



THE ALMOST COMPLETE DIVINE II

NecroWabbit's Wonders

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

Art by
Marthammor

Introduction

Greetings and welcome to this second issue of "The Almost Complete Divine"! Thank you so much for taking the time to read through it and if you read the first issue I have some good news, this one is about 1/3rd of the first issue size.

As stated in the previous issue, ever since I started playing D&D 5e, I felt like cleric domains were a bit on the lackluster side. While I love the diversity in gods and pantheons of the realms the cleric domains either were representing perfectly only one of them (War domain), were too wide (Nature domain) or were just a pile of various portfolios and failed to truly represent either (Looking at you Trickery). Now, I know why this is, it would take a ridiculous amount of time to craft a personalized cleric subclass for each of the plethora of deities of the realms and make them all feel fun and unique. With the help of my players and friends I have chosen to do just that. These Almost Complete Divines are a labor of love and a product of, now, over a year of testing and other pantheons are still being tested and rewritten as we speak. This is by no means a finished product but it is now ready for the public and for public testing and I would love to improve it more with your help.

Almost all of the info on the gods and inspiration for the abilities came from this and previous versions of D&D, mostly 2e and 3e. Also special thanks to AludDragon for giving me permission on using the info from his amazing portal that can be found on <http://blog.aulddragon.com/>.

So if you are a like-minded D&D player/DM who would want every deity to have it's own cleric archetype you are most welcome and if you are not you are welcome all the same and I hope to hear your opinion.

Each deity in this volume has their personal description, description of their clerics and their duties, temples and shrines, holy days and prayers, orders of the faith, dogma, a specialized cleric archetype for each deity with occasional new spells and a visual representation of each cleric.

Important notes and Lore

These domains were not created with multiclassing in mind. Each cleric gets at least one cantrip, two skill proficiencies and additional ability at level 1. This was done to create a specific feel for each cleric and to specialize them as a devout servant of their deity. Once again these archetypes are NOT meant to be used with multiclassing.

The feel of each archetype was a big focal point when writing them, some archetypes are more powerful than others but the goal was to make the player really feel they were a cleric of Moradin, Deep Duerra or Hanseath. My greatest hope is that I've, at least partially, succeeded in this.

Now this isn't called the "Almost Complete Divine" for no reason, there were modifications or plain additions to the lore due to various reasons and here they are:

Tharmekhûl and Hanseath: When it comes to these two, wizards have just recently established them as cannon. They were ONLY mentioned in a 3.5 supplement "Races of the Stone" where they got barely 5 sentences each and in the recent "Mordenkainen's Tome of Foes" where they received the same amount. Due to this I had to resort to improvising and some creative writing while staying as close to cannon and the overall dwarven pantheon feel as possible.

I have a confession to make. My guilty pleasures are custom fonts and I use them in all my homebrew. A couple of people in the past had a bit of an issue with them, so be warned they are here too. I used the Norse font which I believe fits nicely with the dwarven theme (it is used in the titles of sections and abilities). I truly hope that you will indulge me in this long term love of mine.

One more thing of note, if not already apparent, is that I'm not a native English speaker. While I try my best there is a high possibility that you will see quite a few spelling and

grammatical mistakes. If you notice any of these please do report them so that I may correct them. I will never improve if you don't point them out.

As I said before this is only the second among many tomes of the "Almost Complete Divine". A lot of the material is already done and just needs compiling and others are still in heavy WIP phases that will hopefully be ready for public release one I compile the previous material. The road-map to future pantheons will be as followed:

Tel'Seldarine
(Elven Pantheon)

Mor'Seldarine
(Drow Pantheon)

Lords of the Golden Hills
(Gnome Pantheon)

Yondallas Children
(Halfling Pantheon)

Masters of the Horde
(Orc Pantheon)

Host of Clangor
(Goblinoid Pantheon)

The Draconic Triumvirate
(Dragon Pantheon)

The Dragon Blood Imortals
(Kobold Pantheon)

Fragments of the World Serpent
(Reptilian Pantheon)

The Lords of the Deep
(Underwater Pantheon)

Mulhorandi Pantheon

The Ordning
(Giant Pantheon)

Avian Pantheon
(Still WIP name)

Gnoll Pantheon
(Still WIP name)

The Celestial Bureaucracy
(Kara-Tur Pantheon)

The last one will be a compilation of other deities that don't really belong in any pantheon like The Cat Lord, Diirinka, Kanchelsis, Ramenos, etc...

So, without further adieu.....

MORNDINSAMMAN

The Stout Folk of the Realms worship a pantheon of deities collectively known as the Morndinsamman, a term that can be loosely translated shield brothers on high or the high dwarves. The composition of the pantheon varies slightly from clan to clan (and even more so from world to world), but the powers presented hereafter are venerated or at least acknowledged in most dwarven settlements of Faerun.

Although the term Morndinsamman is commonly used to refer to all acknowledged dwarven gods, formal membership in the pantheon is determined by Moradin the All-Father, the patron of dwarves and overgod of the Morndinsamman. The high dwarves that have always been in good standing under Moradin are as follows, Berronar, Clangeddin, Dugmaren, Dumathoin, Gorm, Haela, Hanseath, Marthammor, Sharindlar, Thard, Tharmekhûl and Vergadain. Abbathor is still a member, as his treachery has never been proven, although most of his fellows detest him. Laduguer was banished by the All-Father long ago, and Deep Duerra was exiled immediately following her apotheosis and ascension, but both are considered members-in-exile.

The Morndinsamman are intimately involved with the lives of their worshipers, and the Stout Folk as a whole are an unusually devout race. Everything the high dwarves do, even Abbathor in his own way, they do for the greater good of the dwarven race. Faced with the slow decline of dwarves across Faerun, the dwarven powers have become increasingly active as they seek to reverse that trend. In the Year of Thunder, 1306 DR, Moradin called a council of the dwarven pantheon to find a way to increase the number of dwarves. The council decided to split each existing soul into two when they were reincarnated. This is what was called the Thunder Blessing and after that day most dwarven births were twins.

Today the dwarven population is in healthy numbers and while the births of thunder twins still happens, it is a much rarer occasion than in previous years. A great schism among the Stout Folk occurred when the duergar were enslaved by illithids. Initially, the duergar were a clan of shield dwarves in the dwarven kingdom of Barakuir, located within the ancient realm of Shanatar. Clan Duergar, which venerated Laduguer as their patron, was an ambitious and powerful clan, believing that they should lead the kingdoms of Shanatar themselves.

When they were denied, Clan Duergar turned away from the other dwarven clans, paying only lip service to Shanatar's rulers. This proved a mistake when the mind flayers of Oryndoll, seeing the isolation of Barakuir, attacked the realm and enslaving or killing most of the population. During their captivity, which lasted for generations, the illithids performed many cruel and unusual experiments on the dwarves. It was during this harsh period in their history that the duergar, desperate and believing that Moradin had abandoned them (as he did as a punishment for their lack of respect), strengthened their faith in Laduguer even more. With the guidance of Laduguer and a bargain he struck with Asmodeus, the duergar were able to summon devils and free themselves. After generations of torture and suffering, with mind flayers twisting their minds and their zealous faith in their god the only constant, duergar now believe that Laduguer is the only one and true god, creator and overgod of everything and that all the other dwarven gods are lesser beings with Deep Duerra being an exception as she was blessed by Laduguer. They see all other dwarves and their gods as Laduguer's failed and imperfect creations who escaped his forge and spread throughout the world like a plague (except for Sharindlar who always had love for all of dwarvenkind and whom the duergar tolerate but never worship).



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ABBATHOR

Abbathor, The Great Master of Greed, The Trove Lord, The Avaricious, The Wurm of Avarice is the dwarven god of greed. Abbathor wasn't always evil. The creature that would become known as the Wurm of Avarice originally concerned himself with the natural beauty of gems and metals but became estranged from his pantheon when Moradin named Dumathoin the patron of gold dwarves, a position Abbathor had coveted since birth. Thereafter he traded the tradition and honor of the dwarven race for trickery and stealth. He had been denied the thing he wanted most, and swore never to be in the same position again. Henceforth, should the Great Master of Greed covet treasure or any magical item, he attempted to steal it outright or slay the owner and then take it anyway, if he fails in obtaining his treasure, Abbathor will destroy it so as not to be tortured by the memory of his failure. Since dwarves are prone to greed without any help from their deities, many have fallen to Abbathor's seductive call. The Trove Lord now seeks to pervert the whole of the dwarves race to his way of thinking, the greatest offense he can imagine to thumb his nose at his distant patriarch.

Clerics of Abbathor are known as aetharnor (a dwarves word meaning "those consumed by greed"). Like their deity, priests of Abbathor strive to enrich themselves, taking advantage of their positions and influence to steal or deal themselves some personal wealth. Such funds are typically cached in remote, fiendishly well-trapped hideaways as amassing enough loot to retire in luxury is a game and a driving motivation among Abbathors clerics. The wider aims of the priesthood are to enrich all dwarves, working with the clergy of Vergadain and Dumathoin where possible toward that end. Across the Realms, priests of Abbathor are always looking for a chance for common dwarven profit (and their own personal gain) through underhanded and shady arrangements. The underground ways known to dwarves make them ideal smugglers and many borders are undercut by tunnels enabling dwarven merchants to avoid

duties and restrictions in transporting goods from one land to another. Priests of Abbathor trade (on the sly) with anyone, including duergar, drow, illithids, Zhentarim, orcs, giants and other undesirable creatures or traditional enemies of the dwarves. Clerics of Abbathor secretly work to undermine the church of Dumathoin and Berronar, the former in revenge for the Silent Keeper's assumption of a position meant for the Trove Lord, and the latter in response to the Revered Mother's concerted efforts to prevent thefts, even against non-dwarves. Temples of the Great Master of Greed are always in underground caverns or secret, windowless rooms. Sacrificial altars are massive, plain blocks of stone, blackened by the many fires laid and burnt upon them. Non-dwarves tend to panic when sacrificial fires are lit, and the smoke begins to billow. Abbathor's places of worship can easily be mistaken for treasure vaults, as they are typically painted in gold leaf and filled with a cache of purloined treasures. In fact, the most sacred places of the Trove Lord are caverns that once housed the hoards of dragons.

HOLY DAYS AND PRAYERS

Clerics of Abbathor pray for spells at night. Solar eclipses, volcanic eruptions, or any other natural phenomenon that blocks the light of the sun during the day are causes for great religious celebration among the aetharnor, who use the cover to hatch their larcenous schemes. Once annually, aetharnor sacrifice an enemy of the dwarves (ranging from duergar to illithid), opening the unfortunates ribcage to create "Abbathor's purse," into which the penitent cast coins and gems. The entirety is then burnt in offering to the Trove Lord. Favorite sacrifices include orcs, trolls and giants.



ORDERS OF THE FAITH

While Abbathor has no knightly orders associated with his faith, the Great Master of Greed has secretly embraced one of the most prominent cults in dwarven society as his own and begun granting spells to its priests:

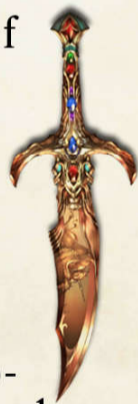
The Noroghor: Also known as the Wurm Cult can be found in isolated dwarven communities throughout Faerun. Its cultists are few and secretive, employing dwarven sympathizers as spies and rewarding them for their aid by allowing them opportunities for recreation or revenge in beast form. The Wurm Cult worships various beasts (especially dragons) and seeks to increase the power and wealth of its adherents by slaying and confounding enemies with the powers of beasts. Consumed by a burning anger against all types of creatures who have oppressed or slain dwarves in the past, Wurm Cult clerics have taken to attacking all nondwarven adventurers who wander within their reach throughout the wilderlands of the North.

DOGMA

The world's wealth was created for those dwarves crafty enough to capture it by any means necessary. Revel in the possession of all wealth that shines or sparkles, for its pleasing form was meant to bring you pleasure. Greed is good, as it motivates the possession and holding of all that is precious. Do not seize wealth from the children of the Morndinsamman, however, nor conspire against the favored of Abbathor, for strife in the name of avarice weakens the clan.

CLERICS OF ABBATHOR

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



ABBATHOR CLERIC SPELLS

Cleric
Level

Spells

1st *Identify, Snare*

3rd *Knock, Locate Object*

5th *Fool's Gold, Tiny Servant*

7th *Compulsion, Leomund's Secret Chest*

9th *Animate Objects, Telekenesis*

AETHARNAR OF ABBATHOR

When you devote yourself to Abbathor at 1st level, you gain the mage hand cantrip. You also gain proficiency in Dexterity (Slight of Hand), Charisma (Deception) skill checks and with thieves tools.

MASK OF POVERTY

As of level 1, as an action, once per long rest you can make an item worn or carried by one creature within 30 feet, look worthless. Fine clothes look shabby and new, expensive or luxurious items appear old and worn. This illusion is used by priests of Abbathor to disguise themselves or their treasure hoards and abodes (or those of others, for a fee) to thwart robbery attempts. They also use this ability to decrease the chance that they are detained or molested when traveling from one locale to another while carrying great wealth or dressed in the finery they admire. The effect is permanent until dismissed by you.

CHANNEL DIVINITY: INSPIRE GREED

Starting at 2nd level, you can use your Channel Divinity to awaken the goldlust in your enemies.

As an action, you hold an object of your choice while you recite a prayer to your god. A target creature, within 30 feet, of your choice must make a Wisdom saving throw against your spell DC. If it fails, the target creature becomes consumed by a powerful desire for the object you were holding when you cast the spell for 1 round per cleric level. For the duration of the ability, the target creature seeks to obtain the object (going so far as to attack anyone holding or wearing it). Once the target creature gains possession of the object, it protects the item greedily, attacking anyone who approaches within 30 feet or who otherwise appears to be trying to take the object away. Creatures who succeeded on the Wisdom saving throw and/or blind creatures are not affected by this ability.

CHANNEL DIVINITY: THAT'S MINE!

Beginning at level 6, you can use your Channel Divinity to demand what is rightfully always yours.

As an action, you point your holy symbol at a target creature within 30 feet. That creature needs to make a Charisma saving throw against your spell DC. If the target creature fails, it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. You may act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it). The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is paralyzed and cannot move or drop the item, nothing happens. Creatures under the effects of Channel Divinity: Inspire Greed are immune to this ability.

MORE FOR ME

Starting at 8th level, once per long rest, when another creature within 30 feet casts a beneficial spell (bless and similar spells) with a range greater than touch or self, you can attempt a caster level check as a reaction (DC = 15 + the spell's level). If you succeed at the check, you receive the spell's benefit instead of one of the spell's intended targets. This ability does not grant you knowledge of the spell being cast. You can use this ability a number of times per day equal to your Wisdom modifier.

APOSTLE OF AVARICE

As of level 17, you are recognized by Abbathor as a worthy trove owner and blesses you in a way that gives you more power and prevents your trove to grow too much.

You may, as an action, consume 3,000gp. Upon ingesting the coins, for 48 hours, your blood takes on a hue like liquid gold and runs slowly, granting you immunity to poison, disease, aging effects and causing you to automatically stabilize if reduced to fewer than 0 hit points. Your pupils take on a golden hue allowing you to see the location of any gold within 30 feet of you no matter if it's in a purse, buried or hidden in any way. Additionally, while in this state, you can eat gold to heal your-

self, regaining 1 hit point for every 15 gold pieces you consume (materials other than gold provide no benefit).

FOOL'S GOLD

3rd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: 1 hour

You can temporarily transform a pile of 10d10 copper or silver coins into counterfeit gold coins. You can make the transformed coins bear any fanciful image and wording you can think of, and you can choose how worn or new they look. If bitten, peered at, treated with acid droplets as an alchemical assayer would and examined closely, they seem genuine, for all intents and purposes, they are gold coins. However, if such a coin is melted, cut, crushed or touched by pure iron it will revert to its true material (and in damaged condition; melted, cut, or crushed).

At Higher Levels. The illusion duration is increased by 1 hour per spell level above 3rd, 2 hours at 4th level, 3 hours at 5th level, etc...

Cleric of Abbathor

Art by Dan Scott



BERRONAR TRUESILVER

Berronar Truesilver, The Revered Mother, The Matron of Home and Hearth, The Mother of Safety is the matriarch of the dwarven pantheon, bride of Moradin and the dwarven goddess of safety, hearth, healing, the dwarven family, marriage and oaths. As Moradin's bride, Berronar sees it as her duty to act as an authority figure for the dwarven gods, using her keen negotiation skills and calm demeanor as a balm to keep the sometimes fractious pantheon unified. According to dwarven traditionalists, if not for her, the Morndinsamman (and perhaps the entire dwarven race) might never have survived the stresses of its long, gradual decline. With the coming of the Thunder Blessing within the last century, it appears as though that decline has been reversed.

Berronar's clerics, known as Faenor ("those of the home") are the guardians and protectors of dwarven clans. They maintain records of lore, traditions, and family histories. They strive to further the good health and good character of all dwarves by acting as teachers and healers. The church itself is very structured, with every cleric knowing his or her place and each clan's church uses an identical setup, so members visiting from other clans know exactly where they fit in. In a sense, her church is like a house run by a strict but loving mother. In many respects, Berronar's clerics are the pillars on which dwarven society is built. They are instrumental in maintaining traditional dwarven culture, in knitting together families, in educating and nurturing young dwarves, and in maintaining the orderly governance of dwarven society. While rarely holding formal positions of leadership, the senior priest of Berronar in a dwarven hold or clan usually holds a position of great influence that rivals, if not exceeds, that of the titular ruler of the hold or clan. Temples of the Revered Mother consists of a circle of stones, usually in a wooded area, in which small fires are kindled in a random pattern. Gems and metal sculptures are set up among them on metal poles to sparkle and reflect back the fire-

light during worship. An underground temple to Berronar is a cavern in which the clerics have carefully arranged mosses, lichens, fungi and the like brought by the hands of faithful. They keep these watered and nourished to form a lush carpet all over the floor. This covering also climbs the walls as high as possible. Luminescent fungi are favored, to give the cavern as much natural light as possible.

HOLY DAYS AND PRAYERS

The Faenor pray for spells at dawn. Annual offerings of silver are made to Berronar, usually accompanied by a small white flower as a token of appreciation for the motherly love of Berronar feels toward all dwarves. Midwinter Day and Midsummer Night hold religious significance to the Faenor. In the former case, the day brings fantastic celebrations below ground. The latter sees a similar feast take place above ground, when travelers or members of neighboring communities (rarely including no dwarves) are invited to join in the festivities.

ORDERS OF THE FAITH

While Berronar faith is one of love, like all Morndinsamman she is fierce when it comes to protecting dwarves and dwarven kind. Two mighty orders of the church of Berronar Truesilver:

The Berronar's Valkyries: An order of female dwarven clerics and paladins who follow Berronar Truesilver. The role of the order is to ensure that dwarven warriors (who are predominantly male) return to their hold and clan alive after going to war. As such, the Valkyries accompany dwarven armies to battle, but instead of immediately joining in the fray, they choose a high vantage point from which to observe. If and when small pockets of dwarven warriors are in danger of being overrun or when a dwarf is too badly wounded to withdraw, the Valkyries charge to the rescue.

DOGMA

The children of Moradin are shaped on the Soul Forge and ever warmed by the embrace of the Revered Mother. Tend the hearth and home, drawing strength and safety from truth, tradition, and the rule of law. Join with friends, kin, and clan in common purpose. Do not succumb to the misery of greed or the evils of strife, but always bring hope, health, and cheer to those in need. Once an oath is made, Berronar watches over its keeping, to break it is to grieve her sorely. Children must be cherished and guarded well from harm, for they are the future of all dwarvenkind.

CLERICS OF BERRONAR TRUESILVER

As the follower of the Revered Mother you are blessed with the following abilities.

BERRONAR TRUESILVER CLERIC SPELLS

Cleric Level	Spells
1st	<i>Bless, Purify Food and Drink</i>
3rd	<i>Calm Emotions, Warding Bond</i>
5th	<i>Create Food and Water, Leomund's Tiny Hut</i>
7th	<i>Mordenkainen's Private Sanctum, Wall of Fire</i>
9th	<i>Greater Restoration, Dream</i>

FAERNAR OF BERRONAR TRUESILVER

When you devote yourself to Berronar Truesilver at 1st level, you gain the create bonfire cantrip. You also gain proficiency in Wisdom (Medicine) and Charisma (Persuasion) skill checks.

BINDING TIES

Starting at level 1, as an action, you can touch a willing target creature and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect.

This ability can be used a number of times per day equal to your Wisdom modifier.

CHANNEL DIVINITY: HEARTHFIRE

Starting at 2nd level, you can use your Channel Divinity to bless your allies with the Revered Mothers love.

As an action, you can point your holy symbol at a bonfire you created with your cantrip while singing a hymn to Berronar Truesilver. The bonfire now sheds bright light with 30 feet and dim light for an additional 30 feet for a number of rounds equal to your Wisdom modifier. While within the dim light, you and your allies gain immunity to the fear condition. While within the bright light, in addition to the previous effect you and your allies gain advantage on Constitution saving throws.

VALKYRIES CHARGE

Starting at 6th level, When an ally drops below 25% of its total hit points, you may, as a reaction, use half your movement speed to move towards the creature that dealt damage to your ally. If you get within melee weapon range of the creature you may make a melee weapon attack against that creature.

RESTFUL HEARTH

At 8th level, while you and your companions are within a safe location, such as a tavern or homestead, you and they gain a bonus on Charisma (Persuasion), Intelligence (History) and Wisdom (Insight) skill checks equal to your Wisdom modifier.

KEEPERS OF THE TRUESILVER

As of level 17, you've become favored by Berronar Truesilver, she grants you the means to keep you and your family and kin safe. Once per long rest, you can create a ward that protects a specified area around a bonfire. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 4 cleric levels you possess, centered around a bonfire (not counting the 5 feet the bonfire itself takes up). When the ward is completed, you designate any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a bonus equal to your Wisdom modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if you leave the area. The ward lasts for 1 hour per your cleric level or until the fire is extinguished.

Cleric of
Berronar Truesilver



Art by MarkoTheSketchGuy

CLANGEDDIN SILVERBEARD

Clangeddin Silverbeard, The Father of Battle, The Lord of the Twin Axes, The Giantkiller, The Rock of Battle is the dwarven god of battle, war, valor, bravery and honor in battle. When a dwarf marches off to battle, the hymns of Clangeddin Silverbeard echo in his warrior's heart. Those dwarves who fight by profession or preference (which is most of them) honor the Lord of the Twin Axes in word and deed, pledging to honor in battle, mastery in training and wisdom in war. Clangeddin never backs down from a challenge, never compromises, and never surrenders, even when all is lost. Clangeddin harbors a special kind of hatred toward giants, and it is said that the natural ability of dwarves to confound and defeat these enemies is a gift from him.

Popular in dwarves communities thanks to their martial skill (if not their belligerence), followers of Clangeddin have poor reputations among other races, who see them as bloodthirsty berserkers. While certain followers undoubtedly verify such an evaluation, the bulk of those who follow the Father of Battle know much of troop movements, tactics, military strategy and make excellent wartime advisers. His clerics, known as alaghor ("valorous in battle"), form an elite warrior caste in many clans, maintaining their positions by training hard physically every day. They are always preparing for war, physically, tactically, and by acquiring resources. To ensure dwarven victory in every open fray, priests of Clangeddin try to further the weapon training, tactical training and battle skills of every living dwarf. The alaghor are always on the lookout for new weapons and battle tactics, for instance, they take great interest in the items devised by the worshipers of the human god Gond and the practical use of those inventions. Clangeddin's most sacred shrines are dwarven cairns erected on the fields of past battles, whether they be on the surface or in the tunnels of the Underdark. Sometimes a cavern in which the followers of Clangeddin won a great victory is dedicated as a

great temple to the Father of Battle. Such temples are dominated by great stone statues of dwarven heroes past, armor and weapons worn by Clangeddin's greatest warriors and huge granite blocks, stained blood-red, that serve as altars on which weapons are offered up to the god.



HOLY DAYS AND PRAYERS

Clerics of Clangeddin Silverbeard pray for spells in the morning. The anniversaries of past battles hold special significance for the alaghor. On such occasions, the clerics break old weapons anointed with their own blood and recount tales of fallen heroes that they might never be forgotten. More disturbing (at least from the perspective of their enemies) are the frenzied war chants in which the alaghor engage during the heat of battle. Known as ehontar ("songs giving fear to the hearts of the craven"), these low, droning songs bolster the spirits of nearby dwarves, assuring them that Clangeddin immediately enlists in his celestial army those who fall furthering the destiny of the dwarves or protecting their holdings. Alaghor know they will die in combat, the rest is merely a matter of timing.

ORDERS OF THE FAITH

Scores of military orders and countless dwarven brotherhoods have been dedicated to the Father of Battle, beginning with the earliest, long-forgotten kingdoms of the dwarves. The followers of Clangeddin in each clanhold or kingdom tend to organize themselves into one or more fighting companies, and each band has its own name and famous exploits. Legendary companies of past millennia include the Knights of the Ninth Axe, the Valorous Harts of High Shanatar, the Order of the Crescent Moon (jointly dedicated to Clangeddin and Selune), the Fellowship of the Bleeding Axe, the Sailors of the Mountainous Waves and the Shining Blades of Iltkazar.

DOGMA

The finest hours of dwarvenkind come in the thrusts and fires of war. Seize the opportunity to defend your kin and ensure their victory wherever conflicts erupt. Revel in the challenge of a good fight and never waver in the face of adversity, no matter how ominous. Lives should never be thrown away foolishly, but the greatest honor is to sacrifice oneself on the field of battle in service to a righteous cause. When not fighting, prepare for the next conflict physically, mentally and by acquiring resources. Attack hill giants whenever possible and other evil giants whenever necessary.

CLERICS OF CLANGEDDIN SILVERBEARD

As the follower of the Father of Battle you are blessed with the following abilities.

CLANGEDDIN SILVERBEARD CLERIC SPELLS

Cleric Level	Spells
1st	<i>Heroism, Silverbeard</i>
3rd	<i>Spiritual Weapon, Warding Bond</i>
5th	<i>Crusader's Mantle, Revivify</i>
7th	<i>Freedom of Movement, Stoneskin</i>
9th	<i>Conjure Volley, Holy Weapon</i>

ALAGHAR OF CLANGEDDIN SILVERBEARD

When you devote yourself to Clangeddin Silverbeard at 1st level, you gain the detect weaponry cantrip. You also gain proficiency in Strength (Athletics), Wisdom (Insight) skill checks and with all axe based weapons.

EHONTAR

Songs giving fear to the hearts of the craven. Starting at level 1, as an action and a as a bonus action on every consecutive turn as long as you wish, you may "sing" low, droning, frenzied battle hymn that bolsters the spirits of nearby allies. As long as you are using your bonus actions at the start of each of your turns to continue the

ehontar you have immunity to fear and exhaustion and allies within 30 feet of you roll saving throws against fear effects with advantage. While singing the ehontar you cannot speak or cast spells with verbal components. You need to be conscious and able to sing to use this ability.

CHANNEL DIVINITY: AXE SHIFT

Starting at 2nd level, you can use your Channel Divinity to transform any weapon into your weapon of choice.

As an action, you can whisper a prayer to Clangeddin Silverbeard while holding a melee weapon. A barely perceptible rust-brown glow engulfs the weapon, then grows into a shining radiance of molten-metal red as it transforms into an axe weapon of your choice. Magic weapons transformed retain all their special abilities as long as the new form could legally have those abilities and weapons made from special materials retain their special materials. The transformation lasts a number of minutes equal to your cleric level. Improvised weapons cannot be transformed by this ability.

GIANTSBANE

Starting at 6th level, When you attack a creature larger than yourself you gain +1 on attack rolls for each size category larger than yourself. (large +1, huge +2, etc...)

AXE STORM

At 8th level, you gain an additional attack per round with an axe wielded in melee combat or hurled at an opponent.

SON/DAUGHTER OF BATTLE

As of level 17, you've become favored by Clangeddin Silverbeard, your very presence on the battlefield is awe inspiring. Once per long rest, as an action you may manifest six silvery axes that hover around you for 10 minutes. As an action, you may make a ranged spell attack against a creature within 120 feet by launching one of the axes that you manifested, if hit the target creature suffers 4d6 force damage. When a creature attacks you, as a reaction you may grant your self a bonus equal to the number of axes still hovering around you. The axes remain until the duration is over, you dismiss them as a bonus action or you loose consciousness.



DETECT WEAPONRY

Divination Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 min

With your final utterance of the incantation, tiny bits of the world around you begin to glow. The points of light grow in brightness and size, finally taking the general dimensions of swords, axes and other implements of battle. For the duration of the spell, you can detect the presence of weapons in a 30 ft. cone emanating out from you in whatever direction you face.

The spell detects improvised weapons such as bottles or pitchforks only if the wielder actively intends to use such an item as a weapon. The amount of information revealed by this spell depends on how long you search a particular area:

1st Round: Presence or absence of weapons.

2nd Round: Number of weapons in the area.

3rd Round: Specific locations of the weapons and the type of damage they deal (bludgeoning, piercing, or slashing).

5th Round: If any of the weapons is enchanted or magical (but not the specific magical properties).

Weapons carried by individuals who are under the effect of a nondetection spell, do not register. The spell can penetrate barriers, but 1 foot of stone, 1 inch of iron or steel, a thin sheet of lead, or 5 feet of wood or dirt blocks it.

Cleric of
Clangeddin
Silverbeard

SILVERBEARD

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

You evoke the Father of Battle, and your beard stiffens, turning metallic and reaching halfway down your chest, giving you greater protection.

Your beard grows and turns to pure and magically hardened silver, providing you with a +1 bonus to AC. If you do not have a beard, you grow one for the duration of this spell (even if you are a creature that cannot normally grow a beard, such as an elf or a female human). You also gain a +2 bonus on Charisma skill checks against dwarves.

Repeated uses of this spell eventually result in your beard turning a natural silver color (if you cannot normally grow a beard, this secondary effect does not occur).

At Higher Levels. The duration of the spell is increased by 1 minute per spell level above 1st, 2 minutes at 2nd level, 3 minutes at 3rd level, etc...



Art by Rinehart Appiah

DEEP DUERRA

Deep Duerra, The Queen of the Invisible Art, The Axe Princess of Conquest is the duergar goddess of psionics (the Invisible Art), conquest and expansion. Elderly duergar speak of an ancient time, when a great queen named Duerra ruled an empire of immense subterranean territory and dark, expansionist ambitions. The queen herself stood at the front of her armies, on one occasion conquering a huge illithid city. Duerra ordered her underlings to shackle the mind flayers, who once had enslaved the entire duergar race. Over the course of a century, Duerra and her surgeons wrested the power of the mind from the captive illithids, transferring it to her brood and hence into her clan's bloodline. Though mind flayers tell the story somewhat differently, casting Duerra as the leader of a slave rebellion and attributing the psionic powers of the gray dwarves as their own invention in order to create a more efficient slave stock, many duergar nonetheless honor their ancient queen as the progenitor of the psychic abilities that established the duergar as the preeminent political force of the Underdark through enslavement and expansion.

Clerics of Deep Duerra are known as norothor meaning "those who seize enemy land" in duergan. The norothor preach expansionism to such a strong degree that they have become a nuisance to the older, more staid duergar, who serve Laduguer. The norothor nonetheless serve an important role in society, training young gray dwarves in the development of their natural psionic abilities, attending to and controlling the slaves who form the underclass of duergar society, and scouting and clearing out nearby tunnel systems that the community might grow. Lastly, their focus on the mental disciplines makes them ideal ambassadors to psionic races such as the drow House Oblodra, though the inherent brashness of the faith means that many such missions end in utter disaster. Temples of Duerra are hewn from solid rock and are always constructed in symmetric patterns designed to be architecturally pleasing to the observer and to muffle sound. An empty throne sits atop an elevated dais in the central chancel, called

the Daul's Throne, the chair serves to remind the norothor that the Axe Princess of Conquest is always present and watching. Duerra's houses of worship serve as armories, barracks and command centers for the senior priests who lead the temple army. Most are extensively fortified and well stocked with emergency supplies, weapons and armor.

HOLY DAYS AND PRAYERS

Clerics of Deep Duerra pray for spells at night. On Midwinter eve, they celebrate a perverse festival known as the Rallying wherein clerics commemorate the triumphs of the past year and announce their expansionist intentions for the next. To the sound of hammering and war chants the norothor pass around the freshly severed head of an enemy whose native territory will be taken before the next Rallying. On the 5th of Mirtul, Duerra's clerics gather in temples for the Melding, a psionic ceremony in which the norothor contact the Axe Princess herself. The resulting communal mind grants all clerics greater insight in their endless quest for power and territory.

ORDERS OF THE FAITH

All duergar even the norothor serve Laduguer's dominating church. But there is an order whose existence will be staunchly denied by every norothor:

The Mindstalkers of the Invisible Art: A secretive group of norothor with cells in most northern duergar settlements. The Mindstalkers seek to unite the disparate duergar realms of the Northdark into a great empire ruled by the collective consciousness of the order. While the Mindstalkers are centuries from accomplishing their goal, they have begun to extend their invisible tendrils into most duergar settlements beneath the Savage Frontier, and much of the trade.

DOGMA

The children of Laduguer shall conquer the earth and stone from which they sprang and the voids in which they dwell. The seizing of new lands, new wealth, and new servitors is the manifest destiny of those who mine the Nigh Below. Arcane magic is weak, unreliable and unsubtle when compared to the powers of the mind unless bequeathed and steadied by the will of the gods. By means of the Invisible Art and the divine magic of the Axe Princess of Conquest, the duergar shall destroy or enslave all those reliant upon other, petty magic to survive.

CLERICS OF DEEP DUERRA

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

DEEP DUERRA CLERIC SPELLS

Cleric Level	Spells
1st	<i>Command, Dissonant Whispers</i>
3rd	<i>Crown of Madness, Levitate</i>
5th	<i>Psionic Blast, Fear</i>
7th	<i>Compulsion, Phantasmal Killer</i>
9th	<i>Dominate Person, Synaptic Static</i>

NOROTHAR OF DEEP DUERRA

When you devote yourself to Deep Duerra at 1st level, you gain the mind sliver cantrips. You also gain proficiency in Strength (Athletics) and Charisma (Intimidation) skill checks.

MIND FLAYER SLAYER

The duergar too all they wanted from the illithids, now it is time to wipe them out. Starting at level 1, when fighting illithids, aboleths or beholder you gain an extra +2 on your attack and damage rolls.



CHANNEL DIVINITY: MIGHT OF THE INVISIBLE ART

Starting at 2nd level, you can use your Channel Divinity to unleash a devastating explosion of psychic energy.

As an action, you can invoke the wrath of Deep Duerra while holding your holy symbol. Psion energy ripples and manifests as a destructive wave out to 30 feet around you. All creatures within the affected area must succeed on a Intelligence saving throw against your spell DC or suffer 2d10 + your cleric level psychic damage and have disadvantage against all saving throws against enchantment spells until the end of their next turn. If they succeed they take half the damage with no additional effects.

POWERFUL MIND

Starting at 6th level, you gain resistance to psychic damage and advantage on saving throws against being charmed. Additionally, any creature that attempts to eat your brain must succeed on a Wisdom saving throw against your spell DC or become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except extracting your brain (but does not realize it is being so affected). This ability is active even if you are unconscious, stunned, or otherwise helpless.

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

ID INSINUATOR

As of level 17, you've become favored by Deep Duerra, as she strengthens your mind to face even the cerebrally mightiest foe. You add the following spells to your list of domain spells: Dominate Monster, Feeblemind, Mass Suggestion and Psychic Scream. Like your other domain spells, they are always prepared and count as cleric spells for you. Additionally, you can now concentrate on an additional spell, meaning that you can have two spells that require concentration active at the same time.

MIND SLIVER

Enchantment Cantrip

Casting Time: 1 action

Range: 60ft

Components: V

Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

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

**From Unearthed Arcana: Fighter, Rogue, and Wizard (Slightly rebalanced)*

PSIONIC BLAST

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You unleash a destructive wave of mental power in a 30-foot cone. Each creature in the area must make a Dexterity saving throw. On a failed save, a target takes 3d8 force damage, is pushed 10 feet directly away from you and is knocked prone. On a successful save, a target takes half as much damage and isn't pushed or knocked prone.

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

**From Unearthed Arcana: Fighter, Rogue, and Wizard (Slightly rebalanced)*

Cleric of
Deep Duerra



Art by Jeremy Smith

DUGMAREN BRIGHTMANTLE

Dugmaren Brightmantle, The Gleam in the Eye, The Wandering Tinker, The Errant Explorer, The Runefather is the dwarven god of scholarship, invention and discovery. Just as Marthammor Duin exemplifies the occasional dwarven urge to explore the world beyond the mountain, Dugmaren Brightmantle signifies the exploratory striving to blaze the trails of creativity by applying accumulated knowledge to create something new and good. Brightmantle represents the progressive elements of a naturally conservative race that nonetheless prides itself on its infrequent innovations. His ceaseless quest for knowledge and constant tinkering and exploring have a tendency to get him into trouble and though Moradin (his father) admires Dugmaren's adventuresome spirit, the Dwarffather despairs at his tendency to wander away from a pursuit to follow something else that catches his notoriously fickle attentions.

Dugmaren's clerics, known as xothor ("knowledge seekers"), draw from the most creative and free thinkers of dwarven communities, on rare occasions even allowing gnomes to join their orders. They follow a doctrine of knowledge for knowledge's sake, seeing equal value in learning a once-lost recipe for toasted zygom stalk and discovering the crucial flaw in an enemy's defensive fortifications. In fact, since the xothor strongly favor creation over destruction, there's a good chance many of them would prefer the recipe. Words hold knowledge and knowledge holds power, runes are the living embodiment of knowledge and divine magic. The xothor seek to learn all the runes and create new ones for the sake of creation, which sometimes result in catastrophes. Temples of the Errant Explorer can be found above and below the surface. They are usually sprawling edifices filled with the scattered detritus of a half-hundred abandoned experiments and twice as many open books. Altars of Dugmaren consist of a simple block of granite (or some other hard stone) covered in various

runes (no two altars are the same) upon which sits a single ever-burning candle symbolizing the quest for knowledge.

HOLY DAYS AND PRAYERS

Clerics of Dugmaren Brightmantle pray for spells in the morning. They observe few official holidays, instead whispering a prayer of thanks to the Errant Explorer upon the discovery of some new bit of lore. On Greengrass and Highharvestide, xothor begin the day with several hours in private meditation, staring at the flame of a candle. Thereafter, neighboring xothor gather to discuss their discoveries and creations since the prior convocation.

ORDERS OF THE FAITH

The xothor respect knowledge above all else, the promising members of the church join an elite order where their talents truly shine:

The Order of the Lost Tome: A loosely structured fellowship of errant xothors dedicated to the recovery of lost dwarven lore for the benefit of kingdoms and clan holds throughout the Realms. Individual clerics of the Lost Tome usually work alone or in the company of dwarven and nondwarven adventurers unaffiliated with the order. They combine their passion for knowledge and investigative abilities with the martial skills necessary to defeat the current occupants of fallen dwarven strongholds thought to contain examples of and treatises on lost dwarven lore.



DOGMA

The secrets of the world are waiting to be revealed. Travel widely, broaden your mind at every opportunity, and pursue the life of a scholar. Cultivate the spirit of inquiry among the young and be a teacher to all. Seek to recover lost and arcane knowledge of ages past and apply it in the world today. Try new methods of doing things just for the joy of experimenting. Learn a little of everything, for you never know what might be of use down the road.

CLERICS OF DUGMAREN BRIGHTMANTLE



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

DUGMAREN BRIGHTMANTLE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Identify, Illusory Script</i>
3rd	<i>Find Traps, Locate Object</i>
5th	<i>Counterspell, Glyph of Warding</i>
7th	<i>Arcane Eye, Fabricate</i>
9th	<i>Legend Lore, Teleportation Circle</i>

XOTHAR OF DUGMAREN BRIGHTMANTLE

When you devote yourself to Dugmaren Brightmantle at 1st level, you gain the mending cantrip. You also gain proficiency in Intelligence (Investigation), Wisdom (Insight) skill checks, calligrapher's supplies and with mason's tools.

BLAST RUNE

Starting at level 1, as an action, you can create a blast rune in any adjacent 5ft. square. Any creature entering this square takes 1d6 points of damage + 1 point for every two cleric levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. You can

use this ability a number of times per day equal to 3 + your Wisdom modifier.

CHANNEL DIVINITY: BRIGHTMANTLE

Starting at 2nd level, you can use your Channel Divinity to protect your mind and keep it always clear.

As a bonus action, you can whisper a short prayer to the Gleam in the Eye while holding your holy symbol. A nimbus of faint, flickering blue light envelops your head for 1 hour. While under the influence of this ability, you can think perfectly clearly with no impairment. Intelligence skill checks are made with a +2 bonus. Alcohol, drugs and poisons are not removed from your system, but their side effects, which muddle the brain, temporarily abate. You gain advantage on saving throws against all enchantment spells.

SCRIPT MASTER

You are a seeker of knowledge and master of the written word. Starting at 6th level, Once per long rest you may touch a book or writing of any kind for 1 minute and memorize it as if you just read it.

As a bonus action you may move a Blast Rune within 60 feet of you on a new 5 foot square within 15 feet of the original one.

INFUSE RUNE

At 8th level, as an action you can attach a known cleric spell to one of your blast runes, causing that spell to affect the creature that triggers the rune. This spell must be of at least two levels lower than the highest-level cleric spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune. Attaching the spell to the rune expends the spell slot of the attached spells level.

XOHAR SAGE

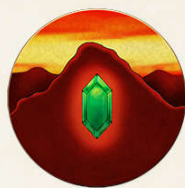
As of level 17, you've become favored by Dugmaren Brightmantle, he grants you the gift of sharing what you have discovered with others. Once per long rest, as an action, you may inscribe any known cleric spell, up to 5th level, on a stone the size of a human fist or larger. When inscribing a spell that consumes materials, those materials must be provided and are consumed along with a spell slot of appropriate level once the spell inscription is done. As an action, any creature holding the runic stone with the inscribed spell can cast that spell as normal once, after which the stone crumbles to dust. The rune radiates with magic that can be detected by spells and abilities that detect magic.

Cleric of
Dugmaren
Brightmantle



Art from Disciples II owned by
Strategy First Studios

DUMATHOIN



Dumathoin, The Keeper of Secrets under the Mountain, The Silent Keeper, The Mountain Shield is the dwarven god of Buried wealth, ores, gems and mining he is also the guardian of the dwarven dead and the patron god of the shield dwarves. In the Quiet Years (so called because the pounding of dwarven picks in the mines and hammers on the forgestone had yet to break the still silence of the earth) Dumathoin prepared the mountains for the coming of the dwarven race. The mute deity set veins of precious metals where they might one day be intercepted and invented countless colors for countless gems to beautify his chosen earthly realm. When first his charges came they carved into his creation, marring its inherent beauty and sending Dumathoin into a fretful state of wrath. In time, however, he saw how the dwarves forged his metal into artful weapons and crafts, and how they cut and set his gems into works of great refinement. These crafts pacified Dumathoin and filled him with pride. Now, the Keeper of Secrets under the Mountain ensures the safety of miners, bends precious mineral veins toward shield dwarf habitations, and safeguards the sanctity of his beautiful realm.

All dwarves who live in (or venture into) subterranean areas or mountains, or those who work directly with the riches of the earth, worship the Silent Keeper. All dwarven miners and many nondwarven ones at least appease him, even if they do not fully support him. Priests of Dumathoin are known as the delvesonns ("hidden gifts"), they seek to uncover the buried wealth of the earth without marring the beauty of the ways beneath the surface or being overly greedy. They often supervise mining operations and maintain underground safety and security. They work to clean up the rubble of mining, to grow and put in place luminous fungi and edible deep-mosses and to direct water through the earth to best serve the underlife that includes, of course, dwarves. The delvesonns are always hunting for new veins of ore and new delves or underways never explored before. They also bargain with other (non-hostile) underground races to avoid over-exploitation of resources.

As Keeper of Secrets Under the Mountain, Dumathoin is the dwarves' protector in death. The delvesonns are the primary morticians and tomb protectors. Priests of Dumathoin do their god justice as Keeper of Secrets, for it is incredibly difficult to find dwarven tombs at all, let alone plumb their mysteries. While shrines and temples of Dumathoin are typically found in the holds of the shield dwarves, they are extremely rare among the other dwarven subraces, except for the gold dwarves in whose realms they are merely uncommon. But the gold dwarves have constructed at least two grand Dumathan houses of worship in the cities of the Deep Realm. Temples of Dumathoin are constructed in the deepest and best-hidden natural caverns. Such caverns are commonly chosen for their veins of precious ores and/or the presence of many gems in the surrounding rock. Such bounty remains a part of the temple and free from harvest as a testament to the local clan leader's reverence for the Silent Keeper. At the heart of such temples are simple altars consisting of natural boulders or large stone blocks. Statues of the Silent Keeper, depicting him in his many aspects, line the walls.

HOLY DAYS AND PRAYERS

Clerics of Dumathoin pray for spells in the morning. They refer to the nights of the new moon as the Deepstone Triad, claiming that at this time the moon becomes a great gem hidden in the fastness of the earth. On such nights, delvesonns and lay followers of Dumathoin sacrifice gems and jewelry upon large stone blocks. Specially tasked delvesonns pulverize these offerings while the congregation gives thanks to the Keeper of Secrets under the Mountain. Burial practices may change slightly to suit particular clans, but a number of alterations in typical burial practices occur upon the passing of a dwarf deserving of special status. In general, there are simply more ceremonies, and more attention is paid to the construction of the tomb.

ORDERS OF THE FAITH

Dumathoin does not care for war and battle as much as other dwarven deities but he does grant his blessing to a certain group of warriors:

The Knights of the Mithral Shield:

These elite dwarven warrior priests, based in Citadel Adbar, serve as the honor guard of King Harbromm of Adbarrim and, as of the fall of the orc-held Citadel of Many Arrows, King Emerus Warcrown of Felbarr. Each Dumathan knight is sworn to serve the Mountain Shield as protector of the shield dwarves, whom Dumathoin is forever pledged to protect.

DOGMA

Walk the deep and silent ways of Dumathoin. Seek out the hidden gifts of the Keeper of Secrets under the Mountain. That which is hidden is precious and that which is precious shall stay hidden. Seek to enhance the natural beauty of Dumathoin's gifts and go with, not against, the contours of the deeps. Beauty is the discovery and the crafting, not the holding. Keep the places of our dead inviolate and well tended, the noble ancestors of our race will neither be robbed nor moved through the actions of thieves and defilers. Abide not undead creatures, especially those that take the form of dwarves, thus mocking the creation of Moradin.

CLERICS OF DUMATHOIN

As the follower of the Silent Keeper you are blessed with the following abilities.



DUMATHOIN CLERIC SPELLS

Cleric
Level

Spells

1st *Identify, Sanctuary*

3rd *Detect Metal and Minerals, Maximilian's Earthen Grasp*

5th *Meld into Stone, Speak with Dead*

7th *Stone Shape, Stoneskin*

9th *Wall of Stone, Warding Gems*

DELVESONN OF DUMATHOIN

When you devote yourself to Dumathoin at 1st level, you gain the mold earth cantrip. You also gain proficiency in Intelligence (History), Wisdom (Perception) skill checks, with masons tools and jewelers tools.

MINERS AWARENESS

Mines are the sacred halls of Dumathoin and your domain. As of level 1, you can never get lost in underground tunnels and can always find your way back from where you came from. You can naturally sense the slope of a cavern or mine shaft telling if it goes up or down. Your sense of smell is attuned to the smell of fresh or stagnant air.

CHANNEL DIVINITY: STONE SIGHT

Starting at 2nd level, you can use your Channel Divinity to see through the stone and earth.

As an action, you can invoke Dumathoin to bless you with vision of his treasures and mysteries. For 1 minute you are able to see through stone and earth up to 30 feet away from you. You can see various veins of ore and gems, you can also see creatures that can move through rock, such as a xorn.

DUMATHOIN'S REST

Beginning at level 6, when you damage an undead with a strike that would drop its HP to 0 or below, the target undead creatures "undead fortitude" ability does not trigger.

GEM GUARD

Starting at 8th level, you gain the ability to grow Dumathoin's gifts on your body when struck. Once on each of your turns, as a reaction, when you are hit with a melee attack, you may grow a small cluster of jewels and minerals on the part of your body that was hit and reduce the damage dealt by 1d8. When you reach the 14th level, you may reduce the damage by 2d8.

BELJURIL OF THE KEEPER

As of level 17, you become the favored of Dumathoin, he bestows his marks upon you with his blessing for all to see. Your hair and beard calcify into a cluster of stalactites. You gain immunity to the petrified condition. Once per long rest as an action, you can launch your hair and beard at the enemy within a 30-foot cone. All enemies within the area must make a Dexterity saving throw. If they fail, they take 7d8 magic piercing damage. If they succeed, they take half of the damage. You have no hair or beard until you make a long rest, which by the end of it will grow back to its original length.

DETECT METAL AND MINERALS

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (A 10-pound sample of the metal or mineral to be detected.)

Duration: Concentration, up to 10 minutes

For the duration, you can detect large accumulations of metals and other minerals, whether worked or unworked. The spell will detect everything from a vein of iron ore to a pile of gold coins, even through solid stone or other barriers. When you cast this spell, you must concentrate on at least 10 pounds of the metal or mineral you're searching for. If an accumulation of that metal 10 pounds or larger is within 120ft., you will unerringly sense it.

The amount of information revealed depends on how long you study a particular area:

1st minute: Presence or absence of the particular metal or mineral.

2nd minute: Approximate amount of the metal or mineral.

3rd minute: Distance and direction (measured in a straight line) to the metal or mineral.

As long as the spell is active, you can change the metal or mineral you're trying to detect by simply concentrating on a different sample.

The spell can penetrate any solid barrier.

Cleric of
Dumathoin

WARDING GEMS

5th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A gem worth at least 500gp)

Duration: 1 hour

You cast this spell upon the gem, imbuing it with healing energy. The gem leaps from your hand, fly to the target creature within range, and begins orbiting the target's head like an ioun stone. Each warding gem is a receptacle that holds 10 HP.

The target creature can, as a bonus action, access the healing energy inside a warding gem, the energy is released as a purple-white arc of divine power that unerringly strikes the target, healing 10 points of damage.

The target cannot choose to absorb only a portion of a warding gem's healing power.

A warding gem depleted of its healing energy instantly turns to dust.

At the end of the spell's duration, any unspent warding gems lose their healing power and fall to the ground, these can be reused for a later spell.

Up to 5 gems can be enchanted this way in one casting and the material price is per gem and a single creature can have no more than five warding gems encircling it at one time.

Art by Yana Vaseva



GORM GULTHYN



HOLY DAYS AND PRAYERS

Gorm Gulthyn, Fire Eyes, The Golden Guardian, The Lord of the Bronze Mask, The Eternally Vigilant is the dwarven god of defense, vigilance, watchfulness and the guardian of all dwarves. Most dwarven enclaves, set as they are in the lightless realm below the surface, stand in the path of aggressive, rapacious Underdark enemies. Those who protect these realms from attack give blessings to Gorm Gulthyn. Gorm, a humorless masked warrior, ensures the safety of dwarven clan holds and seeks to defend these realms from their enemies, manifesting on the Prime material plane far more often than his companions in the Morndinsamman. He keeps vigils on battlements, establishes traps and deadfalls in neighboring passages and instructs his clerics on the art of planning a steady and reliable defense for the community.

Clerics of Fire Eyes, known as barakor ("those who shield") organize the defense of dwarven communities, act as bodyguards, and instruct local dwarves about the value of alertness and vigilance. Upon entering the church, each barakor is assigned a charge to protect. More powerful clerics often choose to defend important clan personages, but the assignments of novitiates seem to be determined at random, and include children and elderly or infirm members of the clan. All are willing to sacrifice themselves ("paying Gorm's greatest price," in the vernacular of the church) to protect their charge. Temples of Gorm are always plain, unadorned stone caverns or rooms quarried from solid rock. The altar is a stone bench in front of a closed, locked door of massive construction, representing a location that a dwarf might have to guard. Instead of a stone bench, a temple might use an old tomb casket, if occupied, it must be by a fallen, not undead, priest of Gorm. The Sentinel's chapels are typically adjacent to an armory, a training hall, and barracks, and most such houses of worship are located amidst fortifications that guard entrances to the halls of the Stout Folk. Most temples contain an armor of a fallen and heroic cleric of Gorm and are well fortified against attack.

Clerics of Gorm Gulthyn pray for spells in the morning, usually before taking a tour of the community to ensure that the night passed with little incident. Holy days are celebrated each festival, with tedious (to outsiders) procedures that involve formal salutes, rhythmic grounding of weapons, and didactic, chanted prayers. Offerings to Gorm are of weapons used, even broken, in the service of guardianship anointed with tears, sweat and drops of blood of the dwarf making the offering.

ORDERS OF THE FAITH

Numerous knightly orders large and small have been founded in Gorm's name and affiliated with his church over the centuries. Numbered among the legendary Gormite orders of times past and present are the Twin-Bladed Axes of Fire, the Silent Sentinels, the Guardian-Knights of Gorm, the Vigilant Halberdiers, the Company of the Scarlet Moon, the Fellowship of the Stern Gauntlet and the Order of the Smoking Shield. One of the oldest and most revered knightly orders of Gorm is:

The Sacred Shields of Berronar's Blessed: This dwarven knighthood was founded by the barakor to look after dwarf children and parents (the "blessed" in the group's title). This very old order is greatly revered by all dwarves, and it is an honor to serve as a Sacred Shield. Barakor of the Sacred Shield are also charged with recovering kidnapped dwarven youths who are to be sold as slaves on the surface or in the Underdark. At least two dwarven clans owe their continued free existence to the rescue of an entire generation of dwarven youth from the clutches of the Spider Queen's priests by the members of the Sacred Shield.

DOGMA

Never waver in your duty to Gorm's sacred charges. Defend, protect, and keep safe the children of the Morn-dinsamman from the hostile forces of the outside world. Be always vigilant and ever alert so that you are never surprised. If need be, be prepared to pay the greatest price so that the clan and the community survive and your name will be remembered for generations.

CLERICS OF GORM GULTHYN

As the follower of the Golden Guardian you are blessed with the following abilities.

GORM GULTHYN CLERIC SPELLS

Cleric Level	Spells
1st	<i>Alarm, Hellish Rebuke</i>
3rd	<i>Find Traps, Silence</i>
5th	<i>Crusader's Mantle, Glyph of Warding</i>
7th	<i>Death Ward, Guardian of Faith</i>
9th	<i>Antilife Shell, Wall of Force</i>

BARAKOR OF GORM GULTHYN

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

DEFENSIVE STANCE

Starting at level 1, on your turn, while equipped with a shield, you can enter a defensive stance as a bonus action. While in a defensive stance, you gain the following benefits:

- You have advantage on Strength saving throws.
- Hostile creatures treat the area within 5 feet of you as difficult terrain.
- Your speed is halved.
- You have disadvantage on Dexterity saving throws.
- Your defensive stance lasts for 1 minute. It ends early if you are knocked unconscious. You can also end your defensive stance on your turn as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1) per long rest.

CHANNEL DIVINITY: FIRE EYES OF GORM

Starting at 2nd level, you can use your Channel Divinity to burn down your foes.

As an action, you can speak a prayer to Gorm Gulthyn imploring his blessing. Your eyes turn ruby red as beams of crimson energy come out of them. All enemies in an 5 by 30 foot line must make a Dexterity saving throw. If they fail they take 2d8 fire damage and permanently loose -1 AC. If they succeed they take half the damage with no additional effects.

BASTION OF DEFENSE

Starting at 6th level, your shield becomes an impenetrable wall of protection. While you are in your defensive stance, as a bonus action you can provide one-half cover to all creatures of your choice within 5 feet of you until the start of your next turn.

Starting at 15th level, you can provide three-quarters cover, rather than one-half.

MIGHTY RESILIENCE

At 8th level, while in your defensive stance you also gain resistance against non-magical bludgeoning, piercing and slashing damage and you also gain immunity to sneak attack damage.

BASTION OF DEFENSE

As of level 17, you became the favored of Gorm Gulthyn, he blesses you as the ultimate protector of dwarven kind.

So long as you remain in combat encounter your defensive stance does not end. You may still end it on your turn with a bonus action.

While you are maintaining a defensive stance, you have advantage on all attacks of opportunity.

Critical hits scored against you become normal hits.

You gain immunity to non-magical bludgeoning, piercing and slashing damage instead of a resistance.



Cleric of
Gorm Gulthyn

Art from Eric Belisle



HAELA BRIGHTAXE



HOLY DAYS AND PRAYERS

Haela Brightaxe, The Lady of the Fray, The Luckmaiden is the dwarven goddess of luck in battle, joy in battle and the patron of dwarves who love to fight and who battle against overwhelming odds. Whenever dwarves stand hip-deep in the corpses of monstrous enemies, their hearts singing in joy with the thrumming thrill of battle, Haela Brightaxe shouts a triumphant huzzah of support. Her spirit is one with good-aligned dwarves who revel in battle, who seek out powerful monsters in an effort to purge the vile creatures from Toril. When one asks a Haelan cleric why they attacked an ancient dragon, they'll respond, "because it was there," adding with a devilous smile "and because I have always wanted to cut my way out of one's stomach." As a luck goddess, she takes great risks in battle without batting an eye.

Haela's clergy are the kaxanar, a term loosely translated as "bloodmaidens." Female clerics vastly outnumber their male counterparts, who seem little bothered by their feminine title (it's difficult to make an emasculating joke about an angry warrior-cleric covered in a gallon of fresh blood). Kaxanar wander throughout the Realms, aiding dwarves in battle. They wander because no priest knows where or when she or he will be needed, each relies upon Haela's guiding hand to position him or her as necessary. Kaxanar care little for typical dwarven tradition, constructing austere temples wherever seems most convenient to the nearest source of conflict. Temples of Haela are caves or underground rooms, sometimes in old abandoned holds or the cellars of human ruins. They are typically storehouses of food, small smithies, and armories crammed with odd weapons and armor, and are never guarded by less than a dozen priests. There is always a highly destructive trap set somewhere in such a temple. If the dwarves are slain or forced out, no enemy of the dwarves will get the store of weapons without taking heavy losses.

Clerics of Haela pray for spells in the morning, a ritual-accompanied by the tracing of elaborate ritual scarring carved into the cleric's forearms upon initiation into the order. A few clerics take their initiation as an opportunity to carve profanity or lewd sayings into their flesh. Greengrass sees the somewhat depressing ritual known as the Time of Spawning, when (through chants and the shattering of captured enemy weapons) the kaxanar prepare for the next onslaught of monsters from occupied dwarven holds. On a high holy day known as Axe Held High, kaxanar and those allied with them gather under the light of day, claiming to see an image of Haela's great sword outlined at the center of the sun. Lastly, the Feast of the Moon sees the Commemoration of the Fallen, when the kaxanar remember those dwarves and no dwarves who fell in defense of the Stout Folk.

ORDERS OF THE FAITH

Numerous religious and military orders have been founded by the followers of the Luckmaiden but few ever survive longer than a generation or two. Some of the most famous orders in existence today include:

Haela's Host: An order of clerics and paladins who clash frequently with the monsters of the Serpent Hills, the Marsh of Chelimber, and the Forest of Wyrms, and they are very effective in keeping monstrous population of the region in check. The leader of the order wields a sentient flaming sword.

The Skyriders of Aglandar: An order of clerics and paladins from the Great Rift in the Shining South, famed for their aerial hippogriff mounts. While they protect their kin, and defend their homeland from monsters, they seldom traveled far from the Rift. If they did, it was often to pursue threats to the realm or deliver dire messages to allies abroad.

DOGMA

Through battle, you find validation, liberation and exultation. Trust in Haela to see you through the fray. The monsters of the world shall fall to the sharp blades of your axes, regardless of their apparent strength and numbers. The Luckmaiden blesses those dwarves who believe in her beneficence, and she, through her faithful, will always be there for the beleaguered and besieged. Rejoice in the power of your swing in battle, and sound of your weapon smiting a worthy foe and the challenge of the fray. If asked, show mercy on a noble foe who abides by a code of honor, but hold not your hand against the treacherous, the liars and the honorless.

CLERICS OF HAELA BRIGHTAXE

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

HAELA BRIGHTAXE CLERIC SPELLS

Cleric Level	Spells
1st	<i>Compelled Duel, Hunter's Mark</i>
3rd	<i>Enhance Ability, See Invisibility</i>
5th	<i>Blinding Smite, Crusader's Mantle</i>
7th	<i>Freedom of Movement, Locate Creature</i>
9th	<i>Hold Monster, Scrying</i>



KAXANAR OF HAELA BRIGHTAXE

When you devote yourself to Haela Brightaxe at 1st level, you gain the green-flame blade cantrip. You also gain proficiency in Strength (Athletics), Wisdom (Survival) skill checks and with martial weapons.

LUCK OF THE DWARVES

When things look like they couldn't be worse in the heath of battle that is when the Luckmaiden smiles on her children. Starting at level 1, choose a number from 2 to 10 that will be your lucky number. Whenever you roll a d20 as an attack and get a natural lucky number that attack will always hit no matter what the targets AC is.

CHANNEL DIVINITY: SLAYERS STRIKE

Starting at 2nd level, you can use your Channel Divinity to cripple you hated pray and prevent it from getting away.

As an action, you can invoke the Luckmaidens fury upon a creature of your choice within 60 feet of you. The target creature must make a Wisdom saving throw against your spell DC. If it fails, its flying, climbing and burrowing speeds are reduced to 0, and their movement speed halved for one minute.

HUNTING QUARRY

Starting at 6th level, you hunt and slay monsters who threaten dwarven kind but every kaxanar has a favored type of quarry.

Choose a type of creature as your hunting quarry: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze or undead.

You gain the following benefits for the creature type you choose:

- You can track your hunting quarry while traveling at a fast pace.
- You can spend your bonus action to move half your speed toward your hunting quarry.
- You can spend your bonus action to make a single melee attack against your hunting quarry.
- You gain immunity against fear and charm effects while fighting your hunting quarry.

As of level 15 you choose an additional creature type.

BLESSED OF THE LUCKMAIDEN

At 8th level, when you roll a natural chosen lucky number as a result of an attack roll it counts as if you rolled a natural 20 (critical hit). As of level 14 a natural lucky number also counts as a natural 20 when rolling for death saving throws.

HALLOWED SLAYER

As of level 17, you are a paragon of battle and favored of Haela Brightaxe. When you fall unconscious or are outright killed in battle, you may immediately stand up and make a single melee attack against a target creature within 30ft of you. While moving towards the target creature you do not trigger attacks of opportunity and the attack automatically hits as if you rolled a natural 20. After the attack is over you immediately fall unconscious or dead depending on your condition before this ability was triggered. If you were unconscious you automatically gain one failed death saving throw, since your body was pushed far past what any normal mortal would be capable of.

Cleric of
Haela Brightaxe



Art from Mates Laurentiu

HANSEATH

Hanseath, The Bearded One is the dwarven god of festivity, brewing, alcohol and the patron of all dwarven taverns. Hanseath's known as "the Bearded One" for the thick hair that obscures most of his face. He represents the festive side of dwarven culture. He is outgoing, friendly and boisterous and loves good-spirited toasts, friendly bar brawls, bawdy songs and standing up for the underdog. He loathes slavery, mean-spiritedness, bullying, teetotalers and those who use drinking to work up enough courage (or whittle away enough wisdom) to bring harm upon others.

Clerics of Hanseath are known as olachnor ("those that drink with friends"). Hanseath's church essentially has no hierarchy, as none of his priests really like other people telling them what to do, despite any good intentions. They are the pillars of the community, invoking revelry in times of celebration and offer consoling in times of grieving. Most priests believe that problems are best dealt with by the people who discovered them and they don't bother trying to follow a chain of command unless a problem turns out to be too big to handle alone. The majority of the god's clergy are friendly with each other, and while there can be personal rivalries, those aren't anything that can't be solved with a friendly bar fight. Olachnor might work as a mediator, teach farmers how to brew their own drinks in small quantities, and encourage townsfolk to share with their neighbors to create bonds of friendship. Explorer clerics travel to distant lands often looking for new stories, rumors and recipes to share and even scatter barley and grape seeds in the hopes of finding new places suitable for these crops. They seek to assuage or combat the burden of slavery smuggling out slaves (especially if they are dwarves) in specially enchanted beer kegs. Most of the Bearded Ones temples are alehouses run by clergy members or small inns bearing a shrine to him above the bar. A rare few have additional decorations signifying their roles as temples, typically banners and high shelves stacked with empty wine bottles. Several large dwarven family breweries contain a small room set aside for the church, often staffed

by a family member who enters the priesthood to secure prosperity for the brewery. In dwarven holds, the occasional feasthall might bear the symbol of Hanseath on its sign or over its doors. These larger temples donate much of their earnings to promote the public good, ease the burden of the poor or to fund pious adventurers.

HOLY DAYS AND PRAYERS

Clerics of Hanseath pray for spells at any time of day or night while toasting to their god. Hanseath's prayers are often chanted or sung. Many have simple rhyme schemes and frequent, repetitive choruses (like most drinking songs do). The church believes that every day is a reason to celebrate life, good friends, good wine and so on. One holiday unique for the faith is the First Brewing. After the first harvest, a small amount is set aside to create ale, wine or stronger drink. When this is ready for tasting, the community comes together to sample the first brewing of the year and toast Hanseath's name. Because of local variables in the date of the harvest and different brewing times, this holiday has no set date but is normally about one month after harvest-time.

ORDERS OF THE FAITH

The church does not sponsor any military or knightly orders but you can be sure that each and every dwarf would challenge anyone who dares to insult the Bearded One or his clergy. Hanseath's clergy always has a hand in any dwarven vintners', distillers' or brewers' guilds or businesses.



DOGMA

The ales of Hanseath help worshippers set aside the armors of civility, reserve and secrecy for a time, to let a dwarf see more clearly. Like a stool with one leg missing, a dwarf un-nurtured by Hanseath cannot stand, nor support another dwarf. The heady brew of fortitude, courage and companionship is your nectar and you share its blessings with those who need it.

CLERICS OF HANSEATH

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

HANSEATH CLERIC SPELLS

Cleric Level	Spells
1st	<i>Detect Poison and Disease, Heroism</i>
3rd	<i>Blur, Dragon's Breath</i>
5th	<i>Create Food and Water, Hypnotic Pattern</i>
7th	<i>Confusion, Staggering Smite</i>
9th	<i>Dream, Mislead</i>

OLACHNAR OF HANSEATH

When you devote yourself to Hanseath at 1st level, you gain the enhance water and inebriate cantrips. You also gain proficiency in Intelligence (Nature), Charisma (Persuasion) skill checks, improvised weapons and with brewer's supplies. You can never get drunk unwillingly.

HANSEATHS BLESSING

Starting at level 1, you can use your action to touch a willing creature to give it advantage on saving throws against fear effect spells and abilities and +1 AC. The target creature is visibly tipsy and gets a -1 penalty on attack rolls and disadvantage on concentration checks. This blessing lasts for 1 hour or until you use this feature again.



CHANNEL DIVINITY: BOOZE GEYSER

Starting at 2nd level, you can use your Channel Divinity to summon a fount of Hanseaths blessed brew.

As an action, you strike the ground with your holy symbol while invoking the Bearded One. You cause a 10-foot tall, 5-foot diameter cylinder of beer to gush from a point on the ground within 30 feet of you. If the space is occupied by a creature, that creature must make Dexterity saving throw against your spell DC. If it fails, the creature takes 4d6 bludgeoning damage and is knocked prone and pushed 10 feet away from the geyser in a random direction (decided by the DM or a 1d8 die). If it succeeds it takes half the damage and is moved to the nearest free 5 foot square next to the geyser. The same saving throw must be made by any creature that starts its turn in the geyser or that enters it.

The geyser lasts for a number of rounds equal to your Wisdom modifier.

BARROOM BRAWLER

Starting at 6th level, you are a master of tavern brawls and it only takes one sip of alcoholic brew for you to unleash the full potential of countless tavern free-for-alls. Improvised weapons that you wield deal 1d8 points of damage instead of 1d4. Additionally you know how to weave and bob during an attack, making you more difficult to hit, you gain +2 AC against melee attacks.

ADAMANTINE LIVER

At 8th level, you gain immunity to disease and are immune to harmful effects of any ingested poisons and similar substances.

THE GRAND POOBAH OF THE BREW

As of level 17, you became the favored of Hanseath, he blesses you with an iron gut and wisdom that can only come from a lifetime of exploring the bottoms of tankards. You gain the following benefits:

- You are immune to being charmed and frightened;
- Improvised weapons that you wield deal 1d12 points of damage instead of 1d8;
- Advantage on saving throws against being grappled.

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.

INEBRIATE

Enchantment Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

You can infuse a living creature's body with alcohol. Make a melee spell attack against a creature within your reach. On a hit, the target creature must succeed on a Constitution saving throw against your spell DC or become stunned until the end of its next turn. The creature that fails on a saving throw against this spell 5 times within 1 hour falls unconscious after the 5th failed saving throw. If a creature succeeds on a saving throw against this spell it gains immunity to it for 24 hours.

Cleric of
Hanseath



Art by David Kegg

LADUGUER



Laduguer, The Exile (by non-duergar), The Gray Protector, The Master of Crafts is the duergar god of artifice, crafts, artisans, magic and the patron and protector of the duergar race. Ever since the duergar branched from their dwarven cousins, Laduguer has harbored bitter resentment. The Gray Protector views his cousins in the Morndinsamman as indolent layabouts more concerned with maintaining outdated traditions than with progress and artifice. That's not to say Laduguers is a free thinker, he clings to his own brand of intolerant discipline, weaving a doctrine of obedience to one's leader, empowerment through the exploitation of slaves, enrichment through the creation of magical weapons and protection through an unforgiving program of stern military preparedness. Strongly xenophobic, Laduguer urges his charges to avoid contact with other races except for limited trade and slave raids.

Laduguers clerics are known as thuldor, a dwarven term meaning "those who endure". The duergar recognize no difference between religious and secular authority, making thuldor the nominal rulers of gray dwarf society. The duergar see their existence as a constant struggle against other Underdark races and the thuldor form the single constant that has kept the race united and powerful ever since the origin of their race. To ensure the safety of the duergar as a whole, Laduguer's priests forcefully repel contacts from other races, permitting trade only under very controlled circumstances far removed from duergar strongholds. Thuldor are also expected to be skilled craftsmen, particularly of magical weapons, and the older and more frail priests are typically the elite artisans of any duergar community. Temples of Laduguer are grim, smoke-filled halls hewn from solid rock and bereft of adornment, aside from weapons and armor demonstrating the skilled craftsmanship of the Gray Protector's priests. Laduguers houses of worship are filled with armories, barracks, smithies, storerooms and Steeder stables. Many are built directly atop mine shafts from which the raw materials are extracted. Great coal-burning forges provide the

only warmth and their ashen exhaust covers every surface in dark soot. Clerical guards, many of them mounted on steeders, are everywhere, overseeing the skilled smith-work that proceeds without pause.

HOLY DAYS AND PRAYERS

Clerics of Laduguer pray for spells in the morning, usually before dedicating at least an hour to concepting, creating or improving of a magical weapon. The duergar enjoy few religious ceremonies of note, as celebration offers a dangerous break to the toil upon which the duergar owe their protracted existence. The only regular holy day is celebrated annually at Midwinter and is known as Grimtidings. On this day only, the duergar lay down their hammers and gather to hear their priests recount the trials the duergar have suffered since their voluntary exile and the weaknesses of the other dwarven subraces and their gods. Laduguer is extolled for his artistry and craftsmanship. A litany is recited of those who have given insult to the god and the duergar as they vow a deadly revenge.

ORDERS OF THE FAITH

The church of Laduguer hold the entire duergar race in a firm and disciplined grasp. An elite order serves the ruling priests directly making sure their orders are delivered and obeyed:

The Gray Lances of the Snarling Steeder: A mounted order of duergar paladins and warriors. The Gray Lances serve as the elite cavalry of duergar armies, temple guards, messengers and enforcers of the Laduguers church. Individual duergar knights and their steeder mounts are well schooled in subterranean warfare techniques for battles that unfold across cave floors, walls and ceilings.

DOGMA

The children of Laduguer have rejected the feckless and feeble gods of their forefathers and withdrawn from their lazy once-kin so as not to be tainted by their weaknesses. Strict obedience to superiors, dedication to one's craft and endless toil are necessary to achieve wealth, security and power. Nothing is ever easy, nor should it be. Suffer pain stoically and remain aloof, for to show or even feel emotion is to demonstrate weakness. Those who are weak are undeserving and will suffer an appropriate fate. Adversity is Laduguer's forge and the harsh trails through which the durgar must pass are his hammer blows, endure all and become stronger than adamantine.

CLERICS OF LADUGUER



As the follower of the Gray Protector you are blessed with the following abilities.

LADUGUER CLERIC SPELLS

Cleric Level	Spells
1st	<i>Command, Identify</i>
3rd	<i>Heat Metal, Shatter</i>
5th	<i>Calm Emotions, Meld into Stone</i>
7th	<i>Fabricate, Stone Shape</i>
9th	<i>Holy Weapon, Ironskin</i>

THULDAR OF LADUGUER

When you devote yourself to Laduguer at 1st level, you gain the mending and Produce Flame cantrips. You also gain proficiency in Intelligence (Arcana), Wisdom (Insight) skill checks, martial weapons, heavy armor, smith's tools and one more artisan's tool of your choice.

IRON MIND

Laduguer blesses you by fortifying your mind. Starting at level 1, you gain resistance against psychic damage and advantage on all Intelligence saving throws. You also gain advantage on saving throws against all spells and abilities used by the mind flayers and resistance to all their attacks.

CHANNEL DIVINITY: ARTIFICE SIGHT

Starting at 2nd level, you can use your Channel Divinity to demonstrate the genius of the Master of Crafts.

As an action, you can recite a somber prayer to Laduguer as your eyes turn bright red as if channeling the fires of Laduguer's forge itself. You become aware of the location and function of any mechanical or magical item or mechanisms within 30 feet of you until the end of your turn. This ability also reveals traps but it does not reveal dangers or traps that do not have an operating mechanism, like a pit trap or a cloud of invisible toxic gas. The ability reveals hidden construct type creatures and you gain advantage on attacks against all constructs for 1 minute after using this ability.

CHANNEL DIVINITY: PURGE ENCHANTMENT

Starting at 6th level, you can use your Channel Divinity to disrupt magical items created by lesser creatures.

As an action, you can point your holy symbol at a creature of your choice within 30 feet while calling down the wrath of the Gray Protector. The target creature must make a Wisdom saving throw against your spell DC. If it fails all items that the target creature has equipped or is carrying lose their magical properties until the end of target creatures next round.

If you spend 3 uses of channel divinity at once, you may permanently remove one magical property or curse from an item, of rare or lesser quality that is not equipped, carried or used at the moment within 30 feet of you.

STOK PURITY

Your face is calm and unexpressive, your thoughts are rational and ordered. At 8th level, you gain immunity to all fear and charm effects and to spells and abilities that would manipulate your emotions.

ARCHDUKE OF ARTIFICE

As of level 17, you became the favored of Laduguer, in his service your mind is strong and your artifice pure.

As an action, you may grant a melee weapon you are holding the dancing magical property (same as the Dancing Sword) in addition to its other magical properties for a number of rounds equal to your Wisdom modifier. You may use this ability threetimes per long rest.

IRONSKIN

5th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamond dust worth 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch into living iron. Until the spell ends, the target has immunity to sneak attacks and resistance to non-magical bludgeoning, piercing and slashing damage. It also grants advantage on saving throws against spells and other magical effects.



Cleric of
Laduguer

Art by Mates Laurentiu

MARTHAMMOR DUIN

Marthammor Duin, The Finder-of-Trails, The Watcher over Wanderers, The Watchful Eye, The Wanderer is the dwarven god of wanderlust and lightning and the patron god of guides, expatriates and travelers. The most conservative dwarves pledge that the Stout Folk belong underground and that those who travel the Realm Above (known collectively among dwarven cultures as Wanderers) have at worst betrayed ancient ideals and at best are strange fools. If the latter is the case, the young dwarven deity Marthammor Duin is the grand king of fools. The patron of those dwarves who have left the clan holds to explore the world under the sun, Marthammor approaches life with an almost gnome-like demeanor, always curious to see what's beyond the horizon and always willing to trade stories of travels past beside a crackling campfire. His is the rare spirit of dwarven exploration embodied in divine form, the spark of curiosity his followers equate with a quick burst of lightning from the open skies.

Marthammor's clerics are known as the volamtor ("trailblazers"), and they represent one of the most widely recognized dwarven churches of the surface world, especially in the North where their worshipers have grown abundant in recent decades. Volamtor mark wilderness trails near dwarven strongholds, that the path of those who decide to leave the clan holds is made that much easier. They patrol the trade routes and game trails between human and dwarven enclaves, healing the injured and clearing such areas of dangerous predators. An altar to Marthammor is always a simple stone cairn or wooden tripod, supporting a stone hammer, head upmost. Volamtor stand looking at the hammer, praying to their god for guidance as to where they are needed and what they have done wrong or poorly. The god places visions in their minds, choosing which priests will guard temples, which explore particular areas and so on. Temples of the Finder-of-Trails are scattered across the northlands, typically in the foot-

hills midway between the traditional mountain territories of the dwarves and the human cities of the plains. Wilderness temples take advantage of natural tors or cliffs, which offers spectacular views of the thunderstorms held sacred by Marthammor's followers. In urban areas, temples are established with the aim of strengthening dwarven populations through healing services, religious ceremonies, and exchange of information.

HOLY DAYS AND PRAYERS

Clerics of Marthammor Duin pray for spells in the morning. The clergy celebrates Shieldmeet on the festival day and the nine immediately thereafter. Such celebrations are open to the public (even non-dwarves) and generally feature the ritualized burning of used ironwork and footwear. Loud singing and the imbibing of strong spirits plays an important (some would say necessary) role at all such events.

ORDERS OF THE FAITH

While Marthammor's clergy regularly assists adventuring dwarves, few priests actually become adventurers:

The Knights of the North Star: A widely dispersed order of Marthammoran clerics who individually join adventuring companies. Members of the order seek to learn more of their companions' cultures, so as to ease the integration of dwarves into other societies and to direct the efforts of such adventuring companies toward activities consistent with the goals of dwarvenkind. At least once per year each knight must deliver an oral or written report to the most convenient Marthammoran enclave.



DOGMA

If the Children of Moradin are to survive, they must adapt, grow and learn to dwell in harmony with other races, particularly humans. The Stout Folk must be encouraged to emerge from the illusory safety of their holds and find true security in fellowship with human and demihuman-kind. Help fellow wanderers and sojourners in the world. Guide those who are lost and guard those who are defenseless. Seek out new ways and new paths, and discover the wide world in your wanderings. Herald the way of new-found hope.

CLERICS OF MARTHAMMOR DUIN

As the follower of the Finder-of-Trails you are blessed with the following abilities.

MARTHAMMOR DUIN CLERIC SPELLS

Cleric Level	Spells
1st	<i>Featherfall, Longstrider</i>
3rd	<i>Spider Climb, Pass Without Trace</i>
5th	<i>Lightning Bolt, Thunder Step</i>
7th	<i>Freedom of Movement, Storm Sphere</i>
9th	<i>Far Step, Scrying</i>

VOLAMTAR OF MARTHAMMOR DUIN

When you devote yourself to Marthammor Duin at 1st level, you gain the trailmaster cantrip. You also gain proficiency in Dexterity (Stealth), Wisdom (Survival), and with the cartographer's tools.

TRAILBLAZER

Starting at level 1, you find twice the resources when foraging or scavenging. If you are traveling alone, you can move stealthily at a normal pace. You cannot become lost except by magical means, and have advantage on saving throws against such magic.

CHANNEL DIVINITY: RIDE THE LIGHTNING

Starting at 2nd level, you can use your Channel Divinity to burst into a flash of lightning.

As an action, you can sing a short prayer to the Wanderer while holding your holy symbol. Electricity sparks around you as you transform into a bolt of lightning. You may travel in a straight line to a distance of up to 60 feet, rematerializing in the chosen unoccupied location. This movement does not provoke attacks of opportunity. Creatures in your line of path must make a Dexterity saving throw against your spell DC. On a failure they take 4d6 points of lightning damage and until the end of their next turn feel dazed, meaning that they can only take a movement action or a full action. Creatures that succeed just take half the damage.

The damage increases by 1d6 every 3 levels after this one (5, 8, 11...) and the distance increases to 90 feet on level 10 and 120 feet at level 17.

CAMP CHEF

You have learned to make the best what you've got and maybe add a bit of a personal flair. Starting at 6th level, when you take a short or long rest in the wilderness you may cook a delicious meal for a number of creatures equal to your Wisdom modifier. Creatures that eat your meal may heal themselves for one hit die and lose one level of exhaustion.

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

FAR WANDERER

As of level 17, you became the favored of Marthammor Duin, he shows you the vastness of the world as you realize that it's your fate to travel and explore its entirety. You gain resistance to lightning damage. You ignore difficult terrain. You also gain advantage on saving throws against all magical effects that would reduce your movement speed.



TRAILMASTER

Abjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

The trails to the unknown are Marthammors domain and they will bend to your bidding.

You may manipulate the trail in a multitude of ways:

- You radiate an energy that gently pushes plants aside, allowing easy passage and hiding your trail after you pass.

- You can move through any type of terrain—mud, snow, dust, or the like—and leave neither footprints nor scent.

- You can find out the direction of the nearest tavern or temple.

You may only have one of these effects active at any one moment.

Cleric of
Marthammor Duin



Art by Matt Szydluk

MORADIN



Moradin, The Soul Forger, The Dwarf-Father, The All-Father, The Creator is the leader of the Morndinsamman, patron of all the dwarves and the dwarven god of creation, all dwarven crafts (although other gods manage individual crafts) and protection. Moradin is a stern paternal deity, gruff and uncompromising and hard as stone when it comes to protecting his chosen race. A harsh but fair judge, he is strength and force of dwarven will embodied. He constantly seeks to improve the dwarven race, encouraging their good nature, intelligence and harmonious existence with other good races while battling their pride and isolationist tendencies. He wields a warhammer that he uses as a weapon and a tool, called Soulhammer.

Clerics of Moradin are known as sonnlinor loosely translated as "those who work the stone". There are several different organizations within the Church of Moradin. The three most prominent are the Followers of the Forge, the Knights of the Hammer and the Guardians of Iron. The Followers primarily serve in permanent temples. They conduct worship ceremonies, aid their parishioners and teach acolytes. These clerics rarely travel except under unusual circumstances. The Knights serve as the church's militant arm. They often serve with armed forces, many of this order join with adventuring companies long-term. The Knights conduct missions in the field for the church, often undertaking the hardest and most dangerous assignments. Finally, the Guardians serve as guards, protectors and defenders. They protect temples, other clerics, important individuals and sacred sites. Often, Guardians remain assigned to one locale or one individual. There are numerous legends about a secret fourth group, the Blacksteel Harbingers, responsible for undertaking unusual and secret missions. These clerics are supposedly tasked with locating evil relics, destroying forbidden knowledge and eliminating dangerous enemies of the faith. The Church of Moradin is highly respected throughout the civilized lands, and most civilized races view Moradin's clerics favorably. It is vital for Moradin's clerics to uphold their god's standards and never bring shame to the

church's image. All sonnlinor lead the push to found new dwarven kingdoms and increase the status of dwarven in surface communities. Of particular interest to the clerics of Moradin are the Thunder Children, and his clerics who were born of the Thunder Blessing are expected to do great things for the race. Temples of Moradin are located underground and carved out of solid rock. They are never set in natural caverns. Moradin's temples usually resemble vast smithies dominated by one or more grand halls of hardworking dwarven craftsmen. Hammers and anvils, the signs of the god, are the dominant decorative themes, as are statues of the All-Father and the other gods of the dwarven pantheon. The center of the Soul Forger's shrine or temple is a great ever-burning hearth and a forge of the finest equipage. Should the fire be extinguished (something the sonnlinor will go to any length to prevent), the temple is abandoned or torn down stone by stone.

HOLY DAYS AND PRAYERS

Clerics of Moradin pray for spells in the morning. Offerings are made to the Soul Forger on a monthly basis. The ranking cleric of a community can declare any day a holy day to celebrate a local event. Many communities celebrate Hammer 1st, for that date in the 1306 DR (the Year of Thunder) is held to be the start of the sudden increase in dwarven births, a blessing of the Dwarffather that has brought about a great turnaround in the dwarven race. Rituals, celebrations and worship usually ends with a rising, quickening chant in unison of: "The dwarves shall prevail, the dwarves shall endure, the dwarves shall grow!" This is repeated, ever more loudly, until the plain, massive, battered smith's hammer on the largest anvil of the forge rises from the anvil of its own volition (moved by the power of the listening god). It may move about or glow to denote the god's will, marked pleasure, or agreement. It descends gently to the anvil, though it comes to rest with a thunderous ring, as if brought down with all the strength of a powerful dwarf.

ORDERS OF THE FAITH

While all the dwarves serve and worship Moradin there is one legendary order that zealously pledged their loyalty to the All-Father:

The Hammers of Moradin: An elite military order dominated by paladins and warrior clerics with chapters in nearly every dwarven stronghold and members drawn from every dwarven clan. The Hammers actively search for enemies of dwarvenkind, namely goblinoids, drow and evil giants, destroying them within their respective realms. Individual chapters have a great deal of local autonomy but, in times of great crisis, a Grand Council (the reigning monarchs and senior Hammers of the affected region) assemble to plot strategy and divine Moradin's will.

DOGMA

Moradin is the father and creator of the dwarven race. Honor him by emulating his principles and workmanship in smithing, stone working and other tasks. Wisdom is derived from life and tempered with experience. Advance the dwarven race in all areas of life. Innovate with new processes and skills. Found new kingdoms and clan lands, defending the existing ones from all threats. Lead the dwarves in the traditions laid down by the Soul Forger. Honor your clan leaders as you honor Moradin.

<CLERICS OF MORADIN

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



MORADIN CLERIC SPELLS

Cleric
Level

Spells

1st	<i>Sanctuary, Shield of Faith</i>
3rd	<i>Spiritual Weapon, Warding Bond</i>
5th	<i>Meld into Stone, Spirit Guardians</i>
7th	<i>Guardian of Faith, Stone Shape</i>
9th	<i>Creation, Wall of Stone</i>

SONNLINAR OF DUMATHOIN

When you devote yourself to Moradin at 1st level, you gain the detect dwarves cantrip. You also gain proficiency in Intelligence (History), Wisdom (Insight) skill checks, with martial weapons, heavy armor and two tool sets of your choice.

PROTECTOR OF DWARVENKIND

While every cleric of Moradin fights and protects all dwarves against those who would bring them harm, every sonnlinar has a favored enemy to fight against. As of level 1, you choose one enemy of dwarvenkind: goblinoids, drow, giants, dragons or illithids. You gain +2 to hit against the chosen foe and deal an extra 2d6 of radiant damage when you strike them with a melee weapon attack. At level 12 you may choose an additional enemy of dwarvenkind.

<CHANNEL DIVINITY: STONE SIGHT

Starting at 2nd level, you can use your Channel Divinity to summon an imposing visage of the Dwarf-Father.

As an action, you can, with a mighty swing of your weapon, summon a grand visage of Moradin himself floating above you. All enemies within 30 feet of you, that can see you, must make a Wisdom saving throw against your spell DC. If they fail, they roll their ability checks and attack rolls with disadvantage until the end of their next turn.

When you use this ability in front of non-dwergar dwarves, they'll recognize your divine authority as sonnlinar and will stop attacking, if they did so previously, and show deep respect. The way of how they show respect may vary from dwarf to dwarf.

CHANNEL DIVINITY: MORADIN'S SMITE

Starting at 6th level, you can use your Channel Divinity to call down a replica of the All-Fathers Soul Hammer on your foes.

As an action, you can hold your holy symbol upward and invoke Moradin to smite the enemies of his children. A shimmering 15-foot wide hammer of force appears above targets in an area you designate within 120 feet of where you stand. The hammer then strikes all creatures unfortunate enough to be beneath it. All creatures within the 15 foot area of impact must succeed on a Dexterity saving throw or suffer 3d6 bludgeoning damage. Drow, goblinoids, giants, dragons and illithids take an extra 3d6 force damage. If they succeed on the saving throw they take half damage instead. The height the hammer appears at depends on the environment and the height of the creatures beneath it.

PROTECTION OF THE ALL-FATHER

As of 8th level, you gain the ability to channel the power of the dwarvenkind to strengthen the body and soul of your ally or yourself. As a reaction, once per short or long rest, when you or an ally within 30 feet are attacked or must make a saving throw, you may add your Wisdom modifier on top of that saving throw or to your or your allies AC. The bonus to the AC ends when the attack ends and you may only add it before the DM announces how they rolled on that attack.

SOULFORGED AVATAR

As of level 17, you become the favored of Moradin, he grants you the ability to tap in the immense powers of the Soul Forge. As an action, you may channel the powers of the soul forge through your very being. For a number of turns equal to your Wisdom modifier you gain the following benefits:

- You gain the enlarge effect of the Enlarge/Reduce spell.
- You are resistant to all damage except psychic damage.
- You cannot be moved against your will.
- Your attacks deal an additional 1d8 points of force damage.

These turns don't have to be consecutive and can be activated and deactivated at any time. Once you use up all the turns you cannot use this ability again until you take a long rest.

DETECT DWARVES

Divination Cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of living dwarves, dead dwarves, duergar, half-dwarves and spilled dwarven blood, even if they are invisible, shapechanged, concealed by illusions and so on within range of the spell. You know the approximate number and subrace of dwarves within the area but you cannot search for specific individuals or genders. The spell is blocked by solid metal at least 1 inch thick, solid stone at least 1 foot thick, or solid wood at least 1 yard thick.

Cleric of Moradin



Art by Will O'Brien

SHARINDLAR

Sharindlar, The Lady of Life and Mercy, The Shining Dancer is the dwarven goddess of healing, mercy, romantic love, fertility, dancing, courtship and the moon. When the dwarf falls sick or is struck down in combat, he often utters prayers to Sharindlar. Dwarves make no secret of their veneration of this benevolent goddess who protects the dwarven people through the kindness and the restorative touches of her clergy. What most dwarves are loath to admit to their taller companions, however, is that Sharindlar represents a side of dwarven life rarely observed by outsiders. When a hardened warrior softens to accept the vows of marriage to his childhood love, Sharindlar is invoked. When dwarves dance, they pray to Sharindlar to guide their feet, for she is said to be the greatest dancer the dwarves have ever known. Sharindlar established good relations with the other members of the Morndinsamman, including tentative friendships with the likes of Laduguer, Deep Duerra and Abbathor, to facilitate her efforts for the benefit of the dwarven race. The Lady of Life serves as an emissary between Laduguer and Moradin on the rare occasions they must communicate. Sharindlar has little tolerance for hatreds or rivalries that interfere with her efforts to dispense healing and mercy to the wounded and distressed.

Clerics of the Shining Dancer are known as thalornor loosely translated as "those who are merciful". They spend most of their time ministering to the needs of the sick or frail in dwarven communities, providing words of encouragement with a gentle bedside manner. When not engaged at the bedside, thalornor work to instruct youth on proper dwarven courting rituals, even going so far as to play matchmaker between two "compatible" youths. Of late Sharindlar's command of fertility has expanded the thalornors' influence over animal husbandry and developing new strains of crops. Concerned as they are with births, both from a medical and metaphorical perspective, most thalornor treat the Thunder Blessing with even more reverence than their brethren, often bending over backward to encourage thunder twins to join the

clergy. Temples to the Lady of Life are great halls, free of pillars or other architectural features. Serving as both chancels and grand ballrooms, they are well lit, often above ground or partially open to the sky, typically holding fountains, pools and formal gardens. The goddess's temples have numerous small guest chambers for visitors, of which there are many. Most of the Shining Dancer's temples have a small library that serves as a repository of runestones inscribed with dwarven genealogies, clan records, courting rites, descriptions of formal dances, astronomy charts, medicinal practices, herbal brews, agricultural and husbandry records and the like.

HOLY DAYS AND PRAYERS

Clerics of Sharindlar pray for spells in the morning. Holy ceremonies are most often practiced when the moon begins to wax, at Greengrass, Midsummer Night, and whenever the moon is full, commonly involve secret congregations in hidden caverns. At such gatherings, supplicants dance around a natural pool, chanting to the Lady of Mercy while casting items of gold into a sanctified cauldron. Participants draw a small amount of blood from their forearms, allowing it to seep into the cauldron, the contents of which are heated until molten and cast into the central pool.

ORDERS OF THE FAITH

While Sharindlar has no martial orders dedicated to her name, about one in five other priests serve small dwarven communities as midwives, independent of the faith's more organized temple hierarchies. Members of this informal sorority are known collectively as the Maidens of Midwifery, and often extend their roles to include that of physician, matchmaker, and brewer of both aphrodisiacs and elixirs said to increase fertility.

DOGMA

Be merciful in speech and deed. Temper anger and hostility with constructive and charitable endeavor. The children of Moradin must live in safety to propagate. Embrace the gift of life with ebullience and grace. Maintain and encourage the traditional rites of courtship and marriage. Sharindlar restores the fertile seed of dwarven life, while Berronar protects the fruit.

CLERICS OF SHARINDLAR

As the follower of the Shining Dancer you are blessed with the following abilities.

SHARINDLAR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Animal Friendship, Healing Word</i>
3rd	<i>Calm Emotions, Gentle Repose</i>
5th	<i>Life Transference, Revivify</i>
7th	<i>Compulsion, Freedom of Movement</i>
9th	<i>Mass Cure Wounds, Moon Dance</i>

THALORNAR OF SHARINDLAR

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

SHARINDLARS CHARM

Starting at level 1, whenever you use the friends cantrip, after the spell ends the target creature is not hostile towards you but becomes infatuated. Thalornar tend not to use the friends cantrip too much since the “fans” they receive in this way tend to fight each other and become obsessive to the point that, depending on their personality and alignment, they become a danger to the cleric and the people around the cleric that used the cantrip.

CHANNEL DIVINITY: RADIANT DANCE

Starting at 2nd level, you can use your Channel Divinity to captivate those around you with a magical sensual dance.

As an action, you can start a dance with colorful mystical energy swirling and bursting around you while singing a prayer to the Shining Dancer. All creatures, that can see you, within 30 feet of you must make a Wisdom saving throw against your spell DC. If they fail they start dancing with each other for 1 minute. Creatures charmed in this way can make a Wisdom saving throw at the start of each of their turns. The effects end once they succeed on the saving throw, the duration ends or if they take any damage.

HEALERS BLESSING

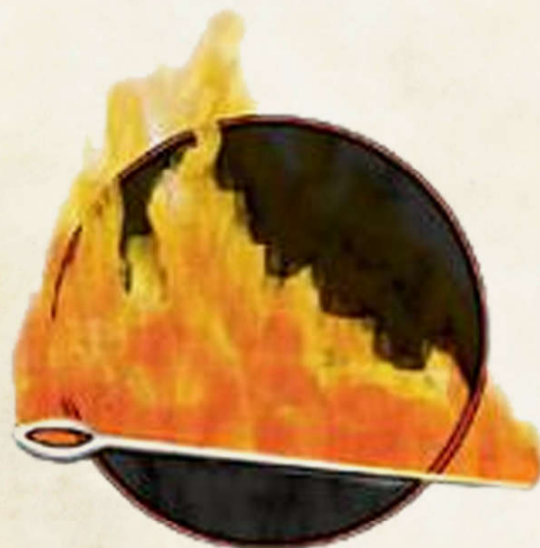
Starting at 6th level, when you cast a healing spell, you may reroll a number of healing dice equal to your Wisdom modifier. You must use the new rolls.

NIMBLE STEP

At 8th level, you move with grace and agility as if you are dancing. You gain a permanent +1 to AC while wearing light or no armor and you become immune to attacks of opportunity.

DAULS OF SHARINDLAR

As of level 17, you became the favored of Sharindlar, she shows you the secrets of the dwarven hearts. You gain Otto's Irresistible Dance in your list of cleric prepared spells. You gain immunity to all charm effects. Your Channel Divinity: Radiant Dance has increased range of 60 feet. Additionally all dwarves, including duergar, are never hostile towards you or your friends unless attacked or severely provoked.



MOON DANCE

5th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration up to 1 minute

Whirling and dancing through a complex set of steps and gestures, a cool and fresh mist that cleanses the air of pollutants swirls around you and expands.

You surround yourself with a purifying, swirling mist that washes the air clean of smoke, dust and poisons within 30 feet around you. Non-magical contaminants, including inhaled poisons, are automatically negated within the cloud. Moon dance also grants everyone within the mist advantage on saving throws against magical or supernatural gas effects, such as cloudkill and green dragon breath. The mist is always 30 feet around you and moves as you do, it also spreads around corners. Its area is lightly obscured.

The spell lasts for the duration or until strong wind disperses the fog, ending the spell.

Art by Will O'Brien

Cleric of
Sharindlar



THARD HARR

Thard Harr, The Lord of the Jungle Deeps, The Disentangler is the dwarven god of jungle survival, wilderness and hunting and the patron of the chultan dwarves and the isolated wild dwarves races. When faced with the tattooed, pot-bellied Thard Harr, an obscure, feral creature wearing an ornate copper helm fashioned in the shape of a crocodile's head, few would suspect they look upon a member of the Morndinsamman. Though distanced from his kin both emotionally and geographically, Thard Harr nonetheless shares the blood of Moradin. Thard Harr protects his charges from the marauding of wild beasts, the rampages of hungry dinosaurs and the unwanted incursions of outlanders.

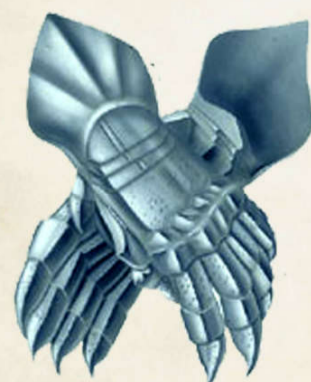
Thard's clerics and druids, known as vuddor, loosely translated as "those of the jungle", enjoy a position of reverence in their sheltered homelands. The worship of Thard Harr is so deeply ingrained in wild and chultan dwarf society that few even consider the possibility of other religions. Though some gold dwarves of the south (especially those dwelling near the ruins of High Shanatar) remember ancestors' tales of Thard as a lost dwarven nature deity, most wild and chultan dwarves remain completely ignorant of the rest of the Morndinsamman, a failing Thard does nothing to ameliorate. Vuddor lead their charges on prosperous hunts, acts as generals for the loosely organized tribes of the wild and chultan dwarves, and speak for the society as a whole. Temples of Thard rarely incorporate artificial structures like buildings or dwarf-carved caves. The Disentangler is worshiped in isolated sanctuaries of incredible natural beauty rich in animal and plant life. Soaring cliffs, great waterfalls, vast gorges, hot springs, natural caverns and volcanic mud flats deep in the heart of the jungles of the Chult are common places for Thard's worshipers to gather. Like the great druid groves of the North, such sites are strong in magic and can often serve as a source for mystic rituals of great power. Usually up to a dozen priests of the Lord of the Jungle Deeps watch over such holy sites, they can call on the beasts of the surrounding jungle as well as nearby tribes of dwarves to defend these sanctuaries.

HOLY DAYS AND PRAYERS

Clerics of Thard Harr pray for spells in the morning. Ceremonies venerating the Lord of the Jungle Deeps are held on nights of the full and new moon. On such occasions, several hunting bands come together under the direction of one or more priests of Thard Harr. The drums and chants of the dwarves then echo throughout the jungle, striking terror in the hearts of intelligent beings and beasts alike. Whenever the moon is full, and often when the moon is new, blood sacrifices of beasts and/or intruders are offered up to the Lord of the Jungle Deeps. Although they are not cannibals and do not usually eat intelligent beings, the assembled wild dwarves then often eat the still warm sacrifice, regardless of its species.

ORDERS OF THE FAITH

The Thardite faith has no formal military orders. However, on rare occasions, Thard's clergy collectively determine that it is in the best interest of the tribes to go to war. At such times, the best warriors of the widely scattered hunting bands come together to form the Pack. The Pack includes bloods (proven warriors), war leaders (veterans) and vuddor of demonstrable fighting skill. Once assembled, not unlike the Uthgardt hordes of the North, the Pack is a nearly unstoppable juggernaut that drives beasts and beings, great and small, from its path. Once the Pack's objective is achieved (the destruction of a yuan-ti enclave or a Batiri village) the Pack quickly disperses and its surviving participants return to their tribes.



DOGMA

Like the great tigers of the jungle, be strong and wary of beasts, whether they walk on two legs or four. Live in harmony with nature and gain the protection of the Lord of the Jungle Deeps. Seek to understand what you do not, but be wary of bringing unknown gifts into your lair. Honor the ways of your people, but assume not that Thard's way is the only way, it is just the best way for his children.

CLERICS OF THARD HARR



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

THARD HARR CLERIC SPELLS

Cleric Level	Spells
1st	<i>Disentangle, Hunter's Mark</i>
3rd	<i>Animal Messenger, Pass Without Trace</i>
5th	<i>Speak with Plants, Plant Growth</i>
7th	<i>Dominate Beast, Grasping Vine</i>
9th	<i>Commune with Nature, Tree Stride</i>

VUDDAR OF THARD HARR

When you devote yourself to Thard Harr at 1st level, you gain the thorn whip cantrip. You also gain proficiency in Dexterity (Acrobatics) and Wisdom (Survival).

BRACHIATION MASTERY

Starting at level 1, your climbing speed is equal to your walking speed. Additionally, you gain advantage on all Dexterity (Acrobatics) rolls made when jumping or swinging (from vine to vine). You may move through any sort of undergrowth (such as natural thorns, briar's, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Terrain that is enchanted or magically manipulated to impede motion still affects the slayer as normal.

CHANNEL DIVINITY: PREDATOR'S SIGHT

Starting at 2nd level, you can use your Channel Divinity to hear the blood running inside other creatures.

As an action, you can pray to the Lord of the Jungle Deeps while holding your holy symbol. Your senses start to sharpen, for the duration of 1 minute, you can see the fine outline of the veins of every creature within 60 feet of you. You can see blood vessels of any living creature within range including creatures behind any barrier (except 1 foot, or more, of lead) and invisible creatures as well. You are able to determine the size and type of the creatures you see but you cannot recognize specific creatures. You are unable to see constructs, undead and other non-living creatures with this ability.

As of level 12, the range of this ability increases to 120 feet.

JUNGLE STRIDE

Starting at 6th level, as a bonus action, you may summon a sturdy vine from a stable, and unmoving surface within 30 feet to your hand. The vine stays firmly planted in the surface you summoned it from, it can hold up to 500 lbs, has 12 AC and hit points equal to 10 + your cleric level.

You can use the vine however you wish although most vuddor use them to travel through the trees of the great jungle.

The vine disintegrates into mush after 10 minutes, when you summon another vine or when you unsummon it as a free action.

CALL THE HERD

At 8th level, you can always sense who the weakest (lowest CR NPC or creature) within 30 feet of you. You may sense you wounded within 120 feet and always pinpoint its location as long as it's wounded (below max. HP).

CALL THE HUNT

As of level 17, you became the favored of Thard Harr, he blesses you with knowledge of the wilds and the resolve of a tribe leader. You may call the Hunt against a known creature whose CR is equal or higher than your cleric level. For the next month you have advantage on Wisdom (Survival) checks when tracking the creature, Wisdom (Perception) checks when trying to spot the target creature and attack rolls against the creature on whom you called the hunt. You can only have one creature as the target of the Hunt at any moment.

DISENTANGLE

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

With a whisper of a command word you may untie, unshackle, unstick or release any bond of object. This spell enables the target creature within range to escape any rope, web, plant, jaws, organic glues or wrestling hold, as long as the binding is caused by a physical effect. This spell is effective against both magical and non-magical restraints. Disentangle allows immediate escape from effects such as entangle, Evard's black tentacles or a rope of entanglement, but it has no effect on effects such as a hold person spell or a ghoulish paralyzation ability.



Cleric of
Thard Harr

Art by Viktoriya Yarova

THARMEKHÛL

Tharmekhûl, The Forge-Tender, The Apprentice of Moradin is the dwarven god of fire, forges, molten rock and war. Youngest son of Moradin and Beronar, Tharmekhûl The Forge-Tender earned his epithet by aiding the All-Father at the Soul Forge, stirring the burning charcoal with his bare hands and blowing great gusts of air from his lungs to force air over the coals. Usually smiths and other dwarves who revere the creative power of the forge worship him. However, fire has a destructive side, so Tharmekhûl is also revered as a minor war deity, primarily concerned with siege engines and other weapons. The azer hold Tharmekhûl in great reverence and are known to come in defense of his worshipers. He is depicted in religious art as an azer or as a bronze-skinned dwarf with hair and beard made of black smoke.

Clerics of Tharmekhûl are known as taalomor which loosely translated as "those beloved by the forge-fires". There is a myth that all redheaded or ginger dwarves are beloved by the Forge-Tender and most of them are thought the art of the forge by the taalomor. These rare redheaded dwarves are also called tallanis "the one kissed by fire". Taalomor are called upon to bless new forges on creation. They lay a mithril plate inscribed with the flame-wreathed hammer of Tharmekhûl under the anvil of a newly-created forge. The first piece of armor or weapon made in that forge is ceremonially shattered, than reforged and gifted to the taalomor. A forge not blessed by the flames of Tharmekhûl is doomed to produce weak armor and weapons and no dwarf would ever use such a blasphemous thing. On the battlefield Tharmekhûl is worshiped by dwarven soldiers, who offer up prayers to him so that their weapons stay deadly and their armors strong. Taalomor are terrifying to behold on the battlefield as they bombard their enemies with their forge-fires. Tharmekhûl does not have temples of his own. Taalomor offer prayers as they tend the forge that lies in the heart of each of Moradin's temples, their hymns to the Forge-Tender ring out with each beat of the hammer and each hiss of tempered metal.

HOLY DAYS AND PRAYERS

Clerics of Tharmekhûl pray for spells at any time of the day next to an open flame, preferably that of a forge. Fire imagery of all sorts fills the liturgy of Tharmekhûl's worship. A daily prayer begins with the words "Forge and furnace, melt me and mold me...." Forge Day Festival, is the quintessential holy day for Tharmekhûl and all forge workers. Smiths quench their metalwork in thick, black Dwarf ale during this day, instead of the usual oil or water. Smiths must make an exceptional item on this day in Tharmekhûl's name, and is usually gifted to a king or war-hero, in honor of their service.

ORDERS OF THE FAITH

Taalomor are usually few and far between with, usually, less than a dozen tending the forges in Moradin's temples. Be this as it may they were still able to form an order dedicated to their god that has become known throughout the dwarven race:

The Archaeotechs: An order of dwarven rogues, warriors and taalomor with an overriding sense of wanderlust and honor. They fund and lead expeditions into Underdark Warren's and even extraplanar locales following lore and rumors of lost dwarven ruins. Members of this order attempt to collect lost lore, forgecraft and legendary artifacts of dwarven make to keep such power out of hands of dwarven enemies and to recover them for use by their proper masters.



DOGMA

Fire is a purifier and it also represents the external dangers that temper the dwarven race. A strong work ethic will overcome the greatest obstacles. The right pressure, applied with precision, is stronger than the mightiest blow. Temper your emotions. Like the forge, too much heat ruins the blade. Be like flux in your communities. Bind dwarvenkind together, for in unity we find strength.

CLERICS OF THARMEKHÛL

As the follower of the Forge-Tender you are blessed with the following abilities.

THARMEKHÛL CLERIC SPELLS

Cleric Level	Spells
1st	<i>Heat of the Forge, Searing Smite</i>
3rd	<i>Aganazzar's Scorcher, Heat Metal</i>
5th	<i>Fireball, Flame Arrows</i>
7th	<i>Conjure Forge Guardian, Fabricate</i>
9th	<i>Flame Strike, Immolation</i>

TAALOMAR OF THARMEKHÛL

When you devote yourself to Tharmekhûl at 1st level, you gain the mending and control flames cantrips. You also gain proficiency in Intelligence (History), Wisdom (Perception), with smith's tools and martial weapons.

BLESSING OF THE FORGE

Starting at level 1, you gain the ability to imbue magic into a weapon or armor. The ability is the same as the one for the Forge Cleric in Xanathar's Guide to Everything.

CHANNEL DIVINITY: FLAME OF THE FORGE

Starting at 2nd level, you can use your Channel Divinity to strike down your foe with the flames of Tharmekhûl's forge.

As an action, you can point your weapon at a creature within 30 feet of you as you invoke the Forge-Fathers name. A jet of flame bursts forth from within your weapon at the target creature and deals 1d6 fire damage. Until the end of your turn your weapon deals an extra 1 fire damage per two cleric levels you have. At higher levels the damage of the flame increases by 1d6, 2d6 at level 4, 3d6 at level 6, 4d6 at level 8, 5d6 at level 10, 6d6 at level 12, 7d6 at level 14, 8d6 at level 16, 9d6 at level 18 and 10d6 at level 20.

FURNACE WITHIN

Starting at 6th level, you gain resistance to fire damage. You can ignore creatures fire resistance when dealing damage to them with your Channel Divinity: Flame of the Forge and treat immunities as resistances.

FLAMES OF THE FAITHFUL

At 8th level, whenever you drop to 0 HP or lower the flames of Tharmekhûl's forge burst out from you with fiery vengeance. All creatures within 15 feet of you must make a Dexterity saving throw against your spell DC, creatures within 5 feet of you do so with disadvantage. On a fail they take 1d8 fire damage per two cleric levels you own. On a success they take half as much.

FORGED FOR WAR

As of level 17, you became the favored of Tharmekhûl, he reforges your body to be the shining example of dwarven superiority on the battlefield. Your skin gains a metallic hue and your eyes burn bright with the flames of the Soul Forge. You gain the following benefits:

- You gain immunity to fire damage;
- You gain darkvision of up to 120 feet;
- You gain resistance to non-magical bludgeoning, piercing and slashing damage.



HEAT OF THE FORGE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a lump of charcoal)

Duration: Concentration, up to 1 minute

You raise the temperature in a 15 foot area around you to the level of extreme heat of the forge. All creatures, apart from the caster, that find themselves in the area or enter the affected area at any moment must make a Constitution saving throw against your spell DC. If they fail they gain one level of exhaustion. They repeat the saving throw at the end of each of their turns. The level of exhaustion stays until the affected creature succeeds on the saving throw or until it's removed by greater restoration or a similar effect.

Creatures that succeed on the first saving throw become immune to this ability.

The area affected by the heat moves with the caster and the exhaustion effect from this spell is not stackable if a creature reenters the affected area.

CONJURE FORGE GUARDIAN

4th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon an azer from the elemental plane of fire (MM pg.22).

The summoned azer is friendly to you and your companions.

The azer may craft one masterful weapon or armor if the full 1 hour of its time is spent on the task and the right materials and a forge is provided. Any weapon the azer crafts has the +1 property and any armor has +1 to AC. If multiple azer are summoned the crafted item gains +1 to the bonus per azer summoned.

In combat, roll initiative for the summoned azer or azers as a group, which has its own turns.

They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels. When you cast this spell using higher-level spell slots, you may summon multiple azers, 2 with a 6th-level slot and 3 with an 8th-level slot.



Art by Cole Eastburn

Cleric of
Tharmekhûl

VERGADAIN



Vergadain, The Merchant King, The Short Father, The Laughing Dwarf is the dwarven god of wealth, luck, chance, suspicion, trickery, negotiation, sly cleverness and the patron of dwarven merchants and non-evil thieves. On the surface, Vergadain represents the dwarves' well-known dedication to the art of the personification of a hard bargain struck after a hearty session of haggling. Those who pay attention, however, know that the Merchant King has an aspect that, if not darker, seldom fills more legal-minded dwarves with pride. As the god of luck and trickery, Vergadain also oversees those dwarves who use illicit means to gain their wealth. He delights in the art of the deal, whether said deal is an intricate negotiation regarding the sale of a team of horses or whether it's an elaborate plan to break into the stable after the sale, steal the horses back, and sell them again at the next town. Vergadain's eyes are actually seen to twinkle enigmatically and smiles more than any other dwarven deity, or any sane living dwarf!

In the knowledgeable society, few admit to following Vergadain, as those who profess adherence to his doctrine are known as either skilled negotiators, shameless thieves or both. Clerics of the Laughing Dwarf are called *hurndor*, loosely translated as "those who trade". Dedicated to furthering the progress of dwarven commerce, *hurndor* travel the world more widely than the servants of any member of the *Morndinsamman* except *Martham-mor Duin*. The Merchant King expects all his clerics to be personally wealthy, and to ensure that a portion of their wealth goes to keeping the local temple filled with all manner of treasure and opulence. Gold donated on Vergadain's altars is spent or traded shrewdly, to support dwarven merchants. *Hurndor* use it to bail dwarven merchants out of debt where possible, place bribes to help dwarven trade and commerce with other lands and races of Faerun and so on... The *hurndor* often work with priests of the other dwarven gods (particularly *Dumathoin* and sometimes even *Ab-bathor*) to spread the dwarven influence across the realms. Temples of Vergadain are windowless chambers located either in underground com-

plexes or on the surface in fortress-like, near impregnable vaults. They are filled with coins, jewels and other treasures, whose collective value usually rivals that of most dragon's hoards, with appropriate magical and nonmagical traps to guard them. The central chapel is always dominated by huge stone cauldrons that serve as altars. Huge gold coins, fully 5 feet across, hang above each altar with the Laughing Dwarf's face on them.

HOLY DAYS AND PRAYERS

Clerics of Vergadain pray for their spells at night. Holy days of the faiths are known as coin festivals, and mark a period of intense mercantile activity. Occurring on the days before and after a full moon, on *Greengrass* and on any day declared favorable by the Merchant King (this changes from year to year), coin festivals are open to the general public, who sometimes jokingly refer to them as trade meets, as great bargains can be had in the closing hours of the convocation when Vergadain's faithful lower the prices of their goods in a last-ditch effort to generate enough sales so as to gain clout with his or her peers (not to mention with Vergadain himself). The proper rituals of worship to the god consist of meeting in windowless rooms of a temple, around torches, braziers or other flames. The rituals call for dancing in slow, stately shifting around the flame, wearing and displaying gold and other objects of worth. Every dwarf who worships the Merchant King throws at least one gold piece into the flame as the dance continues. The flame consumes valuables placed in it utterly, sometimes dying away to reveal a map, clue, scroll, potion or other sending of Vergadain. These sendings are rare, and although helpful, they are rarely powerful. The appearance of a weapon is known but extremely rare. Perhaps the most common sending of Vergadain is a duplicate key to a strongbox, vault or barrier that prevents dwarves from reaching wealth rightfully belonging to them (which in Vergadain's mind is all of it).

ORDERS OF THE FAITH

The church of Vergadain is infamous in all the lands, it could be said that one order of the church is mostly responsible for such a reputation:

The Golden Hands of Vergadain: A widely scattered order of clerics and rogues found in most major cities where dwarves live and trade, as well as along the major trading routes used by the dwarves. In exchange for a small percentage of any recovered wealth, members of the Golden Hands seek to secure the safety of dwarven merchants and deal with those who would cheat the Stout Folk. In cities, the Golden Hands organization is often structured like a thieves' guild. They raid warehouses of merchants of other races under pretenses that they have stolen from dwarven merchants by force or fraud. Along trade routes, the Golden Hands resemble roving mercenary companies. They often seek out and destroy monsters or brigands threatening trade routes, ransom kidnapped dwarven merchants, and recover goods from plundered dwarven caravans.

DOGMA

The truly blessed are those whose enterprise and zeal brings both wealth and good luck. Dwarves are well suited to earn their fortunes by the effort of both their hands and their minds, use both to pry wealth out of others. Work hard, be clever, seek the best bargain, and the Merchant King will shower you with gold. Live life to its fullest, save, tithe and spend your riches thusly encouraging more trade. Treat others with respect, but shirk not your responsibility to try to strike a deal better for you than for them, to not try would be to leave the gifts that Vergadain gives you idle.



CLERICS OF VERGADAIN

As the follower of the Laughing Dwarf you are blessed with the following abilities.

VERGADAIN CLERIC SPELLS

Cleric Level	Spells
1st	<i>Comprehend Languages, Disguise Self</i>
3rd	<i>Find Traps, Locate Object</i>
5th	<i>Nondetection, Tiny Servant</i>
7th	<i>Dimension Door, Leomund's Secret Chest</i>
9th	<i>Mislead, Telekinesis</i>

HURNDAR OF VERGADAIN

When you devote yourself to Vergadain at 1st level, you gain the cheat cantrip. You also gain proficiency in Charisma (Persuasion) skill checks and your choice between: Dexterity (Stealth), Dexterity (Slight of Hand), Wisdom (Insight) or Charisma (Deception).

SLY DEALER

As of level 1, using your silver tongue and sharp wit you are always able to strike a good deal. You have advantage on any check you make to negotiate the terms of a deal, price of a trade or write a contract in your favor.

CHANNEL DIVINITY: MERCHANT'S GLAMER

Starting at 2nd level, you can use your Channel Divinity to make an item look like it is worth much more than it actually is.

As an action, you can touch an object with your holy symbol and whisper a prayer to Vergadain. This ability can be used in two ways:

- Old, rusty weapons and armor can be made to look new.
- Common items can look finer, up to 50% more expensive.

The illusion lasts for 24 hours after which the true value of the item is revealed. Merchants and other poor souls you try to trick can attempt to make a Intelligence (Investigation) check against your spell DC. If they succeed, they'll be able to see through the illusion.

MASTER OF RHETORIK

Starting at 6th level, you are a master negotiator and a sly bluffer. You can never roll lower than 7 on your Charisma skill checks. Additionally you are a master of shifting blame off of yourself, and often onto other people. You have advantage on Charisma (Deception) checks to convince someone of your innocence. If your check passes, you can roll a Charisma (Deception) check contested by a Charisma (Persuasion) check to shift the blame to another creature of your choosing.

TRICKY SPELLS

As of 8th level, a number of times per long rest equal to your Wisdom modifier, when you cast a spell you may choose to cast it without using the spells somatic or verbal component. You must decide to expend one use of this ability before casting a spell.

HIGH AURAK

As of level 17, you become the favored of Vergadain, he blesses you with a powerful divine charisma, agile fingers and a quick wit. You gain the following abilities.

- Once per long or short rest you are able to reroll any Charisma skill check you've made.
- You know when it's time to make a hasty retreat. Attacks of opportunity against you are rolled with disadvantage.
- Once per long rest you may declare two different actions that rely on different types of rolls or checks, such as attacking a creature (an attack roll) or sneaking past the same creature (a Stealth check). You assign "heads" and "tails" to each of the two actions and flip a coin. If you decide to go through with the action the coin has chosen you may add a +10 luck bonus to one d20 roll while performing the chosen action. If you choose the action opposite to the coins choice the DM may subtract -10 on one of your d20 roll while performing the chosen action.

Cleric of
Vergadain

CHEAT

Transmutation Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You rattle the dice in your hand and mutter the words of the spell, then check your facedown cards again. The two low cards have somehow become trumps.

You can attempt to alter the outcome of a game of chance. This spell can affect only nonmagical games, such as those using cards or dice.

Anyone observing the game of chance is allowed a Wisdom (Perception) skill check against your spell DC to realize something fishy is going on, and might suspect that the outcome of the game has been magically altered.

Art by Anna Christenson

