOOLS OF TORTURE

As of level 1, you deal an extra 1d4 of psychic damage when attacking with a whip. Additionally when you attack with your whip, on a hit, instead of dealing damage you may cast a spell with the range of touch through your whip.

## CHANNEL DIVINITY: GIFT OF PAIN

Starting at 2nd level, you can use your Channel Divinity to share in Loviatar's wisdom.

As a bonus action, speak a prayer of Loviatar while staring at a target creature within 60 feet. For the next minute, while concentrating (spellcasters concentration rules), whenever you take damage, that target creature takes the same amount as psychic damage. You can only have one target affected by Channel Divinity: Gift of Pain.

## LESSON IN PAIN

Beginning at level 6, when you damage a creature for the first time in battle you may find out one of the following information about that creature: Condition Immunities, Damage Immunities, Damage Resistances and Damage Vulnerability.

## LASH OF LOVIATAR

At 8th level, you can imbue your whip with the power of pain and torment. Once on each of your turns when you hit a creature with your whip, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8. For the next minute, you gain advantage on all Charisma (Intimidation) checks against a creature damaged this way.

## EXEMPLAR OF TORMENT

Starting at 17th level, you become the favored of Loviatar, the Mistress of Pain blesses you with the power to transform into an Avatar of Pain. Once per long rest, as an action, for one minute, you may transform yourself, blood starts to come out of your every pore and swirls around you. You gain the following benefits:

- You gain resistance to bludgeoning, piercing, slashing and psychic damage.
- You may cast Power Word Pain once while in this form without expending spell slots.
- You score critical hits with your whip on a 19 and 20.
- You gain advantage on all Constitution saving throws.



## PRICKLING TORMENT

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 5 rounds

Choose a target creature within range, that creature must make a Constitution saving throw. If they fail, the target creature's skin erupts in a blistering rash accompanied by a maddening itch.

For the duration of the spell, the target creature has a penalty to all saving throws equal to your Wisdom modifier. In addition, if the target creature takes any action or bonus action on its turn, it takes 1d8 points of psychic damage at the end of its turn.

## MASS INFLICT WOUNDS

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 2 turns

Negative energy spreads out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target suffers damage equal to 2d10 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d10 for each slot level above 5th.



Cleric of  
Loviatar

Art owned by Wizards of the Coast



# LURUE



# HOLY DAYS AND PRAYERS

Lurue, The Unicorn Queen, The Queen of Talking Beasts, is the goddess of talking beasts, intelligent non-humanoid creatures and the patron goddess of unicorns. Given to wanderlust, Lurue can be whimsical, but she is infinitely loyal once she takes someone into her trust and never abandons her worshipers in times of need. When faced with no other option but combat, Lurue is a dedicated and intractable foe, but she prefers light banter, clever riddles, new discoveries and the joyous exploration of life. Lurue's greatest sorrow is the existence of the black unicorns created by the Red Wizards of Thay. These malevolent creatures are the offspring of true unicorns tainted with magically corrupted blood. Lurue blames Malar for secretly assisting the Red Wizards in their magical research, and she seeks a method of redeeming their corrupted souls.

Lurue's priesthood is consisted of all females for her own reasons the goddess does not accept male clerics but does let them join as rangers, druids and paladins of the faith who serve the Silvermaids, as her clerics are known. Priestesses of Lurue spend their days providing aid and comfort to the needy, lending support to dreamers so that they can achieve their aspirations, and rescuing all who need aid from whatever assails them. Few stick to a single duty for any length of time, though they are very good about seeing a single particular task through to the end, and most are periodically struck with wanderlust. Many of Lurue's clergy are adventurers who travel about the Realms seeking wrongs to right and finding a good balance of merriment, new experiences and self-improvement in such a profession. While some entire species, such as unicorns, pegasi, and talking owls, venerate Lurue, most of her non-humanoid worshipers (such as those that were the targets of an awaken spell) are outcasts from their own kind due to their unique abilities. Lurue is worshiped in sylvan glades and moonlit glens wherever unicorns tread. She has no temples dedicated in her name, choosing instead to be worshiped at sacred natural sites and holy groves.

Clerics and druids of Lurue pray for their spells at midnight, in a sylvan glen or moonlit glade if available. Lurue's twin holy days are Midsummer's Eve and the Feast of the Moon. The former holiday is celebrated in a night-long festival of revelry. Such events are marked by wild rides through the countryside and sky, numerous theatrical skits, humorous oratories, mock duels, grand songs in which everyone joins in and romantic declarations. Many unicorns take a mate for life on this night. The Feast of the Moon is a quiet ceremony marking the onset of winter and serving as a time for remembering those who have passed away.

# ORDERS OF THE FAITH

Lurue's church does not have nor does it support military orders but the Unicorn Queen has made an exception and took a liking to an unique band of adventurers:

**The Knights of the Unicorn:** The order began as a fad of romantically minded sons and daughters of patriarchal families in Baldur's Gate. On a lark, they took the unicorn goddess Lurue as their mascot and went on various adventures for fun. The reality of the dangers they faced eventually sank in, as did Lurue's tenets. Over time the small group grew and spread, gaining a following in places as far as Cormyr. The Knights of the Unicorn are chivalric adventurers who follow romantic ideals: life is to be relished and lived with laughter, quests should be taken on a dare, impossible dreams should be pursued for the sheer wonder of their completion, and everyone should be praised for their strengths and comforted in their weaknesses.



# DOGMA

The Unicorn is a symbol of hope, joy, salvation and protection for the needy, forlorn and forsaken. Life is to be relished and lived with laughter. Quests are to be taken on a dare and gifts are to be made on a whim. Impossible dreams are to be pursued for the sheer wonder of the possibility of their completion. Everyone, no matter how unique, is to be praised for their strengths and comforted in their weaknesses. Evil melts quickest in the face of a rapier wit and unshackled joy. Search for the unicorn and in the pursuit find happiness.

## CLERICS OF LURUE

As the follower of the Unicorn Queen you are blessed with the following abilities.

### LURUE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Faerie Fire, Color Spray</i>
3rd	<i>Calm Emotions, Enhance Ability</i>
5th	<i>Beacon of Hope, Blink</i>
7th	<i>Aura of Purity, Find Greater Steed</i>
9th	<i>Awaken, Commune with Nature</i>

## SILVERMAID OF LURUE

When you devote yourself to Lurue at 1st level, you gain the druidcraft and minor illusion cantrips. You also gain proficiency in Intelligence (Nature) and Wisdom (Insight) skill checks. Additionally all beasts with an intelligence attribute of 5 or higher are not hostile to you unless provoked.

## ZOOLINGUIST

As of level 1, you can speak with beasts as if under the permanent effects of the Speak with Animals spell.



## CHANNEL DIVINITY: CELESTIAL CHARGE

Starting at 2nd level, you can use your Channel Divinity to make your foes feel the wrath of the unicorn.

As an action, while pointing your holy symbol at a target creature you may fire a spectral bolt from your hand, which becomes the shimmering, transparent form of a unicorn as it charges toward the target creature. The target creature must make a Wisdom saving throw against your spell DC. If it fails it takes 3d10 radiant damage and half as much if it succeeds. The charging unicorn ignores all half-covers of the targeted creature.

At higher levels you may target additional creatures firing an additional bolt per creature, 2 at level 8 and 3 at level 15.

## UNICORN SIGHT

Beginning at level 6, once per long rest, as an action, for up to 1 minute you may transform your eyes to those of a unicorn. Your eyes become equine in shape, the iris turning gold or a shimmering surface of colors, the pupil elongating into a rectangle. You can no longer be surprised, other creatures gaining no benefit by being unseen by you. Additionally, you gain true sight out to a range of 30 feet, and darkvision out to a range of 30 feet, if you already have darkvision it instead increases its range by 10 feet.

## FAVOR OF YATHAGHERA

At 8th level, once per long rest, as an action, you can bless a large beast by the powers of Lurue's younger sister Yathagera. The target large beast sprouts large feathered wings in the manner of a pegasus, allowing it to fly with a speed of 90 feet for a period of time equal to 5 minutes x your cleric level. The creature reacts to these wings as if they were naturally part of its body and can use them immediately. If this spell is cast upon a pegasus or any other naturally winged creature, their flying speed is increased by 30 feet.

## UNICORN SOUL

Starting at 17th level, you become the favoured of Lurue, she bestows on you the blessing of unicorns. Your skin becomes gains a silvery shine. You gain immunity to poison damage and to being poisoned. You gain the ability to cast detect evil and good and protection from evil and good at will without expending a spell slot.



Cleric of  
Lurue



Art by Marcel Mercado





# MALAR

Malar, The Black-Blooded Pard, The Beastlord, is the god of bloodlust, evil lycanthropes, the hunt, marauding beasts and monsters, stalking. Appearing as a sleek and supple catlike beast with blood-spattered ebony fur, Malar delights in instilling fear in his victims, for he can literally smell and taste the essences of their terror. The Beastlord revels in the hunt and the blood of the kill.

Clerics of Malar often organize hunting bands called "Hunts" and indulge in hunting as often as possible and strive to route the hunt to make it as dangerous as possible, so that its finale (the killing of the quarry) takes place in a settled area (so that the Malarites can demonstrate their superiority, of course). Common folk who do not appreciate having desperate leucrotta, wolves, displacer beasts, and the like chased through town tend to hate and fear Malarite clergy members, which is the whole idea: Those who do not venerate the Lord of Beasts should respect him out of fear. Malarite clergy members also preach the joys and the bountiful yields of the hunt and work to thwart the expansion of farms and settlements so as to preserve as much wilderness as possible. Malarites oppose druidic circles dedicated to Eldath, Mielikki, Silvanus, and similar deities and their allies, such as the Harpers. Such groups promote and maintain natural balance, which Malarites see as interfering with the rightful triumph of the strong over the weak. Temples of Malar are simple affairs. Typically they are inwardly curving, fang-shaped stones arranged in a ring in shadowy forest glens. Many temples, particularly those located in more civilized settings where the activities of Malarites are viewed with loathing by the local populace, are built above extensive limestone caverns and accessed via a sinkhole in the circle's center. The twisting subterranean passages serve as hunting grounds through which ruthless Malarites stalk sentient prey (particularly humans and demihumans) captured from the surrounding region.

# HOLY DAYS AND PRAYERS

Clerics of Malar pray for spells at night, preferably under a full moon. They also offer prayers to the Beastlord before the chase, during pursuit, and while drinking a toast over the slain quarry (sometimes with its blood). The droning Bloodsong is intoned over the bodies of all creatures slain during a hunt, and specific ritual prayers and chants accompany feasting on any prey. The Feast of the Stags is an annual ritual where clerics and worshipers of Malar hunt plenty of game before Highharvestide and then invite all (especially those not of the faith) to join them at a feast, where they pledge to hunt in the coming winter to provide for the needy. By Malar's command, every one of his worshipers must celebrate at least one High Hunt in each of the four seasons of the year. A High Hunt is a sporting event attended by all Malarite clergy members able to walk. They wear boots and headpieces made from the skulls or heads of beasts they have personally slain, and each wields only a single knife or the Claws of Malar. Their quarry, a sentient humanoid, who is set free in a wooded area (or extensive cavern complex if necessary) ringed by Malarite clergy members. The quarry is armed and armored with all the nonmagical items he or she desires that can reasonably be obtained, and then hunted to death for the glory of Malar. However, if the prey survives until the sun has cleared the horizon on the morning after the hunt begins, he or she wins freedom, can never be so hunted again, and can ask any boon of the Huntmaster that is within his or her power.





# ORDERS OF THE FAITH

The church of Malar is loosely bound and without a central hierarchy. It is organized around the concept of the Hunt and consists of local, independent cells. This makes it all the more difficult to counter or remove, for as soon as one den of Malarites is contained, another arises. Huntmasters are the informal religious leaders of the church and may be clerics, druids, rangers or lycanthropes. They decide the locale, time and prey of the ceremonial hunts of the faithful. The office of Huntmaster is won by challenge, a fight to the death if the incumbent does not resign.

**The People of the Black Blood:** Is the collective name of several groups of lycanthrope worshipers of Malar. They are more of a loose group of small tribes than a formal organization. Not all of the tribes are evil but all call High Hunts for their own reasons, be it for protection or bloodlust.

## DOGMA

Survival of the fittest and the winnowing of the weak are Malar's legacy. A brutal, bloody death or kill has great meaning. The crux of life is the challenge between the hunter and the prey, the determination of who lives or dies. View every important task as a hunt. Remain ever alert and alive. Walk the wilderness without trepidation, and show no fear in the hunt. Savagery and strong emotions defeat reason and careful thought in all things. Taste the blood of those you slay, and never kill from a distance. Work against those who cut back the forest and who kill beasts solely because they are dangerous. Slay not the young and the pregnant so that prey will remain plentiful.

## CLERICS OF MALAR

As the follower of the Beastlord you are blessed with the following abilities.

## MALAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Hunter's Mark, Snare</i>
3rd	<i>Animal Messenger, Locate Animals or Plants</i>
5th	<i>Conjure Animal, Nondetection</i>
7th	<i>Freedom of Movement, Locate Creature</i>
9th	<i>Scrying, Tree Stride</i>

## TALON OF MALAR

When you devote yourself to Malar at 1st level, you gain proficiency with Strength (Athletics), Wisdom (Survival) skill checks.

## TOOTH AND CLAW

As of level 1, you fight with the fury of the Beastlord. As a bonus action you can cause your teeth to sharpen and with a crackle of popping joints and tendons, your hands and fingers become long curving claws with heavy knuckles. The transformation persists until you use a bonus action to transform them back. You are proficient with your bite and claw attacks.

You may, as an action, make a Dexterity or Strength based weapon attack with your claws or bite attacks, if you hit you deal 1d10 damage (slashing for the claw attack and piercing for the bite attack respectfully) adding attribute and proficiency bonuses.

At level 5 the damage you deal becomes magical (to circumvent resistances). The damage increases by 1d10 when you reach 8th level (2d10) and 14th level (3d10).

Your speech is limited while you have the sharpened teeth and you cannot cast any spells that have a verbal component. While your hands are transformed, you roll all checks with holding, manipulating, throwing, picking up or attacking with objects, weapons and items with disadvantage.





## CHANNEL DIVINITY: HUNTER SENSE

Starting at 2nd level, you can use your Channel Divinity to sharpen your senses to hunt down any pray.

As an action, while holding your holy symbol you can shout a prayer to the Beastlord, he grants you one of the following boons for 1 hour:

*Night Senses:* If you have normal vision, you gain low-light vision. If you have low-light vision, you gain darkvision out to a range of 30 feet. If you have darkvision, the range of your darkvision increases by 30 feet.

*Predator's Leap:* You can make a running jump without needing to run 10 feet before you jump. You may add a +5 feet bonus to your long jump distance.

*Prowler:* You gain advantage on Dexterity (Stealth) skill checks.

*Superior Scent:* You gain a +2 bonus on Wisdom (Survival) skill checks when tracking a creature, you can see invisible creatures as if you were under the effects of the See Invisibility spell.

As of 12th level you may have two boons active at once.

## TROPHY COLLECTOR

A belt of minotaur fur, a hood of cloaker wing-skin, and an amulet fashioned from a petrified dragon's eye, these are the intimidating symbols that make you worthy in Malars eyes.

Beginning at level 6, when you defeat a foe in combat, you can preserve a part of its body and create a trophy that you can wear or brandish. In order to be worthy of your efforts, and have any benefits the the creature whos trophy you wear must have a CR greater than your current level.

Once you defeat a creature you may create a trophy out of it's body parts (a taxidermy head, a tooth amulet, fur cloak, etc...).

While wearing a trophy of a creature of an appropriate CR you gain the following benefits:

- You roll all your Charisma (Intimidation) skill checks with advantage.
- You gain advantage on saving throws against all fear and charm effects.

Wearing more than one trophy gives you no additional benefits.

## SAVAGE STRIKE

Starting at 8th level, once per long rest, when you miss a weapon with your bite or claw attack you may reroll that attack. You must use the rerolled result.

## THE HUNTLORD

As of level 17, you are favored by the Beastlord, the prime predator with every living creature in the world you choose as your pray.

- While tracking or chasing your pray your speed cannot be reduced by any means.
- While under the curse of lycanthropy you retain full control of yourself.
- You gain advantage on all of your Wisdom (Survival) and Strength (Athletics) skill checks.







Cleric of  
Malar

Art by Cory Trego-Erdner



# MASK



Mask, The Master of All Thieves, The Shadowlord, is the god of shadows, thievery and the patron of all spies and thieves. Mask is self-possessed, confident and fond of intricate plots, though his schemes are always getting him in trouble. The Shadowlord is wary but cool, never losing his temper, and he always seems to be holding back a mocking comment. Mask's ever-changing appearance serves him well, his true form is unknown.

Maskarran are perhaps the wealthiest clergy in the Realms, second only to those of Waukeen. Members of the clergy can call on untold wealth stolen in the past and hidden away in secret places. The church of Mask is widely feared, not so much for its supposed cruelty as its penchant for thievery and stalking the shadows. Most outsiders view it as little more than an organized guild of rogues cloaked in the veneer of religion, a surprisingly accurate depiction. In political circles, the Shadowlords reputation for intrigue lingers on, and astute observers have noted that his church often acts as a network of spies for hire as well. Maskarran do not hoard and gloat over their takings like dwarves croon over gold, they actively use it to buy agents, bribe officials and sway agreements and manipulate folk. From day to day, Maskarran typically tend to their plots and provide support to and collect tithes from individual thieves and thieves' guilds. Each temple has its own policy about reporting unaffiliated thieves, some provide aid but covertly inform the local guild, others refuse aid and inform, and still others help whoever pays the proper tithe and inform no one. Maskarran strive to keep hidden, sometimes holding services in underground shrines beneath local thieves' guilds. In areas with a single strong guild, the temple is usually connected to the guild hall via underground tunnels or sewers. In large cities with competing guilds, the temple is recognized as neutral ground by all sides. Historically, the church of Mask has consisted of a loosely linked web of independent operators, individual temples, and regional organizations. The central Altar of the Masked Deity is always a

massive stone block with a mask of black velvet, fur, or silk floating above it or a wall mosaic inlaid with precious gemstones behind it. All clerics usually wear a black cloth mask beneath the hood as a mark of their station. Inside the temple of Mask, the masks are of black gauze and do not conceal the identity of the wearer, in public, such masks are usually heavy, black wool or double-thick silk and cover most of the face (and beard, if necessary).

## HOLY DAYS AND PRAYERS

Clerics of Mask pray at night in darkness or shadows. At least once a month, each major temple performs the Ritual of the Unseen Presence to acknowledge Mask's constant scrutiny of all deeds, no matter how well hidden. This involves hymns, chanted verse, and offerings of wealth. Lay worshipers and Maskarran also participate in daily Sunset Prayers, in which they kneel, worship before the central altar, and proffer coin. In recognition of the wry humor of Mask, who so often makes the high low and the low high, junior clergy give money to senior clergy, and the highest-ranking cleric gives coin to the lowest-ranking.

## ORDERS OF THE FAITH

The church of the Shadowlord has no affiliated knightly orders. Members of the clergy who have pulled off a particularly daring heist or intricate piece of manipulation of people and events are often admitted (voted on by acclamation at a secret yearly meeting of members of the order) to the prestige and mysterious Circle of the Gray Ribbon. Many thieves guilds (as well as individual thieves) throughout Faerûn have connections to the church and rely on it for medical and tactical support.



# DOGMA

All that occurs within shadows is in the purview of Mask. Ownership is nine-tenths of what is right, and ownership is defined as possession. The world belongs to the quick, the smooth-tongued and the light-fingered. Stealth and wariness are virtues, as are glibness and the skill to say one thing and mean another, twisting a situation to your advantage. Wealth rightfully belongs to those who can acquire it. Strive to end each day with more wealth than you began it, but steal what is most vital, not everything at hand. Honesty is for fools, but apparent honesty is valuable. Make every truth seem plausible, and never lie when you can tell the truth but leave a mistaken impression. Subtlety is everything. Manipulation is better than force, especially when you can make people think they have done something on their own initiative. Never do the obvious except to conceal something else. Trust in the shadows, for the bright way makes you an easy target.

## CLERICS OF MASK



As the follower of the Shadowlord you are blessed with the following abilities.

### MASK CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disguise Self, Identify</i>
3rd	<i>Locate Object, Knock</i>
5th	<i>Haste, Nondetection</i>
7th	<i>Arcane Eye, Greater Invisibility</i>
9th	<i>Passwall, Misslead</i>

## HIDDEN OF MASK

When you devote yourself to Mask at 1st level, you gain proficiency with Dexterity (Stealth), Dexterity (Slight of Hand) skill checks and with the thieves tools. You can read and write Thieves Cant.

## MASK OF THE FAITH

Starting when you choose this domain at 1st level, you own a mask that covers the majority of your face (the appearance of the mask is decided by the cleric).

Once per long rest, as a bonus action, you may imbue the mask for 1 hour with one of the following blessings from the Shadowlord:

*Anonymous Mien Mask:* Your mask transforms into a featureless mask that is little more than a white disk with eyeholes and a pair of short leather straps for tying. You assume a faceless identity, becoming an utterly generic and unremarkable member of your race and gender.

Any attempt to scry your location or learn your true identity while wearing this mask fails automatically.

*Miser's Mask:* Your mask transforms into sunken face of a miser with an upturned nose.

The mask grants you heightened senses. While wearing this mask you gain superior scent and can smell out coins and gems within 120 feet. Each type of gems and currency has a specific aura.

*Stalker's Mask:* Preserved sections harvested from several different human faces cover this mask.

When worn, the mask desaturates the wearer's color, making you appear shadowy, granting you advantage on all Dexterity (Stealth) checks.

## CHANNEL DIVINITY: REALLOCATION OF OWNERSHIP

Starting at 2nd level, you can use your Channel Divinity to become the perfect agent of asset redistribution.

As a bonus action, you may invoke your god with a short whisper. If you do this, an object of your choice, that you are holding or otherwise carrying becomes invisible for 1 hour. The object stays invisible until the end of the duration, you end the effect or until it is touched in any way by any other creature apart from yourself.

## CHANNEL DIVINITY: CLOAK OF SHADOWS

Starting at 6th level, you can use your Channel Divinity to hide within the shadows.

As an action, you may speak a prayer to Mask, we you do, shadows gather around you and you successfully become invisible until the end of your next turn. You become visible if you attack or cast a spell.



## Sudden Shift

At 8th level, as a reaction, after you are missed by a melee weapon or spell attack, you can teleport up to 15 feet to a space that you can see.

## Blessed by the Shadow

Starting at 17th level, you become the favored of Mask, the Shadowlord imbues you with his divine guile and shadow mastery. As an action, you can invoke this powerful blessing on yourself once per long rest, for 1 minute you gain the following benefits:

- You can use your Dexterity (Stealth) skill even while being observed as long as you are in an area of at least dim light or darker.
- You gain advantage on all Charisma (Deception) skill checks when convincing anyone that you are innocent of a crime.
- As an action you can teleport to a location within 30 feet.
- You gain a +10 bonus for any roll utilizing the Thieves Tools.



Art by Vlad Ogorodnyk

Cleric of  
Mask



# MIELIKKI



Mielikki, Our Lady of the Forest, The Supreme Ranger, The Daughter to Silvanus, The Forest Queen, is the goddess of autumn, rangers, forest creatures and forests and the patron goddess of dryads. Mielikki is a good-humored deity who is quick to smile and confident in her actions. She is fiercely loyal to and protective of those she calls friends but considers carefully before including someone among them. While she knows death is part of the cycle of life, she is not as hard-hearted as Silvanus and often intervenes to cure the injuries of a creature because she finds them hard to bear. Mielikki appears as a robust, russet-haired, brown-eyed woman of shapely form and lithe grace, garbed in leather armor of muted green and brown.

Mielikkis church is organized into three branches of devotion: the Heartwoods, the Forestarms and the Needles. The Heartwoods are the heart of the faith, and serve as voices of the spirits of the trees themselves. These members of Mielikki's faithful include dryads, hamadryads, and treants. The Forestarms outlook is oriented toward the protection of nature (forests in particular). Many of these priests can be found wandering among small communities nestled at the edges of forests both great and small. They seek to teach others to care and respect the trees and the life beneath their leafy bows. They try to prevent further encroachment by civilization on the remaining great forests by teaching careful forest husbandry. When called upon, they defend the forest with force if necessary. They tend to be the most adventuresome of forest and wilderness dwellers and to have easy-going dispositions. They are serene in their knowledge of the balance of natural cycles and at peace with all other sylvan faiths except the followers of Malar (whom they call "the Great Beast" or "the Beast of Beasts" or "the Bloodgod"). The Needles are rangers. They are considered to be the most beloved of the Lady of the Forest. They sometimes serve as clergy, but most often act as the warrior arm of the faith and serve a defensive role protecting the forests from marauders and the followers of Malar.

The members of Mielikki's church are widespread and rarely collect into large groups for any length of time. There are few temples to the Forest Queen, most worship takes place in glades or at small shrines. Temples always include a small stand of trees if not actually constructed in a grove. Most have at least one oak, which serves as both altar and the home of a dryad. Small forest creatures are always welcome within such houses of worship, and many reside therein year-round.

## HOLY DAYS AND PRAYERS

Clerics of Mielikki pray for spells in the morning or evening but are required to observe both. Once a month, each cleric is required to perform the Song of Trees, a ritual that calls forth a dryad or treant, and then serve the creature by performing small tasks for a day. The church's most holy rituals, called the Four Feasts, take place on the equinox and solstices. They celebrate the sensual side of existence and involve singing praises to the Lady in forest depths wherever possible.

## ORDERS OF THE FAITH

Mielikkis faith, apart from the close relations with the Harpers, houses two orders of importance:

**The Shadoweirs:** A highly secretive branch of the faith. Its members consist solely of half-elf druids, rangers and clerics. They serve as a sort of religious knighthood of the woods. They seek to advance the regrowth of ancient forests reduced by civilization. Many Shadoweirs are adventurers, wandering the Realms with missionary zeal. They seek to halt the endless assault of civilization on their ancient homelands.

**The Order of the Unicorn's Horn:** A small society of itinerant healers who bring solace to both injured people, animals and plants.



# DOGMA

Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Embrace the wild and fear it not, because the wild ways are the good ways. Keep the Balance and learn the hidden ways of life, but stress the positive and outreaching nature of the wild. Do not allow trees to be needlessly felled or the forest burned. Live in the forest and be a part of the forest, but do not dwell in endless battle against the forest. Protect forest life, defend every tree, plant anew where death fells a tree, and restore the natural harmony that fire-users and woodcutters often disrupt. Live as one with the woods, teach others to do so, and punish and curtail those that hunt for sport or practice cruelties on wild creatures.

## CLERICS OF MIELIKKI



As the follower of the Forest Queen you are blessed with the following abilities.

### MIELIKKI CLERIC SPELLS

Cleric Level	Spells
1st	<i>Entangle, Protection from Evil and Good</i>
3rd	<i>Barkskin, Locate Animals or Plants</i>
5th	<i>Plant Growth, Speak with Plants</i>
7th	<i>Conjure Woodland Beings, Grasping Vine</i>
9th	<i>Tree Stride, Wrath of Nature</i>

### FORESTARM OF MIELIKKI

When you devote yourself to Mielikki at 1st level, you gain the druidcraft cantrip. You also gain proficiency in Intelligence (Nature) and Wisdom (Survival) skill checks.

### FOREST WALKER

As of level 1, while within a forest terrain you ignore difficult terrain and gain advantage on all Intelligence (Nature), Wisdom (Survival) skill checks and initiative rolls.

### CHANNEL DIVINITY: LEAF ARMOR

Starting at 2nd level, you can use your Channel Divinity to cause a layer of flexible, scale-like leaves to cover.

As an action, while wearing no or light armor, you sing a prayer to Mielikki, as you do that leaves materialize, fly around you and cover you from head to toe for 1 minute. While leaf armor is in effect, you gain a +1 natural armor bonus to your AC. This natural armor bonus increases by +1 at 9th level and every three cleric levels thereafter to a maximum of +5 at 18th level. If you suffer fire damage equal to 5 x your Cleric level before the start of your next turn the leaf armor burns away and the ability ends early.

### CHANNEL DIVINITY: GROW STRONG

Beginning at level 6, you can use your Channel Divinity to sprout trees from the ground.

As an action, you can touch the ground with your holy symbol and speak a prayer to The Forest Queen. Within a 60 foot area around you, you can make up to five 20 foot tall trees sprout from the ground in locations of your choice. They are wide enough for medium creatures to take cover behind. The area you created trees in now counts as forest terrain. This ability can not be used if there is no earth directly beneath you, for example like on a tavern floor, stone cliff or on a boat.

### ONLY YOU CAN PREVENT...

At 8th level, you and friendly creatures within 10 feet of you gain advantage to all saving throws against fire based spells and effects.

### CALL THE HEARTWOODS

Starting at 17th level, you become the favored of Mielikki, she grants you the ability to call upon her mightiest guardians of the forests. Once per long rest, as an action, you can touch a tree and fully awaken it into a treant (MM page 289). The treant (Controlled by the DM) does it's best to protect you and your allies. After a number of turns equal to your cleric level the treant turns back into a tree.





Cleric of  
Mielikki

Art by Ioana Muresan



# MILIL

Milil, The Lord of All Songs, The Guardian of Singers and Troubadours, The One True Hand of All-Wise Oghma, is the god of poetry, song and eloquence. Milil is the ultimate performer, self-confident, inspired, possessed of total recall or anything he sets a mind to remember. He is able to improvise facilely out of desire or necessity and masterful in all sorts of performance technique, especially within his sphere of knowledge. music, poetry and elegant speech. However, he is also self-centered and egotistical and likes to be the center of attention. If not the center of attention, he bores easily, and his mind wanders or he leaves. He is also given to flirtation with both deities and mortals for his own enjoyment, to the deep annoyance of more sober deities.

Most clerics of Milil spend their time learning lyrics, tunes and how best to perform them on a slowly expanding repertoire of instruments both in their temple and on the road. They take care to write down both original compositions and those they have learned, as well as recording tunes through the use of the singing stones spell for those as yet unborn. Such records are to be cached in hiding as well as stored in temple vaults to make the survival of the music as likely as possible. Sorlyn, as Milils clerics are known, also work as tutors to all who profess faith in Milil or who pay for the training, as well as judging many bardic contests and adjudicating bardic disputes between individuals, companies, or colleges. Other clerics of the faith roam the roads of Faerun rescuing or protecting common minstrels and great bards alike when such individuals fall on hard times or into peril. They also accompany adventurers of other faiths on deeds of heroism so that they can compose ballads about what befell (from "Brave Sir Dobbyn Ran Away" to "She Was Only a Wanton Weredragon, But She Was a Fair Lady"). They also embark on adventures of their own to recover music, instruments, and the like from old ruins and tombs, or learn of music long gone by using their stone tell abilities and similar magics is such places. Mililan temples are soaring, cathedrals of splendid architecture.

All of them have choir lofts, facilities for presenting stage performances, workshops for the repair and construction of musical instruments, extensive music libraries, and carefully crafted acoustics. All temples of Milil have exceptional choirs, songmasters, organists and musicians, but the type of music varies.

## HOLY DAYS AND PRAYERS

Clerics of Milil pray for their spells upon awakening at sunrise, calling out to their deity with the Song of Praise, which is also sung after every victory in battle or great thing that benefits them. Other rituals include the solemn, beautiful polyphonic chord-singing of the Song of Sorrowing, performed at the funeral of any faithful of Milil, and the Song of Welcoming, sung when someone is welcomed into the faith. On Midsummer the faithful celebrate the Revel, which involves a feast, dancing, and much roistering, and is marked by parodies and wickedly satirical song.

## ORDERS OF THE FAITH

Apart for the open support the church shows for the Harpers, Milils church hosts one military order of note:

**The Harmonious Order:** An order of personable (and sometimes swaggering) fighters, paladins, bards and clerics dedicated to Milil. Its members also often pursue quests or do good works in Milil's name often going on romantic and glorious quests.





# DOGMA

Life is a song, beginning at birth and only silenced with the final chord. Strive always to make the whole song, not just the lyrics and music, more beautiful. Destroy no music or instrument, nor stop a singer before the tune is done. Listen to the world around as well as filling it with your own sound. One singer's music is another's noise, so still no bad music if its making be joyful. Spread the teaching of song and musicianship always. Sing to Milil every day. Music is the most precious thing folk can create, so encourage its training, use, and preservation at all times and in all possible ways. Awaken a love of song in all folk you can, and offer its performance freely around campfire or on the trail. Cease not in your own seeking for new tunes, new techniques, and new instruments to master.

## CLERICS OF MILIL

As the follower of the Lord of Song you are blessed with the following abilities.

### MILIL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Dissonant Whispers, Thunderwave</i>
3rd	<i>Magic Mouth, Suggestion</i>
5th	<i>Sculpt Sound, Tongues</i>
7th	<i>Compulsion, Lullaby</i>
9th	<i>Animate Objects, Legend Lore</i>

## SORLYN OF MILIL

When you devote yourself to Milil at 1st level, you gain the animate instrument cantrip. You also gain proficiency in Intelligence (History), Charisma (Performance) skill checks, martial weapons and with 2 instruments of your choice.

## FREEDOM OF SOUND

As of level 1, your song and voice are the will of Milil. Silence spell and all similar spells and abilities have no effect on you.

## CHANNEL DIVINITY: POWER CHORD

Starting at 2nd level, you can use your Channel Divinity to attack the enemy with the power of music.

As an action, you can say a prayer to Milil (doesn't have to be out loud) and produce a powerful sound out of your instrument. Each enemy creature within 30 feet of you must make a Constitution saving throw against your spell DC. If they fail they take 2d10 thunder damage and are stunned until their next turn. If they succeed they take half the damage without the stun effect.

## SELF REFLECTION

Beginning at 6th level, you are able to look at yourself and criticize accordingly. While you are charmed, frightened, or stunned, you can use your bonus action to repeat your saving throw against the effect, even if you could not otherwise take an action.

## HARMONIES EDGE

At 8th level, while wielding a metal melee weapon as a bonus action to make a Charisma (Performance) check. On a result of 16 or higher, the weapon vibrates and creates a tone that harmonizes with the wielder's voice. For the next 3 rounds the weapon deals bonus damage equal to your Charisma modifier.

## TURN IT UP TO ELEVEN

Starting at 17th level, you become the favored of Milil and are blessed with his bountiful blessings:

- When faced against you Channel Divinity: Power Chord enemies now roll saves with disadvantage.
- You gain resistance to thunder damage.
- While one or more instruments is playing during a battle all allies including yourself within 30 feet of that instrument gain +5 walking speed.





## ANIMATE INSTRUMENT

*Transmutation Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24h

A musical instrument you touch animates and plays music on its own. While you are within 30 ft. of the instrument, you can use a bonus action to mentally command it to start or stop playing and you determine what sort of music it plays. You can also have the instrument start or stop playing if a condition is met, but only one such condition at a time. For instance, you can command an animated horn to blare when a creature comes within 30 ft. of it.

## SCULPT SOUND

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration up to 1 minute

You change the sounds that creatures or objects make. You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. For instance, you can't change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

## LULLABY

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Creatures of your choice that can hear you within 30 ft. of you get drowsy. Affected creatures have disadvantage on Wisdom saving throws while you continue to sing. Sleeping creatures in the area do not wake up even if someone tries to wake them while you play the lullaby.

Cleric of  
Miliil



Art by Rachel Denton



# DOGMA

Spread the word that touching a priest of the Reaper brings only death. Tell all folk that those in the service of Myrkul have perfect patience and can be trusted utterly-and then conduct themselves accordingly. Clergy are to teach the stories of past and future reapers who roam the land avenging dead friends, masters, and blood kin to whom they have sworn oaths, and slaying those who scoffed the Lord of Bones. Know me and fear me. My embrace is for all and is patient but sure. The dead can always find you. My hand is everywhere - there is no door I cannot pass, nor guardian who can withstand me.

## CLERICS OF MYRKUL

As the follower of the Reaper you are blessed with the following abilities.

### MYRKUL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Bane, Hex</i>
3rd	<i>Blindness/Deafness, Ray of Enfeeblement</i>
5th	<i>Bestow Curse, Speak with Dead</i>
7th	<i>Blight, Shadow of Moil</i>
9th	<i>Cloudkill, Enervation</i>

## REAPER OF MYRKUL

When you devote yourself to Myrkul at 1st level, you gain the harvester and toll the dead cantrips. You also gain proficiency in Wisdom (Insight), Charisma (Intimidation) skill checks and with scythes.

## DEATHWATCH

As of level 1, as a bonus action, for 1 round, you may fill your eyes with the divine power of death allowing you to see how close is a creature to the inevitable embrace of death. You instantly know whether each creature you see is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead or neither alive nor dead (such as a construct). You see through any spell or ability that allows creatures to feign death.

## CHANNEL DIVINITY: TOUCH OF DEATH

Starting at 2nd level, you can use your Channel Divinity to show everyone why the Lord of Bones should be feared.

When you hit a creature with a melee attack, you can use Channel Divinity as a bonus action to deal extra necrotic damage to the target. The damage equals 5 + twice your cleric level.

## ON A PALE HORSE

Beginning at 6th level, as an action you perform a ritual on a head of a horse to summon a Pale Mare as your mount. The mare disintegrates when its HP drops to 0. As you gain levels so does your Pale Mare get stronger.

## INESCAPABLE END

At 8th level, no creature living or undead is safe from Myrkul's embrace. Necrotic damage you deal to creatures ignores resistance to necrotic damage.

## AVATAR OF DEATH

Starting at 17th level, you become the long reaching hand of The Reaper, he deems you worthy and sets you off on the task of soul harvest. You stop ageing, and become immune to age altering effects. You do not need to eat or breathe, but you can ingest food or drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

You also gain resistance to necrotic damage and advantage to death saving throws. You gain the Power Word Kill and Finger of Death to your known cleric spell list.





# THE PALE MARE

Created by the reapers of Myrkul, it is the only undead creature sanctioned and allowed to be created. Scholars agree it was probably a compromise between Kelemvor and Myrkul once The Reaper pledged to serve the new god of the dead. The Pale Mare is a symbol of fear and reverence of the Myrkulyte church. The mare seems healthy at first glance, but upon closer inspection bears the signs of horrific infections: sclera black with ocular bleeding, cracked gums and teeth, a frothing mouth, and purpuric blemishes marring its extremities.



Art by Sebastian Rodriguez

## Pale Mare

Large Undead, true neutral

Armor Class 14 (NATURAL ARMOR)

Hit Points 45 (6d10+12) + 4 AFTER EACH CLERIC LEVEL UP

Speed 60 FT. AT CLERIC LEVEL 15 GAINS FLY 90 FT.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	13 (+1)	7 (-2)

**Damage Resistances** necrotic (immunity at cleric level 17)

**Condition Immunities** charmed, exhaustion, frightened and poisoned.

**Senses** darkvision 60 ft., passive Perception 10

**Languages** It understands all languages its creator knows, but can't speak.

**Challenge** 1/2 (100 XP)

**Master's Bond:** The Pale Mare is bound to the cleric that created it. As an action, the cleric can call it, causing the Pale Mare to immediately appear in the closest unoccupied space to its master as long as it is on the same plane of existence.

**Trampling Charge:** If the mare moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Undead Fortitude:** If damage reduces the Pale Mare to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Pale Mare drops to 1 hit point instead.

### ACTIONS

**Hooves.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) bludgeoning damage. The mare does an additional 2d8 necrotic damage when the cleric reaches level 13.

**Cleric Level 17: Bile Breath (Recharge 5-6).** The Pale Mare exhales sticky acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much on a successful one. Creatures that failed the save are coated with sticky acid and take an additional 4 (1d8) acid damage at the start of each of their turns. Creatures may use an action to make a DC 10 Dexterity check to scrape off the acid.



## Cleric of Myrkul



### HARVESTER

*Necromancy Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a staff or pole of some sort)

**Duration:** Instantaneous, 10 minutes

Call forth the weapon of choice of Myrkul's reapers.

While gripping a staff with both hands, you can use one action to create a blade of necrotic energy in the shape of a reaper's scythe at the end of the staff. The scythe has the *Reach* property and does 1d4 slashing damage and 1d6 necrotic damage.

If you would deal a killing blow to a target creature with this scythe you gain +1 to an attribute score of your choice for 5 rounds (the points are stackable and can go over 20 if you kill multiple creatures with the scythe)

The spell ends early if you let go of the scythe or if you recast this spell.

**At Higher Levels.** The scythe's necrotic damage increases by 1d6 when you reach 5th level(2d6), 11th level(3d6), and 17th level(4d6).

Art by Graey Erb



# MYSTRA



Mystra, The Lady of Mysteries, The Mother of All Magic, Our Lady of Spells, is the goddess of magic, spells and the Weave. Mystra provides for and tends to the Weave, and embodies it. The Weave is the conduit that enables mortal spell casters and magical crafters to safely access the raw force that is magic. Mystra is also the deity of the possibilities that magic can bring about, making her one of the most powerful beings involved in Toril. Although she favors the ethos of good, she has learned that as deity of magic, she must preserve the Balance. While she can prevent the creation of new spells and magic items that her philosophy opposes, she rarely exercises this ability unless they threaten the Weave or magic in general. Mystra appears as a beautiful human woman with dark, flowing hair and radiant skin.

Mystran clergy work hard to preserve all magical lore in secret libraries, private safeholds, well-guarded research laboratories, and small, hidden stashes so that magic flourishes in the future regardless of what befalls the thinking races of Faerûn or the powers of the planes. Mystrans also search out beings skilled in spell use, seeking to keep watch on the identities, powers and behavior of individuals likely to become magic-wielders of importance. Not everyone can find old magic of note, but all clergy of Mystra can devise their own new magic upon gaining sufficient experience, and they are expected to do so. In this way magical study remains a growing, vibrant thing, and magic does not merely become a handy power to serve rulers and engineers as a tool to tame the Realms, but remains a thing of wonder. Temples of Mystra can be almost any size and style of structure, some shrines are natural caves or grottoes. All are living works of art, or rather, Art-raised with magic and enwrapped in countless spells. Most are filled with magic items, many of which are of an esoteric rather than practical nature. Most include an open central courtyard in which daily services are held and from which one can see the stars at night or a magical representation of them. Lesser rooms house libraries of magical lore or

serve as work shops and laboratories for experimentation in the Art. Temples and shrines dedicated to Mystra are enhanced by the Weave to augment spellcasting power.

## HOLY DAYS AND PRAYERS

Clerics of Mystra pick one time of day or night to consistently pray for spells. They celebrate the 15th day of Marpenoth, the anniversary of the ascension of the current Mystra from her mortal form, but otherwise have few calendar-related rituals, focusing more on a personal style of worship.

## ORDERS OF THE FAITH

The church of Mystra has close ties with Those Who Harp (the Harpers), as they proven a useful tool when the Balance needs adjusting. Other than them the church is known to have three well known order:

**The Knights of the Mystic Fire:** An order of paladins dedicated to Mystra. They often accompany members of the clergy on quests to locate lost hoards of ancient magic. These paladins also form the cadre of leaders for small groups of armed forces who guard Mystra's larger temples and workshops.

**The Order of the Shooting Star:** An order of rangers dedicated to Mystra. They serve as long-range scouts and spies for the church. They also deal with magical threats against the natural order of things, such as unloosed fiends and creatures born of irresponsible arcane experimentation.

**Children of the Starry Quill:** An order of bards and clerics that served the Church of Mystra as a news-gathering network and sometimes put to use as a propaganda machine spreading rumors that improved the church's position on some issue or spend time in libraries unearthing magical knowledge and preserving it for posterity.



# DOGMA

Love magic for itself. Do not treat it just as a weapon to reshape the world to your will. True wisdom is knowing when not to use magic. Strive to use magic less as your powers develop, for often the threat or promise of its use outstrips its actual performance. Magic is Art, the Gift of the Lady, and those who wield it are privileged in the extreme. Conduct yourself humbly, not proudly, while being mindful of this. Use the Art deftly and efficiently, not carelessly and recklessly. Seek always to learn and create new magic.

## CLERICS OF MYSTRA

As the follower of the Lady of Mysteries you are blessed with the following abilities.

### MYSTRA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Detect Magic, Magic Missile</i>
3rd	<i>Misty Step, Nystul's Magic Aura</i>
5th	<i>Counterspell, Magic Circle</i>
7th	<i>Arcane Eye, Stars of Mystra</i>
9th	<i>Legend Lore, Teleportation Circle</i>

## KEEPER OF MYSTRA

When you devote yourself to Mystra at 1st level, you gain any 2 cantrips of your choice with the exception of Eldrich Blast. You also gain proficiency in Intelligence (Arcana) and Wisdom (Insight) skill checks.

## ARCHIVIST OF THE ARCANE

As of level 1, you gain the ability to learn and transcribe spells on your journey. When you find a spell of 1st level or higher, you can add it to your list of known spells if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it (at least 4 hours).

## CHANNEL DIVINITY: MYSTRAS MIASMA

Starting at 2nd level, you can use your Channel Divinity to call upon the a magic mist and influence the weave.

As an action, you can kneel to the ground and pray to Mystra who sends down a multi-colored mist that covers the ground 60 feet around you and at 1 foot height. Until the end of your next round, while in the mist, you and friendly creatures have advantage when rolling saves against enemy spells.

## SPELL BREAKER

Beginning at level 6, you gain the same ability of the same name from the Arcana Domain. SCAG page 126.

## ARCANE BEACON

At 8th level, once per short or long rest, as an action you can become a beacon of arcane energy until the end of your next turn. The aura emanates 15 feet from you. All spells cast within the aura, by you and creatures you choose, either gain a damage bonus equal to your Wisdom modifier or increase their saving throw DC by +1. The caster chooses the benefit when the spell is cast. As of level 14, you can use this ability twice per short or long rest.

## SPELLBINDER PRODIGY

Starting at 17th level, you are the favored of Mystra, a title held by many famous spellcasters. You choose four spells from any class spell list, one from each of the following levels: 6th, 7th, 8th and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you. When making a saving throw against a damaging spells, if you succeed on the save you take no damage instead of half and if you fail the saving throw you take half instead of full damage.





## STARS OF MYSTRA

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

You create one twinkling star per three cleric levels (maximum five stars). These minute star-bursts orbit your head.

Beginning on the turn you cast the spell, you can launch one star as a bonus action at a target you designate within range. You must make a ranged spell attack for each star. If the star hits it deals 1d8 points of force damage and 1d8 points of cold damage.

Each time a spellcaster is hit by a star, it must make a Wisdom saving throw, if the target creature fails it loses a lowest level spell slot available as if the creature had used it to cast a spell.

Cleric of  
Mystra



Art by Katerina Kirillova



# NOBANION



Nobanion, Lore Firemane, The King of Kings, Lord of the Gulthmere Forest, The Guardian of the Vilhon Reach, is the god of leadership, pride, lions, lammasu, wemics, rulers and leaders (kings, emperors, warlords...). Nobanion radiates both power and gentleness. His roar is deafening and when he chooses to exert the full force of his charisma, his regal majesty is overwhelming, yet the tiniest creature who approaches him in good faith finds itself comfortable in his presence. Lord Firemane tries to lead his pride to do what is noble and right, but does not force his faithful to pursue that path. He deeply wants those under his rule to willingly choose good over evil, action over inaction, and order over chaos. He does not command from the rear and would never ask someone to do something he would not be willing to do himself, including laying down his life for another.

Nobanion's followers are strictly ordered in rank but not otherwise organized. The Pride of Nobanion, as his clerics are known, fill leadership roles in many communities or at least advisory roles to those in power teaching them to rule as firm and philanthropic leaders. Many clerics serve as benevolent monarchs, judges, militia, constables, or as bodyguards of those destined to rule. Nobanion does not believe in rule of succession, he and his worshipers believe in the rule of merit and that the most competent should rule. If a leader would die without living heirs or named successors it is up to Nobanion's clergy to name the new ruler to challenged their ruling in this matter is to invoke the wrath of Nobanion himself. Among the wemic tribes of the Shining Plains, Nobanion's shamans are typically powerful leaders, second only to the chieftain or king. They are responsible for choosing which creatures to hunt, blessing the kill, and confirming the passage of young members of the pride into adulthood. Aside from his temple in the city of Nathlekh, Nobanion is worshiped at simple shrines, not elaborate houses of worship. Shrines to the Lion God of the Gulthmere are often difficult to locate, since they are carried by nomads or

tribes of wemics who migrate with the seasons. Such shrines are typically set up atop granite outcroppings or beneath solitary trees on the savanna.

## HOLY DAYS AND PRAYERS

Clerics and druids of Nobanion pray for their spells at dusk, prior to the nighttime hunt. The Festival of the Pride normally takes place during the first tenday of Ches. This is a time for frolicking, dancing, courting a mate, lovemaking and generally celebrating the bounty of life and its potential. Religious belief promises that a child (or cub) conceived this night will go on to become ruler of the church (or pride). The Newborn Celebration always takes place during the third tenday of Kythorn, marked by a great hunt or feast. This ceremony celebrates the birth (or rebirth--church teachings are vague) of Nobanion, the prominence of lions in the Vilhon Reach, and the important of the hunt in the region. Newborns undergo the Rite of the First Blooding where their right paw (or hand) is placed in the blood of prey and blessed by a cleric or druid of Nobanion.

## ORDERS OF THE FAITH

Nobanion's faith boasts one famous order of the faith:

**The Legion of Lions:** A military order of wemic clerics and paladins. In the aftermath of the Time of Troubles, this unorthodox fellowship of beast knights was founded by Karrlon, formerly a scout of the Mindulgulph Mercenary Company and now a crusader who fights for the Lion God's standard. Though small in number, this elite fighting company has quickly become the champion of good-aligned beasts throughout the Realms and the bane of Malarites everywhere. In addition to the main company, individual members often join adventuring companies of disparate races to see more of the world and spread the faith of Nobanion.



# DOGMA

Hunt only when hungry and do not gorge without need. Waste nothing and all shall have plenty. The cycle of life links all living things into one being, and that being is life itself. The law dictates that only the strong survive, but they survive best by being leaders, not tyrants, by protecting the weak, not bullying them. All creatures have their strengths in their assigned roles and should be encouraged to find their niche. From cooperation between beings of differing strengths comes the strength of teamwork and community, the strongest force of all. By demonstrating compassion and tolerance and living within the land, all living creatures may find harmony with nature and one another. By staying true to oneself and one's pride and conducting oneself with the dignity and honor, the respect of one's peers may be earned.

## CLERICS OF NOBANION



As the follower of the Lord Firemane you are blessed with the following abilities.

### NOBANION CLERIC SPELLS

Cleric Level	Spells
1st	<i>Command, Compelled Duel</i>
3rd	<i>Calm emotions, Enhance ability</i>
5th	<i>Catnap, Crusader's Mantle</i>
7th	<i>Compulsion, Dominate Beast</i>
9th	<i>Circle of Power, Dominate Person</i>

## MANE OF NOBANION

When you devote yourself to Nobanion at 1st level, you gain the sacred flame cantrip. You also gain proficiency in Strength (Athletics), Charisma (Persuasion) skill checks, heavy armor and martial weapons. You can speak and understand lions and wemics.

## INSPIRING COMMAND

As of level 1, as an action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every five cleric levels

you possess, who must all be within 30 feet of you. Affected allies gain a +2 to their AC, for 1 round. If a creature does not understand your language it is unaffected by this ability.

## CHANNEL DIVINITY: ROAR OF THE KING

Starting at 2nd level, you can use your Channel Divinity to unleash a devastating roar.

As an action, as your holy symbol shines brightly, you can unleash a beastly roar. All creatures within a 15-foot cone must make a Constitution saving throw against your spell DC. If they fail they take 2d8 thunder damage and half as much if they succeed. If they fail the saving throw by 10 or more they become frightened for a number of turns equal to your wisdom modifier. Deaf creatures are affected by this ability because they feel the roar resonating in their essence. At higher levels the damage increases to 3d8 at level 7, 4d8 at level 12 and 5d8 at level 17.

## FIREMANES RETRIBUTION

Beginning at level 6, once per long rest, as an action, you may make your hair or mane and facial hair turn into a brilliant golden flame until the end of your next turn. Any creature striking you with a melee spell or weapon attack that is not a reach weapon, takes 2d8 fire damage and 2d8 radiant damage.

## FOR THE KING!

At 8th level, you can call out to your allies, inspiring them to greatness. Until the start of your next turn, as an action, you can grant a bonus equal to your Charisma modifier on all attack rolls to a number of creatures equal to your Wisdom modifier within 30 feet. This ability can be used once per combat. At level 14 the target creatures gain a bonus to their damage rolls also.

## PRIDEFALL

Starting at 17th level, you are the favored of Nobanion, a paragon of pride and leadership. A true leader does not fall easily, once per long rest when you would fall to 0 or negative HP a pack of spectral lions bursts in a circle around you damaging your foes, and you fall to 1 HP instead. All creatures hostile towards you within 30 feet must make a Wisdom saving throw against your spell DC. If they fail they take 7d8 radiant damage and half as much if they succeed.



Cleric of  
Nobanion



Art by Giulia Carli



# Oghma



Oghma, The Binder of What is Known, The Lord of Knowledge, The Wise God, is the god of knowledge and inspiration. Oghma sits in judgment of all ideas, deciding whether they will be allowed to spread, or whether they will die with their originator. In this regard, he exercises a great deal of caution, for the experience of countless ages weighs heavy on his heart. He prefers a doctrine of ideological conservatism, hoping that no new thought disrupts the delicate balance he has nurtured since the beginning of time. Despite this, Oghma exudes an outwardly cheerful demeanor, using his good looks, skillful debate, and peerless charm to sway even the most ardent opponents to his way of thinking.

The church welcomes members of all races and philosophies, provided prospective clerics swear to the doctrine of the Binder of What is Known and dedicate themselves to acquiring, administering and protecting knowledge. Members of the church might remain cloistered in temples (usually academics or sages more at home among stacks of books and scrolls than among their fellows) or travel the land, recording their experiences and periodically reporting to the temples they encounter on their travels. Wayfaring clerics and bards within the church tend to be adventuresome and curious, gathering tomes and scrolls for the temple libraries. Wayfarers occasionally come into ideological conflict with their academic counterparts. The two branches need each other, however, and such reprobation seldom escalates beyond mild disapproval. Far more common in cities than the wilderness, temples of Oghma resemble libraries filled with acolytes huddled over desks covered in books, maps, and scrolls. Many support themselves by selling writing implements, services, or maps, often to adventurers. Most temples include extensive binderies to aid cloistered clerics in producing religious tracts and volumes that will form the basis of future temple libraries.

# HOLY DAYS AND PRAYERS

Clerics of Oghma pray for spells in the morning. The church celebrates Midsummer and Shieldmeet as holy days, since these occasions traditionally mark new agreements or pacts, when many written contracts, deeds, and bonds are drawn up. When a child follower of Oghma achieves his or her twelfth year (or equivalent for nonhuman worshipers), local clerics perform a private ceremony known as the Naming. They reveal to the youth his or her "True Name", a secret signifier that represents that being's true essence. One's True Name is used only in personal prayer to the Lord of Knowledge and should not be shared with anyone. Oghmanytes believe that knowing one's True Name gives power over the person, and hence do not mention it even to their closest friends or relatives.

# ORDERS OF THE FAITH

While the church of Oghma sponsors no military or knightly orders, it spreads its aegis over a countless number of monkish fellowships, scholarly orders, guilds of naturalists and herbalists and colleges of bardic knowledge. Some of these include: **the Children of the Passive Voice**, an order of learned monks whose members protect many libraries and abbeys; **the Order of the Gilt Laurel**, an honorary society of historical fiction authors; **the Fellowship of the Forest**, a naturalist society; and **the Companions of the Silver Strings**, an order of heroic bards who acted valiantly at risk of their own lives in the service of the church of Oghma. The Oghmanyte faith also has ties with **Those Who Harp** (the Harpers), an organization working for good against the rise of great powers throughout Faerûn.



# DOGMA

Knowledge, particularly the raw knowledge of ideas, is supreme. An idea has no weight, but it can move mountains. The greatest gift of humankind, an idea outweighs anything made by mortal hands. Knowledge is power and must be used with care, but hiding it away from others is never a good thing. Stifle no new ideas, no matter how false and crazed they seem, rather, let them be heard and considered. Never slay a singer, nor stand by as others do so. Spread knowledge wherever it is prudent to do so. Curb and deny falsehoods, rumor, and deceitful tales whenever you encounter them. Write or copy lore of great value at least once a year and give it away. Spread truth and knowledge so that all folk know more. Never deliver a message falsely or incompletely. Teach reading and writing to those who ask (if your time permits), and charge no fee for the teaching.

## CLERICS OF OGHMA

As the follower of the Lord of Knowledge you are blessed with the following abilities.

### OGHMA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Comprehend Languages, Identify</i>
3rd	<i>Detect Thoughts, Locate Object</i>
5th	<i>Clairvoyance, Speak With Dead</i>
7th	<i>Arcane Eye, Divination</i>
9th	<i>Legend Lore, Scrying</i>

### SEEKER OF OGHMA

When you devote yourself to Oghma at 1st level, you gain the impart knowledge cantrip. You also gain proficiency in Intelligence (History) and Wisdom (Perception) skill checks. You can read, write and speak two languages of your choice.

### BLESSING OF KNOWLEDGE

As of level 1, once per short or long rest, you can use your action to touch a willing

creature other than yourself to grant it proficiency at an Intelligence skill check or tool of your choice. This blessing lasts for 10 minutes.

### CHANNEL DIVINITY: LORE KEEPER

Starting at 2nd level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As a bonus action, point your holy symbol at one creature you can see within 60 feet of you. You immediately learn one of the following facts about the creature: damage immunity, damage resistance, damage vulnerability, the creature's weakest saving throw or the creature's strongest saving throw. If the creature does not have the fact you were looking for (like damage immunity) you can choose another fact.

### CHANNEL DIVINITY: READ THOUGHTS

Starting at 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

Same as the Channel Divinity: Read Thoughts of the Cleric Knowledge Domain.

### MIND FORTRESS

At 8th level, your mind is a fortress of knowledge accessible to only yourself. You gain proficiency in Intelligence saving throws and immunity to all spells and abilities used to read your mind or force you to give information.

### VISIONS OF THE PAST

Starting at 17th level, you are the favored of Oghma, and gain the ability of the same name as the Cleric Knowledge Domain.





## IMPART KNOWLEDGE

*Divination Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Instantaneous

A way to quickly and silently communicate complex ideas.

This spell allows you to communicate complex thoughts (such as maps, diagrams, explanatory images, which may move in a sequence to show a procedure, and the like) silently to a willing recipient upon touch. This spell is often used to show an individual the likeness of other beings as an aid to recognize them, to show a clear route or directions to an unfamiliar place, or to quickly transfer lists of names, heraldic devices, or other symbols. The information is transferred instantaneously, leaving the recipient to mull its implications over later. This allows the spell to be of use to dying priests who have little time left or in the frenzy of battle when only moments of contact are possible. If the recipient is not willing, this spell automatically fails.



Cleric of  
Oghma

Art by Tom Rodhes



# RED KNIGHT HOLY DAYS AND PRAYERS



Red Knight, The Lady of Strategy, The Grandmaster of the Lanceboard is the goddess of strategy, planning and tactics. Calm and logical in demeanor, the Red Knight displays a great wealth of compassion, though she is unafraid to send her worshipers to their deaths when necessary to secure the object of a plan. She rarely raises her voice and is said to love a good joke and have a throaty laugh. She dislikes flighty behavior, and looks unfavorably upon those who switch alliances often or capriciously.

The church of Red Knight, known as the Red Fellowship, is an offshoot of a monastic order within the hierarchy of the church of Tempus that concentrated on planning and strategy and has only emerged from the shadow of the temple of Tempus since the Time of Troubles. Members of the Red Fellowship serve in armies throughout Faerûn, often as high-ranking commanders of elite squads. Others are well-respected instructors in war colleges. A few are quartermasters skilled at obtaining and managing supplies or establishing and maintaining supply lines over hostile territory. Quite a few clerics of the Red Knight have authored tomes on military strategy. When not on duty, clerics of the Red Fellowship are known for their love of gaming. Although they avoid games of chance that require the smile of Lady Luck more than the brilliance of the Red Knight, clerics of the faith strive to constantly improve their skills in abstract games of all sorts to further challenge their development of parallel lines of thought and new strategies and to sharpen their ability to read an opponent's intentions. The Red Knight has but a few shrines dedicated to her name, and all but one are found within temples of Tempus. Chapels of the Red Knight are dominated by images of chess pieces and the floor is inlaid with a chess board (also known as a lanceboard) of black and white or red and white marble. Typically they are guarded by numerous stone guardians of blood red and bone white hue, carved in the shape of various chess pieces.

Clerics of the Red Knight pray for their spells at night before going to sleep, preparing for the day to come. In addition to observing the holy days and important ceremonies of the church of Tempus, the clergy of the Red Knight honor two important holy days. The Retreat is an annual event held every Midwinter's Day. During this solemn ceremony, the clergy of the Red Knight assemble for a day-long retrospective on the previous years campaigns. Strategies are discussed, battles are analyzed, and the accumulated lore is integrated into the church's teachings. The Queen's Gambit is celebrated on the first day of Tarsakh. During this festival, the clergy of the Red Knights unwind with a day of feasting and gamesmanship. Day-long tournaments of chess (also known as Lanceboard) are held, with the tournament victors receiving recognition, titles of merit, promotions, and, sometimes, a precious gift from the temple armory.

## ORDERS OF THE FAITH

There are multiple military orders dedicated to the Red Knight but one stands taller than all the rest:

**The Order of the Red Falcon:** A fellowship of paladins and warriors led by the High Priestess of the Red Knight Lady Kaitlin Tindall Bloodhawk herself. Small in number, the elite paladins of this order are dangerous opponents who have triumphed in the face of overwhelming odds on numerous occasions. Based in the Citadel of Strategic Militancy, many of the knights serve as instructors in the Red War College. Other serve stints in various armies throughout the Realms training the officers in military history. On rare occasions they are all summoned back to the Citadel and led into combat by Lady Bloodhawk herself.



# DOGMA

War is won by those with the best planning, strategy, and tactics, regardless of the apparent odds. Any fool can snatch defeat from the jaws of victory with fortune's aid. Only a master strategist can ensure lasting victory. War is a series of battles. Losing a battle does not necessarily indicate the war is lost. Seek out your opponent's weaknesses and recognize your own, avoid an opponent's strengths and play to your own. Only by focusing one's own strengths on the opponent's vulnerabilities can triumph be ensured. In times of war prepare for peace; in times of peace prepare for war. Seek out your enemy's enemies as allies, and be prepared to compromise. Life is an endless series of skirmishes with occasional outbreaks of war. Be ready---and have a contingency plan.

## CLERICS OF RED KNIGHT

As the follower of the Lady of Strategy you are blessed with the following abilities.

### RED KNIGHT CLERIC SPELLS

Cleric Level	Spells
1st	<i>Compelled Duel, Expeditious Retreat</i>
3rd	<i>Augury, Detect Thoughts</i>
5th	<i>Clairvoyance, Crusader's Mantle</i>
7th	<i>Compulsion, Freedom of Movement</i>
9th	<i>Rary's Telepathic Bond, Scrying</i>

## SQUIRE OF RED KNIGHT

When you devote yourself to Red Knight at 1st level, you gain the guidance cantrip. You also gain proficiency in Intelligence (History), Wisdom (Insight) skill checks, martial weapons, heavy armor and strategy games (chess, go, etc...)

## TACTICAL COMBAT

Every good strategist knows that preparation is everything. As of level 1, whenever you roll for initiative you can add or subtract your Wisdom modifier to or from that roll.

## CHANNEL DIVINITY: SIZE THEM UP

Starting at 2nd level, you can use your Channel Divinity to analyze your opponent in order to create a battle plan.

As an action, point your holy symbol at one creature you can see within 60 feet of you. You immediately learn the creature's highest and lowest attribute score and what those attributes are. At higher levels you can size up additional creatures 2 at level 6, 3 at level 10, 4 at level 14 and 5 at level 18.

## PLAN B

Starting at 6th level, after each long rest you can roll a d20 and remember the result as a plan B. At any point before the next long rest you may replace a single d20 roll you make with the Plan B roll. At the 10th level you may roll the Plan B d20 with advantage.

## PRECISE STRIKE

At 8th level, you are a master tactician and you never let even a slight mistake of the enemy to go unpunished. You now deal critical damage when you roll a natural 19 or 20 on attack.

## MASTER TACTICIAN

As of level 17, you have proven your self to the Red Knight as a master tactician and she gives you further insight and power over the tides of battle. All friendly creatures, including yourself, roll for initiative with advantage. As a reaction, whenever yourself or an ally within 30 feet of you suffers a critical hit, you may turn the attack into a normal hit. Any effects triggered by a critical hit are canceled. Once you use this feature, you cannot use it again until you finish a short or long rest.





Cleric of  
the Red Knight



Art by Miguel Regodón Harkness

MR Regodón Harkness  
3/14



# SAVRAS

Savras, The All-Seeing, The Lord of Divination, He of the Third Eye is the god of divination, fate and truth.

Savras speaks in clear, precise statements and rarely says what the listener wants to hear. He always speaks the absolute truth, and, in cases where the truth is a matter of perspective, he reveals all sides of the truth. There is little compassion or emotion in Savras's actions or demeanor, but sages speculate this seemingly emotionless facade is merely a front for a deity who cares deeply about the fate of Faerun but finds himself relatively helpless to change it's destiny. Savras almost never loses his temper, but when he does his wrath is dreadful.

The church of Savras is small but organized. Many clerics are involved with foretelling the future or studying the past and dealing with the consequences of what they learn. Of necessity, Savras's clergy engages in extended strategy sessions to analyze the implications of future events and plan accordingly. Some followers of the All-Seeing wander Faerun uttering prophecies, while others seek out more remote locations to reside and become oracles. A few are employed as truth speakers and serve the legal system of various cities and kingdoms as expert witnesses, magistrates or judges. Shrines and temples of the All-Seeing One are typically dominated by a giant, statue of Savras carved from white marble seated atop an onyx dais in meditative repose. The Lord of Divination is always portrayed with his palms upwards in a gesture of supplication and with blank eyes gazing from a placid face. In the center of the statues brow is a crystalline third eye that is often reputed to have magical powers. The statue usually stands in a large hall dominated by titanic columns and accessed by circular portals and windows which close and open like an iris. The walls of the All-Seeing Ones temples are inscribed with countless hieroglyphics depicting alien landscapes and events in the distant past or future scryed by the temples diviner. Each temple has a secret, hidden hall where prophecies of the All-Seeing and his most powerful priests and oracles are stored and guarded.

# HOLY DAYS AND PRAYERS

Clerics of Savras begin and end their days with extended periods of peaceful meditation, praying for their spells at night in anticipation of the coming day. The Feast of the Moon is celebrated by the followers of Savras as The Vision. This holy day is observed by every devout follower of Savras with 24 hours of continuous meditation. In some temples the meditation occurs in a sauna or steambath, while in others it occurs amid a haze of incense. Each worshipper who participates in the day long ceremony is rewarded with a vision from the All-Seeing. Beneficiaries of such visions are expected to act in accordance with this prescient knowledge or risk Savras's wrath.

# ORDERS OF THE FAITH

The church Savras is small and well organized and unified under their all seeing god. There is one order, who in their wish to gather the truth became too zealous and separated from the official church:

**The Benign Order of the Third Eye:** A secret cult would seem to be anathema for a god devoted to finding the truth, but in 1371 DR such a cult did form. Consisting mainly of archivists (and incidentally containing the highest concentration of archivists of any group in the Realms) the Benign Order of the Third Eye's members were all granted a vision from Savras where he impressed upon them the need to collect magic and lore in preparation for an upcoming battle with Cyric. Unfortunately, the Order was overzealous in its search and became known for grave-robbing.





# DOGMA

The blindness of mortals is the origin of all folly. Search for the truth in all things great and small and conceal nothing. Speak only the truth, for lies and misdirection, even for benign motives, are the root of all sorrow. Be not paralyzed by indecision, but take no action without analyzing the implications. Hasty actions and decisions are rarely more beneficial than well thought out strategies that are revised as necessary. Mortals who employ only their two common eyes are essentially blind. Savras provides the third blessed eye, allowing both foresight and hindsight, so that mortals can access to omniscience of the gods. It is not wrong to use the knowledge that Savras gives to help yourself and your church, but caution should be used in furthering the goals of others as part of their agenda may be hidden. Seek for the hidden motive before you act, and damage not the whole of the realm in which you live out your mortal life.

## CLERICS OF SAVRAS



As the follower of the All-Seeing you are blessed with the following abilities.

### SAVRAS CLERIC SPELLS

Cleric Level	Spells
1st	<i>Detect Evil and Good, Identify</i>
3rd	<i>Augury, Zone of Truth</i>
5th	<i>Blink, Clairvoyance</i>
7th	<i>Divination, Locate Creature</i>
9th	<i>Commune, Scrying</i>

## TRUTH SPEAKER OF SAVRAS

When you devote yourself to Savras at 1st level, you gain the guidance cantrip. You also gain proficiency in Intelligence (Religion) and Wisdom (Insight) skill checks. You have disadvantage on all your Charisma (Deception) skill checks.

## FOREWARNED

Your knowledge of the future allows you to

anticipate danger. As of level 1, you gain a +1 bonus on your Wisdom (Perception) skill checks, the bonus gains an additional +1 at level 7 and every 3 levels after that. Additionally you cannot be surprised.

## CHANNEL DIVINITY: VOW OF SAVRAS

Starting at 2nd level, you can use your Channel Divinity to invoke the name of Savras to assure everyone you are telling the truth.

As an action, you can raise your holy symbol and invoke Savras' name. For the next 10 minutes, every creature in the room will believe anything you say with total trust. No one will doubt your word. If at this time you roll a Charisma (Deception) skill check or speak a lie you take 5d10 psychic damage each time.

## VAGUE WARNING

Starting at 6th level, you gain random visions of dangers to come. Once per long rest, while outside of combat, you can give a creature of your choice a cryptic warning of the future. The warned creature can reroll one d20 roll (except a death saving throw) before their next long rest.

## DEJA VU

At 8th level, once per long rest, as a bonus action, you may declare that an action you have just taken did not happen. You may then take a different action. You can do this after the results of your action are known. The mixing of future and present is taxing on your mind and body and you gain 1 level of exhaustion. As of level 14 your mind and body are trained and more resilient and you do not gain exhaustion from using this ability anymore.

## TRUTHSEER

As of level 17, you are now one of the favored of Savras, you see more clearly than ever before. So long as you are standing within 10ft of someone you know with certainty whether or not they are intentionally lying whenever they speak, even the spell Glibness is not an adequate defense against this ability, nothing less than the direct intervention of a deity will prevent it. Additionally you can always see through illusions and no illusion spell can deceive you.





Cleric of  
Savras

Art by Olivier Bernard



# SELÛNE

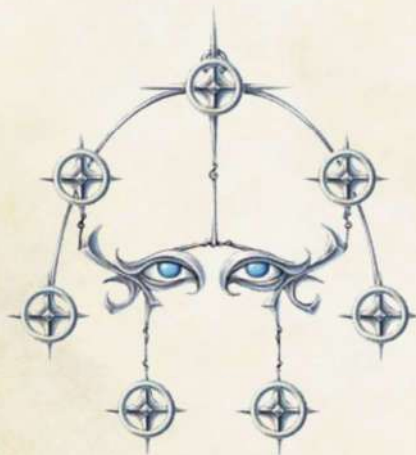
Selûne, Our Lady of Silver, The Moonmaiden, The Night White Lady, is the goddess of the moon, navigation, questers, stars, wanderers and the patron goddess of good and neutral aligned lycanthropes. Selûne approaches existence with the placid calm of dappled moonlight. Like the moon itself, the quietly mystical Lady of Silver has many faces. At times, she seems distant, cloaked in the sadness of past defeats and tragedies. At others, she dances joyfully, her lithe form glowing with majestic radiance. A chaotic being well accustomed to change, Selûne can be count on for at least one constant, her ceaseless war against her archnemesis Shar. Together the two created Toril and infused it with life, and ever since, they have battled over the fate of their creation.

Many of Faerun's residents live according to the dictates of the night sky, and hence Selûne boasts a highly diverse body of worshipers. Seafarers turn to the star-speckled canopy above their nocturnal voyages to navigate the seaways, often offering prayers to the Moonmaiden to protect them from Umberlee's attentions. Nonevil lycanthropes honor Selûne as the master of their fate, as do astrologers and fortune tellers, albeit for different reasons. The common folk know servants of Selûne as mysterious agents of good, enemies of evil werebeasts and undead. Though few understand the intricacies of her ancient religion, most good-hearted Faerunians respect her clergy and pay homage to her when the moon is full. The Moonmaiden's clergy are encouraged to be self-reliant, humble, and yet make as much of a success as they can in the world while always remaining as helpful and friendly to the lonely and to decent folk as possible. Self-reliance and finding one's own, practical path are more important than fussy detail in her faith, and so Selûne is also gaining favor among eccentrics, adventurers and mavericks of all sorts including outcasts. Women heavily outnumber men, and many of the church's rituals honor the woman's role as a teacher and role model in the home and in society at large. Selûne's doctrine suggests that the moon exerts a subtle influence upon the natural cycles of a

woman's body. A female cleric of Selûne believes she is closest to her deity during the full moon, and during that period, she conducts morning ceremonies to open herself to special visions, insights, and intuitions. Milk, as a symbol of motherhood and the sustaining power of the feminine, plays an important role in most Selûnite ceremonies. The appearance of Selûne's temples vary as much as her clerics, from small shrines in the wilderness to huge open-air or skylight buildings the size of great mansions. Reflecting ponds, small gardens, and feminine symbolism dominate Selûnite architecture.

## HOLY DAYS AND PRAYERS

Clerics of Selûne pray for their spells at night, always facing in the direction of the moon when visible. All clerics observe two annual holidays, the Conjuring of the Second Moon and the Mystery of the Night. The Conjuring of the Second Moon, held every Shieldmeet, is a coordinated chant at every Faerunian temple of Selûne. This confluence of devotional energy summons the Shards, a cadre of blue-haired female planetars, to do the bidding of Selûne's terrestrial clergy for a single night, usually battling the forces of Shar. On the following dawn, the Shards elevate one moral cleric to their order. The Mystery of the Night must be performed once every year by each cleric of Selûne. During the ritual, clerics fly high into the air to commune with the Moonmaiden while in a deep trance.





# ORDERS OF THE FAITH

Selunites are openly affiliated with those who Harp and posses three noteworthy orders:

**The Swords of the Lady:** Often referred to colloquially as the Lunatics, it's an order led by a few Selunite paladins, clerics and wizards. They tend to act rapidly in response to threats from Shar and her priesthood, although the public often views their behavior as bizarre at large.

**The Oracles of the Moon:** A group of female diviners who worship Selûne, as the Night White Lady.

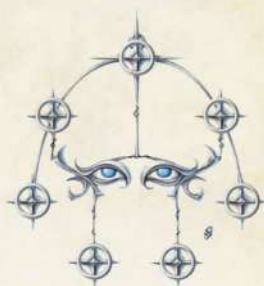
**The Order of the Dark Moon:** An order of clerics and wizards who claim that Selûne and Shar are two faces of the same goddess. They have been branded as heretics by both churches of Selûne and Shar.

## DOGMA

Let all on whom Selûne's light falls be welcome if they desire. As the silver moon waxes and wanes, so too does life. Trust in Selûne's radiance, and know that all love alive under her light shall know her blessing. Turn to the moon, and she will be your true guide. Promote acceptance and tolerance. See all other beings as equals. Aid fellow Selunites as if they were your dearest friends.

## CLERICS OF SELÛNE

As the follower of the Moonmaiden you are blessed with the following abilities.



## SELÛNE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Faerie Fire, Sleep</i>
3rd	<i>Misty Step, Moonbeam</i>
5th	<i>Fly, Tidal Wave</i>
7th	<i>Aura of Purity, Control Water</i>
9th	<i>Moon Path, Wall of Light</i>

## MOONBATHED OF SELÛNE

When you devote yourself to Selûne at 1st level, you gain the dancing lights cantrip. You also gain proficiency in Wisdom (Insight) and Charisma (Persuasion) skill checks.

## WAX AND WANE

As of level 1, you can point at any light source within 60 feet and choose Wax or Wane.

If you choose Wax, you increase intensity of the light source from dim to bright light. If it's already a bright light you can increase the range of the light by up to 15 feet.

If you choose Wane, you decrease the intensity of any light to dim or no light but you do not extinguish the source (for instance a flame of a candle will still burn but it will not radiate any light).

## CHANNEL DIVINITY: MOONBLADE

Starting at 2nd level, you can use your Channel Divinity to bless your weapon with the power of the moon.

As an action, you can whisper a prayer to Selûne while holding a melee weapon. The weapon becomes blessed with the power of the moon and radiates dim light for 1 minute. When you roll an attack with such a weapon you ignore 1 point of AC when attacking undead or evil aligned creatures. You ignore 2 points of AC when you attack a lycanthrope.

## RADIANT LUNA

Beginning at level 6, you are a warrior against the darkness. Once per long rest, as an action, you can summon a bright sphere that sheds dim light in an 120 foot area. The light dispels all darkness, even magical one and reveals the true nature of creatures (Such as devils, vampires, lycanthropes, and others that can hide their true nature and race).



## DIVINE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage of your choice to the target. When you reach 14th level, the extra damage increases to 2d8.

## MOONLIGHT DOMAIN

As of level 17, you have become one the favored of Selûne, she enables you to become a conduit of the moon itself.

Once per long rest, as an action, you shed a soft dim moonlight in a radius of 30 feet around you for 1 minute. During this time you gain truesight within 30 feet and resistance to radiant and necrotic damage.

## MOON PATH

5th-level alteration

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (A white handkerchief)

**Duration:** Concentration, up to 1 hour

*As you cast this spell, pure, pale moonlight shapes itself into a stair or bridge, as you desire.*

Moon path allows you to create a stair or bridge from one spot to another. The effect is a railless ribbon of glowing white translucent force like a glass strip. The strip can be from 3 to 20 feet wide and up to 60 feet long as you decide. (You can vary the width over the ribbon's length if you want.) It sticks to its endpoints unshakably, even if these endpoints are in midair.

Cleric of  
Selûne



Art by Ernesto Irawan



# SHAR



Shar, The Mistress of the Night, The Lady of Loss, The Dark Goddess, The Nightsinger, is the goddess of darkness, loss, night, secrets and forgetfulness. Shar reflects the primal dark, the flawless void erased at the beginning of time by a distant, unconcerned over deity. Her heart longs for a return to the calm of nonexistence, and she schemes from the shadows to tear down establishments, destroy order, and undermine all creation. Religious art depicts Shar as a black sphere outlined in a magical purple flames or a beautiful human woman with long, raven-black hair dressed in swirling dark garb. In this guise, her haunting purple eyes have coal black pupils that reflect the primeval void.

Shar's love of secrecy serves her clergy well, and most residents of Faerun know very little about her mysterious cult. All regard her as a dark and vengeful deity, but many seek out her servants in times of grief or bereavement. There is a pervasive belief that her clergy aids those who have been wronged or who have suffered a great loss. Instead of offering release from the pangs of grief, though, Shar's clerics reinforce supplicants' regrets and feelings of betrayal, turning their focus to bitterness and rage. Other clerics warn of the dangers of seeking such solace, but desperation often gets in the way of better judgment, and the ranks of Shar's clergy swell with each passing year. The church is made up of independent cells that have strong, authoritarian rulers. Shar's clergy also revel in secrets. In civilized lands, they frequently establish exclusive social clubs or false cults to further corrupt the foundations of mannered society. Sharran clergy work to overthrow governments, promote vengeance, organize cabals, and foment unrest through calumny and sedition. Sharrans believe that all that matters is the freedom to live by one's own dictates, the state exists to limit freedoms and is hence an inherently immoral institution that should be crushed. To them everything deserves to perish, and their duty in life is to encourage the process of destruction. Temples of Shar vary in description but usually double as a place of business or residence.

Most feature at least one room bathed in deeper darkness, which is used in religious ceremonies and ritual killings.

## HOLY DAYS AND PRAYERS

Clerics of Shar pray for their spells at night. Because most of her followers keep their devotion a secret, the religion has but one fixed holiday, Festival of the Moon. During the Festival, Sharrans celebrate the Rising of the Dark, when the directors of local cults outline the dark plots of the coming year over the quivering body of a live sacrifice. The most important ceremony of the priesthood of Shar is the Kiss of the Lady, a horrific night-long revel of slaying and doing dark deeds in the name of the Lady that ends with a feast at dawn.

## ORDERS OF THE FAITH

The church Shar sponsors no fighting orders or knightly orders. Paladins who serve the faith are attached to particular Sharran cells and temples, not the faith in general. Still some orders of the faith do exist:

**The Dark Justiciars:** An honorary secret society within the priesthood of Shar. Clergy of the faith who have killed one of the clergy of Selûne are rumored to gain access to this honorary order.

**The Darkcloaks:** Unusual among other orders in the Church, Darkcloaks were actually a compassionate, non-evil group of clerics and care-givers who tended to those troubled souls who were emotionally damaged, often bringing the bliss of forgetfulness to soothe their pain. Their work did much to present the church in a positive light to the populace.

**The Order of the Dark Moon:** An order of clerics and paladins who claim that Selûne and Shar are two faces of the same goddess. They have been branded as heretics by both churches.



# DOGMA

Reveal secrets only to fellow members of the faithful. Never follow hope or turn to promises of success. Quench the light of the moon (worshippers and items of Selûne) whenever you find it, and hide from it when you cannot prevail. The dark is a time to act, not wait. It is forbidden to strive to better your lot in life or to plan ahead except when directly overseen by the faithful of the Nightsinger. Consorting with the faithful of other deities is a sin except in business dealings or to corrupt them from their beliefs. Obey ranking clergy unless it would result in your own death.

# CLERICS OF SHAR

As the follower of the Mistress of the Night you are blessed with the following abilities.

## SHAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Arms of Hadar, Disguise Self</i>
3rd	<i>Darkness, Silence</i>
5th	<i>Hunger of Hadar, Shadowfall</i>
7th	<i>Confusion, Shadow of Moil</i>
9th	<i>Enervation, Modify Memory</i>

# NIGHTSEER OF SAVRAS

When you devote yourself to Shar at 1st level, you gain the eye of Shar cantrip. You also gain proficiency in Dexterity (Stealth) and Charisma (Deception) skill checks.

# EYES OF NIGHT

Your pupils and iris are black or deep dark purple. As of level 1, you gain darkvision of 60 feet, if you already had darkvision it increases by 30 feet. You cannot be blinded by magical effects or abilities. You can discern colors while using darkvision.

# CHANNEL DIVINITY: SHADOW TALK

Starting at 2nd level, you can use your Channel Divinity to communicate with creatures through the darkness of their shadows.

As an action, you can whisper a message into your shadow. The message must be no more than 35 words and you can send it to a number of creatures, of your choice, equal to your Wisdom modifier. Target creatures hear your message through their shadows and can respond with the same word limitation. Observers can hear the words if they are close enough to physically hear the actual whispers (a DC 15 Wisdom (Perception) if the listener is within 10 feet). This skill is not language-dependent and automatically translates whatever was said.

# DEEP DARKNESS

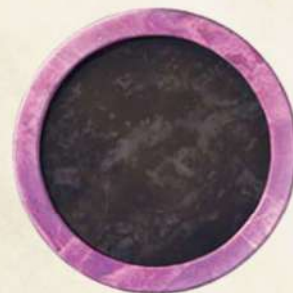
Starting at 6th level, you can choose to cast the darkness spell with a higher level spell slot. The darkness spell radius increases by 5 feet per spell level. Only a light spell of equal level or higher than the spell level used to cast darkness can dispel it.

# SHADOWSKIP

At 8th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

# HAND OF SHAR

As of level 17, you are now one of the trusted tool of Shar, she empowers you to aid her in bringing about the End and returning creation to the blessed darkness and silence. Your skin darkens to dark gray or black. You gain Maddening Darkness as a known cleric spell. You gain resistance to radiant damage. Additionally your darkvision is increased by 120 feet.





## EYE OF SHAR

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You spit out the words of the spell, and a solid black pit with a purple iris appears above your head. You can pull all light within spell range centered on you into the well of darkness above you. For the duration of the spell or until your concentration breaks dim light in the area affected becomes darkness, and bright light becomes dim light, all color is leached from the area, leaving only shades of gray.

## SHADOWFALL

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*As you whisper in an ancient and forgotten language, the shadow of your foe darkens as it turns into a portal of swirling darkness. Your foe pinwheels its arms as it topples backward into the darkness.*

You cause a single target creature's shadow to become a temporary gateway to a pocket realm within the Shadowfell. The target must make a Wisdom saving throw against your spell DC. On a failure, they are pulled into the gateway. Inside the pocket realm, the target sees a deserted, gloomy duplicate of the real world, while shadowy phantasms stalk and taunt it without causing real harm. On each of its turns, the target can use its action to attempt a Wisdom saving throw, ending the spell on a success. When the target succeeds on a saving throw or the spell otherwise ends, it returns to the real world with one level of exhaustion. Upon leaving the pocket realm, the target reappears in the spot it had been in when the shadowfell spell was cast. If this space is occupied, it instead appears in the nearest unoccupied space to that point.



Art by Mezamero

Cleric of  
Shar



# SHARESS HOLY DAYS AND PRAYERS

Sharess, The Festhall Madam, The Lustful Mistress, The Feline of Felicity, The Succubus of Sensation, The Tawny Temptress, The Dancing Lady, The Mother of Cats is the goddess of hedonism, sensual fulfillment, festhalls, lust and cats. Sharess is a radiantly beautiful goddess, rivaled only by Sune. Her voice is said to be a throaty purr and to give the listener the feeling he or she is being brushed by the softest fur or velvet when she speaks. She is a fickle, flighty deity, who prevents anyone from getting too close to her true spirit. In Mulhorand, where she is known as Bast, she is depicted as a voluptuous human female with the head of a cat. Sharess enjoys toying with beautiful mortals and she cannot resist casually flirting with anyone she encounters. However, when her ardor cools and her passion is sated, Sharess is easily distracted and quick to move on to new pleasures. She dislikes snakes intensely.

The church of Sharess is casually organized. Many priests and priestesses of Sharess run pleasure houses in large cities or directly serve decadent rulers. These pleasure houses cater to all the senses and include fantastic feasts, heavenly baths and massages, unique experiences such as flight and every other pleasure imaginable. Wealthy festhalls often employ one or two mid-level Sharessin. Some Sharessin wander the world with Sharess' blessing seeking new pleasing sensations to add to their repertoire. The few temples of Sharess are typically located in large cities along the Sword Coast, but small shrines to the goddess of pleasure may be found in almost every festhall in the Realms. Her temples are typically constructed to resemble elaborate festhalls, with graceful, fluting pillars, octagonal domes, great halls sculpted to resemble forest glades, secluded nooks, bathing areas in natural mineral springs, great banquet halls and richly scented massage parlors. Most are guarded by staunch fighters and even exotic sentient monsters who are sworn to protect all revelers who partake in the name of Sharess.

Clerics of Sharess pray for their spell at dusk, when the lure of the night first beckons. The church of Sharess celebrates more festivals than any other faith in Faerûn. These festivals are known collectively as the Endless Revel of Life. The daily rising and setting of the sun, the yearly passage of seasons, the appearance of a full moon, or nearly any other event is cause for celebration and wild revel to which the general populace is always invited. Each such festival has several outlandish titles and new festivals are added all the time as old ones are forgotten. Without comparison, however, Midsummer's Eve is the time of greatest rejoicing among Sharess's faithful and an occasion for the most extreme pursuits of boundless pleasure.

## ORDERS OF THE FAITH

Sharess is served by no military or knightly orders. Most professional escorts in major cities join formal or informal guilds led by her clergy. There are two secretive orders of devout Sharessin:

**The Eyes of Evening:** An order of female werecats blessed by Sharess and Selûne. Members of the order delight in all forms of physical pleasure, yet maintain a quiet elegance. They are soft spoken and patient, but always a cunning and dangerous opponent. The aims and goals of this mysterious fellowship are unknown, although they are rumored to hunt cultists of Shar and Loviatar during nights of the full moon.

**The Society of Sensation:** A group dedicated to experiencing everything the multiverse has to offer. The Society sponsors many performances and exhibitions of both conventional and more unusual art forms. They delight in stimulating all their senses.



# DOGMA

Life is to be lived to its fullest, in decadent sensual fulfillment of yourselves and others. That which is good is pleasurable and that which is pleasurable is good. Pleasure is to be sought out at every opportunity and life is to be lived as one endless revel. Spread the bounty of Sharess so that all may join in the endless revel of life and bring joy to all those in pain. Infinite experiences await those who would explore, so try the new as well as savoring the old.

## CLERICS OF SHARESS

As the follower of the Lustful Mistress you are blessed with the following abilities.

### SHARESS CLERIC SPELLS

Cleric Level	Spells
1st	<i>Charm Person, Goodberry</i>
3rd	<i>Enthrall, Suggestion</i>
5th	<i>Create Food and Water, Tongues</i>
7th	<i>Confusion, Compulsion</i>
9th	<i>Dream, Geas</i>

## CELEBRANT OF SHARESS

When you devote yourself to Sharess at 1st level, you gain the friends and prestidigitation cantrips. You also gain proficiency in Wisdom (Insight) and Charisma (Persuasion) skill checks. While you are wearing no armor and not wielding a shield, your AC equals 8 + your Dexterity modifier + your Wisdom modifier. You can talk to and understand all feline beasts.

### FASCINATE

A Celebrant of Sharess can use flirtation to cause one or more creatures to become fascinated with her. As of level 1, you choose a number of creatures equal to your Wisdom modifier, with Intelligence score of 6 or higher, within 30 feet of you. Target creatures must make a Wisdom saving throw against your spell DC. If the target creature fails the saving throw it is fascinated by you and can't help but silently stare at you and skip it's next round. Creatures that suc-

ceed on the saving throw become immune to this ability.

## CHANNEL DIVINITY: MANIFEST DESIRE

Starting at 2nd level, you can use your Channel Divinity to manifest the deepest desire of any creature.

As an action, you can point your holy symbol at a target creature and seductively whisper a prayer to Sharess. The target creature's greatest desire appears before it in illusory form for all to see. Each creature reacts differently depending on the object or person that is their desire (up to the DM). If the target creature wants to interact with the illusory image in any way, it must make a Wisdom saving throw against your spell DC. If it fails the target creature believes that the illusion is real and repeats the save at the start of each of its rounds. On a successful save the creature realizes that it's an illusion and becomes immune to this ability.

## CHARMING NATURE

Starting at 6th level, you have mastered the art of flirtation, body language and seduction. You may substitute your Charisma modifier for your Wisdom modifier on any Charisma (Persuasion) check.

## FELINE SWIFTNESS

At 8th level, once per long rest, as a bonus action, until the end of the round, you gain an additional 20 feet to your movement speed, immunity to attacks of opportunity and advantage on all Dexterity (Acrobatics) skill checks.

## HIGH SENSATE

As of level 17, you are now one of the favored of Sharess, she grants you mastery of all lively pleasures. You now ignore a creature's immunity to being charmed and gain the following spells as known cleric spells: Antipathy/Sympathy, Heroes' Feast, Mass Suggestion and Otto's Irresistible Dance. In addition to this you are always able to sense a creature's disposition towards you (hate, sympathy, love, lust, envy, etc...)







Cleric of  
Sharess

Art by Kyoung un Jin



# SHAUNDAKUL HOLY DAYS AND PRAYERS

Shaundakul, The Rider of the Winds, The Helping Hand is the god of travel, exploration, portals, miners and caravans. Shaundakul is a lonely deity of few words who lets his deeds speak for him. He is kind but stern, with a rugged sense of humor that sometimes comes to the fore. His faith is on the upswing in part because of his willingness to personally recruit worshipers while manifesting in the world in physical form. Clad in his dark green swirling cloak, leather armor, and boots that never quite touch the ground, the Rider of the Winds cuts a regal figure with his massive great sword ever at the ready. Tall and handsome, Shaundakul walks in silence but is surrounded by the ever-present keening whistle of the wind.

Shaundakul's church is loosely organized, and its branches are largely independent. There is little in the way of formal hierarchy, although those who served the Rider of the Winds prior to the Godswar hold positions of great respect in the church. Priests of Shaundakul are expected to provide for themselves by living off the land, hiring themselves out as scouts and caravan guards. Ever since Shaundakul added portals to his portfolio, his clerics have been tasked with locating and identifying portals that would be useful for trade and exploration. Many of his clerics serve as guides for adventuring companies or as explorers. All seek to visit the scattered shrines of Shaundakul as frequently as possible and to construct new ones when they acquire sufficient resources. Shaundakul prefers to be venerated at these shrines, most of which are uninhabited and in remote places. Typically, a shrine to Shaundakul is a stone dais built atop a high place, crowned with a stone seat or throne, and accompanied by one or more stone pillars pierced with holes through which the wind whistles. Many such shrines exist throughout the Moonsea and the Stonelands, some of them over a thousand years old. Shaundakul is not commonly worshiped within cities and he has few formal temples as a result. Because the clergy members love to wander, his few temples constantly have new clerics arrive as others leave.

Clerics of Shaundakul pray for their spells in the morning right after the wind shifts from the changing temperature. Their holy day is the Windride, which is celebrated on the 15th day of Tarsakh. On this day, Shaundakul causes all his clerics to assume gaseous form at dawn, if they cannot wind walk on their own, so that they are carried with the wind. They return to normal (and are lowered safely to the ground) at dusk, usually in some place they have never been before. Shaundakul's clergy members have a few simple ceremonies they practice when appropriate. They are to utter a simple prayer every time the wind changes significantly. Whenever they discover previously uncharted territory (such as an undiscovered valley, lake, or island), they are to create a small throne of rocks marked with Shaundakul's symbol near the location where they first made the discovery. If capable, they are to create a shrine to Shaundakul using stone shape.

## ORDERS OF THE FAITH

Since the Time of Troubles, several military orders have been founded in the name of Shaundakul:

**The Fellowship of the Next Mountain:** An order of rangers and clerics who typically work alone, blazing trails in the uncharted wilderness.

**The Knights of the Shadow Sword:** An elite order of paladins, clerics and rangers. Founded by the half-elf Jax Nightsong and based in Shaundakul's Throne, they are dedicated to cleaning Myth Drannor of the evil that haunts its streets and ruins.

**The Riders of the West Wind:** An order of clerics and a few rangers who hire themselves out as mercenary company to guard caravans heading through uncharted wilderness to distant lands.



# DOGMA

Spread the teachings of the Helping Hand by example. Work to promote him among traders, especially trailblazers who seek out new lands and new opportunities. Unearth and re-sanctify ancient shrines of Shaundakul. Ride the wind, and let it take you wherever it blows. Aid those in need, and trust in the Helping Hand. Seek out the riches of the earth and sea. Journey to distant horizons. Be the first to see the rising sun, the mountain peaks, the lush valleys... Let your footsteps fall where none have tread.

## CLERICS OF SHAUNDAKUL

As the follower of the Helping Hand you are blessed with the following abilities.

### SHAUNDAKUL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Expeditious Retreat, Zephyr Strike</i>
3rd	<i>Misty Step, Pass Without Trace</i>
5th	<i>Blink, Water Walk</i>
7th	<i>Dimension Door, Find Greater Steed</i>
9th	<i>Teleportation Circle, Tree Stride</i>

## WINDWALKER OF SHAUNDAKUL

When you devote yourself to Shaundakul at 1st level, you gain the guidance cantrip. You also gain proficiency in Strength (Athletics), Wisdom (Survival) skill checks and with all kinds of vehicles.

## TRAVELERS BLESSING

As of level 1, you travel under Shaundakul's blessing. Difficult terrain does not reduce your movement speed, you always know where north is and you can determine the distance between yourself and any other point that you can see with exact precision.

## CHANNEL DIVINITY: ASTRAL PATH

Starting at 2nd level, you can use your Channel Divinity to create small portals to traverse impossible terrain.

As a bonus action, you can create 2 circular 5 foot diameter portals within 60 feet from one another. Entering one portal transports you instantly to an empty space in front of the other portal. Projectiles and spells fired in the portal will also be propelled through the other portal and, if possible, will detonate as soon as they emerge from the other portal. The portals remain for 1 minute and require concentration to maintain.

## ANALYZE PORTAL

Starting at 6th level, you can sense active portals at any time within 150 feet of you. While in front of a portal, you may meditate and find out the properties of that portal. Each minute you meditate, you can discover one property of the portal, in this order: any key or command word needed to activate the portal, any special circumstances governing the portal's use (such as specific times when the portal can be activated), whether the portal is one-way, two-way or malfunctioning.

## DIMENSIONAL HOP

At 8th level, once per long rest, as a bonus action you can teleport up to 5 feet per cleric level. You must have line of sight to your destination to use this ability.

## WINDBLAZER

As of level 17, you are the favored of Shaundakul, he grants you even more freedom and ways to travel. Once a day you can cast either a teleport or a wind walk spell without expending a spell slot. Your walking speed is increased by 10 feet permanently.





Cleric of  
Shaundakul



Art by Graey Erb



# SIAMORPHE

Siamorphe, The Divine Right is the goddess of nobles, birth right and rightful rule of nobility. Siamorphe is kind and quiet with individuals, but firm and charismatic when dealing with large groups. Her soft voice is tinged with great wisdom, but she brooks no argument when she gives an order. She likes to think of her duty as one of building a sturdy skeleton of continuity in government through a noble infrastructure so that the body politic can grow and develop properly under the leadership of a ruler with noble blood.

The church of Siamorphe is strictly ordered but small, confined primarily to the nobility of Waterdeep and Tethyr. Siamorphe's clerics are expected to serve as advisers and councilors to noble rulers if not of noble birth and as rulers if of noble birth. When confronted with a ruler of noble birth who does not keep himself or herself fit for the task and responsibilities of rule, a cleric of Siamorphe must either seek to rectify that ruler's shortcomings through counseling and education or engineer the ruler's succession by a more fit ruler of noble lineage. In practice, many Scions of Siamorphe, as her priesthood calls themselves, spend their days presiding over various advisory councils, researching genealogies and histories of noble families, coordinating ceremonies of investiture, and determining who is next in line for various titles. Those Scions of Siamorphe who have truly taken Siamorphe's message of responsibility to the common folk to hear spend their days serving the people, providing advice, arbitrating disputes, giving leaderless folk direction, and preaching the rights and responsibilities of the nobility and the duties and rights of commoners. Most of Siamorphe's temples are small family shrines in the houses of the nobility of Waterdeep and Tethyr. Temples of Siamorphe tend to be small chapels accessed from the main hall of a lords castle. Their interiors are typically constructed with marble floors, mahogany paneling and stain glass windows. Some are ostentatious and gaudy and all of them are made to reflect the wealth of the noble family that sponsored them. Above the altars are hung the familial

crests of the noble family or families who sponsor the temple and their ceremonial weapons are laid on the altar themselves.

## HOLY DAYS AND PRAYERS

Clerics of Siamorphe pray for their spells at noon, when the Chalice of Siamorphe (i.e. the sun) is directly overhead. The church of Siamorphe has lost many of its ancient ceremonies and traditions over time, and clerics of the faith are only slowly rediscovering them, often by exploring ancient castles in which mortal descendants or ancient clergy of Siamorphe or her predecessors served various forgotten rulers. Religious services tend to be simple convocations of nobles discussing the social order and current difficulties in governing the masses. Siamorphe's name is invoked at the beginning and end of such services with a short prayer. In Waterdeep, Siamorphe has a holy day in Sea Ward and North Ward where the nobles hold a huge festival. Known as the Divine Pageantry, this fashionable revel is always held during the summer, but the date varies according to the will of Siamorphe (and, some critics claim, the year's current social calendar). Waterdeep's nobility dress in archaic costumes and wander the area throwing coins (usually copper or silver) to commoners, addressing each other with their full titles and speaking in a highly stylized, stilted speech that has been abandoned for several centuries.

## ORDERS OF THE FAITH

Knightly orders within the church are fairly young due to the nature of young nobles but one has gained notoriety:

**The Order of the Silver Chalice:** A group was primarily made up of Tethyrian nobles dedicated to locating lost members of noble families and restoring to power those who would govern with the interests of the common people at heart.



# DOGMA

Nobles are the rightful rulers of the bulk of humankind, provided that they keep fit for the task and responsibilities of rule. Nobles have the moral obligation to rule in the best manner possible for the people who serve under them even if their obligations conflict with their personal desires. The descendants of noble bloodlines inherit their charisma and potential for wisdom from their noble ancestors. Their family fortunes provide them enough leisure time to be properly educated as rulers. The regular inheritance of noble titles by strict inheritance rules reduces the potential for power struggles between rival claimants to leadership. A strong noble class that cares for the commoners of Faerun and looks out for their best interest is the most stable and fair form of government.

## CLERICS OF SIAMORPHE



As the follower of the Divine Right you are blessed with the following abilities.

### SIAMORPHE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Command, Unseen Servant</i>
3rd	<i>Enthrall, Find Steed</i>
5th	<i>Beacon of Hope, Spirit Guardians</i>
7th	<i>Compulsion, Find Greater Steed</i>
9th	<i>Dominate Person, Skill Empowerment</i>

## SCION OF SIAMORPHE

When you devote yourself to Siamorphe at 1st level, you gain the discern bloodline cantrip. You also gain proficiency in Intelligence (History) and Charisma (Persuasion) skill checks.

## PRESTIGIOUS INFLUENCE

As of level 1, a scion can use their influence to receive special treatment, favors, and other services. You effectively have a pool of virtual gold pieces equal to 15 x your level, that you can use to spend on ser-

vices and non-material goods. This pool replenishes at the beginning of every week. Services and nonmaterial goods available to a noble scion include:

- Pay for lodgings, stabling, taxes, and tolls.
- Improve your lifestyle quality.
- Hire entertainers, messengers, mounts, servants, transport, workers and so on.
- Obtain invitations to exclusive events, or entry into privileged locations.
- Spread rumors or start a whispering campaign.
- Purchase spellcasting services.

## CHANNEL DIVINITY: LOYAL VASSAL

Starting at 2nd level, you can use your Channel Divinity to remind those around you that your commands are the only ones that should be obeyed.

As a bonus action, raise your holy symbol to the skies, invoking the Divine Rights name, glowing silver runes encircle your allies' heads. For 1 minute, a number of creatures, of your choice, equal to your Wisdom modifier gain immunity to all charm and mind controlling spells and abilities. Creatures who are charmed or controlled against their will are freed upon being targeted by this ability.

## NOBLE VISAGE

Starting at 6th level, you gain +2 to your Charisma based skill checks against members of your own race. You gain an additional +1 on every third level after this one.

## ROYAL TACTICIAN

At 8th level, when you roll for initiative you can add your Wisdom modifier to your roll and you can choose to swap your result with another willing creature within 30 feet, immediately exchanging total Initiative roll results.

## HIGH LORD SCION

As of level 17, you are the favored of Siamorphe, you know that nobles don't just rule their subjects but also inspire greatness in them. Once per long rest you can inspire up to 5 creatures, other than yourself, for a number of rounds equal to your Wisdom modifier. Inspired creatures gain 3d6 temporary hit points, a +3 on attack rolls, and a +3 bonus on all saving throws.



## DISCERN BLOODLINE

*Divination Cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (A drop of blood)

**Duration:** Instantaneous

By touching the blood of a target creature you can find out the target creature's true race and subrace. You are also able to ascertain any trace of noble lineage, what noble bloodline the target creature is descended from and how close they are to inheriting a noble title (no matter how ancient, savage (war-chief), forgotten or vague the noble title is).

Cleric of  
Siamorphe



Art owned by paizo



# SILVANUS



Silvanus, The Oak Father, The Forest Father, The Old Oak, The Treefather, Old Father Tree is the god of wild nature and the patron of druids. Although wise and beneficent, the paternalistic Silvanus can be emotionally distant when it comes to the necessity of having a balance in nature and wrathful toward those who threaten wild places. He appears as an old, bearded, incredibly wise human male face floating in midair among trees or sprouting from the trunk of an especially old and large oaks.

The church of Silvanus is spread everywhere across Faerun and is far stronger than many might think. Nevertheless, most outsiders view the church of Chauntea, as patrons of agriculture, as being favorably inclined towards the expansion of civilization, while the church of Silvanus is the implacable foe of those who would settle new lands. Neither impression is correct, yet the church of the Oak Father is often perceived as little different from those faiths that venerate the Deities of Fury. The church of Silvanus endlessly strives to preserve the sacred Balance, despite population pressures that lead to too-heavy hunting or farming. Members of the clergy work to redirect development and control populations through covert sponsorship of brigands, breeding and selective placing of predators and other means. It is essential that such work be as secretive as possible, so that most folk view the servants of Silvanus as essentially benign lovers of trees. Wildlife breeding, nursing sick animals, and replanting trees and wild shrubs are all work that should be done as publicly as possible to support this perception and as necessary work to redress the slipping Balance, of course. Silvanite clergy make a lifelong study the intricate workings of the life-cycles of all living creatures in Faerun and learn to take the long-term view so that the manifold implications of every action and combination of actions can be seen clearly well into the future. By planning for the long term, Silvanite clergy hope never to take a serious misstep and worsen any shift of the Balance. Superior patience, natural knowledge, and anticipation are the hallmarks of a

worthy servant of Silvanus. They are also the qualities that make any Silvanite cleric a deadly foe. A Silvanite should never be surprised at an unexpected turn of events and always be three or four steps ahead of an opponent, prepared for victories well beyond the battles that an enemy can see. Silvanus's church largely eschews formal temples and favors small communities over large cities, although clusters of his clerics work in large cities to create garden-like walled areas of wild forest within the city limits. Most of the faithful worship the Oak Father amidst stands of forest giants, particularly ancient oak trees or within rings of standing stones set deep within the great forests of Faerun.

## HOLY DAYS AND PRAYERS

Clerics and druids of Silvanus prepare spells at sundown or in moonlight. Holy days are Greengrass, Midsummer night, Highharvesttide, and the Night the Forest Walks. This last holiday takes place when the deity grows restless. He then causes trees to move, streams to change course, caves to open or close, forest creatures to stir, and forest magic to strengthen. Many rituals of worship to the deity take place in a crown stand or tall, ancient trees on a hilltop. Silvanus must always be worshiped by sacrifice, but never by blood sacrifice. Instead, something made from material taken from a wood must be ceremonially broken and buried, not burned. For example, a cart, wagon or chair fashioned from the wood of felled trees could become a sacrifice to Silvanus. The simplest prayer to Silvanus is the Call of Oak, Ash and Thorn, wherein a cleric gathers leaves of the three named sorts of trees, floats them on water, and entreats Silvanus to hear a prayer. The two most powerful and holy rituals of Silvanites are the Song of the Trees and the Dryad Dance. The former is a haunting repetitive chant that draws woodland creatures to gather and be healed. The latter is a wild revitalizing ritual of piping and dancing that calls dryads out of the woods to wander, even far from their trees, to



mate with humans. Sadly, it seems the most often performed ceremony in the Silvanite canon is the Thorncall, a ritual magic that raises thick walls of deadly tearing thorns out of the forest soil. These barriers are permanent and as labyrinthine as the presiding cleric desires, but they can only be called up when a servant of Silvanus (a worshiper or a servitor creature, such as a stag) has been slain or shed much blood in the vicinity. The Thorncall ritual is used to keep our those who would burn or despoil the forest in such a way as to upset the Balance.

## ORDERS OF THE FAITH

The church of Silvanus does not have any affiliated knightly orders. It has firm connections to several orders of rangers who serve Mielikki, since she in turn serves Silvanus, and its holy groves and forest pool shrines are often guarded by the seldom-seen clergy of Eldath along with the druids and clerics of the greenleaf priesthood. There is one order who want to see the natural state preserved and believe in the natural order of things. It stands to reason that such an order would gravitate and openly worship the Oak Father:

**The Emerald Enclave:** An organization of druids, rangers, bards and clerics dedicated to preserve the natural order. The actions of the Enclave influenced the lives of the high and low, its members avoiding good and evil to focus on the needs of the natural world and resist the growing influence of humankind. Despite their primary goal of preserving nature, members were not direct opponents of progress, they preferred instead to work with civilized folk to promote the health of the natural world without resorting to acts of violence. The heart of the Emerald Enclave lies in the Vilhon Reach, and those who wish to join the Enclave must travel to the House of Silvanus, on the island of Ilighôn. On the full moon of each month, those who would join go through the rite of initiation. Once the rites are completed, the initiates join the first of seven circles of the Enclave, the Circle of Initiates, and thus

begin their journey as members of the Emerald Enclave. Members of the Emerald Enclave are spread far and wide, and usually operate in isolation. They learn to depend on themselves more than others. Survival in a harsh world also demands great fortitude and mastery of certain fighting and survival skills. Members of the Enclave who dedicate themselves to helping others survive the perils of the wilderness are more social than others who are charged with defending sacred glades and preserving the natural balance.

## DOGMA

Silvanus sees and balances all, meting out wild water and drought, fire, and ice, life and death. Hold your distance and take in the total situation, rather than latching on to the popular idea of what is best. All is in a cycle, deftly and beautifully balanced. It is the duty of the devout to see this cycle and the sacred Balance as clearly as possible. Make others see the Balance and work against those that would disturb it. Watch, anticipate, and quietly manipulate. Resort to violence and open confrontation only when pressured by time or hostile action. Fight against the felling of forests, banish disease wherever you find it, defend the trees, and plant new flora wherever possible. Seek out, serve, and befriend the dryads and learn their names. Kill only when needful, destroy fire and its employers, and beware orcs and others who bring axes into the forest.





# CLERICS OF SILVANUS



As the follower of the Oak Father you are blessed with the following abilities.

## SILVANUS CLERIC SPELLS

Cleric Level	Spells
1st	<i>Animal Friendship, Speak with Animals</i>
3rd	<i>Barkskin, Spike Growth</i>
5th	<i>Plant Growth, Speak with Plants</i>
7th	<i>Grasping Vine, Guardian of Nature</i>
9th	<i>Tree Stride, Wrath of Nature</i>

## GREENLEAF OF SILVANUS

When you devote yourself to Silvanus at 1st level, you gain the druidcraft cantrip. You also gain proficiency in Intelligence (Nature) and Wisdom (Animal Handling) skill checks. You can not wear armor or use shields made of metal.

## NATURE SAVANT

As of level 1, you have a deep connection with the natural world. You can determine whether water is safe to drink or dangerous. You gain advantage on Intelligence (Nature) skill check rolls when identifying animals and plants. When you gain new spell you can choose them from the cleric and druid spell lists.

## CHANNEL DIVINITY: LOYAL VASSAL

Starting at 2nd level, you can use your Channel Divinity to turn yourself into a living embodiment of Silvanus.

As an action, you hold your holy symbol close to your chest as you repeat a short prayer to Silvanus. Your body expands and transforms into a tree. The tree is up to 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out up to a 20-foot radius. The exact type of tree, as well as its appearance, is completely under your control. Even the closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint

transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form and your hit points remain unaffected. You gain a +10 natural armor bonus to AC and immunity to critical hits but have an effective Dexterity score of 0, all Dexterity saving throws fail automatically speed of 0 feet and you have vulnerability to fire. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a bonus action or change automatically when 2 hours have passed or you reach 0 HP.

## OAKHEART

Starting at 6th level, your skin gains a leafy and bark texture as you become closer with nature. You have no need to breathe or eat and if you remain in your tree form for the full duration of 2 hours, you are healed by a number of d6 equal to half your cleric level. You also gain immunity to sneak attacks and spells that change your size or shape against your will.

## MULCH

This ability must be used with extreme care by clerics of Silvanus for its reckless use could undo much of the growth and revitalization of sylvan lands that their god stands for. At 8th level, once per short or long rest, you may make a spell touch attack against a creature or object. You cause wood (such as a tree, shrub, door, or cottage wall) or once-living organic material (such as leather straps or rope) to rot away instantly. Carefully applied, this can make plate mail fall off a foe, free a bound captive, and so on... When used with less care, it can destroy clothing in a trace, cause weapons to fall off friendly warriors in all directions, and devastate gardens or stands of trees. Plant or fungal creatures can make a constitution saving throw against this spell. If they fail they take 7d6 damage and half as much on a success. When you reach 14th level, you may use this ability twice per short or long rest.

## CHILD OF THE OAK

As of level 17, you are the favored of Silvanus, as he furthers your transformation into an epitome of nature. You no longer suffer ability score penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. You gain fire resistance. Additionally you do not need to eat, drink or sleep and you can never sleep or lose consciousness





Cleric of  
Silvanus

Art by Veli Nyström



# SUNE



Sune, Lady Firehair, The Lady of Love, The Princess of Passion is the goddess of beauty, love and passion. Fairest of the deities, Sune is benevolent and sometimes whimsical. She always appears as a radiantly beautiful red-haired woman of incredible charm. She alternates between deep passions and casual flirtations and has been romantically tied to many of the other Faerunian deities. Sune enjoys attention and sincere flattery, and avoids anyone who is horrific or boorish. Lady Firehair loves and protects her followers, who in turn manifest and protect the beauty of the world.

Aside from those who despise love and beauty as a manifestation of weakness, the church of Sune is widely loved throughout Faerun and has many adherents to its teachings. However, as most Sunites are seen as flighty, vain, and superficial but basically harmless, the church of Sune has less influence than its prominence might otherwise suggest. Sunites are aesthetes who actively seek out beauty in all things. Sunite clergy buy beautiful items of art, sculpture, and handiwork whenever they find it, sponsoring good artists where necessary and overpaying for such items so as to drive prices up, create more demand, and so increase the supply of things of beauty. Whenever Sunite clergy must perform dirty tasks, the use of disguise is encouraged to protect the body as well as to conceal identity. The devout clerics always hire or support adventurers and other mercenaries to punish those who vandalize beautiful creations. All clergy of Sune also strive to create beauty in a personal way, preferably as a creator of static fine art (blown-glass ornaments, paintings, tapestries are all fashionable, etc...), or as a dancer if one fails at all else. The Sunite church's organization is loose and informal, and its leadership changes regularly with the whims of its clergy. The most attractive and charismatic Sunite clergy are usually the high clerics. Little is thought of a cleric dropping everything and going bounding off into the wild, particularly if the goal is some beautiful object or some beautiful individual, and such behavior creates

little scandal in the church. Sunite temples are either stunningly beautiful edifices of fantastic design or classically elegant structures strategically enhanced by sculptured landscaping constructed with numerous picturesque paths and promenades and surprising and enchanting nooks in which to share moments of love, beauty, and passion. Many Sunite temples sport formal gardens with gorgeous flower beds, trellises and bowers of well-trained vines, and carefully pruned trees and topiaries. Fine sculptures and sumptuous fountains that play with soft, magical lighting provide focal points in most Sunite temple gardens.

## HOLY DAYS AND PRAYERS

Sune's clerics pray for their spells in the morning after a refreshing scented bath (or after at least washing their hands). Greengrass and Midsummer Night are both Sunite holy days, celebrated with a great deal of outdoor frolicking and with night-long flirtatious chases through forests and parks. Individual temples celebrate numerous local holy days as well. Sunites also offer personal prayers to Sune by standing in a pool or bath and looking into a mirror lit only by natural light or candles. Sune sends guidance to them by visions visible in the mirror, often by altering the reflection of the worshiper in some way.

## ORDERS OF THE FAITH

The church of Sune sponsors an endless slew of honorary orders that seem to change with every new priestess or priest to rise to the head of a local temple. The church also sponsors a small but famous knightly order:

**The Order of the Ruby Rose:** A small affiliated order of paladins, clerics and bards who serve to guard temples and holy sites along with the clergy and who sometimes pursue quests or do good works in Sune's name to promote her faith.



# DOGMA

Beauty is more than skin deep. It issues from the core of one's being and reveals one's true face to the world, fair or foul. Believe in romance, as true love will win over all. Follow your heart to your true destination. Love none more than yourself except Sune, and lose yourself in love of the Lady Firehair. Perform a loving act each day, and seek to awaken love in others. Respond to love at least once a day. Encourage beauty wherever you find it. Acquire beautiful items of all sorts, and encourage, sponsor, and protect those who create them. Keep your own body as comely as possible and as attractively displayed as situations warrant. Let hairstyle and clothing best suit your personal appearance, striving to stir and delight others who look upon you. Moreover, hide not away, but always seek to present yourself to those around you in a pleasing variety of garbs and activities so as to move them with love and desire. Love those who respond to your appearance, and let warm friendship and admiration flower where love cannot or dares not.

## CLERICS OF SUNE



As the follower of the Lady Firehair you are blessed with the following abilities.

### SUNE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Ceremony, Charm Person</i>
3rd	<i>Calm Emotions, Suggestion</i>
5th	<i>Aura of Vitality, Beacon of Hope</i>
7th	<i>Charm Monster, Inner Beauty</i>
9th	<i>Dream, Geas</i>

### HEARTWARDER OF SUNE

When you devote yourself to Sune at 1st level, you gain the friends cantrip. You also gain proficiency in Intelligence (Investigation) and Charisma (Persuasion) skill checks. Choose two of the following tool proficiencies: Calligrapher's Supplies, Carpenter's Tools, Glassblower's Tools, Jewel-

er's Tools, Painter's Supplies, Weaver's Tools or Woodcarver's Tools.

### HEART OF PASSION

As of level 1, you evince such passionate belief in whatever you do or say that you can sway or charm the thoughts of the most rigid critic. This ability translates into a +2 bonus on all Charisma-based skill checks or saves.

### CHANNEL DIVINITY: EUPHORIC TRANQUILITY

Starting at 2nd level, you can use your Channel Divinity to bless any creature with love as they enter a state of euphoria.

As an action, you can point your holy symbol at a target creature while thinking the most beautiful happy thoughts. The target creature must make a Charisma saving throw against your spell DC. If it succeeds than the creature becomes immune to this ability for 24 hours. If it fails, it's disposition shifts, as shown on the table below, by the amount that it failed towards a more positive attitude and it's susceptible to this ability again (the effects stack and a successful saving throw does not negate the previous effects). The effects of this ability are permanents unless you make the creature become hostile by trying to trick them, hurt them or their allies in any intentionally malicious way.

Starting Attitude	Score
Hostile	0
Unfriendly	10
Indifferent	15
Friendly	20
Helpful	25

### ADORATION

Starting at 6th level, as a reaction, you can attempt to thwart a melee or ranged attack that targets you by a humanoid creature. You must use the ability after the attack is declared but before the roll is made. When a creature makes an attack targeting yourself, you give the creature a smile or wink or otherworldly beauty. The creature must succeed on a Wisdom saving throw against your spell DC or be smitten by you and roll it's attack with disadvantage. This ability can also be used against spellcasters to break their concentration on a failed save.



## BEAUTY SLEEP

At 8th level, rest is the most important factor in maintaining ones beauty. When you take a long rest you also gain the benefit of the lesser restoration spell.

## FLAWLESS GLAMOUR

As of level 17, you have become one the favored of Sune, your beauty is as close to perfection as it can be and not insult Sune at the same time.

You gain advantage on all Charisma (Persuasion) skill checks. Additionally any time a creature rolls a saving throw against any of your spells with charm effects or your Channel Divinity: Euphoric Tranquility, it has disadvantage on the roll.



Art by Matthew Bartlett

MB  
2019

## INNER BEAUTY

4th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

*You change the subject's physical appearance to reflect its personality and morality, revealing its true beauty or exposing its revolting ugliness.*

To cast the spell you must make a melee spell attack against a target creature. On a successful hit the target creature must succeed on a Wisdom saving throw against your spell DC or be transformed into its "true self".

Creatures such as angels, demons, dragons, etc, who take another form through magical means, immediately transform into their true form.

If the subject is of the **evil** alignment, its body and visage twist and deform, taking on a hideous appearance. In addition, the subject takes a -4 penalty to Dexterity and Charisma checks and saving throws for the duration of the spell.

If the subject is of the **good** alignment, its body and visage grow lovelier and more elegant, taking on an appearance of rapturous beauty and grace. In addition, the subject gains a +4 sacred bonus to Dexterity and Charisma checks and saving throws for the duration of the spell.

If the targeted creature is of the **neutral** alignment, the spell has no effect.

Furthermore, in the round when this transformation occurs, the subject must succeed on a Constitution saving throw against your spell DC or be stunned for 1 round by this sudden revelation of virtue.

Cleric of  
Sune



# TALONA



Talona, The Lady of Poison, The Plague-crone, The Mistress of Disease, The Mother of All Plagues is the goddess of poison and disease. Talona is often depicted as a withered old crone with a scarred, tattooed face in religious texts. Where she walks, misfortune and death follow. She has the personality of a petulant, greedy child trapped in the body of a once-beautiful woman now scarred by horrific disease and ravaged by age. She alternately desires attention at any cost like a small child and becomes aloof like a wounded paramour who has been discarded by her love.

The church of Talona is organized in a strict hierarchy, but riven by factions and sects. Aside from selling poisons, antidotes, and medicines, the Talonites travel Faerun as quietly as possible, constantly seeking out new diseases and afflictions and spreading rumors so as to augment the reputation of Talona. What seems to motivate Talonites in their day-to-day behavior is a quest for respect, respect for Talona for her potentially devastating abilities and for them as her representatives in Faerun. Throughout their careers, Talona's clerics work with magic and study to build their personal immunities to various poisons and diseases. Thus protected, they treat the diseased, take employment as food tasters for paranoid rulers, wealthy merchants, and nobles, and bury those who have died from diseases. Whenever a realm or city-state casts out or punishes any Talonites, for any reason, clerics of Talona work to cause a plague in that place to exact "Talona's price" for such insults. Rumors have circulated that certain unscrupulous Talonites have occasionally chosen wealthy folk as targets for disease so that wealth and properties can be seized by the church upon the death of these wealthy owners, with the threat of contracting disease keeping rightful heirs and claimants at bay. Those who actively worship Talona tend to gather in secret in the catacombs beneath cities or in wilderness ruins. Underground temples are often built above reeking, overflowing sewers or in humid grottoes overgrown with fungi and mold. Wilderness shrines are typically locat-

ed in stagnant swamps and marshes rife with disease-laden mosquitoes and rich with the sickly sweet scent of decay. Twisted gargoyles carved to resemble mortals wracked with various diseases or poisons are positioned prominently throughout such structures.

## HOLY DAYS AND PRAYERS

Clerics of Talona pray for their spells in the evening, although they observe thrice-daily prayers to the goddess. Festivals are held every 12 days and are open to nondevotees, where such visitors are encouraged to pray and give offerings to Talona to spare themselves or loved ones from death, disease, wasting illnesses and the like. A long symphony of rolling drums, deep-voiced chanting, and glaur, shaum and zulkoon music proclaims the power and veneration of Talona throughout the day. Younger members of the church busily sell poisons (for eliminating vermin, of course), antidotes and medicines during the festival, assisted by senior clergy who diagnose conditions (usually with great accuracy) and prescribe treatments in return for stiff fees. Annually at the festival falling closest to Highharvestide, initiates of the faith are formally inducted into the clergy. Horrifying private ceremonies involving ritual scarring and sacred tattoos mark this ascension.

## ORDERS OF THE FAITH

Talona is not served by any military or knightly orders, but she is served by several secret cabals of rogues and other vermin, most infamous of all being:

**The Plague Rats:** An elite organization of wererat thieves and assassins who serve as the shadowy, secret, long reaching hand of the Talonite church.



# DOGMA

Let pain be as pleasure, for life and death are in balance, but death is the more powerful and should be paid proper homage and respect. Death is the true power, the great equalizer, and the lesson that waits for all. If it falls to you to drive home the point with the tip of a dagger, so be it. The Mother of All Plagues works upon you from within, and weakness and wasting is her strength. Talona's breath is forever and always with you, whomever you or the rest of the world believes in or serves. Let all living things learn respect from Talona and pay homage to her in goods and in fervent worship. If they do so, intercede for them so that Talona will not claim them, this time. Go and work in Talona's name and let your doings be subtle spectacular, but make them known as the will of the Mistress of Disease.

## CLERICS OF TALONA



As the follower of the Mother of All Plagues you are blessed with the following abilities.

### TALONA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Detect Poison and Disease, Ray of Sickness</i>
3rd	<i>Lesser Restoration, Ray of Enfeeblement</i>
5th	<i>Gaseous Form, Stinking Cloud</i>
7th	<i>Blight, Sickening Radiance</i>
9th	<i>Cloudkill, Contagion</i>

### PLAGUETOUCHEd OF TALONA

When you devote yourself to Talona at 1st level, you gain the poison spray cantrip. You also gain proficiency in Wisdom (Medicine) and Charisma (Intimidation) skill checks.

# EPIDEMIOLOGIST

As of level 1, due to your constant dealings with plague and disease, your body has grown resistant to various toxins and poisons. You gain resistance to poison damage and have advantage on saving throws against disease and being poisoned. Additionally, when you inflict poison damage to a creature who is immune to poison damage they are treated as if they are resistant to poison damage.

## CHANNEL DIVINITY: TALONAS MALADY

Starting at 2nd level, you can use your Channel Divinity to bless your enemies with the touch of Talona.

As a an action, you may make a melee spell attack by touching a creature with your holy symbol. If the attack is successful the creature must make a Constitution saving throw against your spell DC at the end of each of its turns. Each time a creature fails the saving throw it loses 3 HP. If a creature has died without succeeding on a saving throw, a Blightspawned bursts out of it's corpse after 1d4 rounds of incubation, ready to serve you.

The Blightspawned flies around you attacking as a reaction creatures that finish their turn within 5 feet of you. You may maintain up to 3 Blightspawned at any time, if you spawn more that, each Blightspawned will attack any creature within 10 feet of it and will try to run away.

## BLIGHTMIND

Starting at 6th level, once per day as an action, you may establish a mental link with and dominate (as dominate monster) a single blightspawned creature within 60 feet. The mental link lasts for up to 1 minute per your cleric level and has a range of up to 240 feet. While the link is in effect, you may concentrate to receive sensory input from the linked creature or issue it instructions, during this time, you are deaf and blind. (The creature obeys any orders to the best of its ability and need not be continuously directed in its assigned tasks.)

## DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison or necrotic damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.



# TALONTAR BLIGHTLORD

As of level 17, you are the favored of Talona, she blesses you with her most sacred gift. Your skin takes on a yellowish tint and splits, becoming cold and slimy to the touch, although you do not suffer pain from this transformation. You gain immunity to sleep, poison, disease (magical or not) and critical hits. Enemy creatures within 60 feet of you roll all their Constitution saving throws with disadvantage.

## BLIGHTSPAWNED

Blightspawn must gestate in the body of the infected until they're released at the host's death. They are most often found in places where cults that worship Talona are strong. Blightspawn originally hale from the Palace of Poison Tears located in Cathrys the second layer of Carceri where they patrol Talona's realm in swarms. When a blightspawn emerges from its host, it is fully grown, although its gore-soaked wings can't be used for flight for 1d4 rounds after emerging.

## Blightspawned

*Small Aberration, unaligned*

Armor Class 14 (NATURAL ARMOR)

Hit Points 15 (3d10)

Speed 10FT. FLY 50FT.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	4 (-3)	3 (-4)	7 (-2)

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened and poisoned.

**Senses** passive Perception 10

**Languages** It understands all languages its creator knows, but can't speak.

**Challenge** 1/2 (100 XP)

**Master's Bond:** *The Blightspawned uses its actions as reactions to defend its master when the first time in a turn when it's or its master is attacked.*

### ACTIONS

**Sting.** *Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 6 (1d6 + 3) piercing damage and the target must succeed on a DC 10 Constitution saving throw or have its speed reduced by half until the end of its next turn. The Blightspawned gains temporary hit points equal to half the damage dealt.*





Cleric of  
Tajona



Art by KateMaxpaint



# TALOS



Talos, The Destroyer, The Raging One, The Stormstar, The Storm Lord is the god of storms, destruction, rebellion, conflagration, earthquakes and vortices. Talos is a violent, short-tempered and angry deity who exults in chaos and revels in destruction. Often petty and vengeful, the Storm Lord is a powerful bully and is often motivated by rage and the desire never to appear weak or compromising in any way to his followers. Known as Bhaerlros among Calishites and Kozah among the Bedine, Talos appears as a one-eyed, broad-shouldered and bearded man clad in half plate armor and black leather gloves. His empty eye socket is filled with whirling stars and covered by a dark patch.

The church of Talos is relatively small for a greater deity and almost universally despised, for his followers bring nothing but destruction and leave only ruin in their wake. They are fanatical in their love of destruction and are unafraid to call storms upon ships, towns or cities in the name of their terrifying deity. However, many fear and propitiate the Storm Lord, ensuring that he remains one of the most powerful deities of the Faerunian pantheon. Talos always has too few worshipers for his liking, so his clergy are sent out into the world to spread word of his might and to try to recruit others to his worship, either out of fear or because such people enjoy the wielding of raw power. As examples to all, the fatalistic clerics of Talos tend to indulge in acts of random or spiteful destruction as they travel and to make examples of all folk who stand up to them from entering a community or passing along a road. Some clerics pillage, burn, and steal as enthusiastically as any brigand, and hamlets that fight them off tend to be visited a season or so later by a gathering of Talassan clerics who try to slaughter everyone and lay waste to the place. Talos does not seem to mind clerics who indulge in fulfilling personal desires for wealth, food, luxury items and wanton behavior as long as they call up a storm or engage in random, spectacular acts of violence once every tenday or so. As a result, some clergy have taken up a life of banditry. Most Talassan temples and shrines

are secret because of the reputation of the church. The worship of Talos is outlawed in many countries. Where there are public temples to Talos, many of them take the form of castles or walled compounds because they must often serve as strongholds that the faithful of Talos can defend against angry folk. Such sites seem to always lie in the path of great storms, on the fault lines of earthquakes, or in path of lava pouring forth from a volcano, yet Talos ensures they always survive unscathed.

## HOLY DAYS AND PRAYERS

Talassans pray for their spells at different times of the day over the course of the year, with the time varying with Talos's whim (he rarely has them stick with the same time of day for more than a tenday). Clerics of Talos celebrate his annual festivals (Greengrass, Midsummer, and so on) with great ceremonies that call down lightning and summon storms. Their most sacred ritual is Calling Down the Thunder, in which they slay an intelligent being by lightning.

## ORDERS OF THE FAITH

Surprisingly Talos is not served by any military order since mindless destructing benefits no one. There are, although, two insidious cults who follow the Destroyer:

**The Lords of the Tempest:** A secretive cult of wizards and sorcerers specialized in exotic combinations of elemental magic.

**The Circle of Rust and the Worm:** An infamous order even amongst the Talassans. Comprised of crazed clerics, druids, necromancers and liches bound together with the intent on bringing about the end of the world.



# DOGMA

Life is a combination of random effects and chaos, so grab what you can when you can, because Talos may take you to the afterlife at any moment. Preach the might of Talos, and always warn others of the forces only he can command, the fury of all Faerun. Walk unafraid in storms, forest fires, earthquakes and other disasters, for the power of Talos protects you. Do so publicly wherever possible, so that others see that only Talos can protect them. Make others fear Talos by showing the destruction he and his servants can cause. To avoid tasting his fury, pray to him energetically and tell all folk that such observances, and only such observances, can protect them from the furies of gales, hailstorms, winds, floods, droughts, blizzards, hurricanes and other dooms. Hurl such forces at one's foes if Talos deems a place or a person worth defending. One cannot afford to ignore Talos, but must bow down and worship him. Proclaim this message to all and show everyone the destruction even the slightest of the servants of Talos can cause.

## CLERICS OF TALOS

As the follower of the Storm Lord you are blessed with the following abilities.

### TALOS CLERIC SPELLS

Cleric Level	Spells
1st	<i>Thunderwave, Witch Bolt</i>
3rd	<i>Scorching Ray, Shatter</i>
5th	<i>Call Lightning, Sleet Storm</i>
7th	<i>Ice Storm, Storm Sphere</i>
9th	<i>Destructive Wave, Maelstrom</i>

### REAPER OF TALOS

When you devote yourself to Talos at 1st level, you gain the booming blade and thunderclap cantrip. You also gain proficiency in Wisdom (Survival), Charisma (Intimidation) skill checks, heavy armor and martial weapons.

## WRATH OF THE STORM

As of level 1, you gain the ability of the same name as a tempest domain cleric.

### CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level, you gain the ability of the same name as a tempest domain cleric.

### SUNDER

Starting at 6th level, once pre short or long rest, as a reaction, whenever you use a spell to damage a construct creature, object or structure, you may cause the spell to deal double the damage of that spell. A target reduced to 0 hit points from a spell enhanced by this feature is utterly destroyed, leaving no trace or remains.

### UNRELENTING DESTRUCTION

At 8th level, whenever you finish a long rest, you can choose a damage type. You can ignore resistance and treat immunity as resistance for the chosen damage type until your next long rest.

### STORMLORDS FURY

As of level 17, you are the favored of Talos, he opens your eyes to the true power of storms and destruction.

You gain the following domain spells: chain lightning, disintegrate, fire storm, whirlwind, control weather, earthquake, tsunami, storm of vengeance and meteor swarm. Whenever you cast a spell that deals damage, any die roll result for that spell of less than three becomes three.





Cleric of  
Talor



Art by Magnus Norén



# TEMPUS



Tempus, The Lord of Battles, The Foehammer is the god of war, battle and warriors. From astride his twin steeds, Veiros the white mare and Deiros the black stallion, Tempus governs the tide of war and dispenses his favors at random, his chaotic nature favoring all sides equally in time. The deity of war is liable to back one army one day and another one the next. Soldiers of all alignments pray to him for help in coming battles. Mighty and honorable in battle and a strong and robust deity, Tempus answers only to his own warrior's code and pursues no long-lasting alliances. He is known to love food, drink and the hunt, though he loves battle best. He always appears as a giant in battered and bloodied plate armor with his face hidden by a massive war helm. He bears a great battle axe or a black sword notched and stained from much use in his gauntleted hands.

The church of Tempus is perhaps the most widely known in battle-stricken Faerun. Countless centuries of warfare have unfolded on the battlefields of the world, and followers of the Foehammer have fought ably and honorably for all sides in nearly every such conflict. The independence of the Lord of Battles and his followers has ensured that his church is widely respected by members of all faiths, and none doubt that they too might prevail in the next battle if only the Foehammer's fickle nature smiles their way again. Nearly every combatant has fought alongside a cleric of Tempus at some point or the other, and just as many have also fought against a cleric of Tempus. Only the church of Eldath truly wishes there were another way. Clerics of Tempus are charged to keep warfare a thing of rules, respected reputation and professional behavior, minimizing uncontrolled bloodshed and working to eradicate feuding that extends beyond a single dispute. At the same time, training and readiness for battle must be promoted if civilized human holdings are to survive in Faerun in the face of monster raids and orc hordes. Warriors who employ poison or taint wells, sow fields with salt, kill noncombatants, indulge in torture or the wanton slaughter of innocent folk when they are not at war

or commit similar sins against fair battle are to be denied the favor of the deity, their crimes are to be publicized far and wide, and they are to be made to atone for their deeds or perish. Clerics are charged to collect and venerate the weapons and armor of famous and respected warriors, even if these are broken or have deteriorated, for they retain something of the battle lust and energy associated with the deeds they participated in. Temples of Tempus are usually what are more commonly thought of as walled military compounds than what most picture as temples. Aside from a central shrine to honor fallen decorated with the battered shields and rusted blades of the dead, most temples of Tempus are given over to the necessities of warfare, including armories, barracks, and training grounds. The wealthiest fortified abbeys sometimes contain libraries, but such contain only a history of warfare and an accounting of the fallen.

## HOLY DAYS AND PRAYERS

Tempus's clerics pray for spells just before high sun. The eves and anniversaries of great battles are the holy days of the church of Tempus, and as such vary from place to place. The Feast of the Moon, honoring the dead, is the most important fixed date in the religious calendar. Each temple holds a Feast of Heroes at high sun and a Song of the Fallen at sunset, and most also have a Song of the Sword ceremony after dark for lay folk. It is also expected that at least once a tenday worshipers of Tempus spill a few drops of blood (preferably their own or a worthy foe's) and sing the Song of the Sword in Tempus's honor. The ritual performed by most of the faithful is a prayer for valiant performance and survival in the fray ahead, made to the war deity over the weapon the praying being most often fights with. If a new weapon comes into the believer's possession before a battle, particularly in the form of hard-won loot, it is taken as a sign of Tempus's favor and this weapon is the one used in worship.



# ORDERS OF THE FAITH

The Tempurian Church has many affiliated orders. Two of note are:

**The Order of the Broken Blade:** An order of clerics and warriors who were injured in Tempus's service and could no longer fight on the front lines. Their members are assigned to guard temples of Tempus.

**The Order of the Steel Fang:** An elite fighting order within the church of Tempus, whose members are often assigned to the most dangerous duties and led by battle-hardened clergymen. Many mercenary companies and knightly fighting orders of crusaders also avail themselves of a connection to the church. One badge of the god seen among his affiliated mercenaries is a rusty brown dagger, shown diagonally with its point to the upper right, dripping four drops of blood.

## DOGMA

Tempus does not win battles, he helps the deserving warrior win battles. War is fair in that it oppresses and aids all equally and that in any given battle, a mortal may be slain or become a great leader among his or her companions. It should not be feared, but seen as a natural force, a human force, the storm that civilization brings by its very existence. Arm all for whom battle is needful, even foes. Retreat from hopeless fights but never avoid battle. Slay one foe decisively and halt a battle quickly rather than rely upon slow attrition or the senseless dragging on of hostilities. Remember the dead that fell before you. Defend what you believe in, lest it be swept away. Disparage no foe and respect all, for valor blazes in all regardless of age, sex, or race. Tempus looks with favor upon those that acquit themselves honorably in battle without resorting to such craven tricks as destroying homes, family, or livestock when a foe is away or attacking from the rear (except when such an attack is launched by a small band against foes of vastly superior numbers). Consider the consequences of the violence of war, and

do not wage war recklessly. The smooth-tongue and fleet of feet that avoid all strife and never defend their beliefs wreak more harm than the most dreaded tyrant, raider or horde leader.

## CLERICS OF TEMPUS

As the follower of the Foehammer you are blessed with the following abilities.

### TEMPUS CLERIC SPELLS

Cleric Level	Spells
1st	<i>Divine Favor, Heroism</i>
3rd	<i>Find Steed, Flame Blade</i>
5th	<i>Crusader's Mantle, Spirit Guardians</i>
7th	<i>Drums of War, Staggering Smite</i>
9th	<i>Conjure Volley, Holy Weapon</i>

## BATTLE CHAPLAIN OF TEMPUS

When you devote yourself to Tempus at 1st level, you gain the blade ward cantrip. You also gain proficiency in Intelligence (History), Wisdom (Medicine) skill checks, heavy armor and martial weapons.

## WEAPON OF CHOICE

Clerics of the Foehammer are proficient with all weapons in existence but each cleric has a weapon they are particularly fond of and skilled using. As of level 1, you choose a melee weapon as you favored weapon of choice (spear, longsword, battle-axe, etc...). While wielding your weapon of choice you gain +1 to attack rolls. Additionally you may reroll your damage dice a number of times per long rest equal to your Wisdom modifier, you must accept the second result.





## CHANNEL DIVINITY: GUIDED STRIKE

Starting at 2nd level, you can use your Channel Divinity to make your or your allies weapon to strike with supernatural accuracy.

As a bonus action or reaction (if you use it for an ally), when you or your ally attacks you may invoke the Foehammers name. You or an ally within 30 feet attacks a foe gains +5 to that attack. You must use this ability before you see the attack roll result.

## BATTLE VETERAN

Beginning at level 6, the battles of the past have hardened you and you are ready for wherever battles are to come. You may choose a second weapon of choice. Once per turn when you miss a weapon attack, you can reroll the attack against the same target. Additionally, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## SACRED ARMOR

Starting at 8th level, you may designate a suit of armor as your sacred armor, adding holy symbols of Tempus on it and blessing it with appropriate rites. Once per long rest, as a reaction, you may call on Tempus to protect you in battle increasing your AC by a number equal to your Wisdom modifier until the start of your next round.

## AVATAR OF WAR

As of level 17, you have become one the favored of Tempus, he blesses you as his favored on battlefields. You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. Once per long rest, as a reaction when you fall to or under 0 HP, you immediately take an action and a bonus action before falling unconscious.

Cleric of  
Tempus

## DRUMS OF WAR

4th-level enchantment

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*As you cast this spell, an ominous cadence of drumbeats starts playing around you and fills your enemies with doubt.*

All enemies that enter the range of the spell must make a Wisdom saving throw against your spell DC. If they fail they take a -2 penalty on their attack rolls for the duration of the spell. If they succeed they gain immunity to the effects of this spell.



Art by Ekaterina Burmak



# TORM



Torm, The True, The Brave, The Loyal Fury is the god of duty, loyalty and obedience. Torm unswerving enemy of corruption and evil, serves the people of Faerun by exemplifying the chivalric ideal. An ascended hero who lived his mortal life in service to a just sovereign, Torm eschews the pretense of his fellow deities, instead adopting a humble position that he exists to serve the common good and the rule of law as established by honorable mortal rulers. During the Time of Troubles, Torm allowed himself to be controlled by his own corrupt, oppressive clerics for a short time, an occurrence that gave him perspective on his own flaws and enhanced his sense of humility. Stern, righteous and unyielding in the face of evil, Torm's spirit lifts when dealing with his friends, the weak, the defenseless, and the young.

Clerics and paladins of Torm swear themselves to the Penance of Duty, a guide of responsibilities and obligations outlined by the Loyal Fury himself after discovering the rife corruption within the church during the Time of Troubles. To repay their persecution of other goodly religions, the clergy must aid the establishment of other good faiths as part of the Debt of Persecution. The Debt of Dereliction states that Torm's agents must expend every resource possible to eliminate cults of Cyric and Bane and to work against the insidious Zhen-tarim. The Debt of Destruction stipulates that the clergy record the locations of dead and wild magic areas and do what they can to heal these wounds to the Weave. Additionally, clerics and paladins of Torm stand vigilant against corruption within goodly organizations, knowing that what could infect their stalwart order is doubly likely to writhe into the affairs of less watchful bodies. Many travel the world righting wrongs and spreading the good works of Torm. While the gods Helm and Torm may be on good terms, their priesthoods are not. The two faiths have long been engaged in a rivalry, and its friendliness has been waning over the years, particularly since the Time of Troubles. Tormtar now keep a close eye on all faithful of Helm they encounter, anticipating be-

trayal at any time. Temples of Torm frequently double as citadels. Often constructed high on mountains to offer their residents a clear view of the surrounding area, such structures feature drilling grounds, high towers, austere quarters for resident and visiting knights, and plainly adorned, simple worship halls. White granite walls and statues of lions and armored figures predominate, with badges of knights who fell in duty lining the high-ceilinged hallways.

## HOLY DAYS AND PRAYERS

Clerics of Torm pray for their spells at dawn. On the 13th of Eleasis, they celebrate a somber ceremony known as the Divine Death to commemorate Torm's sacrificial destruction of Bane. The 15th of Marpenoth sees a more jovial ritual in the form of the True Resurrection, which celebrates the anniversary of Torm's return to Toril at the behest of Ao. Shieldmeet, traditionally a time when Faerunians enter new agreements and compacts, is a time of great religious significance to followers of the deity of duty who take their oaths very, very seriously. In addition to the daily morning prayer, clerics are expected to give thanks and honor to Torm through quiet prayers at noon, dusk and midnight.

## ORDERS OF THE FAITH

Thorms church houses two famous orders following his rebirth:

**The Order of the Golden Lion:** A paladin order dedicated to Torm. Members of the Order were required to carry out activities that helped fulfill the three parts of the Penance of Duty.

**The Eye of Justice:** An order of clerics and paladins who believed that Torm, Helm and Tyr were one deity the called the Threefold God. They were considered heretics by all religions.



# DOGMA

Salvation may be found through service. Every failure of duty diminishes Torm and every success adds to his luster. Strive to maintain law and order. Obey your masters with alert judgment and anticipation. Stand ever alert against corruption. Strike quickly and forcefully against rot in the hearts of mortals. Bring painful, quick death to traitors. Question unjust laws by suggesting improvement or alternatives, not additional laws. Your four-fold duties are to faith, family, masters and all good beings of Faerun.

## CLERICS OF TORM

As the follower of the Loyal Fury you are blessed with the following abilities.

### TORM CLERIC SPELLS

Cleric Level	Spells
1st	<i>Compelled Duel, Shield</i>
3rd	<i>Aid, Lesser Restoration</i>
5th	<i>Aura of Vitality, Remove Curse</i>
7th	<i>Guardian of Faith, Staggering Smite</i>
9th	<i>Bigby's Hand, Wall of Force</i>

### FAITHBLADE OF TORM

When you devote yourself to Torm at 1st level, you gain the blade ward cantrip. You also gain proficiency in Wisdom (Insight), Charisma (Persuasion) skill checks heavy armor and martial weapons.

### DEBT OF PERSECUTION

As of level 1, once per turn if an ally within 5 feet of you is attacked with a melee attack by a creature you may attack that creature instantly without expending a reaction. You roll all your attack rolls against good aligned creatures with disadvantage.

### CHANNEL DIVINITY: HAND OF TORM

Starting at 2nd level, you can use your Channel Divinity to protect your allies from the forces of evil.

As an action, raise your holy symbol to the skies, invoking Torm to aid you and protect those you swore allegiance to. You create an immobile zone of warding, within 30 feet of you, that repels all creatures of evil alignment. The warded area has a shimmering visible border, above which is a ghostly image of a shining metal gauntlet. Any creature that tries to enter the warded area must succeed on a Constitution saving throw or be stunned until the start of their next turn. If a creature's only action is to try to move completely out of the area, the ward does not hinder it.

### DEBT OF DERELICTION

Starting at 6th level, when you make an attack roll against a creature of an evil alignment you do so with advantage. You can sense a servant of Bane, Bhaal or Cyric and a member of the Zhentarim within 120 feet of you at any time.

### DEBT OF DESTRUCTION

At 8th level, you roll all saving throws against spells with advantage and gain immunity to fear and charm effects.

### CHAMPION OF TORM

As of level 17, you are the favored of Torm, paragon of duty and the resolute traveler on the road to penance. Once per long rest, as an action, you may radiate the protecting light of Torm. For 1 minute all allies within 10 feet of you gain the following benefits:

- Immunity to Fear and Charm
- Advantage on Wisdom saving throws
- Temporary hit points equal to your Wisdom score x3





Cleric of  
Torm



Art by Graey Erb



# TYMORA

Tymora, Lady Luck, The Lady Who Smiles, Our Smiling Lady is the goddess of good fortune, skill, victory and adventure. Tymora owes her impressive popularity to her dominance over narrow escapes and lucky discoveries makes her the patron of choice to Faerun's burgeoning adventurer population, who propitiate her in hopes of prolonged survival and spectacular takes. The greatest boon to her church came during the Time of Troubles, however, when Tymora appeared to followers in Arabel and set up shop in the temple known as the Lady's House. As the entire continent quaked with magic gone wild, Tymora offered all-too-absent stability and the reassurances that some deity still cared about their human subjects.

Those commoners who fail to take themselves too seriously see the servants of Tymora as energetic advocates of fun and adventure. The clerics preach a doctrine that urges their followers to take chances and do something, rather than sitting around and daring nothing. Accordingly, those who choose Tymora as patron tend to possess a zest for life and a calm assurance that the Lady Who Smiles will ensure they live a long and fruitful life. Halflings consider Tymora to be one of Yondolla's Children, and consider her widespread worship in human lands as simply the greatest of Lady Luck's numerous humorous cons. Clerics of Tymora favor gaiety and spontaneity, believing that those who enjoy the greatest fortune are those who take the greatest risks. They position their temples as refueling stops for adventuring bands, often offering such staples as holy water and healing potions. Some churches take this a step further, offering excessive secret aid to the most daring of adventurers in a public relations effort to "prove" the value of Tymora's doctrine. Clerics hail the miraculous success of these heroes upon their return from dangerous dungeons and haunted tombs, declaring their survival and plunder the reward of Lady Luck. When such groups are consumed by walls of living tentacles or walk into a sphere of annihilation set into the mouth of giant bas-relief demon faces, Tymoran clerics are

notably silent. Each Tymoran temple is its own independent operation with its own clergy, and each temple reflects the tastes of its high priestess or priest. A large network of shrines and temples to Lady Luck has spread throughout the heartlands of Faerun. The shining disk featuring Tymora's face surrounded by shamrocks most often marks these houses of worship as belonging to the Lady Who Smiles, in some temples, Tymora's symbol is floating, randomly and slowly turning in midair.

## HOLY DAYS AND PRAYERS

Clerics of Tymora pray for their spells in the morning. The faithful typically greet each other by touching holy symbols, often embracing to do so and saying "Life is short. Live it as Tymora means it to be lived!" This is answered by: "Dare all, and trust in the Lady." The clergy officially recognizes no set rituals, with religious observances varying wildly according to the dictates of each temple.

## ORDERS OF THE FAITH

Apart from their continuing relationships with the Harpers, the church sponsors some adventuring companies, and countless adventuring groups have independently dedicated themselves to Lady Luck after she has smiled on them in a sticky situation:

**The Fellows of Free Fate:** A special order of clerics within the church who dedicated themselves to countering the efforts of Beshaba, and especially of the Black Fingers. Any clergy member may join who shows experience, dedication to the cause, and is vouched for by a senior member of the order.

**The Fatemakers:** A heretical band of Tymorans who believed that all luck was not under Tymoras control and that mortals could influence the tides of luck.



# DOGMA

One should be bold, for to be bold is to live. A brave heart and a willingness to take risks beat out a carefully wrought plan nine times out of ten. Place yourself in the hands of fate and trust to your own luck. Bear and conduct yourselves as your own masters, showing your good or bad fortune as confidence in the Lady. Chase your own unique goals, and the Lady aids the chase. Without direction or goals, you soon know the embrace of Beshaba, for those on no set course are at the mercy of misfortune, which has no mercy at all.

## CLERICS OF TYMORA

As the follower of Lady Luck you are blessed with the following abilities.

### TYMORA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Bless, Favor of Tymora</i>
3rd	<i>Aid, Find Traps</i>
5th	<i>Blink, Remove Curse</i>
7th	<i>Confusion, Dimension Door</i>
9th	<i>Mislead, Reincarnate</i>

### LUCKBRINGER OF TYMORA

When you devote yourself to Tymora at 1st level, you gain the true strike cantrip. You also gain proficiency in Dexterity (Slight of Hand) and Charisma (Persuasion) skill checks.

### LUCK OF THE LADY

As of level 1, you possess a coin with the imagery of the Lady or a shamrock which can but doesn't have to be your holy symbol. At the start of your turn you may flip a coin a call it (the moon (heads) or the cloak (tails)), if you guessed correctly you gain advantage on your next attack roll if you guessed wrong the next attack roll against you gains advantage. You may flip the coin in this way a number of times per long rest equal to your Wisdom modifier.

### CHANNEL DIVINITY: BIT OF LUCK

Starting at 2nd level, you can use your Channel Divinity to prevent a catastrophe with a bit of luck.

As a reaction, if an ally rolls a natural 1 on an attack roll or saving throw, within 30 feet of you, you may invoke Lady Luck and turn that roll into a natural 20.

### DOUBLE OR NOTHING

Starting at 6th level, after you flip your coin, you can flip it again no matter the previous result. If you do so you call the result once again, if you guess correct your next attack hits automatically and deals critical damage, if you guess wrong you are stunned until the beginning of your next turn. Flipping the coin two times in one turn this way still counts as one flip towards your daily coin flip limit.

### THIRD TIME'S THE CHARM

At 8th level, when you make a roll using a d20 with advantage, you make 3 rolls instead of 2.

### AGAINST ALL ODDS

As of level 17, you are the favored of Tymora, she blesses you as a true paragon of her faith, making impressive, narrow escapes and daring feats that awe the crowds. For a number of times equal to your Wisdom modifier, whenever you roll a natural 1 on a saving throw or a Strength or Dexterity based skill check it turns into a natural 20. This does not apply to rolls made at advantage unless all dice roll a 1.





## FAVOR OF TYMORA

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

*You imbue the subject with a bit of Tymora's luck as a glistening aura of golden magical energy appears and fades around them.*

You grant the target creature a 1d6 bonus on the next single skill check they roll.

## Cleric of Tymora



Art by Lia Henson



# Tyr



Tyr, The Even-Handed, Grimjaws, The Maimed God, The Just God is the god of justice. An interloper deity who long ago came to Toril from a foreign cosmos, Tyr sees himself as a father figure working to craft a perfect society among the people of Faerun, whom he views as his wayward children. Religious iconography depicts Tyr as an aging one-handed warrior, often with a bloody bandage covering his wounded eyes. The so-called Maimed God lost his right hand in battle with the ravenous entity known as Kezef the Chaos Hound. Tyr's blindness dates to the Time of Troubles, when Ao himself scoured his eyes for failing to witness the theft of the Tablets of Fate and for allowing discord among the gods of Toril.

Clerics of Tyr bring law to lawless lands, often serving as judge, jury and executioner. Without a civilized legal code with which to guide their judgments, they often default to a doctrine roughly equivalent to "an eye for an eye, a tooth for a tooth." However, Tyrans prefer to err on the side of mercy and frequently commute otherwise harsh sentences for cases in which the offender was ignorant of any wrongdoing. Such criminals usually find their names recorded in the cleric's Book of Lawgiving, which is then shared with the nearest temples to prevent that perpetrator repeating the offense and getting off lightly. Clerics of Tyr frequently employ the mark of justice to add magical coercion to their stern lectures to convicted criminals. In civilized lands, Tyrans tend to become legal experts, advising rulers, judges or powerful merchants on the intricacies of the law and arguing cases before magistrates. They view the latter as charity, donating their "speaking fees" to the church. Regardless of their setting, Tyrans never enforce a law that can be shown to be unjust, defined by the church as out of compliance with the principles and definitions adhered to by other laws in the body of legal doctrine of which it is part. This sometimes forces Tyrans to support very unfair laws that are, nonetheless, just. In many such cases, Tyrans attempt to change the laws by working within the system. Those who break even unfair

laws as a form of defiance or political dissent are nonetheless guilty, in their view, and deserve to be punished to the fullest extent the law allows. The well-connected, highly organized Church of Tyr sponsors an extensive system of fortified temples throughout Faerun. Each subscribes to a strict set of internal rules known as the Innumerable Edicts, which seems to grow more pedantic and onerous with each passing year.

## HOLY DAYS AND PRAYERS

Clerics of Tyr pray for spells at dawn. In addition to numerous minor holidays, Tyr's priesthood follows a strict regimen of monthly rituals. On the first of each month, Tyrans celebrate Seeing Justice, at which specially chanted prayers elicit the appearance of a white-hot war hammer that glows with heat and light. The thirteenth day brings celebration of the Maiming, at which the congregation sings loud, booming hymns as an illusory gauntleted hand surrounded by a nimbus of burning blood appears above them.

## ORDERS OF THE FAITH

The church of Tyr has many affiliated knightly orders. Individual temples often have special orders or companies attached to them or supported by them. The most famous order of the faith of the church must be:

**The Hammers of Grimjaws:** The highest ranking and most elite order of paladins who dedicate their lives and services to Tyr. Members are all veterans of smaller paladin orders who have proven themselves to high ranking elders of the faith who recommended them. Once recommended the paladin must stand an all night vigil in a temple of Tyr, during which the god either sends a vision of a hammer meaning he is accepted in the order or of a sword which is followed immediately by a vision of a quest the paladin must complete to prove themselves worthy.



# DOGMA

Reveal the truth, punish the guilty, right the wrong and always be true and just in your actions. Uphold the law wherever you go and punish those who do wrong under the law. Keep a record of your own rulings, deeds and decisions, for through this your errors can be corrected, your grasp on the laws of all lands will flourish and your ability to identify lawbreakers will expand. Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order. Deliver vengeance to the guilty for those who cannot do it themselves.

## CLERICS OF TYR



As the follower of the Even-Handed you are blessed with the following abilities.

### TYR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Command, Detect Evil and Good</i>
3rd	<i>Hammer of Truth, Hold Person</i>
5th	<i>Counterspell, Speak with Dead</i>
7th	<i>Arcane Eye, Freedom of Movement</i>
9th	<i>Geas, Locate Creature</i>

### LAWKEEPER OF TYR

When you devote yourself to Tyr at 1st level, you gain the castigate cantrip. You also gain proficiency in Intelligence (Investigate), Wisdom (Insight) skill checks, heavy armor and martial weapons.

### JUDICIAL EDUCATION

Although battling the forces of chaos is one of your primary in service of Tyr, you are also expected to have a thorough grasp of legal processes in civilizations all across Faerûn. As of level 1, you gain a flat +5 bonus to all skill checks when recollecting or gathering information related to laws or legal proceedings or while arguing legal matters.

## CHANNEL DIVINITY: ENCARCERATE

Starting at 2nd level, you can use your Channel Divinity to prevent the guilty from fleeing.

As an action, you can point your holy symbol at a medium or smaller creature within 30 feet and invoke Tyr to detain the criminal. You call down a 10 foot wide, 30 foot long cylinder-shape cage of pure energy around the target creature. If the creature tries to leave the cage it must make a Wisdom saving throw against your spell DC. If they fail their movement speed falls to 0 until their next turn. If they succeed they pass through it and are free. If they fail the saving throw 3 times in a row they are shocked for 3d10 lightning damage and are considered stunned for until the end of their next round. Creatures of the same alignment as yours roll the save with advantage while the creatures with the opposite alignment (lawful good to chaotic evil) roll the save with disadvantage. No creature can enter the cell from the outside without your permission.

## MARK OF JUSTICE

Starting at 6th level, once per long rest as an action, you may inscribe an indelible mark on a target creature and state a certain criminal behavior (lie, kill, take without permission) on the part of the subject that will activate the mark. When activated, the mark curses the subject. (The effect of the marks curse is identical with the effect of bestow curse.) The inscription takes around 10 minutes and can only be performed on a willing or restrained creature. Once inscribed the mark can only be removed by a greater restoration of wish spell. If a creature attempts to cut the mark from their skin it will simply reappear on another part of their body.

## DIVINE STRIKE

Starting at 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage of your choice to the target. When you reach 14th level, the extra damage increases to 2d8.

## JUSTICIAR OF TYR

As of level 17, you are the favored of Tyr, he blesses you as a true vessel of justice. You gain truesight with a range of 30 feet. Your ability to detect lies allows you to know when something explicitly untruthful is said, it does not detect misleading yet literally true statements. Additionally when you roll an attack against a chaotic aligned creature you do so with advantage.



## CASTIGATE

Evocation Cantrip

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V  
**Duration:** Instantaneous

*Shouting Tyr's teachings, you rebuke your foes with your sacred words of law.*

The word of law is so strong that all creatures understands it even if you don't speak their language. If the target can hear you, it takes 1d6 thunder damage. All creatures whose alignment differs from yours on one component take half damage, and this spell does not deal damage to those who share your alignment. For example, a lawful good cleric who casts this spell deals full damage to any creature that is not lawful and not good, half damage to any creature that is lawful or good (but not both), and no damage to lawful good creatures.

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

## HAMMER OF JUSTICE

2nd-level enchantment

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** 10 minutes

You create a magical zone that punishes all those who attempt to deceive in a 15-foot-radius sphere centered on a point of your choice within range. A spectral hammer with Tyr's insignia appears over the heads of all creatures within the zone radius. If a creature within the zone would speak a deliberate lie, the hammer will automatically strike them for 1d10 bludgeoning damage.

An affected creature can avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

## Cleric of Tyr



Art by Ernesto Irawan



# UBTAO

Ubtao, The Overlord of Chult, The Founder of Mezro, The Father of the Dinosaurs jungles, dinosaurs and the patron deity of Chult. Ubtao is endlessly patient and rarely emotional. The Father of the Dinosaurs maintains a palpable emotional distance from both mortals and other deities, he seems to stand aloof from the daily doings of the world and his followers. Only since the Time of Troubles has he begun to evidence a renewed interest in the doings of his followers.

The church of Ubtao is split among three wholly independent sects, all based in the Jungles of Chult among the various clans of the humans. Maze-walkers, found only among the inhabitants of the city of Mezro, see to the general spiritual welfare of the populous, while trying to prepare the faithful for their trek through the maze of life. They teach children and adults the history and lore of the Chultan people, provide council about important life decisions, such as marriage, and attempt to mediate inter-clan and intra-clan disputes, and help teach and uphold the law of Mezro. Spirit-lords, based outside the city, live to insure the clan does not offend an ancient ancestor or elemental deity by missing a ritual or a sacrifice. Jungle druids attempt to get the scattered clans to learn how best to fit into the web of jungle life. Jungle druids are often the trainers of the domestic dinosaurs. Ubtaoan clergy are very tolerant of all other faiths, letting them be practiced all around Chult and even in Mezro, as long as they don't try to convert Ubtao's faithful. Last ones who tried that were priests of Kossuth and they disappeared without a trace, Ubtaoan clerics deny they were even there. Clerics of Ubtao believe each life can be represented as a maze. It is believed that when one dies, Ubtao will ask of them to draw a maze that represent their life and will judge them upon it. If they are successful in doing this they will be invited into Ubtao's home, if not then they will be sent back as a ghost doomed to wander the world lost. Worshipers of Ubtao practice drawing their maze their whole life, and add to it as they get older. You could see a cleric of Ubtao doodling a maze in the air or

dirt when they are absent or deep in thought. Ubtao is usually worshiped at shrines in the Jungle, many dinosaurs come to these shrines when their time on this world is done. There is only one true temple of Ubtao known as the Maze of Life, located in the holy city of Mezro.

## HOLY DAYS AND PRAYERS

Clerics of Ubtao pray for their spells at noon. Most native humans consider themselves religious, though they show it in ways that astound travelers from other parts of Faerun. There are seemingly scores of sacred ceremonies and holy days, many of them particular to ancestors that have passed on, the time of year, the location the people are going to hunt at, move to, or pass through next or necessary before performing certain activities, such as hunting a certain animal or burying the dead. Yet when their small, moveable stone altars are not being used for these ceremonies, they treat them as if they were just another rock.

## ORDERS OF THE FAITH

The church of Ubtao doesn't sponsor knightly orders or adventurers, there is only one fanatical order that works outside of the churches hierarchy and is considered heretical by many:

**The Spearbearers of Ubtao:** A cult of clerics and druids blindly devoted to Ubtao. They make it their duty to protect the world from Dendar and her mortal followers. Their goal is to give Ubtao the necessary strength to defeat the Night Serpent, when she finally comes to eat the sun. Towards that end, they conduct a large number of rituals, many of these involving sentient sacrifices.



# DOGMA

Ubtao created the jungle as a test for his people, a maze for them to pass through on their way to a heavenly afterlife. Learn the maze that represents your life, for you must know it when you meet Ubtao in the afterlife. Understand your place in the jungle, represented by your maze. Respect the dinosaur, for they are the Children of Ubtao, agents of his will and gifts of his bounty.

## CLERICS OF UBTAO

As the follower of the Father of the Dinosaurs you are blessed with the following abilities.

### UBTAO CLERIC SPELLS

Cleric Level	Spells
1st	<i>Animal Friendship, Ensnaring Strike</i>
3rd	<i>Locate Animals or Plants, Pass Without Trace</i>
5th	<i>Plant Growth, Primal Roar</i>
7th	<i>Dimension Door, Grasping Vine</i>
9th	<i>Mislead, Dinosaur Stampede</i>

### MAZE-BUILDER OF UBTAO

When you devote yourself to Ubtao at 1st level, you gain the druidcraft cantrip. You also gain proficiency in Intelligence (Nature) and Wisdom (Survival) skill checks.

### SAURIAN BLESSING

As of level 1, you have been anointed as the priest of the Father of the Dinosaurs. Your skin starts growing faint scales all around your body which become more visible as you grow in power. You gain +1AC, you gain an additional +1AC on the 7th, 14th and 19th level. Additionally your sense of smell is very sensitive, you can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet, if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage or flesh, can be detected at twice the ranges noted above.

### CHANNEL DIVINITY: TAR PIT

Starting at 2nd level, you can use your Channel Divinity to trap and destroy the enemies of the jungle.

As an action, you may point your holy symbol at a square of 5ft. within 60 feet of you while you recite a prayer to Ubtao. You convert the target layer of the ground to hot tar.

Creatures in the area when the tar appears or that start their turn on it must make a Dexterity saving throw against your spell DC. If they fail they take 3d6 fire damage and their movement speed is reduced to 0. To free themselves and move away they must succeed on a Strength saving throw against your spell DC at the start of their next turn, if they fail their movement speed is still 0 and they take 1d6 fire damage. Creatures that succeeded on the Dexterity saving throw take half the damage and move to the closest 5ft. square next to the tar pit.

### LABYRINTHINE NAVIGATOR

Starting at 6th level, you can perfectly recall any path you have traveled. In addition, you have advantage on ability checks made to navigate.

### PREHISTORIC WRATH

No fear can match the intimidating presence of a child of Ubtao baring their jaws and roaring majestically in the jungles of Chult. At 8th level, you gain immunity to all fear effects, and when another creature attempts to frighten you, you can use your reaction to attempt to turn the fear effect back at them. The creature must succeed on a Wisdom saving throw against your spell DC or suffer the effects of its own fear spell or ability.

### CHILD OF CHULT

As of level 17, you have earned the favor of Ubtao and he blesses you with the wisdom and power of Chult. You gain immunity to disease and poison, additionally you learn the maze spell and are able to cast it by expending one use of Channel Divinity.





## PRIMAL ROAR

3rd-level evocation

**Casting Time:** 1 action  
**Range:** Self  
**Components:** V, S  
**Duration:** Instantaneous

*Calling upon the lost voices of dead creatures, you cause the area around you to become filled with the enraged roaring of a thousand dinosaurs. The ground beneath shakes with the sound.*

All creatures within 30ft., around you must make a Constitution saving throw against your spell DC. If they fail they take 3d6 thunder damage and are considered stunned until the end of their next turn. If they succeed they take half as much damage and are not stunned. The resulting blast of sound from the casting of primal roar can be heard for miles, but the spell affects only those in its area.

**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 4th.

## DINOSAUR STAMPEDE

5th-level conjuration

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M (a fossil or an egg)  
**Duration:** Concentration, up to 1 minute

*Throwing down and shattering a fossil or an egg to complete the spell, you call upon potent natural forces and energies to manifest in the form of a swath of intangible, spectral, stampeding dinosaurs.*

The stampede is 40ft. wide and 20ft. deep, containing dinosaurs of various shapes and sizes. When at a point within range, you choose a direction, the spectral dinosaurs will stampede in the direction that you choose and will continue in that direction until either the spell ends or you cease concentration on it. The stampede moves at a speed of 40 feet. The stampede will plunge through rivers, go over cliffs or try to flow around a cliff base's face (likewise with castle walls that are not knocked down, gigantic rock outcroppings, etc). Difficult terrain will not reduce the speed of the stampede.

Any creature in the spells area of effect of the stampede takes 5d8 bludgeoning damage on a failed Dexterity saving throw and is knocked prone or half as much on a success with no additional effects.

Objects in the path of the stampede take 7d8 bludgeoning damage. Objects not destroyed by the bludgeoning damage cause the stampede to flow around the object. Any creature caught in the area of that flow around an object has to make the saving throw, but the spell's bludgeoning damage is reduced by half and the creature will not be knocked prone.



Art by Luis Loza

Cleric of  
Ubtao



# ULUTIU

Ulutiu, The Lord in the Ice, The Eternal Sleeper is the god of glaciers, polar environments and the patron deity of Great Glacier and the Endless Ice Sea. Ulutiu is a long-quiescent deity who has voluntarily spent the last eon in slumber, beneath Great Glacier and the Endless Ice Sea. Almost being beaten to death after Annam found out about Otheas affair him. Ulutiu made a deal with Annam whereby the All-Father would spare Othea in exchange for Ulutiu's voluntary exile. Ulutiu sank into the Cold Ocean with his necklace, the sea flash-froze into the Great Glacier. Othea planned to reunite with Ulutiu but was murdered for her adultery by one of her sons. The Lord in the Ice is sufficiently alive to continue to grant spells to his few followers scattered across Faerun's northern arctic wastes. The Eternal Sleeper has shown little interest in Faerun since Otheas demise. If a way could be found to resuscitate Othea, he would likely return to Faerun (and quickly come into conflict with the entire giant pantheon and Auril), but for the time being he seems content to rest in eternal sleep, granting spells and protection only to the few hardy people who survive in his favorite environment and venerate his name.

The church of Ulutiu is locally based, with little communication between villages. In the Great Glacier region, the clerics serve as autocratic rulers of the villages. They govern with harsh, even cruel, edicts, but are rarely motivated by self-interest. The villagers believe Ulutius clergy receives guidance from the Lord in the Ice and, as a result, their society is orderly, if somewhat staid. Among the Ice Hunters of the Savage Frontier, Ulutius clergy serve as community leaders as well, but they govern more by consensus than edict. Ice Hunter society is more open to contact with outsiders (on a passing basis) and less stratified in its social classes than Great Glacier society. Ulutius clergy are leaders, teachers, keepers of history and wisdom, and defenders of their people. They teach their clans' children, induct youths into adulthood, and pass along both clan traditions and practical survival knowledge. Ulutiu has no tem-

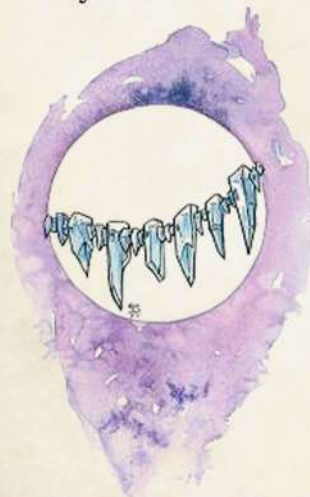
ples but is worshiped in front of animalistic totems in village squares where he takes forms of many arctic animals: Clever Oomio the Gray Seal, Grandfather Walrus, Great White Bear and Pindalpau-pau the Reindeer Mother. The totems usually consist of an ancient member of the species representing the sacred animal enclosed in a block of unmelting ice.

## HOLY DAYS AND PRAYERS

Clerics of Ulutiu silently pray for their spells at midday, covering their eyes with their hands and turning their heads to the sky, and offer similar prayers at dawn and sunset. The people of the Great Glacier follow a special set of edicts called kaiurit that vary from village to village and change from year to year, determined from Ulutiu's dream fragments experienced by the clergy. The Ice Hunters have abandoned the practice of observing kaiurit, but practices a year-long ritual known as the kaitotem in which they capture one of the totem animals and raise it for a year, then release it into the wilderness to become a servant of the totem spirits.

## ORDERS OF THE FAITH

The church of Ulutiu sponsors no warrior or knightly orders and the tribes are not regimented enough to have honorary orders.





# DOGMA

No person is the superior of another, with the exception of Ulutiu's clerics, who are his representatives in this world and who are set in positions of leadership to pass on his wisdom to his people. Because animals share the same emotions, thoughts, and morals as people (but express them differently), they should be respected and their sacrifice honored for bringing sustenance and life to the tribes.

## CLERICS OF ULUTIU

As the follower of the Lord in the Ice you are blessed with the following abilities.

### ULUTIU CLERIC SPELLS

Cleric Level	Spells
1st	<i>Hibernate, Ice Knife</i>
3rd	<i>Arctic Haze, Snilloc's Snowball Swarm</i>
5th	<i>Leomund's Tiny Igloo, Sleet Storm</i>
7th	<i>Dominate Beast, Ice Storm</i>
9th	<i>Commune, Cone of Cold</i>

### ICEGUARDIAN OF ULUTIU

When you devote yourself to Ulutiu at 1st level, you gain the frostbite and ray of frost cantrips. You also gain proficiency in Wisdom (Animal Handling) and Wisdom (Survival) skill checks.

### ARCTIC RESILIENCE

You call the endless, snow-covered wastes beneath the midnight sun, where icy polar winds blow, your home. As of level 1, you can walk over ice and snow without having its speed reduced or suffer any ill effects. Your sight is not impeded by natural or magical rain, sleet, hail, fog, snowstorms, blizzards and similar weather conditions. You also gain resistance to cold damage.



### CHANNEL DIVINITY: ICE SHAPE

Starting at 2nd level, you can use your Channel Divinity to create everything you need from the holy ice of Ulutiu.

As an action, while holding your holy symbol you may manifest and shape ice to suit your needs. For example, you can make an ice weapon (that has the same properties as a normal weapon but it deals cold damage instead of the usual damage type), a special trapdoor or a crude idol. This ability also permits you to reshape existing ice, for example, to make an exit where one didn't exist. While it's possible to make crude coffers, doors, and so forth with this ability, fine detail isn't possible. Any shape that includes moving parts simply doesn't work.

### FREEZE AND THAW

Starting at 6th level, you can freeze water or melt ice and snow with a touch. As an action, a you can melt an adjacent 5-foot cube of ice or a 10-foot cube of snow. Melting snow produces a volume of water equal to 10% the snow's volume. Alternatively, a you can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 minute, making it almost impossible to trap a creature unless it's restrained or unconscious. This cannot affect water within a creature. This ability works on fresh water, saltwater, magical water, ice or snow and any other liquid unless it is specified that it cannot be frozen for whatever reason.

### UNNATURAL COLD

You are inextricably linked with the frozen wastes of your homeland. At 8th level, you can ignore resistance and treat immunity as resistance when dealing cold damage to creatures and objects.

### INEXORABLE FROST

As of level 17, you are the favored of Ulutiu, the might of the Great Glacier is always with you no matter where you are. Spells you cast that deal cold damage cannot be countered or dispelled. Whenever you deal cold damage of any kind, you deal 2d6 cold damage more.



## HIBERNATE

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 2 days per cleric level

You put a creature into a state of suspended animation, slowing its life functions to almost imperceptible levels and allowing a creature to survive for days without food or water.

This suspension of life functions automatically stabilizes a dying creature, and it can save starving or dehydrated creatures from death. If the target is unwilling the spell automatically fails.

## ARCTIC HAZE

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

*A bank of fog composed entirely of tiny, razor-sharp ice shards billows out from the targeted point.*

You create a 20-foot-radius sphere of icy fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. All unprotected flames within the area are extinguished (for example torches would go out but an enclosed lantern would not). In addition, the sharp ice particles tear the skin of those moving through the area, causing 1d4 points of cold damage per round. The spell lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Dispersing the fog in this manner, however, causes 2d4 points of cold damage to those within its area as the icy shards whip past.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

## LEOMUND'S TINY IGLOO (RITUAL)

*3rd-level evocation*

**Casting Time:** 1 Minute

**Range:** Self (10-foot-radius hemisphere)

**Components:** V, S, M (A small dollop of seal fat or caribou fat.)

**Duration:** 8 hours

A 10-foot-radius immobile small domed snow house with a single entrance passage springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the igloo when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. The temperature inside the igloo is magically warm, at exactly 25C°, and the walls do not melt no matter what you do inside. The igloo also provides protection against the elements, such as wind, snow, hail, etc... The igloo withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.







Cleric of  
Ulutiu

Art by Morten Skaalvik



# UMBERLEE



Umberlee, The Bitch Queen, The Queen of the Depths, The Wavemother is the goddess of oceans, seas, currents, waves and sea winds. Malicious, mean and evil, Umberlee is the terror of sailors and coastal dwellers across the world. She breaks agreements on a whim and takes great pleasure in watching others die by drowning or in the jaws of sea predators. Vain and desirous of flattery, she is excessively greedy for power and revels in exercising it. Weresharks are her creations, and theirs is one of the few races that worship her out of admiration rather than fear. The Bitch Queen is always depicted as a female blue-green torso garbed in shells and a mauve cape made from jellyfish rising out of the waves from taloned hands, elbow fins, eyes of pale pearly death and hair of kelp.

The church of Umberlee is disorganized and run differently in different locales. The only organized hierarchy is that imposed by a particularly favored and powerful cleric, and such regimes are inevitably washed away in time by the ever-fickle Bitch Queen. Clerics of the faith are even given to dueling each other to settle disputes of rank or ability, although such combats are rarely fatal. Instead, the loser is usually thrown aboard the next ship to leave port, regardless of the destination. Like the church of Talos, the Umberlees church is almost universally despised and propitiated mostly out of fear. Nevertheless, despite the promise offered by the faithful church of Besmara, nearly every sailor makes an offering to the Bitch Queen before heading into her domain and Umberlant clerics can walk unmolested in dockside wards in most ports. They are even welcomed aboard most ships, in hopes that their presence will help appease the Bitch Queen. Umberlant clerics are charged to spread respect for Umberlee by preaching of the doom she has wrought in the past and the storms to come in all coastal cities and settlements. Along the way, they seek to build up favor enough to be washed ashore by the deity if they are ever in danger on the seas and to enrich themselves by accepting offerings, selling the safety of their own presence on shipboard or by casting

certain spells. Temples of Umberlee are always located along the coast or underwater. Many lie within sea caves, while free-standing structures are usually constructed from flotsam, surf-pounded rocks and the shells or bones of great sea beasts. Umberlant temples are mainly vehicles for sailors and merchants to make offerings of candles, flowers, candies or coin to appease the Bitch Queen's wrath.

## HOLY DAYS AND PRAYERS

Umberlant clerics pray for spells at high tide, making offerings and self-anointing on the brow, hands and feet with sea water. The Drowning is a private ritual, and only clergy members may witness it or take part. In the Drowning, a supplicant lies before an altar and is surrounded by candles lit to the deity, each placed with an intoned prayer by a different Umberlant cleric. The attending clergy then withdraw and release a wave of sea water to flood the room in a huge breaking wave and then flow away. Supplicants who survive are confirmed in the service of Umberlee and warned that if they should ever betray the Queen of the Deep, drowning is the fate that awaits them. Clergy whom the Sea Queen feels have failed her go to sleep one night never to awaken, dying under the night of drowning, their lungs mysteriously filled with sea water. The two public rituals of the Umberlant faith are the First Tide and the Stormcall. The former is celebrated when the ice breaks up in a harbor and involves a parade through town with a caged animal, which is then tied to a rock and hurled into the sea. If it reaches shore alive, it is treated as a sacred animal for the rest of its days. Stormcall is a mass prayer to send a storm to devastate a specific harbor or ship or to turn away an approaching storm or one that has already broken upon the worshipers. Its participants pray around pools upon which float candles on driftwood planks and throw sacrifices into the pools. A doused candle is a sure sign of the Bitch Queen's anger.



# ORDERS OF THE FAITH

The Umberlant faith does not have many affiliated orders. The only one of note is the adventuring order of the faith:

**The Sea Queen's Breakers:** An order of clerics of Umberlee who pursue treasure-hunting and go on recovery operations beneath the waves or adventures on land when the promise of gold seems to outweigh the dangers of an Umberlant priest working long away from water.



The sea is a savage place, and those that travel it had best be willing to pay the price of challenging Umberlee's domain. All should know the Bitch Queen and fear her, for the wind and the wave can reach everywhere if sufficiently angered. Fair offerings bring fair winds to sea travelers, but those that do not pay their respects will find that the sea is as cold as Umberlee's heart. Spread the word of the might of Umberlee, and let no service be done in her name without a price. Make folk fear the wind and wave unless a cleric of Umberlee is there to protect them. Slay those who ascribe sea and shore storms to Talos.

## CLERICS OF UMBERLEE

As the follower of the Wavemother you are blessed with the following abilities.

### UMBERLEE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Cause Fear, Create or Destroy Water</i>
3rd	<i>Darkness, Knock</i>
5th	<i>Speak with Dead, Tidal Wave</i>
7th	<i>Control Water, Watery Sphere</i>
9th	<i>Barnacle Armor, Maelstrom</i>

## UNTAKEN OF UMBERLEE

When you devote yourself to Umberlee at 1st level, you gain the shape water cantrip. You also gain proficiency in Strength (Athletics) and Charisma (Intimidation) skill checks.

### WAVE BLESSING

As of level 1, you can use your action to touch a willing creature, the creature gains swimming speed of 50 feet. Additionally, the affected target creature does not go under the water for any reason, including being tied up, unconscious, wearing heavy armor or heavily loaded. However, the targets can still be dragged under by the actions of other creatures. This blessing lasts for 1 hour or until you use this feature again.

### CHANNEL DIVINITY: BOUNTY OF THE BITCH QUEEN

Starting at 2nd level, you can use your Channel Divinity to fill the lungs of your enemies with salt water.

As an action, you can point your holy symbol at a creature within 30ft. and shout a curse at them in the name of Umberlee. The target creature must make a Constitution saving throw against your spell DC. If it fails the subjects lungs fill with salt water and they start to suffocate (as per PHB pg.183 suffocate rules). The target creature can repeat the Constitution saving throw at the start of each of its rounds to expel the water. While holding its breath with water-filled lungs, a character cannot talk or cast spells with verbal components, and rolls all attack rolls, saving throws, ability checks and skill checks with disadvantage. Creatures that breathe water are immune to this ability.

### ONE WITH THE WAVES

Beginning at level 6, one per long rest, as an action, you may cast water walk on yourself without expending a spell slot without using the material component.

### SEA SAVANT

Starting at 8th level, when you cast a spell of 1st level or higher, a tentacle of water erupt from your body and lash at targets within 10ft of you. The tentacle deals 1d6 points of bludgeoning damage. When you reach 14th level, the damage increases to 2d6.



## THE DREAD WAVE

As of level 17, you have become one the favored of Umberlee, as she opens your eyes so you can spread the fear of the Queen of the Deeps to the ignorant masses.

When using your Channel Divinity: Bounty of the Bitch Queen, you can target up to 3 creatures as a part of one use.

You add Tsunami to your the list of domain spells. Like your other domain spells, it is always prepared and count as a cleric spell for you.



Art by Russell Dongjun Lu

## BARNACLE ARMOR

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small barnacle shell)

**Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target creature grows a colony of encrusting barnacles that provides resistance against slashing and bludgeoning damage. In addition, the sharp barnacles deal 1d8 slashing damage to any creature that tries to grapple the subject and give them advantage on saving throws and checks against all grapples.

The barnacles also add an extra 1d6 points of slashing damage to the target creatures unarmed attacks.

Cleric of  
Umberlee





Uthgar, The Father of the Uthgardt, The Battle Father is the god of physical strength and the patron god of the Uthgardt barbarian tribes. Father of the Uthgardt barbarians of the Savage Frontier, Uthgar is a proud, fierce and independent warrior. According to some legends he is the son of Beorunna (a Netherese warrior hero whose followers became the barbarian tribes of the North), while others claim he is the divine offspring of mighty Tempus. The Battle Father has few friends and has remained relatively uninvolved in divine politics. Uthgars full and hearty laugh rings out whenever he hears a good joke. He enjoys sensual pleasures of the flesh, even in his divine state. He likes to hunt, eat, drink and be merry in his feast halls with the warrior spirits he has called to serve him. Although he is a tireless and methodical tactician, his battle strategies are not terribly inspired. He is driven to win in the long run, however, especially if the Uthgardt barbarians (his people) are threatened. Uthgar has many faces, in his guises as the various beast totems, but in his hall he is always depicted as a tall, burley, bearded, blond-haired warrior with eyes of piercing blue dressed only in a battle harness, leather breech-cloth and furred boots.

Little known outside the harsh realm of the North, the church of Uthgar does not exist per se outside the collected ranks of those who venerate the various beast cult clerics. Although generally seen as savage and frightening by other inhabitants of the Savage Frontier, in truth the character of the church of Uthgar varies greatly from tribe to tribe. In recent years, Uthgar's people have worked to remove the stain of their reputation caused by the cruel actions of the now-defunct Blue Bear Tribe (whose totem was defeated and absorbed by Malar the Beastlord), and that fact has increased acceptance of Uthgar outside the barbarian tribes. Religious fervor within the tribes has increased because several infants in each tribe have been born with a beast-totem birthmark, which has been taken as a sign of great favor. The church of Uthgar is divided among the ten beast totem spirits that serve Uthgar as in-

termediaries to the Uthgardt tribes of the Savage Frontier. Uthgar is not worshiped directly, but each tribe venerates one of these servant spirits as the divine embodiment of the spirit of their tribe, the symbol of its vitality, wisdom, mystical ability, endurance, speed and moral nature. Uthgardt clerics tend to the respective needs of their tribes, teaching tribal history and customs passed down by heroic tales and lineage chants in an oral tradition spanning centuries. They provide healing for their tribes, initiate youths into manhood after they complete their tribal quests (often missions against a tribe's ritual enemy), and provide counsel to the tribe's chieftain and elders. When the tribe faces a new situation or a quandary, shamans consult with the ancestral spirits and totem animal great spirit to find guidance. All Uthgardt clerics believe that personal strength can demonstrate purity of purpose, and so arguments are often settled by a test of strength or a battle of first blood, to surrender or to the death, if the matter is serious enough. Uthgar has neither temples nor shrines, and his clerics can perform necessary ceremonies in any location, though their tribes' ancestral mounds are their most holy sites. (Each tribe and its totem are tied to a particular ancestral mound.) These huge earthwork mounds, often shaped like the totem beasts of the tribes that gather at them, are sacred burial grounds where only the greatest shamans and chiefs are interred. Most tribes believe their tribal founders are buried in the ancestor mound. Although there are many lesser burial mounds and shrines revered by smaller clans within the tribes, it is to the large mounds devoted to their most ancient and holy ancestors that the Uthgardt tribes return each fall to spend their winters near the protection of their ancestors. The ancestor mounds are all roughly similar. Two mound rings called cairn rings surround a large central altar mound. The ancestor mounds of large tribes may also be surrounded by smaller, nondescript burial mounds. Usually all mounds are formed of turf-covered earth. The Uthgardt correctly believe that the spirits of dead ancestors protect the graves from harm.




# HOLY DAYS AND PRAYERS


Clerics of Uthgar pray at dawn or sunset. They are almost exclusively male, and each worships the totem spirit of his tribe. The spring equinox, and both solstices are holy days and all tribes converge upon their ancestral mound (or Beorunna's Well, the holiest of the ancestral mounds) during the autumn equinox to perform ceremonies, make agreements and commune with ancestral spirits. During the Runemeet, Uthgardt youths desiring to be adults (and warriors of all ages) participate in the ritual of the Runehunt, in which those involved seek victory over the tribe's ritual enemies, usually orcs. When youths complete a Runehunt successfully, Uthgars clerics hold a ceremony known as the Telhut to initiate them into manhood. Uthgardt clerics of Chauntea initiate Uthgardt girls into womanhood at this time as well.


## ORDERS OF THE FAITH


The church of Uthgar sponsors no warrior or knightly orders but every tribe is different and unique in the way the worship Uthgar through their totem spirit. The clerics of these tribes must abide by the somewhat broader guidelines of the totem spirits who mediate between Uthgar and his people. The ten great tribes, along with the recently extinguished one, are as follows:


 **The Black Lion Tribe:** Hailing from the Moonlands region of the Silver Marches, unlike most of their fellow tribes, the Black Lions abandoned their typical lifestyle of nomadic hunting and raiding to establish a village near their ancestral mound in Beorunna's Well. Forsaking their barbaric heritage, their agricultural advancement allowed the tribe to become a source of trade in the region. It was within the Black Lion community of huts and long houses the tribe found some contentment living as farmers


and herders of livestock. They no longer face violence and warfare on a regular basis and are drifting more and more away from Uthgars dogma.

 **The Black Raven Tribe:** A conservative band of the Uthgardt barbarians who resides at Raven Rock. They hold to the old strict barbaric traditions and react violently to new customs or dynamics. They are the renowned raiders and bandits of the North, often preying on foreign merchants and missionaries traveling the Northern Means and the Blackford Road. Uthgar lack Raven warriors often rode giant ravens into battle.

 **The Blue Bear Tribe:** An evil tribe by all standards, practicing blood rituals and allied themselves with vicious stone giants. They were destroyed at Hellgate Keep 1368 DR. Their totem spirit was defeated and absorbed by Malar the Beastlord. Although their bloodline continues in the Tree Ghost tribe that broke off from the corrupt Blue Bears in 1313 DR.

 **The Elk Tribe:** A purely nomadic tribe the roamed the regions of the Evermoors, the Dessarin and the lower Surbrin valleys. With respect to the other tribes, the Elk are the most arrogant and self-indulgent, often regarded as nothing than mere bandits. They raid caravans and villages endlessly, capturing prisoners and taking ransom or selling them as slaves.

 **The Gray Wolf Tribe:** A tribe of werewolves who were loyal to Uthgar. The Gray Wolf packs (as the clans called themselves) could be found throughout the North, as far west as the Sword Coast and as far east as the Delimbiyr Vale. They hunted down and killed those who survived their attacks to prevent the spread of lycanthropy among non-tribe members. Warriors of the tribe were known to roam with wolves as companions.

 **The Great Worm Tribe:** These Uthgardt are notoriously reclusive, it has been twenty years since the tribe has sent raiding parties out anywhere but against the ores of the Spine Mountains. It is rumored that they are led by a creature that is neither dragon nor human but something in between.







# CLERICS OF UTHGAR

As the follower of the Battle Father you are blessed with the following abilities.

## UTHGAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Compelled Duel, Heroism</i>
3rd	<i>Enhance Ability, Spiritual Weapon</i>
5th	<i>Speak with Dead, Spirit Guardians</i>
7th	<i>Find Greater Steed, Guardian of Faith</i>
9th	<i>Commune, Legend Lore</i>

## SAGE OF UTHGAR

When you devote yourself to Ubtao at 1st level, you gain the guidance cantrip. You also gain proficiency in Strength (Athletics) and Wisdom (Survival) skill checks.

## PRIMAL INSTINCT

You possess sharp instinct and physical prowess as a result of you growing up in a savage environment. As of level 1, you gain a +3 bonus on initiative and Survival checks.

## CHANNEL DIVINITY: ANCESTRAL CALL

Starting at 2nd level, you can use your Channel Divinity to summon one of the ten guardian Uthgar totem spirits to your aid.

As an action, you can raise your holy symbol and call forth the guardian spirit of your tribe. When you choose the totem animal for the first time, you use that animal totem from here on forward. All the damage that comes out of this ability is considered magical.

**Black Lion.** You let out a powerful roar. All enemies within 30 feet of you must make a successful Wisdom saving throw against your spell DC or become frightened of you for a number of rounds equal to your Wisdom modifier (minimum of 1).

**Black Raven.** You summon the totem spirit of the raven for 1 hour. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Perception score equal to your

Strength modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect, it can't take damage, and it is incapacitated.

**Elk.** You grow elk horns, for 1 hour. When you use your action to Dash, you can use a bonus action to make an attack with your horns, as long as you moved at least 10 feet, that deals 1d6 + 5 piercing damage. In addition the target must make a strength saving throw (DC is 8 + your strength modifier + your proficiency) or be pushed back 10 feet.

**Gray Wolf.** You transform into a winter wolf for 1 hour. With the same stats as in the MM page 340.

**Great Worm.** You cast dragon's breath without expending a spell slot. It always does damage equal to your highest spell slot.

**Griffon.** Your jaw and mouth transform into a razor sharp griffons beak for 1 hour. As a bonus action you can make a strength based melee bite attack dealing 1d8+4 piercing damage. At higher levels the damage increases to 2d8+4 on level 8 and 3d8+4 on level 15.

**Red Tiger.** An image of a crimson snow cat appears above you. You dispel any magical effect or curse on you.

**Sky Pony.** You grow large translucent feathery wings for 1 hour. You gain flying speed equal to your walking speed and are able to cast the gust cantrip while you have them.

**Tree Ghost.** You can transform a tree into an Awakened Tree for 1 hour. It has the same stats as the Awakened Tree from the MM. page 317.

**Thunderbeast.** You can bless your self or another creature to grow dinosaur-like hide for 1 hour. The targets armor class is 16 and can't be reduced for the duration of this ability. Creatures that had AC over 16 keep their AC but can't be reduced under 16. Additionally you gain resistance to lightning damage.

## WATCHFUL ANCESTORS

You are always surrounded by the spirits of your ancestors who watch over you in blessed combat. Starting at 6th level, when an attacker that you can see hits you with an Attack, you can use your Reaction to halve the attack's damage against you.





## DIVINE STRIKE

At 8th level, once per turn when you strike a foe with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8.

## AVATAR OF MIGHT

As of level 17, you are the favoured of Uthgar, he blesses you as his paragon of strength. Your strength score increases by 2 and your maximum strength is now 24. You also gain immunity to fear.

Cleric of  
Uthga  
{Tree Ghost Tribe}



Art by el-grimlock



# VECNA



Vecna, The Master of All that is Secret and Hidden, The Arch-Lich, The Dreaded Eye, The Lord of the Rotted Tower, The Decaying God, The Undying King, is the god of dark secrets and necromancy. Vecna is a vain, selfish, petty, but very canny deity consumed by powerlust and unconcerned with the fates of lesser creatures. In many ways he continues to act like the mortal he recently was, albeit with far greater power at his disposal than before. He recently somehow managed to get into Mystras good graces, whom he now serves, and has received the portfolio of necromancy once held by Velsharoon.

The church of Vecna is a new one, and what hierarchy exists is found within individual temples. Many clerics of Vecna spend their days in necromantic research, seeking to understand and expand the faith's collective knowledge of life, death, and undeath. Most have created hundreds of undead servitors, some of them unique. When an undead creation has served its purpose, these self-involved researches often brand the symbol of their deity on its chest and then order it to wander randomly across Faerûn. Other clerics of Vecna are involved in "support" activities for the faith, grave robbing, embalming or teaching. A few of the more congenial low-level clerics sometimes cure the minor ills of the populace to bring in funding or worldly supplies for the church and to more easily gather information about its enemies. The church has three main goals, further develop the studies of necromancy, uncover all hidden dark secrets for they all belong to Vecna and find both the hand and eye of Vecna (The artifacts have gained even more power since Vecna became a god). Cultists of Vecna gather in dusty crypts, abandoned mausoleums and neglected graveyards. The Arch-Lich has few true temples, but those few which have been constructed are located in hidden ancient catacombs or necropolises and resemble brooding stone mausoleums carved with ghastly depictions of the dead, the dying and the undead. Fetid air and the cloying reek of embalming fluid waft through such edifices, and undead servitors serve as untiring sentinels. Vast labo-

ratories, crammed storerooms of alchemical supplies, libraries of forbidden knowledge and befouled mortuaries consume most of the space, and few concessions are made toward sleeping chambers, dining halls and kitchens.

## HOLY DAYS AND PRAYERS

Clerics of Vecna pray for their spells at midnight, when the secrets of the night are best unearthed. For a relatively young faith, the clergy of Vecna have quickly established a large number of holy days and rituals. The faith has yet to coalesce into a homogeneous creed, however, and widely varying rituals are found not only in different temples but within individual temples as well. Two rituals have become fairly widespread. The Binding of the Crypt and the Pact of the Everlasting are two rituals performed by powerful clerics, allowing them to return as an undead creature or be raised from the dead automatically if they are slain. Both rituals involve numerous other horrible incantations and the foul sacrifice of numerous sentient creatures. Prominent theologians of the faith claim that these rituals are merely the two of seven to be revealed by Vecna along a path to achieving immortality.

## ORDERS OF THE FAITH

The Vecnan church is currently too young and fragmented to have any organization of orders but one company rides in his name:

**The Nightmare Legion:** An elite host of wight knights riding nightmares. Powerful Vecnan clerics took control of the legion that already roamed Faerûn and have since increased their number to over 200. The aims of the clerics who control this army is unknown, they say that the legion is just there to protect the church but many doubt that there are darker plans behind them.



# DOGMA

Life and death are the twin faces of eternal existence. To surrender to either one is to resign oneself to obscurity. True power lies in the twilight zone between life and death. By seeking to explore and extend the mortal condition and form, even mortal life itself, knowledge of the world and its infinite complexity are extended. Let no one interfere with the pursuit of such research, for the end result will more than justify the necessary sacrifices along the path. Knowledge is power, and knowledge of life and death brings power over all beings, living and unliving. Search the dark places of the world and bring Vecna all the secrets you find.

## CLERICS OF VECNA



As the follower of the Undying King you are blessed with the following abilities.

### VECNA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disguise Self, Illusionary Script</i>
3rd	<i>Locate Object, Pass Without Trace</i>
5th	<i>Absorb Mind, Animate Dead</i>
7th	<i>Arcane Eye, Curse of the Putrid Husk</i>
9th	<i>Danse Macabre, Legend Lore</i>

## NECROPHANT OF VECNA

When you devote yourself to Vecna at 1st level, you gain the chill touch cantrip. You also gain proficiency in Intelligence (Investigation) and Wisdom (Insight) skill checks.

## SCHOLAR OF UNLIFE

Starting at level 2, when you gain the Channel Divinity: Turn Undead ability, it changes to Subdue Undead. As an action, you target one undead creature with a CR less than or equal to half your Cleric level you can see within 30 feet. The target must make a Wisdom saving throw. On a failed save, you control the creature for the next 24 hours and on a success the creature gains immunity to this effect for 24 hours.

An undead that is either immune to being turned is immune to this effect and an undead with an Intelligence score of 8 or greater has advantage on this save.

## CHANNEL DIVINITY: REVEAL SECRETS

Starting at 2nd level, you can use your Channel Divinity to gain knowledge of a person's darkest secrets.

As an action, you can point your holy symbol at a target creature, that must be able to talk in any language, while silently chanting a prayer to Vecna. The target makes a Wisdom saving throw against your spell DC, if they fail, they must speak their deepest darkest secret out loud in 3 sentences or less. If they succeed they become immune to this ability. The same creature can't be a target of this ability twice.

## DOOR OF DECAY

Starting at 6th level, as an action you may touch an undead creature under your control. You feel yourself pulled forward, into the undead creature you have touched. Your flesh and soul grow cold, and after an instant of maddening emptiness, you reappear next to an undead creature of your choice within of you 120 feet.

## CONSUME LIKENESS

At 8th level, once per long rest as an action, you can eat the flesh of a freshly dead humanoid (that died within 1 hour) creature and take on the appearance and form, including clothing and equipment, of the target creature as it looked when it lived. If the creature had wings, you gain half its flying speed. If the creature had gills, you can breathe under water. You cannot assume the form of a creature that is more than one size larger or smaller than you. Your attack bonuses, AC, HP and saves do not change. The transformation lasts up to 24 hours, you willingly end it or if you drop below 50% of your max. HP.

## SEEKER OF THE SEVEN TRUTHS

As of level 17, you have gained the attention of Vecna, he grants you the ability to reveal all the secrets of this world. You gain immunity to exhaustion and disease. You no longer need to breathe, sleep, drink or eat. In addition, you can add double your proficiency modifier on any Intelligence (Arcana), Intelligence (History) or Intelligence (Religion) checks in any matter that relates to obscure knowledge.



## ABSORB MIND

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

While casting this spell you eat at least a portion of the brain of another creature's corpse. By doing so, you gain the creature's memories and knowledge to some degree. Once you cast the spell roll a d20. If you roll 15 or higher you recall an important fact known to the creature of your choice: family history, recent events, the general layout of the creature's stomping grounds, details about the creature's death, important plans, passwords, magic item command words, and similar tidbits.

If you roll a natural 20, for the next 24h you gain a skill, ability or a single spell of your choice that the target creature had.

If you roll lower than 15, you've failed to establish a meaningful connection with the target creature and you find out a useless detail about their life: hobby, fetish, childhood hero, favorite food and similar small facts.

## Cleric of Vecna



Art by EllirhShaan

## CURSE OF THE PUTRID HUSK

*4th-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (powdered humanoid bone)

**Duration:** Instantaneous

This illusion forces the target creature within range to believe his flesh is rotting and falling off his body, and that his internal organs are spilling out. The target creature must succeed on a Wisdom saving throw or be considered stunned until it's next round when they can attempt a Wisdom saving throw again. Also, when the target creature takes damage, it can repeat his Wisdom saving throw with disadvantage. When the target creature succeeds on a saving throw it snaps out of the illusion and becomes immune to this spell.

If the target creature fails the saving throw for 7 rounds it falls unconscious for 1 minute.



# WAUKEEN

Waukeen, The Liberty's Maiden, The Merchant's Friend, Our Lady of Gold, The Coinmaiden is the goddess of trade, money and wealth. Vibrant and vivacious, Waukeen is a hardworking deity who loves wealth not for itself but for what can be done and acquired with it. She enjoys bargaining and the hustle and bustle of the marketplace. She rules over deals done above and below the table, legitimate as well as black market commerce. She is interested in innovation, but can also be stubborn and persistent, which sometimes gets her into trouble. The Merchant's Friend appears as a slim, beautiful woman with golden eyes and long, luxuriant hair the hue of spun gold. Her gowns are woven of gleaming gem, studded strips of precious metals and her gold-soled boots made from links of laced pearls.

Widely admired and envied before the Time of Troubles, the Merchant's Friend's church suffered greatly during the Interdeium of Waukeen, a span of several years in which she was missing and presumed dead. Although Waukeen has begun revitalizing the faith of her worshipers, the opinion of the outside world may take far longer to recover. All sorts of rumors about Waukeens disappearance and return are still being banded about, with allegations that she consorted with Graz'zt the demon prince and that she came back to divinity only when she payed her debt to the fiend, resulting in Graz'zt owning the majority of Waukeens godhood. This is known as the "Harlot's Coin Heresy" and the heretics believe that all who worshiped Waukeen are really worshiping Graz'zt instead. Waukeenan travel the world aiding merchants or staff temples in large cities that serve as money lending and changing houses, safe storage warehouses and (covertly) fences for stolen goods, all in exchange for fees. Waukeens clergy members are under orders to donate 25% of their monetary income to the church, to invest in all enterprises that have any reasonable hope of succeeding if they are run by devout worshipers of the deity and to consider other investments if approached by entrepreneurs willing to make substantial offerings to the deity. Waukeenan

are not above manipulating trade by means of rumors, buy-ups, hired border brigands, and the like, but strong public criticism of such unsubtle tactics in the past has led the church to officially deny undertaking such things and to order its clerics to do such work only with the greatest subtlety, so that no one who suspects their hands at work will be able to prove anything. Personal enrichment is the sign of a wise cleric, but this must be done through arms-length investments, not openly unlawful acts. Temples of the Merchant's Friend are almost always located in cities where commerce is in its fullest flower. Temples of Waukeen are built in many architectural styles, but a preference for ornate decoration is prevalent no matter whether the building is a soaring cathedral or a classical temple featuring a large portico and many columns. Such houses of worship are always constructed with the finest materials and with no expense spared. Decoration in Waukeens temples covers the floors, walls, roof pillars, and ceiling if possible. The decorative elements are baroque, intricate, brightly colored, and feature as much precious metal and as many gemstones as can be fitted into the design. However, despite their lavish adornment, inside and out, typically underneath the gold leaf is an all but impregnable fortress more secure than a king's treasury. Such temples provide wealthy merchants who give generous tithes to the temples sumptuous cleric-guarded accommodations in town during their stays. Such temples can also be rented by the faithful for lavish feasts, useful for impressing potential trading partners and upstaging rivals.





# HOLY DAYS AND PRAYERS

Clerics of Waukeen pray for spells just before sundown and must initiate their prayers by throwing a coin into a ceremonial bowl or a body of water. The church celebrates a dozen high festivals spaced over the course of the year that honor accounting (Cold Counting Comfort on Hammer 15), textiles (Great Weave on Alturiak 20), wealth (High Coin on 30 Ches), generosity (Spheres on Tarsakh 10), benefactors (Sammardach on Mirtul 12), finery (Brightbuckle on Kythorn 21), deal-making (Sornyn Flamerule 3-5), bounty (Huldark on Elesias 17), magic (Spryndalstar on Eleint 7), guards (Marthoon on Marpenoth 1), craft (Tehennteahan on Uktar 10) and the dark side of wealth, a solemn remembrance of the evils of excess (Orbar on Nightal 25).

# ORDERS OF THE FAITH

The church of Waukeen has no church-affiliated knightly orders. It readily sponsors adventuring companies who can present a reasonable prospect of showing a profit and promise a 20% tithe to the church, and it often hires mercenary and adventuring companies to guard trade caravans and shipments of church trade goods overseas.



# DOGMA

Mercantile trade is the best road to enrichment. Increasing the general prosperity buys ever greater civilization and happiness for intelligent folk worldwide, bringing people closer to the golden age that lies ahead. Destroy no trade goods, raise no restrictions to trade, and propagate no malicious rumors that could harm someone's commerce. Challenge and refute unproven rumors that could negatively impact trade when heard. Give money freely to beggars and businesses, for the more coin everyone has, the greater the urge to spend and trade rather than hoard. To worship Waukeen is to know wealth. To guard your funds is to venerate her, and to share them well seeds your future success. Call on her in trade, and she will guide you in wise commerce. The bold find gold, the careful keep it, and the timid yield it up.

# CLERICS OF WAUKEEN

As the follower of the Merchant's Friend you are blessed with the following abilities.

## WAUKEEN CLERIC SPELLS

Cleric Level	Spells
1st	<i>Comprehend Language, Identify</i>
3rd	<i>Arcane Lock, Locate Object</i>
5th	<i>Tiny Servant, Tongues</i>
7th	<i>Leomund's Secret Chest, Locate Merchant</i>
9th	<i>Legend Lore, Teleportation Circle</i>

## COIN OF WAUKEEN

When you devote yourself to Waukeen at 1st level, you gain the wealthtwist cantrip. You also gain proficiency in Intelligence (Investigation) and Charisma (Persuasion) skill checks.



## Eye for Appraisal

Starting at level 1, you are experienced and trained to deduce the price of everything. You can always accurately determine the monetary worth of any object, what it would be worth second-hand, it's optimal market value buying and selling worth.

## Channel Divinity: Divine Exchange

Starting at 2nd level, you can use your Channel Divinity to trade an item directly through a divine connection with the closest temple of Waukeen but for a steep price.

As an action, offer a prayer to the Coinmaiden while holding an item, weapon or any non-organic object. The object disappears and in its place you receive half of its market value in a currency of your choice.

## Master Negotiator

Beginning at level 6, you become a true artist when it comes to negotiating prices. You gain advantage on all Charisma (Persuasion) skill checks when negotiating a buying or selling price with merchants or fences. Additionally you cannot be swindled easily, you gain immunity to being charmed.

## Prized Possession

At 8th level, you always know the location of the most expensive item within 60 feet that is not carried or equipped by you or your companions.

## Merchant Prince

As of level 17, you become the favored of Waukeen, your eyes turn to a gold color as a mark of your status. When using the Channel Divinity: Divine Exchange, you may also sacrifice a certain monetary amount to receive an item of the same value. (You can only buy items this way that you've already encountered and you have to know the exact price of it) Additionally, whenever you cast a spell that requires a material component that has a monetary value you pay 50% of that materials value instead.

## Wealthtwist

*Alteration Cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

The spell transforms gold to magical power. You may spend 250 gp per spell level to regain an expended spell slot, up to 5th level spell slots.

## Locate Merchant

*4th-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a gold coin)

**Duration:** Instantaneous

Describe the type of a specialized (blacksmith, jeweler, alchemist, etc...), general goods merchant or name a specific merchant you are looking for. You sense the direction to the nearest merchant or shop location, as long as it is within 1,000 feet of you. If the merchant is moving, you know the direction of its movement.



Cleric of  
Waukeen

Art by Grafit Studio