



# GODSFALL



# GODSFALL WORLDBOOK





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**SPECIAL THANKS:**

Lowell Whitney for introducing me to D&D.  
Al Merci for teaching me that mapmaking is the key to worldbuilding.  
Michael Key, Doug Horn, Stephen Hardos, Kelly Shaw, Joe Hasley and Kay  
for being the best group of players and friends any DM could ever hope for.  
Patrick O'Rourke, Carlos Luna, Surena Marie, Justine Krueger and Alex Collyard  
for being amazing and loving people who welcomed me to Chicago.  
My brother Raffi for being my business manager and #1 cheerleader.  
My Mom and Dad for sticking with me through 41 years of childhood.

And to all the amazing listeners of the Godsfall podcast.



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A Note on Magic

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# FOREWORD



“What is the fastest way for us to get to Silvermoon?”

I knew with that question my campaign was going nowhere.

Silvermoon, often referred to as The Gem of the North in many classic fantasy tales within the *Forgotten Realms* setting, is a city of grandiose magical splendor. It has birthed heroes and villains that have ruled role-playing lore for decades. The city claims a moonlight bridge of pure magical energy that can be raised and lowered at a whim. In story, it is a grand and noble experiment that should invoke gobsmacked awe.

My players wanted to go there because they had a sackful of gold and wished to purchase magic items.

They weren’t entering this utopian metropolis of blueleaf trees and flagstone sidewalks to marvel at her sculpted stone buildings cast in a delicate layer of blue-green glass. They wanted to go shopping so they could add points to their stats.

I described the weapons and armor they were haggling for in loving detail just to watch them be hurriedly cast aside when the inevitable +2 version drops at their feet. All the magic of these “magic items” was replaced by numbers and math.

I had run into this problem as a DM before, and as more and more of my PCs found my table after playing role-playing video games where magic items were employed and discarded every hour, it only became more pronounced. The legendary Sting from *Lord of the Rings*, a weapon that was carried by two generations of heroes, is a +1 dagger that provides the wielder advantage when fighting arachnids (and possibly a damage bonus as well). Unless your party was headed into the Underdark, most players would see the weapon as a curiosity, or something to hand off to a spellcaster as a back-up. It doesn’t have the narrative weight that such a creation should carry.

In the story I wanted to tell, magic should be special. To be special, magic has to be rare, but no matter how I went about shaping established *Dungeons and Dragons* worlds, I always ran into the problem of my players simply amassing wealth and asking for the *Dungeon Master’s Guide* like I was handing over an archaic Amazon Wish List. The commodification of magic and magic items ruined the fantasy for me.

After a second campaign began with promise and ended in utter disaster (and the loss of several friendships), I stepped away from the game for over a decade. In that time I learned how to be a better storyteller via video production and how to better craft those stories through graphic design. Most importantly, I learned how to listen and how to work with creative, talented, funny people to

tell much better stories than I could on my own.

I also learned a lot about myself and grew more confident in my ability to craft worlds that would foster games that could last for years. I was obsessed with the idea of role-playing as an epic tale, and the only way I knew how to create that sort of fantasy is to ground it in reality as firmly as possible. So the first thing I did was set about getting rid of everything that didn’t make sense.

Dungeons filled with monsters following no rhyme or reason, and no explanation for how any of the creatures got or remain there? Gone. Earth-shattering events that seem to happen on stage without impacting the rest of society? Gone. But most importantly, and most problematically, I needed to figure out how to handle magic in my world and within the framework of a fantasy roleplaying game.

So I blew up the world.

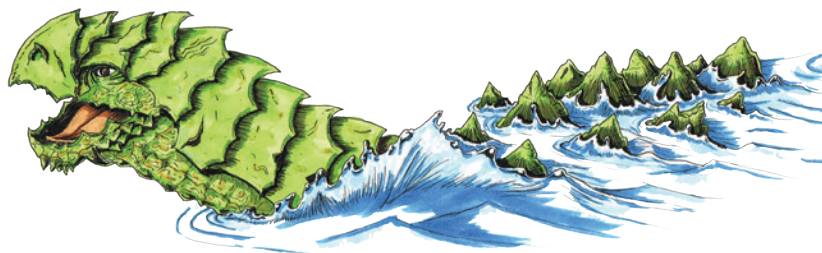
I wanted a place that once had an abundance of magic - a land of magical cities with magical walls and lava forges. Great winged beasts that breathed fire and ice. Immortal kings that could harness the storms and land through raw will and desire. A land that learned a hard lesson about what happens when powerful forces are taken for granted and run amuck.

So I created, and destroyed, the world of Khalgun; gods and all. When I decided to try playing it, I turned to roleplaying podcasts to learn the fifth edition rules and was instantly hooked. They, along with my production background, gave me the idea to create Godsfall. A year into the show many of our listeners asked for a worldbook of my setting, a Kickstarter was launched, and now here we are.

This book contains original stories, NPCs, rules, art, character sheets, creatures, divinities, charts, and maps to help you craft your own stories within the Five Kingdoms. I hope you will enjoy reading this book as much as I have enjoyed writing it, and I thank you for your support of our show and our stories.

In short, I love y’all. Now let’s play some games.

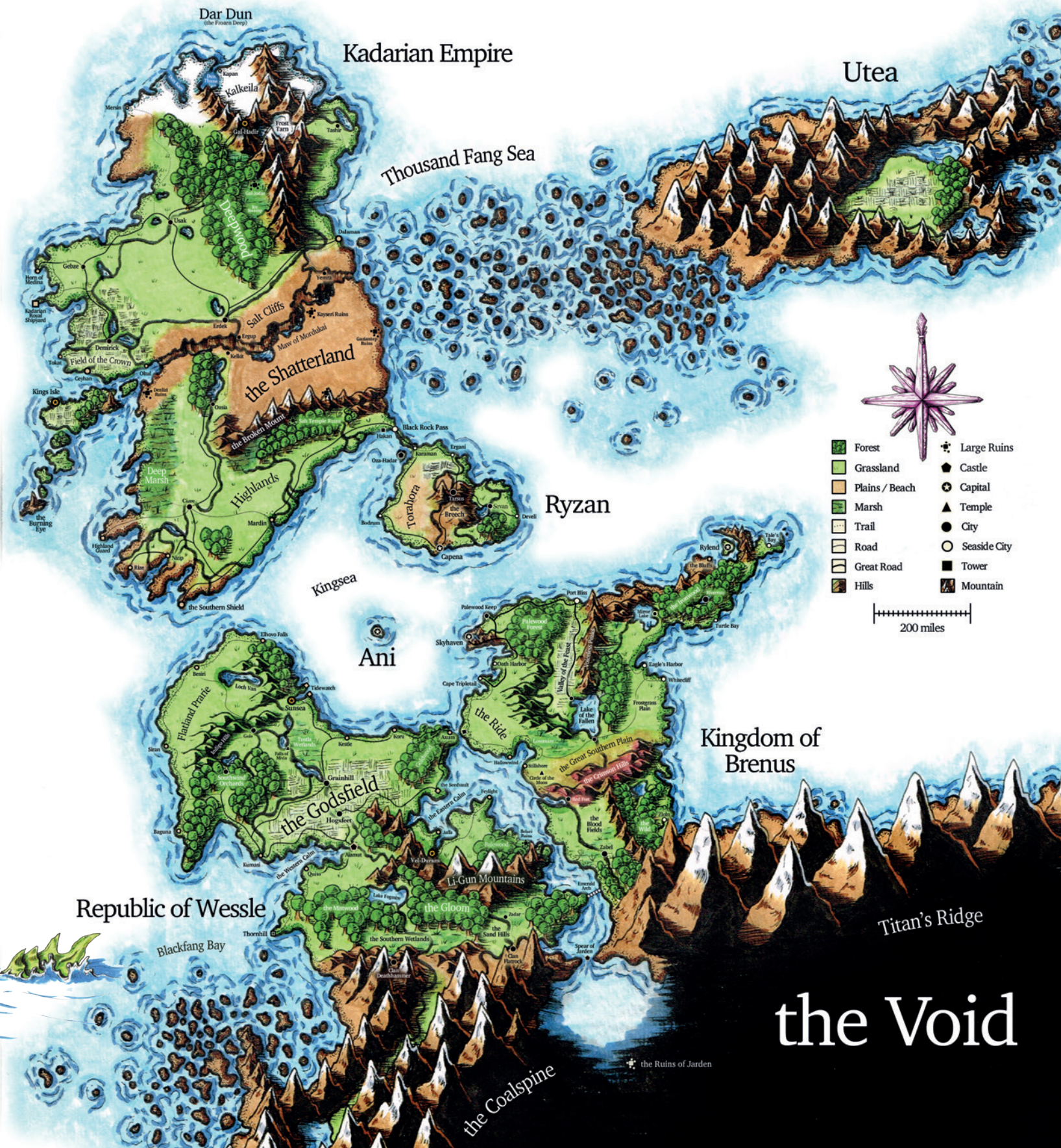
- Aram Vartian





the White Waste

# the Five Kingdoms



Kadarian Empire

Utea

Thousand Fang Sea

the Shatterland

Ryzan

Kingsea

Ani

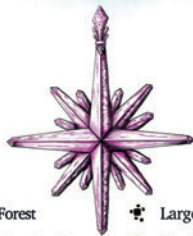
Kingdom of Brenus

Republic of Wessle

Titan's Ridge

the Void

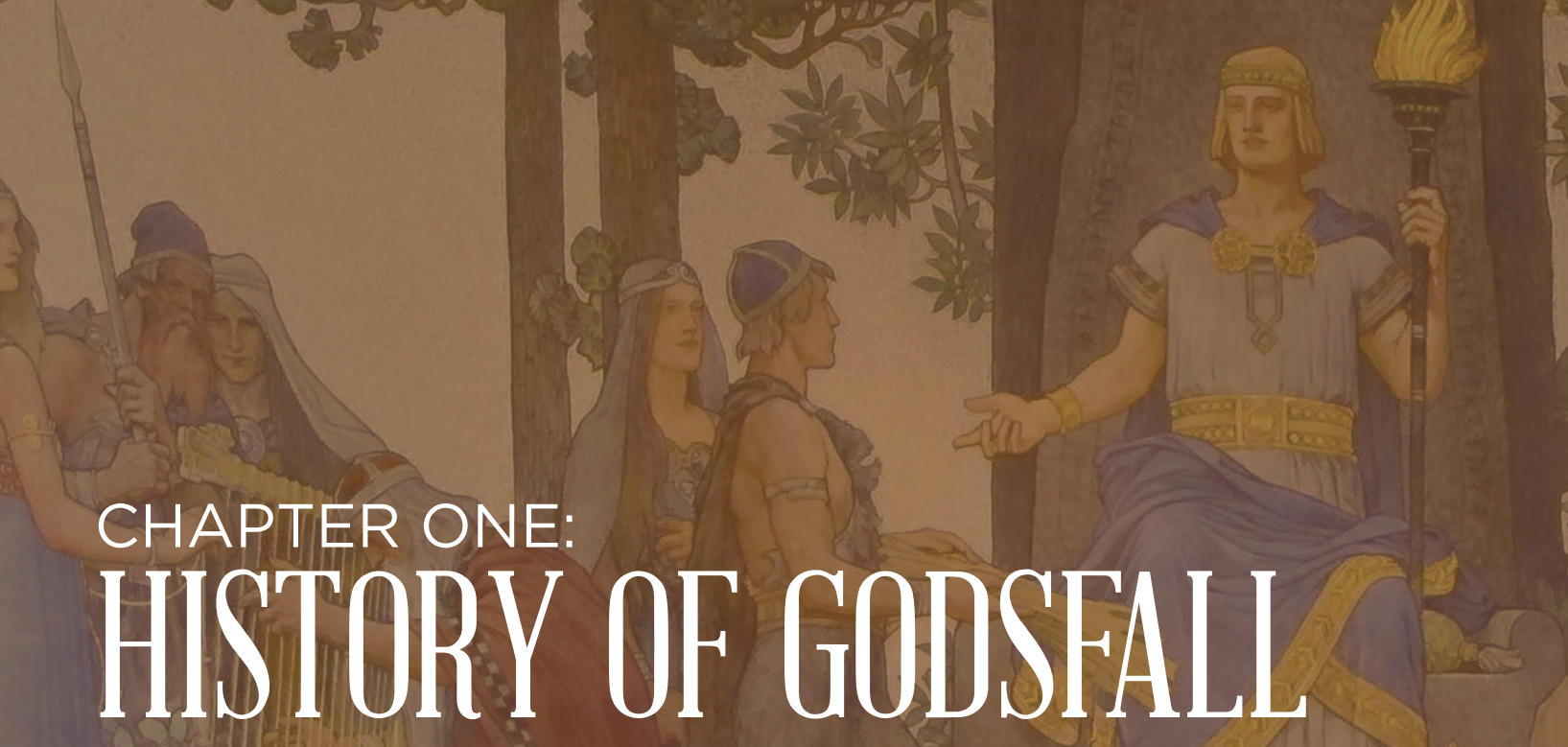
the Coalspine



- Forest
- Grassland
- Plains / Beach
- Marsh
- Trail
- Road
- Great Road
- Hills
- Large Ruins
- Castle
- Capital
- Temple
- City
- Seaside City
- Tower
- Mountain

200 miles





# CHAPTER ONE: HISTORY OF GODSFALL

Let's start at the beginning.

At first, there was nothing. A moment later, there was everything. In the great cataclysms of creation, the First Four were born: Ytar, God of Fire. Ather, God of Air. Emitaf, God of Water. And Ogun, God of the Earth. For a thousand years, they would dance across the universe, creating all the cosmic beauty and desolation within.

As they danced with each other, they birthed more deities. Ytar and Ather had Siforr (God of the Sun), while Ogun and Emitaf brought forth the trickster Ius (God of the Moon). It was under the spell of the Moon that Emitaf and Ather did meet, creating Yala (God of Life) and Mordukai (God of Death). This infidelity shattered their divine House, and sent the First Four into the corners of the universe, as far from each other as they each could manage. It was there they would remain, agreeing that there were to be no more Gods.

Mordukai, the God of Death, was more than happy to oblige this decree – but his sister Life would not be so restrained.

She danced with Siforr and summoned the sisters Ova (God of Beasts), Radia (God of Will), and Wodea (God of Plants). She danced with the Moon and conjured the brothers Ocarus (God of Dreams), Etos (God of Peace), and Pelios (God of Emotion). Because she was Life, she loved the lives of her children. Because she was their mother, she taught them to love and to dance.

Wodea and Ocarus grew trees so tall that their skin turned hard as iron and divinity was trapped within their branches. The trees filtered this power into their roots, creating Xunos (God of the Wild), who in turn brought forth the elves to tend her new garden. Radia was seduced by Etos and Pelios, calling forth Lordros

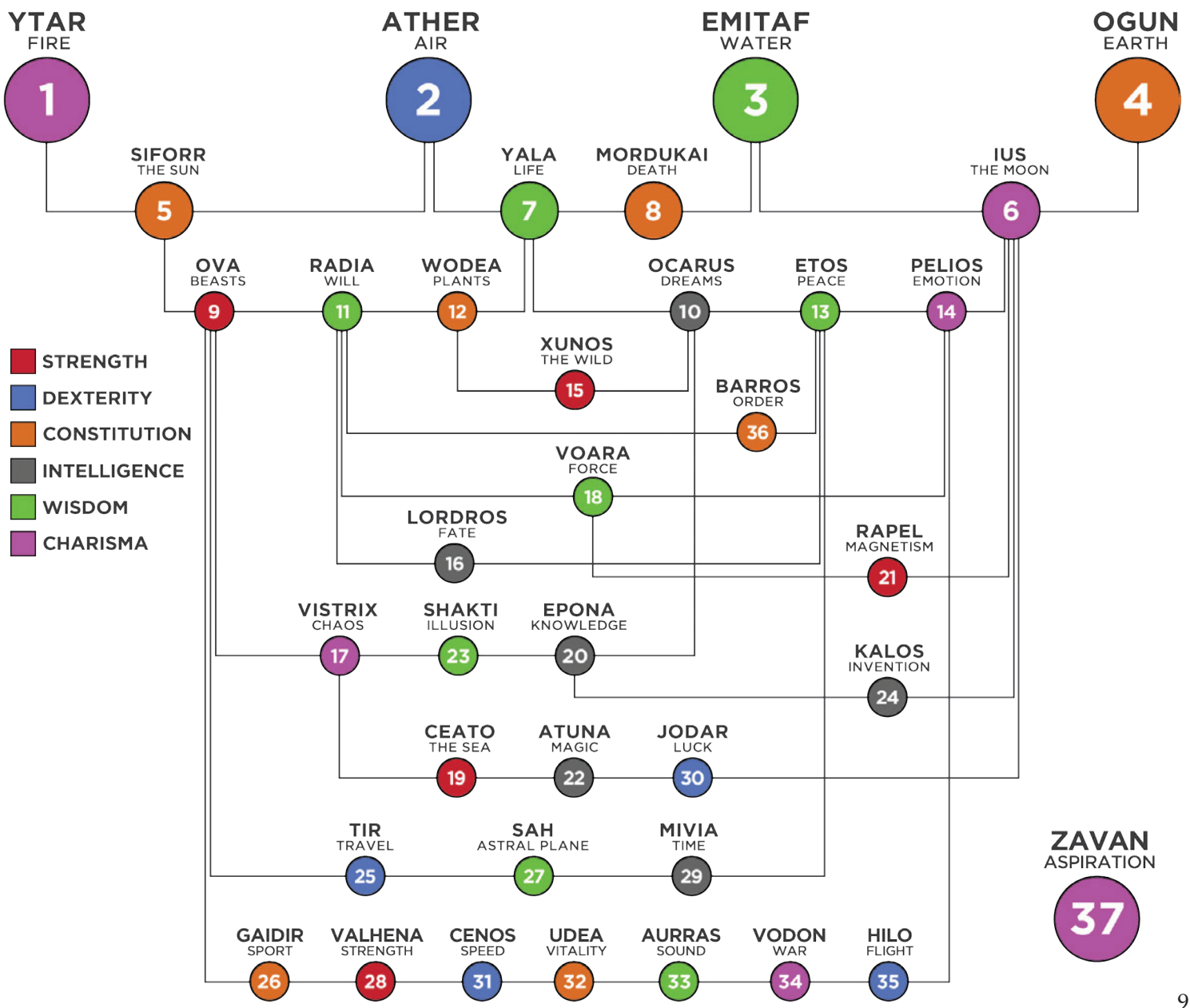
(God of Fate) and Voara (God of Force), respectively. Ova and Ocarus brought forth Vistrix (God of Chaos), Shakti (God of Illusion), and Epona (God of Knowledge).

The trickster Moon lay with many of his grandchildren. Voara bore him Rapel (God of Magnetism), while his union with Epona summoned Kalos (God of Invention). The gods of magnetism and invention would later combine their power and forge dwarves from stone and magic. Vistrix was Ius's favorite, and their millennia-long tryst gave birth to Ceato (God of the Sea), Atuna (God of Magic) and Jodar (God of Luck).

Ova was wild, as beasts often are, and the sons of Ius were seduced by her life made flesh. Ova and Etos allowed for Tir (God of Travel), Sah (God of the Astral Plane) and Mivia (God of Time). Ova and Pelios shook the heavens with their love, and called forth seven children: Gaidir (God of Sport), Valhena (God of Strength), Cenos (God of Speed), Udea (God of Vitality), Aurras (God of Sound), Vodon (God of War) and Hilo (God of Flight).

Radia and Etos recoiled in horror at the disorder wrought by their siblings' children and lay together to bring about Barros (God of Order).

The families squabbled, as families are wont to do, but the gods maintained a delicate balance by agreeing to return to the First Law: no more gods. And for ten thousand years, there were none.





# CHAPTER ONE: HISTORY OF GODSFALL



*Queen Sirena Kladio,  
the rightful heir to the  
Godking's Divine mantle  
and the throne of Ani.*

## BIRTH OF KHALGUN

Siforr was the first of the children to claim his domain. His ambition shone white and hot, forcing even Ytar to veil her eyes. He used that distraction to steal a single flame from his mother and gave birth to the Sun.

Ogun was enraged by both the petty theft and arrogance of the young god and drew together every spec of dust that cast a shadow. He combined this mass to form the first planet and mocked Siforr from where his light could not reach.

Weary of her brother's conceit, Emitaf wove a net of clouds and lighting around the planet, summoning a year of storms that drowned rock and stone beneath miles of ocean.


Ather was delighted by these waters but missed singing along the peaks of his brother's mountains. He raced along the sea with arms spread wide, parting the water and dredging the seabed so Ogun might once again see the stars. Shaken from his watery slumber, the God of Earth grew his lands ever taller until they towered above ocean once more.

Most of the planet remained water, and Ius danced on these oceans, his ivory skin gleaming in the sun's brilliance. His dancing was nearly as beautiful as himself, and he entranced the gods long enough for him to siphon off a bit of each of their divinity.

He used this stolen power to draw an alien body, dense and obscure, far from beyond the sun's watchful light. Ius choked the skies with clouds, concealing the meteor's approach, and sent the twisted mass of ore and rock crashing into the planet. The catastrophic impact evaporated the oceans and toppled mountains as the meteor carried straight through the earth, exploding from the opposite side in a raging mass as white and hot as the sun. When this ball cooled, it formed the moon.

As the moon settled and storms returned oceans to the earth, Yala brought life to the planet in wild, reckless abundance.

Every kind of flower, plant, and tree took root. Every type of fish, whale, and serpent splashed into the sea. Every creature that walked upon and flew above the land now poured over it. Yala saw all this and gave no pause. Instead, the God of Life set about combining what she had made. Owls that were also bears, horses that took flight upon feathered wings, and great dragons who could assume any form and weather any height or depth.



The gods paused their bickering as they marveled upon the chaotic wonder Yala wrought. Then they too forged life from this new world.

The elves came first, emerging from the roots of the vast Ironwood as their massive canopies captured divinity from the Weave and birthed the first wild elves as their eternal defender. They were born under the light of the moon and were thus claimed by Ius. The God of the Moon was delighted by the elves and danced with them, gifting them divine beauty and long life.

The grandsons of Ogun (God of Earth), Kalos (God of Invention) and Rapel (God of Magnetism), sought to replicate this divine birth. They combined magic with their divinities and forged the first dwarves out of rock and stone. The other gods saw these new beings as crude and ugly compared to the elves and chased them back into the mountains of their birth. This rejection made the dwarves bitter towards the other races of mortals and set them on a path for centuries of conflict.

When the first tribe of elves stole magic from the dwarves to counter their constant warring, the gods were shocked by the brazen theft. They cursed the elves, drained their skin of pigment and cast them into the blasted desert. Ius fooled the gods, hiding his elves under moonlight and guiding them to the protection of the limestone cliffs they still call home.

Other races followed, but none were as prolific as the humans, hyper-evolved from apes through a century of divine meddling. The elves called these creatures “Khalkhi (KAL-key) Ogun,” or “Children of Ogun” as a mockery to their crude birth.

Over the millennia this became “Khalgun (KAL-gun),” and the first planet found her name.

### **ZAVAN, GOD OF ASPIRATION**

Dwarves were the first race to be given magic, as they were jealous of the elves and their millennia of life. They became fierce guardians of this new power, which they used to create great feats of architecture and technology. Once their towering dwarven halls could be made no more magnificent, they set about shaping the world.

Centuries of dominance made many of the dwarves as selfish and petty as the gods. The elves eventually grew tired of their constant warring and stole the secrets of magic from them, teaching the knowledge to the others races to restore balance. Enraged, the dwarves declared themselves the enemy of all races of

people, and the Hundred Years War began.

As death and turmoil spread across the land without intervention, humanity grew distant from the gods. The great human city of Ani rapidly expanded as more and more people fled behind the walls of the capital to seek reprieve from constant violence. The city prospered, a shining light in the darkness that threatened to consume all. People began to idolize human creations over the divinity of the gods.

When the millionth person was born inside Ani’s sprawling slums, humanity also birthed its first god; a brave and noble human warrior known as Zavan. Now an omnipotent being blessed with the practicality and impatience of a mortal, Zavan immediately set about improving Ani, raising towering walls that carried magically purified water along the tops of its ivory embattlements. He dug a great canal that brought this water into the heart of the city, blessing its inhabitants with good health and bountiful crops.

With the capital in order, Zavan set about ending the Hundred Years War and unifying the five kingdoms under his rule. In just over a decade he brought the races and cities under a single banner, forging the most powerful empire the world had ever seen.

The speed at which the God of Inspiration worked, combined with the ease at which he wielded his new divinities within his realm, terrified the old gods and goaded them into swift action (swift for immortal beings, at any rate). A pact formed from an unlikely cabal of Siforr, Xunos, Vodon, Vistrix, Voara, and Barros. On the first day of the sixteenth year of Zavan, they attacked at once, intent on killing the God of Inspiration with a single strike.

What they had not planned on was the God of Death finally taking a lover. They had certainly not expected how fiercely he would fight to protect him. The titanic conflict that ensued quickly spilled across the entire pantheon as each deity was forced to chose a side.

The Great Godswar had begun. It would barely last an hour.





# CHAPTER ONE: HISTORY OF GODSFALL

## **BREAKING OF THE WORLD**

As the gods battled for control over the mortal realm, they tore the planet asunder. Millions of creatures perished within minutes as divine energies not seen since the creation of the universe were harnessed as sword and shield.

In the final moments of the hour-long war, Zavan gave his life defending the five nations. Siforr struck at him again and again, sundering the land with earthquakes and volcanos. To save the city of Ani, Zavan sacrificed a third of Kadar and much of the countryside surrounding the capital city as it sank beneath the waters of a new inland sea. In his dying moments, Zavan flooded the Bridge and linked with every citizen of his empire, desperately searching for an heir. He found Jakub Kladio, a simple farmer from southern Kadar. Zavan willed his waning divinity into his arms, armor, and equipment and then bestowed these artifacts to Jakub, anointing him as the Godking of the Five Kingdoms.


As the storm that had engulfed the entire world bore down on the Five Kingdoms, Zavan gathered the raging magical forces and used them to form a permanent barrier, shielding the ravaged nations from total annihilation. The staggered survivors set about extinguishing fires, clearing sodden fields and rebuilding what they could of their former lives.

*King Jakub Kladio,  
the keeper of Zavan's  
eternal kingdom and  
the Godking of Ani.*

## **YEAR 1**

The five kingdoms sent explorers to every edge of the Worldstorm on land and sea. Those that returned reported a swirling, impassable wall of wind and lightning over a mile high, and so dense with dirt and debris that vision stopped soon after the storm's edge. Others reported enormous, winged beasts darting in and out of the tops of the storm clouds. After a decade of search and scholarly debate, the leaders of the new world came to a grim conclusion: the Godswar had destroyed the entire world, save for a broken, scorched, drowned continent shielded from oblivion by the dying oath of the last god.

With a sea now separating the Five Kingdoms and a demigod unwilling to use his new powers to force compliance, the union of nations quickly broke apart. The capital city of Ani remains fiercely loyal to their Godking, safe within their unassailable walls. The South was split in two with the rocky, forested East returning to ancient royal bloodlines, and the fertile West breaking into a dozen fiefdoms loosely united under an elected council.



The largest and most northern of the five kingdoms fell into decades of anarchy as famine and disease ran rampant. Out of this chaos a priesthood arose whose acolytes preached mortal solidarity; foolish, petty gods destroyed this world, so man should reject all things godly.

This order sent inquisitors to every corner of their broken nation, bringing relief in the form of food, supplies, and labor. Their priests carried gems mined from deep within the dwarven capital of Gal-Hadir that glowed in reaction to the presence of magic. They used these stones to collect and destroy items infused with magic and repurposed enchanted weapons to forge anti-magic baneswords.

### THE GODKING

Imbuing the last of his Divinity into his possessions and arms, Zavan passed on tremendous power to Jakub Kladio. Zavan's anointed sword, armor, cloak, rings, boots, helmet, gauntlets, crown, belt and tabard were artifact-level items, instantly transforming Jakub into the world's last demigod.

After a period of adjustment to near-godhood, Jakub set about putting the great city of Ani in order. He established a ruling council staffed half by public vote and half by royal bloodline. The throne secure, he turned his attention to the shattered remains of his once proud kingdom.

Though hunger would claim many over the next decade, Jakub was able to organize a fleet of relief vessels in an attempt to stem the starvation. While their most fertile lands had been lost to the scorching rays of the sun, ash from the Burning Eye caused areas in the north to flourish.

An island chain formed by lava in the Godswar became a haven for the root vegetable staples of the north. Admiral Yosef Kadar claimed these islands for the people and turned what was left of his navy into a national farming relief effort. To foster peace, Jakub gifted a hundred ships to Admiral Kadar, allowing him to suppress the various warlords that had carved up the North and spread humanitarian aid to all in need.

In the 33rd year after the Breaking of the World, the Empire of Kadar was officially chartered. Twenty-two years later, the empire would declare war on the Godking. Backed by the technology of the northern dwarves, a powerful navy, and gold from Ryzan, Kadar invaded the south.

Their superior numbers and technology allowed

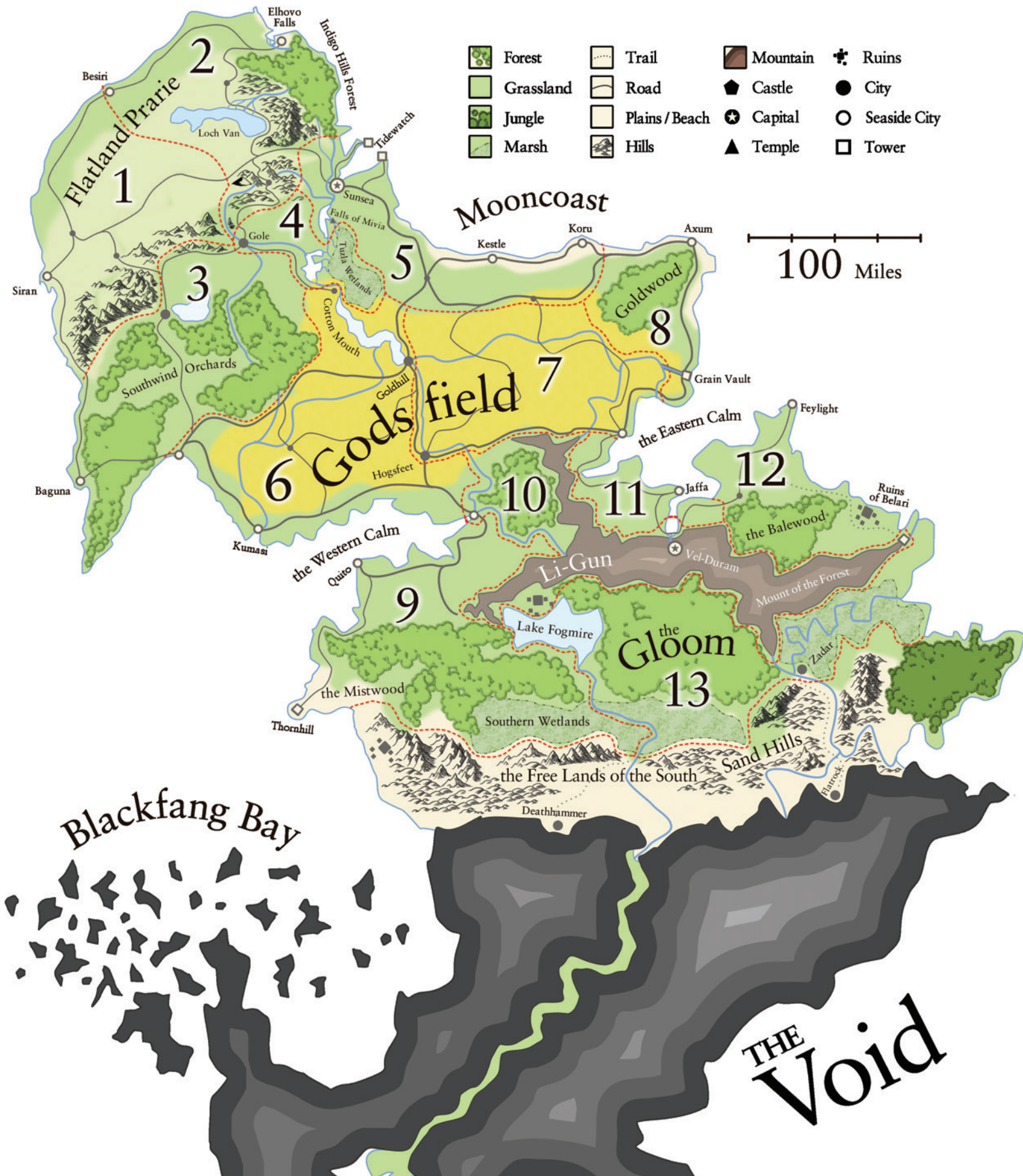
Kadarian troops to overwhelm the Republic of Wessle, followed quickly by much of eastern Brenus. The dwarves of the east stood in opposition to their world-conquering brethren and forged an alliance with the elves of the Ironwood and the humans of the Highgrass Plains, holding the invading army at the Voiceless Peaks.

Desperate to break the stalemate, Kadar agreed to begin transferring the magical items, armor, and equipment they gathered during the Southern Campaign to Gal-Hadir. Weapons were still reserved for the crafting of new banesword, but all other items were turned over to the dwarves. They broke them down in massive lava forges and used the raw magical elements to create horrific stone and metal constructs that fed Kadar's war machine.

Though pressed hard, the Eastern front held due in no small part to the clans of treants and trolls that lumbered out of their forests and marshes to meet these inhuman giants eye-to-eye. The battle was turned, and within a year royal forces loyal to Ani would take the Kadarian Highlands and establish their will over the banks of Ryzan. Without gold to fund the war, Kadar had no choice but to agree to a peace accord in the 48th year since the Breaking of the World.



# CHAPTER ONE: HISTORY OF GODSFALL







## REPUBLICS OF WESSLE

The heart of Wessle boasts hundreds of square miles of flat, lush farmland fed by a web of rivers and lakes that allow the country to serve as the breadbasket for the rest of the known world. Composed of thirteen independent states, the Republic is ruled by a council that shares both power and responsibility for the nation as a whole, distinguishing it as the only true representative democracy within the Five Kingdoms (even as a handful of the states withhold that freedom from their citizens).

Aside from sharing matters of politics and trade, the states remain largely independent, claiming separate currency, traditions, and laws. Several nations carefully guard their borders, requiring travelers to carry various documents (or a purse full of golden bribes) to gain passage.

The capital of Tidewatch serves as both national government and major trade hub for the republic, centering most of the nation's power in the north while the majority of food production (and resulting wealth) resides in the south. The settled lands of the north make up the bulk of Wessle's humanoid population, each sharing equal representation on the Council of Thirteen.

The continent of Wessle is a rich cornucopia that stretches across all the lands of the north. To the South, thick, old forest choked with underbrush spread across the land before the leafy canopy gives way to the humid rot of a vast, boiling swamp known as the Southern Wetlands. A network of vents pumps primordial gases into the marsh, killing nearly all life within as the heated water belches plumes of acidic gas. What trees remain have tendrils of bleached roots that snake along the surface for hundreds of feet in all directions, erupting from the leafless mass of a mottled, gray trunk.

Beyond the verdant, rolling crests of southern mountains lies the Gloom, a mostly uninhabited swath of rainforest and swampland stretching from coast to coast. Further south, grass gives way to rock and grit as the Sand Hills rise to meet the towering, ash-black walls of the Coalspine.

Sun and wind conspire to scour the southern hills leaving them largely dry and barren, inhabitable only by tribes of orcs that have sought refuge in its punishing bleakness. Of these outcasts, two majors centers of power have arisen: the relatively peaceful orcs of Clan Flatrock, and the bloodthirsty raiders of Clan Deathhammer.

### 1. ANKARA

Ankara is a large quarter-circle of windswept plains met on her eastern edge by a series of low, rolling hills. Coarse, yellow-tipped grasses cover gently sloping mounds in thick, golden blankets. The grasses support several species of herding animals.

The lands around the capital of Siran are well known for both their superior horses and the masterful riders who tame them.

Fifteen-foot-tall boars called granta dominate the north of Ankara. Standing as tall as an elephant, grantas gather in close-knit families that actively protect one another and share in the responsibility of raising their young. The beasts are feared as much for their raw physical might as their cleverness.

Slavery is illegal in Ankara, which formed from a slave rebellion after the most recent invasion from Kadar. It is the only republic to offer sanctuary to escaped slaves, though they will extradite anyone who commits crimes beyond those necessary to free themselves from captivity, a frequently exploited loophole.

### 2. VARNA

Sharing a southern border with Ankara, Varna also shares their grantas as the lumbering boars migrate across their lands to drink at a long, deep freshwater scar known as Loch Van. Many speak of a beast that lives in this frigid darkness, though only a handful claim to have seen its gargantuan, hunched form slip beneath the murky waters. The vast hills are choked with thick, waxy leaves that fan out from a blood red center to a dark purple with a strip of ivory along the edge. The plants are as tough as burlap and extrude a viscous sap if cut or burned. Passing through them reduces speed to one-quarter movement and passage with horses or wagons is impossible.

Further east lay the Indigo Hills Jungle, a rainforest dominated by three trees: the Black Alder, which mainly lives at the forest edges, in swamps, and along riverside corridors; swathes of Ivory Beeches, tall, slender trees with white bark that flakes off and rolls to reveal a deep navy; and equally large groves of stirge nests, also know as Sweet Chestnuts. These trees get their name from the nest-like fibers that surround clusters of blood-red nuts that resemble the roost of a stirge. The creatures live in abundance at these woods and use the trees as natural camouflage to hatch their young.

# CHAPTER ONE: HISTORY OF GODSFALL

At her far southern border, the Indigo Hills rise out of the vegetation to form a series of towering stone pillars, the largest stretching 2,000 feet into the sky. This monolith is known to the locals as Beyazit Kulesi, or the Fire Tower, and is what remains of the core of an ancient volcano. Deep underground chambers once filled with molten rock have long gone cold and brittle, their walls invaded as subterranean lakes broke to the surface in huge gouts of water that formed the mouths of two mighty rivers: the Asi to the east and the Asta to the west.

## 3. SHUMEN

The warm, wet lands of Shumen are home to a series of fruit-bearing forests that cover the Republic, known collectively as the Southwind Orchards. Plums and dates dominate the North while peaches, pomegranates, and sweet cherries form thick canopies in the south and east. Loquats grow wild across Shumen, attracting granta herds in the early winter who travel south just as the clusters of pear-shaped, two-inch-long fruits are in full bloom.

The fruits are yellow to orange, depending on how mature the plant, and when ripened deepen to a waxy crimson. The succulent, tangy flesh is white, yellow or orange, again, depending on the age of the plant, and acidic to very sweet. The capital of Baguna is an active shipping port as seasonal torrential rains make transporting wagons burdened with heavy loads of fruit nearly impossible.

## 4. VRATZA

Close to half of the landlocked republic of Vratza is composed of the Tuzla Wetlands, a marsh dominated by thick clumps of mangrove trees. The capital Gale strides the mighty Asta, the towers of her cathedrals carved from the sheer bedrock that split the river in two. The people of Vratza have long been worshipers of Mivia, a belief held most strongly by the rural population who live along the edges of her lakes and rivers.

In late Sifan, those who remain faithful journey deep into the heart of the Tuzla Wetlands in search of a type of mangrove tree named for the god herself. These Mivia Mangroves grow smaller than the rest

with pale lime green seed clusters that form deep within its tangled mass of roots. The seed pods remain submerged for all but two weeks of their production. When the water levels lower, their waxy, waterproof shell dries out and falls away, revealing a downy, yellow fluff that covers the ivory fruit, used both for its medicinal and intense psychoactive properties.

Creatures that consume the seeds are said to see snippets of their past and future from within dreams that merge with their waking conscious. Continued use of the seeds is said to lead to blindness and madness.

## 5. PENRICK


The grand city that houses the capital of Wessle, as well as her Council of Thirteen, sits in the north of this lush grassland that bends east to gently cup the Kingsea with long beaches of shimmering white sand known as the Mooncoast. Rolling gently before the amber towers of Sunsea is the Golden Bay, a tranquil spearhead of clear water protected on both sides by rocky inlets that narrow when it meets the Kingsea.

A pair of watch towers carved from crystalline amber are lit at all times by huge braziers, creating an illusion that they are twin columns of orange flame. This magic gives the Pillars of Siforr their name, while also providing ships sailing at night a pair of shining beacons by which to safely navigate the waters surrounding Tidewatch.

While not as prosperous as the lands of the Godsfield, pigs, oxen, and sheep grow fat from Penrick's endless grassy hills and abundant schools of fish that pool just off the shore. Rivers tumble out of the Indigo Hills and spill across thick forests to gather in a narrow, warm lake that runs clear all the way to the bottom. Algae from fallen logs that crisscross the turquoise lake bed combine with travertine that seeps into the water from surrounding hot springs. This mix forms a rainbow sheen that ripples across the surface in waves, mimicking the lights that appear in the night skies of northern Kadar.

The lake swells in the wet season and cascades over its steep eastern bank to form miles of mighty falls, some hundreds of feet high, which tumble down lush spillways to create dozens of smaller, crystal-clear pools. A series of these ponds form chains before joining a churning river that crosses the border into Vratza, eventually emptying into the Tuzla Wetlands. The highest and most powerful of these cascading waterways are named after the God of Time. The water that thunders over her soaring edge conceals a shrine to Mivia that can only be entered if the pounding falls are held back.





Twin bay side cities of Kestle and Koru were rich fishing towns that quickly grew into thriving metropolises. They are in constant rivalry with one other, most of which is in the form of open, healthy competition, but other feuds are solved by less noble means. Both cities are rife with slavers, a legal practice in seven of the thirteen republics. Out of those that prohibit it, only Ankara provides a haven for escaped slaves. Captured orcs and nationless humans are frequently shipped from the Free Lands of the South to work the plantations of the north.

## **6. KONDASSA**

One of the largest and richest of the thirteen republics, Kondassa claims much of the fertile lands of the Godsfield Valley, cradling the Western Calm at her southern border and Tuzla Wetlands to the north. Goldhill sits in the heart of the republic, nestled at the feet of Cotton Mouth Lake, a winding body of freshwater spawning several rivers that nourish the farmlands of Wessle. Goldhill is a sprawling metropolis that serves as the capital of Kondassa as well as a major trade hub for most of the inner continent.

Slavery is openly practiced in the republic and used as a primary form of punishment for dozens of offenses. Kondassa is ruled by the family after which she is named

who purchased the land nearly four-hundred years ago, buying their way to a throne they could not otherwise acquire. Vast fields of grain, corn, wheat and soybeans, staples of the staples of the Wesslean diet and major exports to the rest of the Five Kingdoms, covers most of the land. Cotton, Milkweed, and a variety of herbs and grasses that have medicinal or hallucinogenic properties, and frequently both, are found far to the West.

## **7. HASKOVO**

Across the mighty Sakara River from Kondassa lies Haskovo, the richest of all the thirteen republics. The soil is enriched by minerals that flow from underground springs around the northern foothold of the Li-Gun mountains (known to humans as Mount of the Forest). Rice grown in mineral-rich paddy fields here is particularly flavorful and desired all over the Five Kingdoms.

Aside from rice, Haskovo yields mostly wheat and soybeans, with mandarins, sugarcane and a variety of seeds: sesame, sunflower, and rapeseed being the most popular spread across the north. The city of Hogsfeet is the core of livestock trade for much of Wessle and the host of an annual celebration to the demigod Grunta, Lady of all Swine. The week-long festival concludes with



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Highharvest, a day celebrated across all of the kingdoms as the height of summer plenty, a time for revelry and gluttony.

## 8. LOM

The Republic of Lom juts out sharply from Wessle, splitting the Tranquil Bay from the Kingsea. Her ivory cliffs mark the nearest shore to the Kingdom of Brenus, and on a clear day the imposing sandstone walls of the Brackenhill Citadel are visible across the twenty-two mile wide channel.

The small republic is dominated by two key features: the Goldwood, a forest abundant in rich citrus fruits that encompasses much the North, and the Grain Vault. Constructed soon after the Godswar, the vault is connected to the winding Vedi River through a system of locks, allowing grain barges to safely bypass dangerous rapids and gain quicker access to the Kingsea.

## 9. RAZGRAD

The largest of the thirteen republics, Razgrad commands a broad expanse from the southern shores of the Western Calm, through the Mistwood and the Southern Wetlands right up to the footholds of the Free Lands of the South. The western edge of Razgrad rises to form a long wall of high cliffs that face the jagged spires of Blackfang Bay, a known haven for pirates and smugglers.

Thornhill Tower stands on the highest point and serves as an early warning system for raiders seeking to pillage her towns and villages along the eastern shore. Aside from these smaller communities, the only major city in Lom is Quito, a fishing mecca and final port of call on the Western Calm. Quito is a wild port populated with all measure of races and creatures, all restrained by few laws.

## 10. VEL-DURAM

The regular order of Gal-Hadir was thrown into chaos when clan Stoneburner, of which not a single dwarf had been seen in almost three-hundred years, returned to re-establish their birthright among the great northern houses. Wielding strange magics and advanced technology, the dwarves of Clan Stoneburner quickly ousted the ruling Knights of Vel-Duram, exiling them from the continent that would one day be known as Kadar.

The knights wandered for years before they arrived at Li-Gun, a steep, forking mountain range covered nearly to the peaks in trees and underbrush. They set to climbing and discovered a mighty subterranean river that burst from the northern face and tumbled into the Eastern Calm. It was here they built a new city and named it for their order. The city of Vel-Duram quickly grew rich, and some of the neighbors took notice.

Orc raiding parties attacked supply caravans traveling through Razgrad en route to the eastern port city of Quito. These attacks increased in boldness and brutality, eventually leading to a war that would continue for decades. The orcs were never able to take the mountain city, and the dwarves were never able to drive the orcs from their caves.


Though the knights fought fiercely against the Kadarian invaders centuries later, they were once again beaten into submission by the magics and advanced technology of their northern brothers.

As per Kadarian custom, those that survived were sold off as slaves. The halls of Vel-Duram were stripped bare of their treasures, and the city was cast, stone by stone, to the deep pool of water beneath the cascading falls. When the war was over, many of the freed knights returned to Li-Gun to rebuild their city, an effort that continues to this day.

Nearly three hundred knights live and toil on the mountain, painstakingly recovering every stone from the depths beneath Li-Gun falls to rebuild their once great city. They started this work with massive, open-air temples to Aurras, the old God of Sound.

The dwarves sliced off the highest peaks of Li-Gun creating a series of flat, stone pavilions set before half-dome amphitheaters, each perfectly arranged and attuned to amplify the voice of anyone on stage. Each Oathday morning, the knights take to these mountaintop stages and sing to the clouds, their rumbling notes carrying for miles.





In the days just before the Godswar, several of the knights had visions of Aurras' death and resurrection atop the mountain. Half a century after the world burned, one among their number was revealed as Aurras's successor.

From the moment his lungs had a voice, Ymir Wheelwright was recognized as the arisen God of Sound. His first cries so were so clear and pure they brought tears to all in attendance.

After Ymir had been recognized, the Knights of Vel-Duram grew far more insular to keep him safe as his abilities manifested. He has grown to be a handsome, talented singer who uses his voice as his bardic instrument.

### **11. KUBRAT**

The small republic of Kubrat lies pressed between the Eastern Calm and the Li-Gun mountains. The capital city Jaffra rests on the shores of a quiet inlet and serves mainly as a convenient port of trade for the dwarves rebuilding Kalimore.

### **12. SILISTRA**

The Republic of Silistra also juts out far into the Tranquil Bay, the gleaming emerald tower of Feylight standing boldly at the water's edge. Feylight sits at the mouth of the Eastern Calm, abundant in sea life that provides the towns and cities ringing its beaches and cliffs a bounty to exploit.

In early Sifan, the whipweed that chokes the waters around Feylight all produce their seeds in a single, mesmerizing, week-long event. Millions and millions of tiny glowing seedpods rise to the surface of the water and crack open, revealing a dozen feathery stems. Winds pick up the feathers and carry them along, transporting a single, glowing seed across the water's surface. The pods attract birds, bats, fish, and other creatures that gorge on the seeds and spread them across the south.

### **13. LOVECH**

The sprawling republic of Lovech is largely a country in name only. Much of her lands are uninhabitable. The Gloom is a dangerous and impassable forest. The Southern Wetlands are infested with giant crocodiles and trolls. The ruins and land around Lake Fogmire are said to be cursed for all time. Those who enter the silvery fog that permanently obfuscates her shore immediately and irrevocably lose all memories of their visit,

guaranteeing that none ever discover what lay within

Only the capital Zadar could be called an actual city, and even then only boasts ten thousand full-time inhabitants. Many more drifters, seasonal workers, and other migrants pass through the area, swelling the temporary population by half during peak seasons. Roughly ninety percent of the Zadarian floodplains are submerged during the rainy season, nurturing an astonishing biologically diverse collection of aquatic plants and a dense array of animal species.

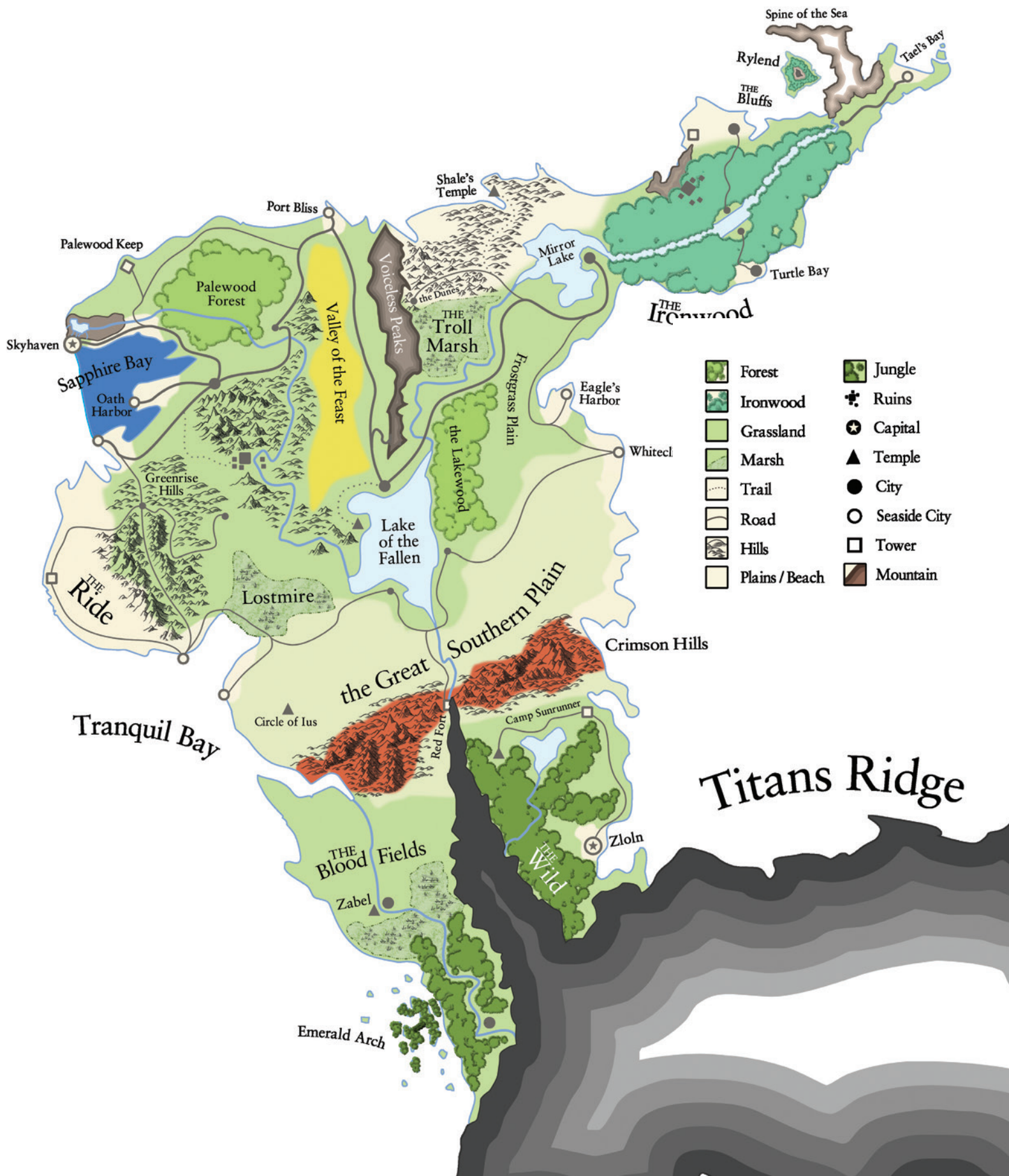
The floodplains are a vast, sloping basin that receives runoff from the Li-Gun mountains, slowly releasing its accumulated water through the Narva River and into the Tranquil Pass. During this seasonal flooding, miles and miles of red cargo rice are planted in the natural paddy farms that form in the flooded valley with the help of many temporary workers. The conditions are harsh, and even the smallest infraction can result in a punishment of being enslaved and sold up north, but for many, it is the only way to gather enough food to survive the winter.

### **FREE LANDS OF THE SOUTH**

A fifty-mile wide band of blasted rock and scorching sand separates the edge of Lovech from the towering onyx walls of the Coalspine, a lawless place known as the Free Lands of the South. Two tribes of orcs rule most of this gravel desert, with the bloodthirsty raiders of Clan Deathhammer controlling the West, and the relatively peaceful Clan Flatrock dominating the East. Small communities of outcasts also find a home among the rocks and hills, while strange Elves with copper skin and pale yellow eyes are said to inhabit the jungles of the East.

Two massive rivers are the primary source of fresh water in these lands, one draining from the overflow of Lake Fogmire while the other forms from melting snow and captured rain flowing from the slopes of Li-Gun. The former drives a great river deep into the heart of the Coalspine, winding through a narrow crevice for hundreds of miles before opening to reveal a land forgotten by time.

Cut off from the rest of the world and kept oppressively humid by natural springs and thermal heat, this pocket inside the colossal Coalspine is home to thousands of species long thought extinct to the rest of the world. It is also home to the guidari.







## KINGDOM OF BRENUS

The Kingdom of Brenus is united in name only. The Wild Elves and their Ironwood rest firmly within Brenus's eastern borders, though they pay no tax on their land and allow no official boot to tread within. It is the same story again with Ryland, a mountainous island nation of independent Dwarves and Elves just north of the Ironwood, while much of the south is wild and lawless.

The continent is split into West and East by a narrow mountain range that itself is halved by a tranquil lake over fifty miles across at its widest. Below this inland freshwater sea lies the Great Southern Plain, a vast expanse of shrubs and King's Grass that stretches from coast to coast. The plains rise to meet a line of steep hills stained with rust from the thick veins of iron that run through them.

The nation's true might lies around the Sapphire Bay, a deep well of water encrusted with rings of dense coral and bordered by much of Brenus's western coast. The entire bay is rich with sea and plant life, enough to support a trio of influential trade cities: Cape Tripletail, Oath Harbor and the capital Skyhaven, one of the oldest human cities in the Five Kingdoms. The palace within its brightly painted walls has been ruled by the same royal family for over five hundred years, its throne currently occupied by the young King Arion Vallis.

The land South of the Crimson Hills is split again by the leading edge of Titan's Ridge, separating them into the rainforests of the East and the marshland tropics of the West.

### BLOOD FIELDS

Below the Crimson Hills and the dwarves of the Red Fort, a massive finger of Titan's Ridge splits southern Brenus in two. On the western side of this sheer, onyx cliff lay the Blood Fields. The humid wetlands are named for the life spilled in conflicts between the tribes of Zabel and the dwarves tasked with keeping those tribes from raiding Brenesian ranchers in the Great Southern Plain.

The city of Zabel rests on a wide river. On the west bank sits a mighty ziggurat built from huge bloodstone slabs mined from the Crimson Hills and floated downriver on massive barges. On the east bank rests the city, a series of low, square buildings built from mud brick and washed in glittering hues of copper, gold, and silver. Azure fountains shaped like spacious, knee-high bowls lined with gold-leaf dot a series of broad, open plazas throughout the city.

The people of Zabel see themselves as the rightful rulers of all Brenus, a land which they call Verlindi or "The Promised" as it translates in common. It was said Vistrix herself swore to bequeath all of Brenus to them, and the people of Zabul have fought bitterly for their birthright.

### LAKE OF THE FALLEN

Before the Godswar the Lake of the Fallen was an extension of the Lakewood (then known as the Plainswood), covered in hearty cottonwood trees and tended by a dutiful clan of wild elves. It was here that Emitaf fell, betrayed by her siblings of Fire and Earth, sundering the land and forming the impossibly deep Ruun-Lon (Lake of the Fallen) from her blood.

### GREAT SOUTHERN PLAIN

Rolling, green hills swept with moisture-laden winds from both west and east coasts dominate the core of Brenus. Millions of cattle, sheep, pigs, and oxen are tended by nomadic families of shepherds who have worked this land for generations.

The Knights of Brenus enforce the peace on these lands, but skirmishes between families and tribes are still common, as are rustlers looking to make off with a valuable herd.

### PALEWOOD FOREST

A dark, tangled glade of overgrown elms and choking underbrush, the Palewood was once tended by a clan of wild elves. When the forces of Gal-Hadir marched across Brenus, the Elves stood with their human and dwarven brethren. As punishment, Kadar sent airships over the canopies to drop flaming acid from above and burned the elves from their treetop homes.

Those that fled were cut down once they reached the edge of their forest, with only a handful of the clan escaping total annihilation. To this day the forest remains haunted by this brutal extermination and few locals will gather near it, much less step foot inside.

### PORT BLISS

Sitting at the top of Brenus's grain valley and serving as the most accessible docks for trade ships from Ryzan and Kadar, Port Bliss has rapidly expanded after the destruction of the Godswar. Once a military stronghold the city has spilled beyond its stone walls, forming dense slums to the west and east, flooding the market and docks with cheap, expendable labor.

Bribery and blackmail keeps the leaders of Port Bliss

corrupt; nearly a fourth of the goods that travel through the port are improperly recorded (if they are listed at all) in order to avoid Ani's steep tariffs on all goods that pass through the Kingsea. The lords of Skyhaven are aware of the black market but have little incentive to correct the issue as the illegal trade keeps prices on imported goods low throughout the kingdom.

## THE RIDE

Waxy, blue-green blades of grass roll across the open lands that rise to meet a series of tan hills along the western shore of Brenus. These fields and pebbled slopes are home to riders and horses without equal throughout the Five Kingdoms, and the Knights of Brenus are thick with their number.

## RYLEND

Just north of the Ironwood, nestled in the claw of the Spine of the Sea sits a mountainous island nation known as Rylend. The fortified city in the clouds was the first built by Dwarven and Elven hands, founded by those who viewed human ambition as a grave threat to the entire world. This belief has only strengthened after the Godswar, leading Rylend to declare itself independent from the Five Kingdoms. Any Dwarf or Elf who seeks refuge within her walls is granted such – most other races are tolerated, but humans are killed or captured on sight.

Once a mighty volcano, Rylend has been dormant for nearly two millennia, still long enough for her crater to fill with water and the rim to be covered with a forest of Ironwood. The city rests midway on the Southern edge of the island, snaking around to terraced paddy fields along the North and East, and the Snowspire to the West. The freshwater basin above runs in rivers around and through the city, plunging down tunnels and over water wheels crafted by Dwarven hands to harness the power of water and gravity.

The Snowspire sits at the top of a cliff to the west of the city, a 600 foot triangular spike of white marble resting atop a hexagonal base. A cascade of twenty glass balconies rings the tower, evenly spaced from the foot to the very top. It was constructed with the help of Jakub Kladio using raw, God-forged marble from projects left unfinished by Zavan, a gift to the people of Rylend for their help in thwarting the world-conquering ambitions of Gal-Hadir. The tower serves both as a repository for knowledge and a vault for some of the most powerful magical artifacts ever constructed, a shining counter to the coal-black walls of Barros' Union.

Before the Godswar, Rylend had an entire fleet of sailing ships formed from living Ironwood, called fogcutters, for their ability to surround themselves with a dense, misty vapor that reduced vision to a few dozen feet. Today only three remain.

The ships are long and narrow, sweeping dramatically

in the aft to form a large forecastle. The captain's wheel sits atop a bridge suspended on graceful, slender pillars of Ironwood that sweep out from the desk to hold it aloft. A single, massive, living Ironwood trunk forms the only mast, adorned with five triangular sails of warm ivory lined with gold.

Much of the rest of the vessel is also very much alive, with curtains of moss that pull back with the wave of a hand and photoluminescence globes that light up the interior. Fogcutters are even capable of sifting fresh water from the sea and depositing it cold and crystal-clear throughout a series of basins and sinks within the vessel.

## SKYHAVEN

The sprawling capital of Skyhaven rests at the foot of a massive outcropping of rock, separating the public areas below from the royal palace and senate above. Enemies of Brenus broke themselves against her sheer cliffs for centuries before the airships of Gal-Hadir soared high above them during the last Great War.

The city serves as both trade hub and governing body for the kingdom and is second in size and population only to the great island nation of Ani. A lake rich with minerals flows down from the cliffs and into the Sapphire Bay, an inlet so deep and blue that some believe it to have no bottom. An abundance of life swirls about in these waters, enriching the coast and the people who live along it.

## VALLEY OF THE FEAST

Clouds that roll off the Kingsea laden with moisture crash against the Voiceless Peaks, dumping thousands of cascading torrents into the Valley of the Feast. The result is a two-hundred-mile swath of rich, temperate farmland that forms the breadbasket for nearly all of Brenus.

The people of the valley are a hearty folk. When Kadar's war machine battled the remaining Brenesian forces to a standstill at the Voiceless Peaks, they ravaged the local farmlands for food and supply, leaving those who remained to starve. Communities banded together to share what meager resources they had left, and that spirit of cooperation has prevailed in the heart of those who live in the valley to this day.

## TURTLE BAY

Nestled against the tall cliffs that draw up from the eastern sea and greet the soaring, blue-green trunks of the Ironwood is the quiet seaside town of Turtle Bay. A long sandbar juts from the edge of the land, forming a tranquil inlet where schools of fish gather to feed on an explosion of water-bugs each summer.

After the Godswar, many creatures found themselves trapped within the eye of the Worldstorm and cut off from their normal patterns of life. A pod of several thousand sea turtles, pregnant and exhausted from



battling the churning waves, beached themselves at Turtle Bay (which at the time was known as Dorsal) and promptly laid their eggs.

Shaken by the devastation of the planet and riddled with guilt over surviving the cataclysm mostly unscathed, the people of Dorsal were overjoyed by the wave of tiny sea turtle hatchlings that followed. They dug trenches, cleared fields, moved herds, and even tore down fences to clear paths for them. Adults gathered lost hatchlings in sloshing buckets and carried them to the shore while children ran up and down the beach, chasing away birds eager for an easy meal.

The next year the turtles returned, and the village once again took up their self-appointed roles as shepherds of their ocean flock. The villagers began to plan ceremonies and sports around the week-long event, and soon Turtlefest was officially born. Word of the celebration quickly spread and, in its fifth year, the people of Dorsal officially renamed their town Turtle Bay.

## TAEL'S BAY

Sperm whales gather off the coast in late summer to eat and breed in large numbers. They are aggressive and dangerous, sinking a handful whaling ships each year, but the value of their oil outweighs the risk.

The Godswar destroyed the Weave and left much of the Five Kingdoms in disarray, spiking the demand for essential goods. Lanterns imbued with continual flames were commonplace in the magically-saturated old world, available for as little as five gold a piece. While that price still equaled a month's salary for the average person, the investment in an unlimited source of light was well worth the cost.

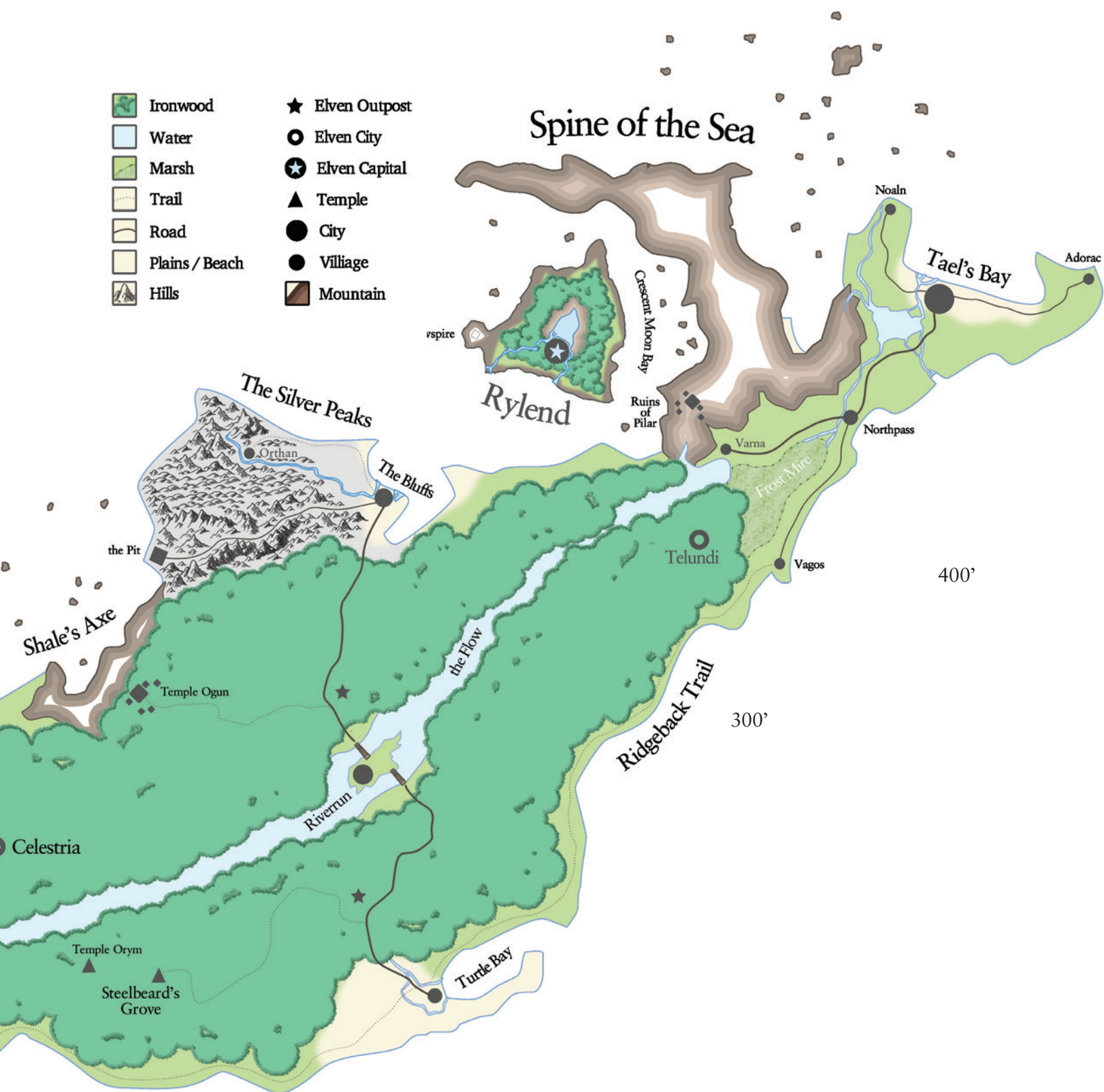
Once magic was destroyed, the flames extinguished, and the Five Kingdoms were plunged into darkness. Lamp oil and candles, long thought of as affectations of the rich, became a vital commodity overnight. Several whaling companies jockey for the best hunting grounds and influence over the city itself.

## VOICELESS PEAKS

It is said the the old God of Sound died on these



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## THE IRONWOOD

The most northern part of Brenus juts out far from the rest of the continent, swelling like a great whale before splitting at its tail to form a wide inlet. The towering Ironwood Forest dominates nearly all of this land.

Ironwood trees were the first to grow upon Khalgun, brought forth by Wodea to shield her and her sisters from the blazing scrutiny of their father, Siforr. Each time the God of Plants would raise her forest, the God of the Sun would scour the lands with punishing heat until fires reduced her trees to ash.

Undaunted, Wodea set out each night to plant her forest anew. As she buried her hands deep into the smoking soil, the moon shone brightly upon her and bathed her in a tranquil light that lifted her spirits. At midnight, as the trunks of new growth crackled and groaned above, the God of Dreams paid her a visit.

“You know that he will burn it all again, yes?”

Wodea pulled her hands from the earth and spread her arms to either side. “I do, but it still must be so. For even a few hours of peace from father are as an eternity.”

Ocarus reached out a hand and stroked the dense, vertical chords of crimson that formed the massive Ironwood trunks. “You always grow them the same. They cannot change?”

“They are the tallest and strongest trees this world can produce,” Wodea replied, her voice slow and heavy, swaying like wheat before harvest.

“These are as strong as can be made with mindful purpose.” Ocarus countered, kneeling and gently placing his hands upon hers. He dug his toes into the freshly turned soil and smiled, beaming with all the wonder and radiance of his moon-father, Ius. “Let us make them something else in your dreams.”

Wodea did not fully trust her cousin, but she was tired, so she let Ocarus lead her into sleep. The night was warm, and the air light as the two gods danced upon the Spine of the Sea and lay down by the mighty falls that rush life to the slopes of Rylend.

As the pair slept, the forest grew taller around them, its boughs fanning thick and wild until the canopy cast a shadow over most of the North.

The gods awoke an hour before the dawn on a wide bed of enoki.

“What are these?” Wodea asked, for they appeared as ghostly sprouts but did not sing with her touch as sprouts are wont to do.

“Mushrooms,” Ocarus replied, his smile grown a tad mischievous. “A present from my father to help tidy your

forest and grant food for they who will guard it.”

As the God of Dreams spoke, he waved a hand across the edge of the woods, and Xunos arose. Though shaped like a person she was not a person; her skin leaves, her muscle woven vines, her thick hair tendrils of moss-covered branches, and her eyes distant holes filled with glowing star-moths.

She stood nearly thirty feet high, perfectly set among the towering foliage that seemed to bend at her caress, growing ever stronger. As she strode through her forest, she called forth the first elves to help her tend it, each born from the roots of the Ironwood trees that drew divinity from the skies.

To the elves of the north Xunos gave bows and taught them how to hunt. To the elves of the south, she gave spear and shield and trained them to defend their new land. To guide both tribes she breathed life into the forest and called forth the first treants.

## RIVERRUN

An island that splits the Flow in the center of Brenus’s northern peninsula serves as the only trade post for the forest, and the only place the forest’s guardians will sell their precious Ironwood. The trade is strictly controlled; only items made from Ironwood are allowed to be sold and only registered craftsmen and shipbuilders are allowed to work with the raw wood. Kadar and the dwarves of Gal-Hadir are forbidden to trade in Riverrun, creating a black market that commands the obscene sum of a gold piece per pound of wood. Ironwood trees top out at over seventy-thousand pounds and have led to a common saying in the Five Kingdoms: “Money doesn’t grow on trees, but gold grows in the Ironwood.”

## SPINE OF THE SEA

Curling out from Brenus’s northern peninsula is a towering mountain range that rises sharply from the choppy waters of the Kingsea. Rylend sits in the cradle of the Spine of the Sea, protected from the storms and waves kicked up by the Worldstorm.

Pilar, the old demigod of mountains and bastard son of Ogun, made his temple at the peaks of these mountains and the land is still saturated with his divine energy. Snow falls continuously, forming vast basins as rocky slopes meet the frigid waters of the Flow. The snow reforms as soon as it is disturbed, retaining a constant depth and pristine surface. Footprints left in the snow magically fill in seconds after they are made making the mountains difficult to navigate (all survival checks are made with disadvantage).

## EMPIRE OF KADAR

The Empire of Kadar was once five nations of its own, split along racial lines to the north and long-standing family blood feuds to the south. Centuries of internal conflict kept the massive continent fractured until the heart of her vast grain fields were charred to its bedrock by Siforr.

The people who lived in this central valley of rich farmland were obliterated along with their lands, leaving few survivors. Less than a thousand remain, scraping a meager existence by collecting salt from the gaping Maw of Mordukai. When the God of Death fought Siforr to defend his lover Zavan in the great Godswar, a chasm was torn through the entirety of Kadar, splitting the nation in two.

The southern lands of Kadar were once known as the Shining Plain, a name still used by many locals to this day. It is a land of horsemen and ranchers who drive vast herds across her rolling hills. The hills are covered with a thick, blue-green grass that grows quickly and springs back from even the roughest hoof.

The broken shore along her southeastern border is dominated by the Southern Shield, a vast slab of pale gray stone cut in clean, simple lines that rises from the grassland in a huge ramp leading to the top of her fortress-like castle. Like the capitals of every nation, the Southern Shield sits on the Kingsea. Once Kadar was founded, her capital was moved north to the lush islands formed from the Burning Eye, a volcano summoned by Siforr in his battle with Mordukai.

After the war, these islands were claimed by General Kadar as public fields to feed his starving people. With this food, a fleet of over a hundred ships, and a new grain valley formed from the ashes that fell from the Burning Eye, his people were saved. The largest of these islands were named for the new Kadarian royalty and became the home for the empire's new capital.

Antalya is an island covered in lush farmland and orchards which produce some of the finest produce in all the Five Kingdoms. The great northern melon that grows only here, an ivory orb filled with a tangy, bright yellow pulp and seeds the size of a man's thumb, is one of her most prized. The powdered seeds from the fruit once served as the base for many bubbling cauldrons of magical brew.

The palace sits on the northwestern edge of the island, a stately castle of clean lines wrapped within a cocoon of five separate walls, each progressively taller as the land marches upwards to meet the conical towers of the castle within. The western edge of the castle opens into a hedge maze with leafy walls some fifteen feet high and five feet thick. In the center of the maze is a long pool with a series of lazy, quiet fountains that slowly churn the water within. A flock of peacocks struts about this inner garden, warmed by

thermal vents and underground springs all year long.

Kadar's people, cowed and ravaged by the cruel divinity of the gods, turned against their old masters and cursed them even in death. Temples across the continent were torn down or left to rot, while the remaining faithful were, and are, viciously persecuted. Magic is forbidden and ordered to be turned over to the state, which in turn hands much of it over to the dwarves of Gal-Hadir to be broken down in their massive lava-forges.

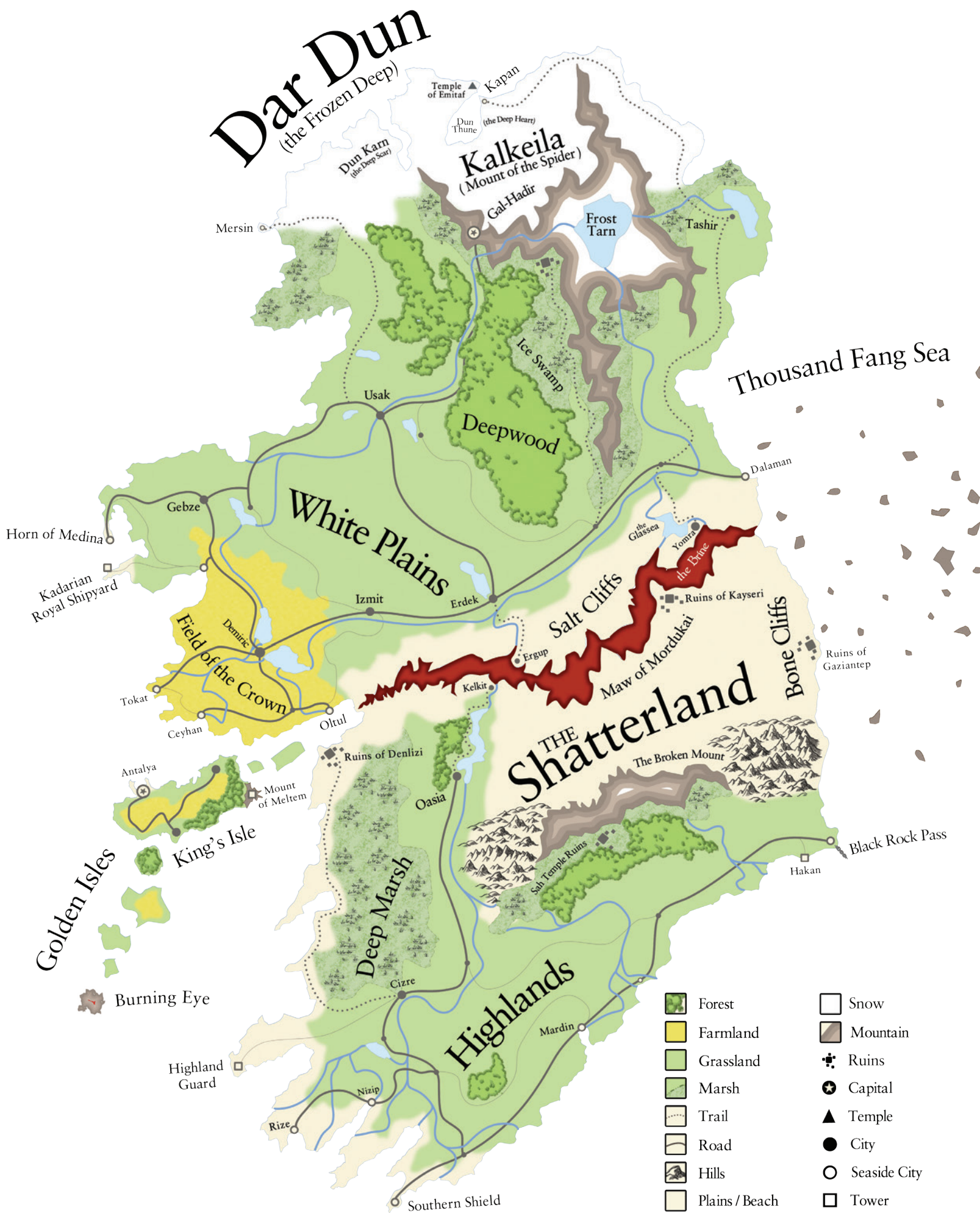
Though they claim to eschew all magic, Kadar takes regular shipments of magical constructs from the dwarves in the form of iron constructs. These steel giants are used for two purposes: thick copper rings are fused to their frames, allowing lines to be attached so they can drag ships into harbor. Others are covered in thick spikes and sent charging into battle, impaling their enemies as they press ever forward, covered in their screaming, flailing bodies.

While immensely valuable to both the Kadarian military and the naval might, the constructs are unsettling to people who were taught to distrust and hate all things magical. In retaliation to their inhuman power, the people of Kadar have sought to make a spectacle out of the iron giants through sport. Teams of three specially trained warriors engage with the constructs in an attempt to topple them before the constructs run them down. Many believe that these contests also served as a thinly veiled exercise for taking down the Godking.

It is thought that Kadar could have dozens, even hundreds of these constructs either active or in storage, and larger versions are rumored to exist, though none have ever been seen. Aside from the constructs, the majority of magic has been stripped from Kadar's great cities. Priests of their anti-religion regularly patrol the land, rooting out all remaining magic with blackened ironwood staves that clutch fist-sized seeker stones. In those found hoarding magic the punishment is always the same: death by public execution. The sentence is absolute; beggars and noblemen alike have suffered the same fate.

The Order of the Seekers believes that man is superior to all others, after all, it was man that survived the apocalypse that killed all the Gods. In this belief, they encourage a disciplined life of rigorous physical and mental training. Intellect is equal with brawn in their society, and a Prince only worth as much as the finest farmer, your value comes from what you can produce for the good of the country. Kadarians are expected to put their nation first and themselves, and even their families, second.







## DAR DUN

The mountainous northern shore of Kadar rises from a deep trench of frigid water called Dar Dun by the dwarves of Gal-Hadir and the Frozen Deep by those who speak Common. Whales, seals, and walrus are common on the shores and small islands of this bleak, frozen landscape.

A pair of inlets split the land, a long scar named Dun Karn and narrow opening that leads to the bay of Dun Thune. Both are impossibly deep, and it is rumored that Dun Thune has no bottom, just a tower of frigid water that plunges endlessly beneath the land. The truth is far more sinister.

Miles beneath the surface of Dun Thune, far from the watchful eyes of the arisen gods and the light of the sun, lies the body of the dead God of the Sea, Ceato. Bound by his friend Zavan, the God of Aspiration trapped his friend's soul inside his rotting flesh to provide Ani with an endless supply of water and the Worldstorm with enough raw power to sustain it. Only a handful of people even know this location exists, and most of them are unaware of its exact location.

## DEMIRIC

Second only in wealth and power to the crown, the city of Demiric controls much of the wheat, barley, sunflower seed, oats, potatoes and rye produced in the northern farmlands of Kadar. The city sits on the banks of twin freshwater lakes in a broad, golden plain, its soil enriched by ash from the Burning Eye. While the city is abundant in trade and culture, there are many Kadarians who believe that wealth has made the people of Demiric soft and glutinous.

The people of Demiric pay their fair share in food tariffs, and without their overland trade routes, much of the staple goods of the empire could not reach the south and cities beyond. They also revel in their status, celebrating each harvest festival with a grandeur that seems garish by comparison to the abstemious antitheots and others adherent to their values.

The city of Demiric reflects the values of its people. Much of the public lands are given to parks, amphitheaters, jousting greens, hot springs baths, museums, and coliseums. The shores of both lakes are overflowing with every type of shop and service imaginable, and those with coin and the will to part with it can find themselves pampered from sunrise to sunset.





# CHAPTER ONE: HISTORY OF GODSFALL

## DEEPWOOD

The last great forest before the land gives way to ice and gale, the Deepwood dominates much of northern Kadar. Frigid water runs off the spidering Kalkeila Mountains, soaking the land in an icy marsh that clings to the roots of trees

A great clan of elves once ruled these forests, the same elves that stole the secrets of magic from deep within Gal-Hadir's lava forges. The gods cursed their clan for this theft and banished them from their forest, cursing them to live out their millennia of life in the blasted sands of the Torahora.

Now, only a small band of elves roam these woods. They are a loosely knit clan of outcasts from other tribes and zealots dedicated to keeping the dwarves of Gal-Hadir in check. Both high and sun elves can be found among the tribes, though over eighty percent of their number is composed of wild elves.

The guardians of the Ironwood have a loose alliance with these elves, trading information about Gal-Hadir for ironwood and other supplies.

## GAL-HADIR

Further north, this belief in human supremacy is matched by the disdain the dwarves of Gal-Hadir have for any outside their bloodlines, even that of other dwarves. The Kadarians are no fools; they know how precious the constructs and anti-magic baneswords that emerge from the dwarven lava-forges are. They also know a day will come when they will have to burn them out of their mountains and purify all of Kadar once and for all.

The dwarves of Gal-Hadir are a stoic, reclusive lot led by six ancient houses that existed long before the empires of man. For the past three-hundred years, the mountaintop citadel has been ruled by House Stoneburner and led by the brilliant geomancer, Thorrick. King Stoneburner is obsessed with acquiring as much old magical material as possible to break down into their raw elements in the heart of Gal-Hadir's great lava-forges.

The forges were made dormant as part of a treaty hammered out after the last war, but King Stoneburner ordered the magical seals to the lava tubes reopened half a decade ago. They have flowed ever since, filling the night sky of northern Kadar with a red bloom that rolls across the horizon in waves of glowing fire.

Much as with Rylend, the Godswar has intensified Gal-Hadir's militant nationalism, a smoldering anger fed by the stinging rebuke at the hand of Zavan.

Recently there have been reports that the mighty lava-forges, dormant as part of the peace accord set forth by Zavan, burn once again. Others have reported seeing airships in the sky and constructs forged of steel and brass, powered by steam, crashing through the tundra.

The greatest dwarven city ever forged sits carved from a mountain top in the far north of the Kadarian Empire. Her dwarves were the first to be given magic, the first to build magical constructs, and the first to set warships sailing among the clouds. Gal-Hadir is insular and xenophobic, run since her inauguration by a series of great houses with ancient family bloodlines.

The mightiest of all Gal-Hadir houses is Clan Stoneburner led by King Thorrick, a brilliant scientist obsessed with thermal power and magic. He has led his people for two hundred years, tunneling deeper and deeper into the mountain while transforming the city above into a church of machinery and production. His people are complicated, willing to sacrifice anything for progress while fiercely defending the traditions and history of their individual bloodlines. Outsider art, philosophy, and religions are considered to be propaganda from other dwarves, blasphemy from the elves, and laughably barbaric from all others.

## GOLDEN ISLES

The Godswar was not wholly destructive, for even in great cataclysm one can always find rebirth. The series of islands born from the Burning Eye are so rich and plentiful that Kadar moved the capital to their golden shores.

A massive volcano of solid onyx exploded from the seafloor to the west of Kadar, called forth by Siforr. He was mad with power after slaying his Fire-mother and sacrificed himself out of pure hate for the God of Inspiration, diving into the mile-high crater and fusing with its molten core.

From there he struck at Zavan again and again, scorching the center of Kadar and calling forth a chain of islands as ten gigatons of magma and ash boiled into the sea. When the new land cooled its soil was infused with divinity. Nearly a hundred years later, crops grown in that mineral-rich dirt are unusually bountiful and healthy.

The islands are owned by the Kadarian Crown and the vegetables, legumes, and fruits grown there are dispersed among the poor to supplement what they can grow from their small, government-assigned farms. The royalty of Kadar see this as their duty to the people and take great pride in the quality and quantity of food

# CHAPTER ONE: HISTORY OF GODSFALL

they produce. The king himself is often found sowing crops by hand and lovingly plucking infestations from their leaves.

## HIGHLANDS

Shielded from the punishing blasts of Siforr by the peaks of the Broken Mount, these undulating hills were once home to the Kings of the North.

The Highlands are a five-hundred-mile wide prairie of seashore grass rolling in knee-high waves of gleaming, golden tips that stretches unbroken from coast to coast. The southernmost part of the land splinters into a series of tall, jagged cliffs that rise to stand watch over the Kingsea.

The largest city in the Highlands is the Southern Shield, a fortress set behind a series of walls so massive that they dwarf even Ani's magical fortifications. A one-hundred-foot wide ramp rises slowly across the length of the city, leading to the gates of the royal palace high above.

While it no longer serves as the capital of Kadar, the Southern Shield remains the most import city in all the empire. Its location on the Kingsea lets it serve as both trade hub and naval base, boasting a fleet of fifty warships and a trio of Ironwood flagships.

## MAW OF MORDUKAI

A vast chasm tore apart the center of Kadar during the Godswar as Zavan and his lover Death fought desperately to defend the kingdom they had created from the burning hate of Siforr. The lifeless, salt-encrusted canyon that remains is named after Mordukai, for it was born from his destruction. The God of Death sacrificed himself, giving Zavan the power he needed to end the Godswar and shield the Five Kingdoms from the resulting Worldstorm.

Saltwater sloshes over the edges of the canyon at high tide and mixes with thermal vents to form a bubbling, alkaline brew. The seawater

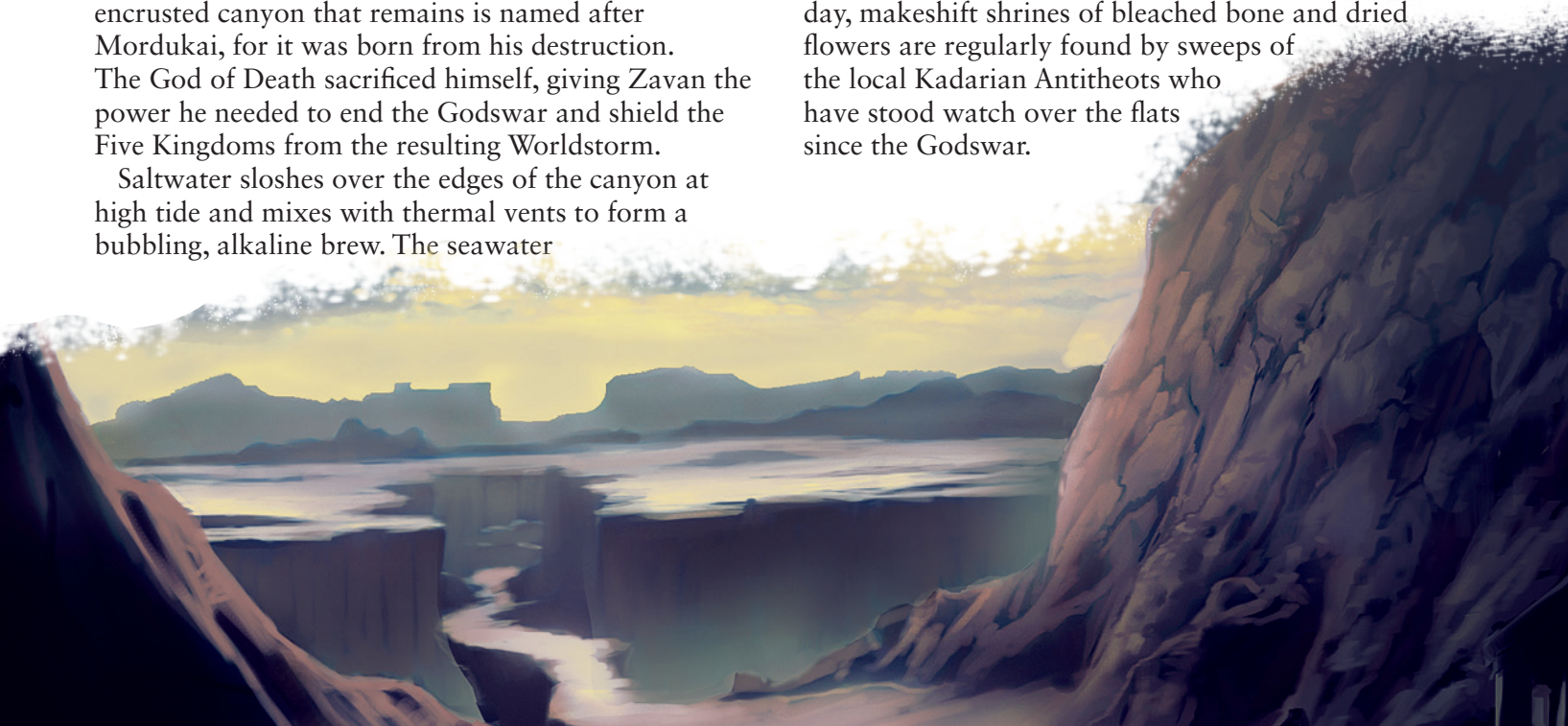
continuously evaporates, coating the walls and mouth of the chasm in a thick, crimson paste that is rich in salt and highly prized throughout the kingdom.

While the salt is worth much, the caustic gases leaking from the Maw of Mordukai disintegrates both metal and wood in short order, leading the majority of the harvest to be done by the hands of the poorest. The toxins are just as harsh on men as machines, leaching color from the skin, hair and eyes and shredding the lungs with boils and lesions. A trio of rivers that empty into the maw provide the only lifelines to a cluster of villages along the northern rim.

The largest of these communities sits between the hissing maw and the Glassea, a huge flat that covers a pool of brine in a crusty layer of compacted salt several meters thick. The Glassea is virtually devoid of any wildlife or vegetation, save for a large, pale-green cactus that grows quickly around the edges of the lakes. The thin, clear water held within the plants is rich with aloe and stained a sickly yellow. When boiled down to a paste, it is used to soothe the sores incurred by salt harvesters.

It is said the Glassea was formed when Letaria, the demigod child of Ius, had her children torn away from her and smashed against rocks, as was divine law for any creature born of less than half godly blood. Her tears mixed with her milk to form the vastness that is the Glassea, known to locals as Letaria's Sorrow.

In daylight, the surface of the Glassea acts as a highly reflective mirror that attracted worshipers from many Deities who saw the flats as a way for mortals to walk and dance among the very heavens. To this day, makeshift shrines of bleached bone and dried flowers are regularly found by sweeps of the local Kadarian Antitheots who have stood watch over the flats since the Godswar.







## THOUSAND FANG SEA

As Siforr scoured the heart of Kadar with earthquakes and fire not felt on Khalgun since the creation of the moon, huge chunks of land were blasted hundreds of miles into the sea. Here they cooled to form thousands of blackened spires that claw above the rough waters between Kadar's eastern cliffs and plateaus of Utea.

The Thousand Fang Sea is all but impassable to naval travel, with only a handful of captains possessing spirit and ship brave and quick enough to weave their way through its treacherous waters. Adding to this danger are the tribes of Utea who plague these waters in small, rubbery canoes, looting shipwrecks and enslaving their survivors.

## THE VOID

South of the Five Kingdoms and past the walls of the Spear of Jarden sits the Void, a crater of rock and ash hundreds of miles across that rises in the center like an infected boil. Nothing lives in this forsaken place save for the massive ash worms; ancient, mindless creatures forced to the surface from deep within the earth's crust during the Godswar. They patrol the Void in solitude, swimming through the blackened rock as if it were water in lazy, counterclockwise circles, each beast inhabiting a narrow ring of space; territory they fiercely guard against intrusion. The strongest of the worms claim the mineral-rich inner rings while the young and the sickly battle for scraps along the edges of the crater walls.

In the center of the Void, shrouded by the swirling edge of the Worldstorm, sits the Union. A mighty citadel raised by Barros before the Breaking, the Union is a single column of twisted onyx at the peak of a coal-black mountain. The tower ends in a sharp, hooked point over a mile above the surrounding land. It is said to be completely indestructible; even Ogun raining down rocks and ice from the stars could not sunder it.

Though the Union is mostly obscured by the Worldstorm, it can be witnessed yearly during the Great Calm when the raging winds that surround the Five Kingdoms suddenly cease to exist. This period aligns precisely with the start of the Godswar and ends after a short hour as the winds and dust roar back to life, seemingly from nothing.

## ANI

The kingdom of Ani once stood at the highest point on a massive floodplain, forming a bridge between the continents of Wessle and Brenus. After the Godswar the land sunk beneath the Kingsea for good, stranding the great capital on an island with little room to spare.

Were it not for Zavan raising towering walls that carried magically purified water throughout the heart of the city, a million souls would have died from starvation and thirst. The waters magically bolster the health of those who drink it and filter out all impurities, guarding both citizens and livestock from disease and sickness. The waters also allow crops to grow in lavish abundance and variety at rates unheard of anywhere else in the Five Kingdoms. They keep the soil nutrient rich no matter how hard farmers work the land, and allow fields to be used every season with minimal tiling and fertilizer.

The walls, canal and waterways of Ani are magical artifacts that never tarnish or need repair. They never clog or calcify, and all impurities that enter the magical aqueducts are filtered out within seconds. This allows the citizens to use the canals both as their primary source of water and waste disposal at the same time.

Ani remains the heart of the Five Kingdoms, as both the seat of government and center of trade throughout the region. The Tear of Ceato, a three-foot-long sapphire shard continuously generating magical waters that feed Ani's aqueducts also gives the Godking or Godqueen limited control over the Kingsea. All ships who wish to travel these waters must pay tariffs to the crown. Those who fail to do so risk the divine wrath of the kingdom. With the power of the tear bolstering their inherited godlike abilities, a fully empowered Godking or Godqueen can easily identify and sink any ship that sets sail in these waters without ever leaving their throne.

The fortified aqueducts that ring Ani also cut through the heart of the city, carving it into quarters with a central, walled core. The northwest corner—which coincidentally houses the royal palace and gardens—is the richest sector of Ani. The public forests are open to all, but private guards keeps curious visitors from wandering down the residential streets.

The great canal that bisects the city opens to a circular artificial lake at its heart, ringed on all sides by docks owned by the richest families in the kingdom. Captains pay a steep fee for off-loading at these docks, and the merchants and travelers who ride their ships are willing to pay well for the privilege. Status is the true currency of this stagnant island utopia.

Though the city houses a million souls and could easily make room for that much by half, there is a long waiting list for those who wish to live behind her immortal walls. The official price for entry is three generations of service to Ani's royal navy, which grants

a single great-grandchild of the first to volunteer Anian citizenship.

### COUNCIL OF ANI

The Council of Ani is staffed half by bloodline, while the other half is made up of an elected council. Each member serves for a term of ten years. The Godking or Godqueen can veto any proposed legislation, but the council can override them with a two-thirds majority vote. Such an event has yet to come to pass.

### CHURCH OF ZAVAN

Often dismissively referred to as “Wallites,” the Church of Zavan sees the entire city as a holy, gifted to all of Ani by its first true god. They worship the walls as an extension of Zavan. Many of the devout spend their days traveling the paths that ring the walls, one hand always touching the ivory stone. They call this the Long Walk, and Wallites can be seen worshiping in a continuous, shuffling loop regardless of weather, day and night.

### 1. KINGS CROSS

At the entrance to Ani's great canal is a box of stone walls and towers that loom a hundred feet above the waterline. A cross section of stone bridges float above, held up by narrow arches that seem to defy gravity. Hidden inside this fortress are twin spill gates that can be activated at a moments notice sending thousands of gallons of water crashing down, enough to swamp even the largest vessel.

### 2. PORT DUMA

One of five port cities that have grown just outside of Ani's massive aqueduct walls, Port Duma sits at the most southern part of the island. It is considered one of the most scenic entrances to the kingdom, second only to the great canal, and favored by those on religious pilgrimage to the Temple of Zavan. As such, it is also a haven for the Church of Zavan.

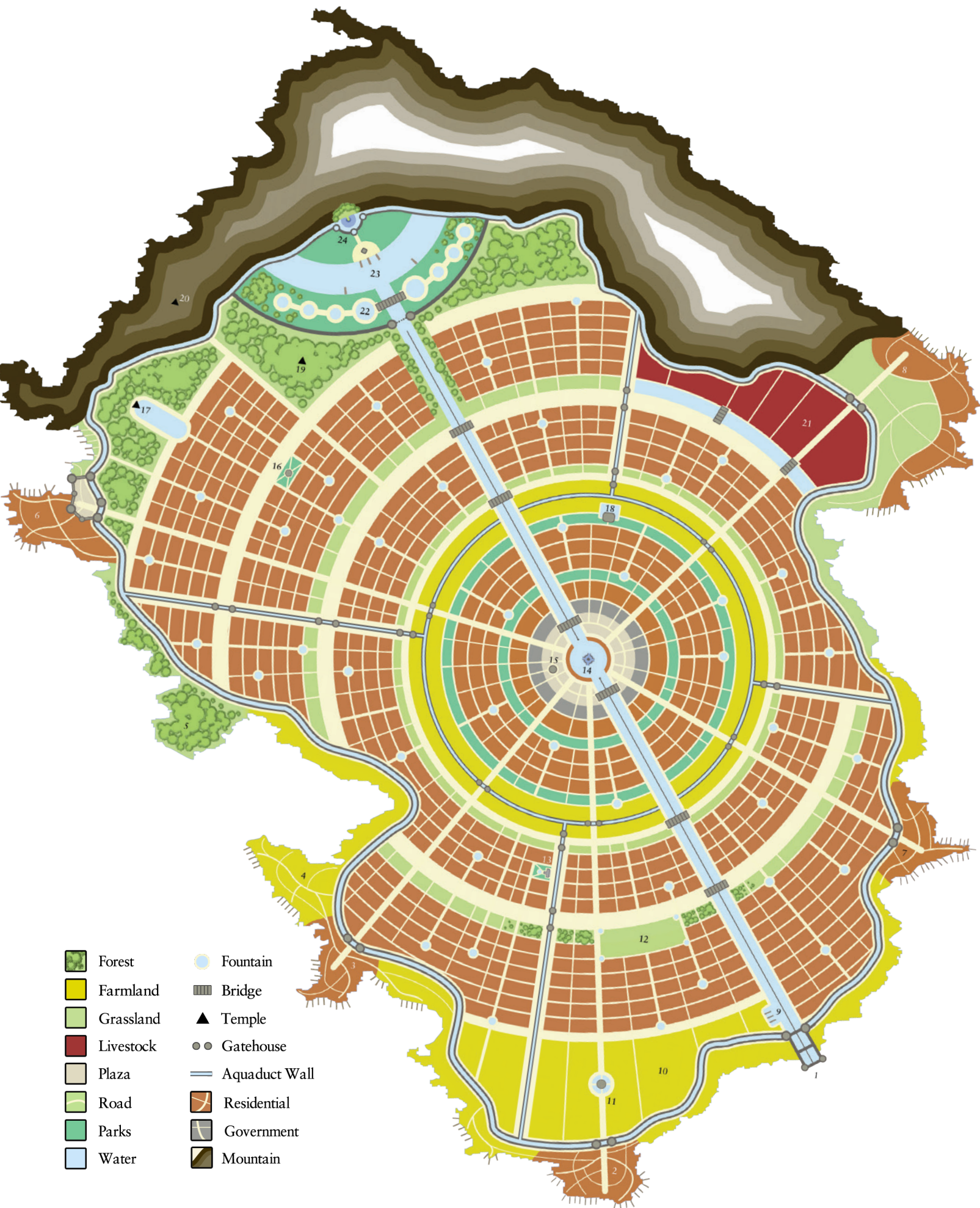
### 3. PORT MARCEZ

The busiest of the outer cities, Port Marcez has a single purpose: to import, store, and distribute as much food as it possibly can. It's docks are largely sponsored by the Council of Wessle and their ships have priority when off-loading goods, though all vessels who pay their shipping tariffs are welcome here.

### 4. GOLDEN DOCKS

A low peninsula of land sweeps out from Port Marcez, shielding a tranquil body of water known as the Bay of Lotanya. It was named after the old Demigod of Fishing for its deep, plentiful waters overflowing with bluefish, flounder, herring, and leatherjackets.







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## 5. LOW ORCHARD

A tangled glen of trees—apples, pears, oranges, and date—took root soon after Zavan raised the magical walls of Ani and have stubbornly refused all efforts to tame or clear them for development. Complicating these efforts is the Church of Zavan who has declared the orchard a holy site, claiming the God of Inspiration intended the woods to be a public garden for those who take the Long Walk.

## 6. PORT JASK

Ani's northern mountain terminates in a craggy hook that shelters a small inlet from wind and waves. Ani berths their royal navy at these docks and many in the government prefer them to the long, frequently congested slog through the great canal. The barracks for enlisted sailors and low-level officers are here as well, just outside the walls of the city they pledge their lives to protect.

## 7. PORT TARTUS

Half of this bustling port city is comprised of docks. They sport cavernous warehouses that sit right at the water's edge, many outfitted with living quarters for their workers above. There is no boardwalk that connects them all, simply clusters of long piers owned by the various houses of Brenus that sponsor them. Competition between these houses is fierce, and results in Tartus offering the lowest import tariffs of any of the port cities.

## 8. PORT PAYA

Paya is easily the largest of the port cities, though more than half of its land is reserved for grazing. The docks are largely sponsored by Ryzan and used to ship livestock and bulk feed in and out of the city, as well as importing goods from southern Kadar.

## 9. GRAIN DOCKS

Just past the entrance to Ani's great canal is an inlet which sports a series of docks. Grain barges are loaded to carry bulk corn, beans and wheat to the flour mills and feed lots north along the canal.

## 10. THE FIELDS OF MEDINA

A large swath of Ani's southern end is reserved for growing staple crops, ensuring that the citizens of the island kingdom are not wholly reliant on imports to feed them. The fields are owned and maintained by the crown, employing an army of indentured servants

earning citizenship for their grandchildren. The fields are named for the old Demigod of Harvests.

## 11. TEMPLE OF ZAVAN

A fifty-foot marble sphere sits in a basin at the heart of the Temple of Zavan. It spins slowly, held aloft by water pressure piped-in from below. A circle of ivory marble surrounds the sphere, rung at its edge by a series of stone archways. If a person stands in this open pavilion and looks through an archway toward Ani's inner lake, they will see an illusion of a towering Zavan standing guard over the city.

## 12. MALL OF VALHENA

A long, unbroken expanse of green serves as a common field for sporting events, festivals, holiday feasts, and annual competitions of all sorts. The mall is marked on each corner by an ornate fountain dedicated to Gaidir's four daughters: the demigods of Fairness, Victory, Resolve, and Defeat.

## 13. UNIVERSITY OF EPONA

A massive structure of shimmering white marble that glows steadily at night, the university houses the largest public library in all of the five kingdoms. A dedicated staff of scribes and scholars copies every piece of written literature, science, and history onto leather-bound scrolls. These scrolls are eventually copied again into more permanent bindings in an effort to ensure that the knowledge of humankind will never be lost again.

## 14. TEMPLE OF CEATO


In the heart of Ani, the canal widens to form an artificial lake over a thousand feet across. In the center a limestone tower rises to support a massive bowl. The column is adorned on by statues of Ceato's children, the demigods of the Stars and the Wind. Water cascades from four wide spillways cut into the bowl, crashing to the ringed steps below and draining into the canal.

Beneath the water line, the old God of the Sea is depicted holding up the entire fountain as water rushes into his open mouth, an accurate reflection of the cruel fate he endured at hands of Zavan.

## 15. COLISEUM OF GAIDIR

Just west of the Ani's central lake is a round, open coliseum that seats one-hundred-thousand citizens in steep tiers that rise along a continuous, sloping





walkway. An intricate series of stone pipes and underground tanks are used to transform parts of the arena at an instant, lifting entire sections fifty feet into the air. The colosseum can also be partially or completely flooded, and a favorite gladiatorial event has contestants battling among an ever-rising tide.

## **16. PELIGON**

The temple to the old God of Emotion takes the form of a hexagonal theater with a domed ceiling, magically enchanted to display any sky from any viewpoint on the planet. This magic is also found in thirty-foot-tall archways inset in the walls. When the ceiling is activated these archways become windows, showing whatever land would fall beneath the projected sky above.

This transforms the stage and transports the audience in a way no theater could before. Operas are held on mountaintops while orchestras perform a hundred feet below a crystal-clear sea. Set design is usually very minimal. What backdrop could compete with the rising sun at dawn or a thousand glittering stars beside a glowing moon?

## **17. TEMPLE OF OCARUS**

At the far edge of a long, oval reflecting pool sits the a pavilion surrounded by Ani's inner forest. This area of quiet contemplation is dedicated to old God of Dreams and once served as his temple in the capitol.

## **18. POOLS OF YALA**

At the northern edge of the inner fields sits a large, square pool of water, a single foot deep all the way across. Resting above the pool is an open-air temple to the old God of Life which now serves as a public hospital for all who seek care.

## **19. TEMPLE OF XUNOS**

Hidden in the deepest part of Ani's inner forest is a simple wooden totem carved to resemble the old God of the Wild. It marks the only spot within the towering walls of the heavily populated city where no evidence of human expansion can be seen. It is said if a person stands in this spot and clear their mind, all the sounds and smells of civilization fall away as well, leaving them truly isolated within the wild.

## **20. MONASTERY OF ETOS**

High atop Ani's northern mountain is a monastery dedicated to the old God of Peace, built by Zavan to mark the end of the Kadarian war. The God of Inspiration carved a winding path of steps directly into the rocky slope, and leveled a lower peak to make room for a wide, open pavilion.

The monastery remains active to this day, both for the several dozen monks who live there year-round and others seeking to use the backdrop in order to bolster their own calls for peace.

## **21. NORTHERN RANCHES**

A sizeable wedge of the north-eastern section of Ani is reserved for housing the city's livestock. Cows, horses, goats, pigs and a few dozen grantas are shepherded between their pens and the fields at the foot of the towering Spire of Ani.

The reason why the herds are housed inside the walls is simple: waste. Were they kept beyond the walls their waste would run into the Kingsea, fouling Ani's pristine shores. Instead, this waste is drained into a wide, curving moat filled with the magical waters of the city kingdom. The moat is filled continuously as water evaporates or is drunk by the livestock, but it does not circulate with the rest of Ani's aqueducts. Even so, the stagnant pool remains as clear as the waters that first bubble up from the Well.

## **22. ROYAL GARDENS**

The outside ring of the walled palace grounds is a finely manicured garden, complete with eight magnificent fountains. Narrow jets of water arc randomly from one to the next, giving the impression of animated spirits dancing about the glass-tiled pools.

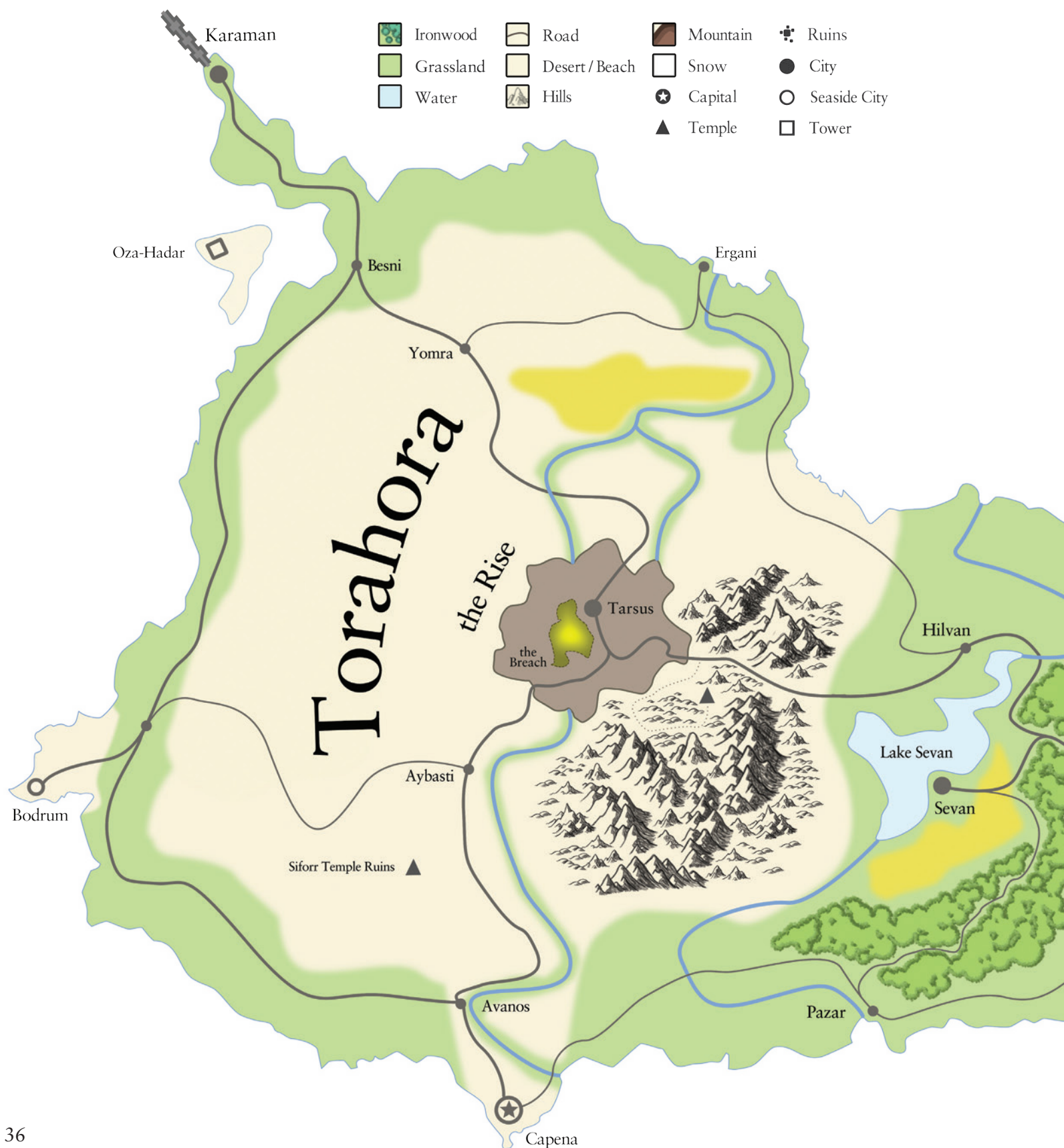
## **23. BAY OF IUS**

Separating the royal gardens from the palace grounds is a wide, half-moon bay of water one hundred feet deep. The walls and floor of this trench are covered in magical glass tiles that are lit from within, filling the bay and royal fountains with a shimmering glow.

## **24. THE WELL**

The royal palace is dominated by a wide, cylindrical tower carved directly from Ani's mountain. Three smaller towers ring the walls, dropping in height as they march west to east.

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## RYZAN

Once connected by a natural land bridge, Ryzan retains strong cultural and diplomatic ties with the Empire of Kadar. Rich with minerals and gems even before the godswar collapsed Ryzan's great dwarven mines, the cataclysm drove a massive vein of gold to the surface, transforming the nation overnight. The old order lay in ruin, but used this newfound wealth to quickly rebuild.

Despite having his temple in the heart of the Torahora Desert, Siforr gave Ryzan no quarter as he battled to destroy the arisen God of Aspiration and his lover, the God of Death. As the mines of Tarsus collapsed and the cities above were plunged into fire and darkness, much of the land to the west and south burned. The desert doubled in size, spreading far east of the Breach. A series of jagged hills erupted at the desert's edge and Lake Sevan boiled away to a mere third of its former glory.

When the Godswar flooded the Kingsea and separated Ryzan from Kadar, both countries set about building a massive bridge to bring them back together. The span is one hundred feet wide and towers three hundred feet above the waters of the Kingsea. The bridge is a city onto itself, featuring several permanent inns and shops in addition to the hundreds of tents and blankets set up by peddlers and merchants along its mile-long span.

Travel between the two countries is regulated, but a citizen of either land can move freely between them without much fuss (and the proper paperwork).

The Lords of Tarsus are now more powerful than ever. Officially they hold no political power in the human capital of Capena, yet still influence all law and commerce in Ryzan through strict control of its gold. Like many dwarves they are fiercely independent and view outsiders with considerable suspicion, though they maintain a strong alliance with the humans of the Kadarian Empire and their brethren in Gal-Hadir. They do not share King Stoneburner's world-conquering obsessions, but his wars always make Ryzan a tidy profit.

## CAPENA

The opulent capital of Ryzan also serves as its primary city of trade, featuring a grand bazaar that fills a mile-wide plaza just beyond the largest port in the five kingdoms. Many buildings are layered in gold leaf that

blaze red with the rising sun.

All races are welcome (or at least tolerated) in the city, and the Council of Capena is the most diverse in all the five kingdoms. Despite the heavy influence of Kadar, magic is legal in the city, though highly regulated and taxed.

The Council resides in an open, golden crescent that surrounds a marble stadium. Senators debate and discuss far into the evening as torches blaze on every column. At the edge of this pavilion are a series of magical vaults that store the "votes" cast by rich and poor alike as treasure is amassed for each candidate. Those that win the most votes are elected to a five year term and the gold cast used to fund their department.

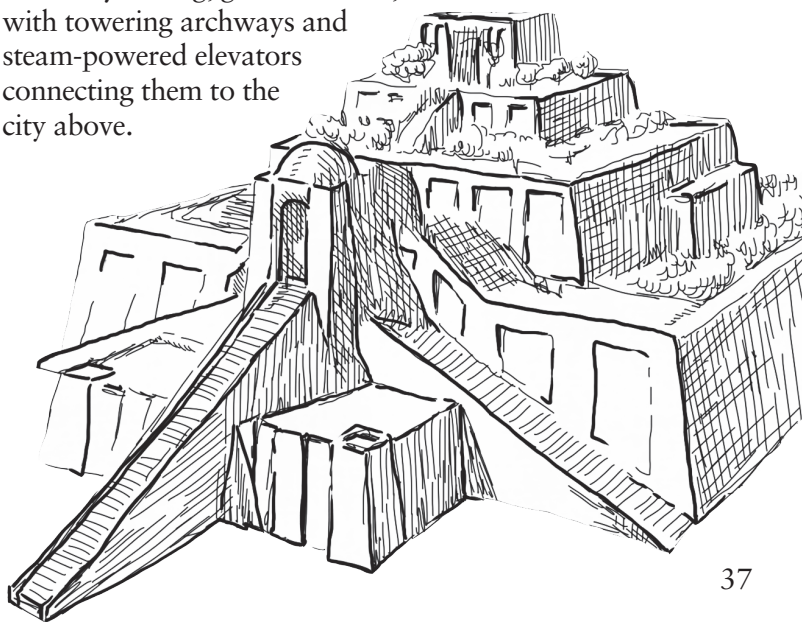
## OZA-HADAR

Built on the bones of the old dwarven citadel, Oza-Hadar now serves as a shipyard for Ryzan's navy. Though they rely almost completely on Kadar for protection, the Council of Capena maintains a fleet of twelve ships to patrol their coast and enforce shipping laws.

## THE BREECH

At the end of the Godswar, Ogun pulled rocks from the sky in a failed attempt sunder the God of Order's Union. He consumed his grandchild Rapel and used his power to magnetize the entire planet, drawing massive slabs of iron and copper from the edges of the universe and crashing them into the planet.

The Breech is two separate cities. The squat, featureless dormitories that house the mine's workers and slaves alike on the surface, and the opulent mines of the Lords of Tarsus far below. The dwarven halls are built directly into the yawning, golden crevice, with towering archways and steam-powered elevators connecting them to the city above.



# CHAPTER ONE: HISTORY OF GODSFALL

## UTEA

A continent second only to Kadar in sheer mass, Utea was blasted down to its bedrock by Siforr in the last minutes of the Godswar, leaving a huge slab of scorched stone that cradles a lush, primordial valley. The cataclysm that the God of the Sun unleashed upon Utea was so vast that it tore the very fabric of reality, opening portals to other worlds and times from which countless horrors spilled forth.

It remains to this day a wild, untamed place inhabited by barbaric tribes that cling to the valley and beaches, fortifying themselves against the monstrous creatures that have claimed this land as their own. Impossibly huge birds known as rocs inhabit the steep cliffs while giant lizards long thought extinct roam the arid plains. The threats of Utea do not end at her shores, as scavengers descend upon unwary ships and brazen smugglers that stray too close to the jagged stone forest of the Thousand Fang Bay.

A temple forged from the same blood-red stone it rests upon sits at the Western end of the Great

Plateau. Four massive towers mark the corners of the structure, each dedicated to one of the First Gods: Fire (Ytar), Air (Ather), Water (Emitaf), and Earth (Ogun). Infested with otherworldly creatures and surrounded by savages, the temple has sat abandoned since the Godswar, its treasure and knowledge yet unclaimed.

As the barren plateau marches eastward, it cracks open, cradling a valley of vegetation and wildlife spared from Siforr's punishing flames. A single, churning river tumbles into the valley from the west and splits at the entrance, winding north and south, eventually joining with snowmelt to fill a pair of freshwater basins.

The soil here is rich and supports a wide variety of crops and livestock, but there is a price. The farmers of the valley must be on constant watch for the giant, lizard-like beasts that raid the valley with frightful speed and frustrating regularity. The lakes are equally abundant and thick with pupfish, trout, and over a dozen species of catfish. The northern lake is nearly three times the size of its brother and well over five thousand feet deep, making it the largest freshwater

 Ironwood	 Trail	 Mountain	 Ruins
 Farmland	 Road	 Castle	 City
 Water	 Plains / Beach	 Capital	 Seaside City
 Marsh	 Hills	 Temple	 Tower

Temple  
of the  
Elements





body in all of the Five Kingdoms.

To the east, standing guard over the human settlements of the lower beaches is the only grove of remaining ironwood trees outside of Brenus. This snaking forest is long forgotten to most of the Five Kingdoms, but the elves always remember their Birth Trees. There are a few dozen elves that still have ties to this old, broken land, though none have asked these trees for a new elven child in over a hundred years.

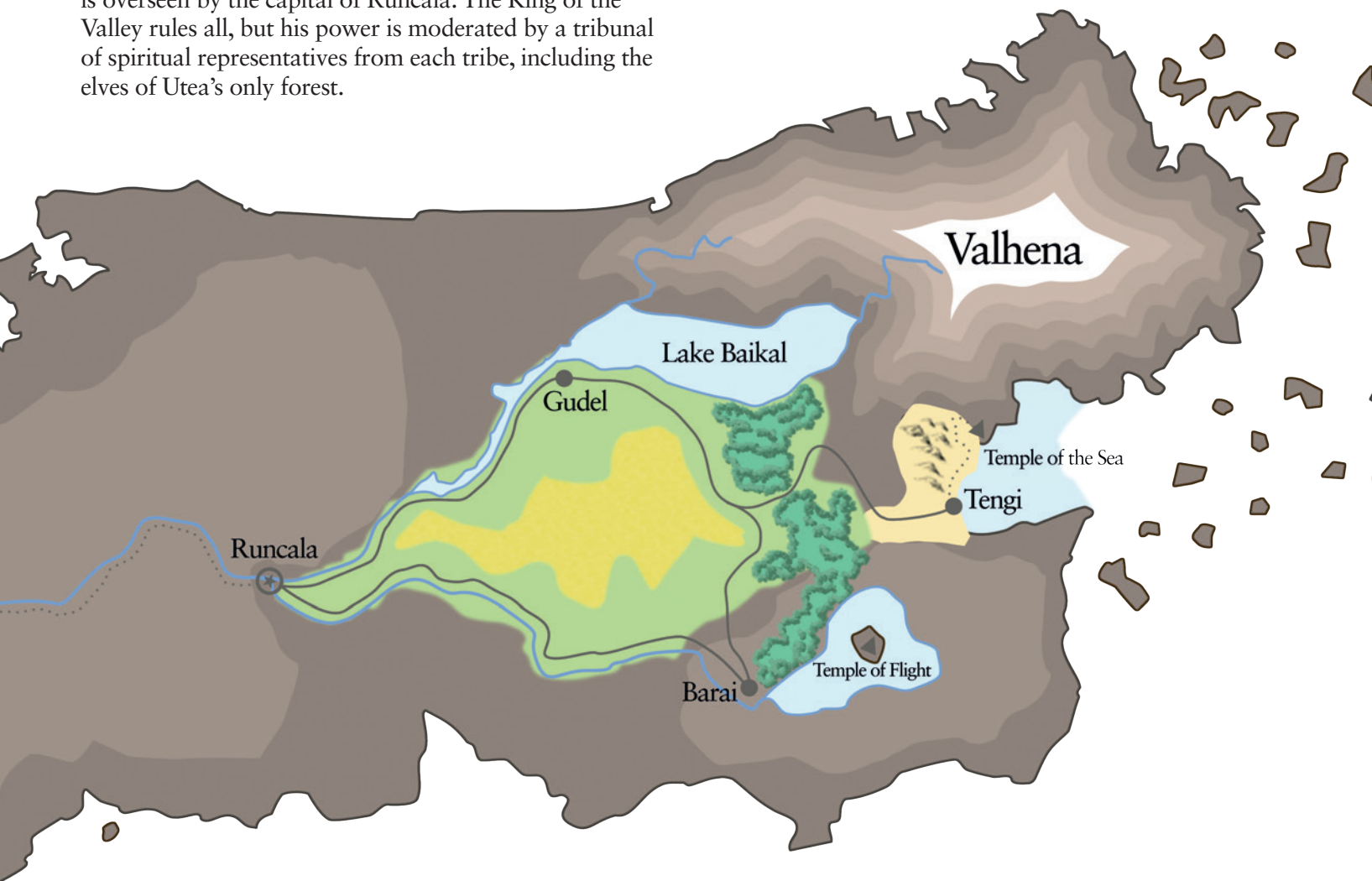
### RUNCALA

The valley oasis that spills from the feet of Mt. Valhena is overseen by the capital of Runcala. The King of the Valley rules all, but his power is moderated by a tribunal of spiritual representatives from each tribe, including the elves of Utea's only forest.

### TEMPLE OF THE SEA

In a cave only revealed during low tide and lit dimly by glowing seaweed is a temple to Ceato, the old God of the Sea. The fishermen and pirates of Tengi still revere him; Ceato's undead body lies just past Utea and the villagers hear his anguished cries in their dreams. They believe that their souls will join him in the ocean's darkest, coldest depths for all eternity if they are not faithful.

A huge stone statue of Ceato stands at the back of the cave, encrusted with coral and draped with hundreds of pearls hanging from gold chains.





## CHAPTER TWO: RACES

The races that populate Godsfall will be familiar to fantasy fans and *Dungeons and Dragons* players alike, though many of their origins (and racial bonuses) have changed.

For millennia, the old gods of Khalgun treated the planet as their personal laboratory. Some combined their divinities with magic in order to carve beings to their exact liking, while others experimented by hyper-evolving animals into several races of sentient creatures.

The races of human, halfling, and guidari followed this path, each chosen by a god (or gods) from a previously non-sentient creature and hyper-evolved over a few short centuries into what they are now. Gorillas became guidari, chimpanzees humans, and large groundhogs were coaxed from their dens to form the first halflings.

Dozens of such creatures showed little promise and were summarily destroyed, but these three found their way into the world.

### GUIDARI

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For a time, when there was still essence from the creation of the original Four remaining in the universe, the gods fused these cosmic building blocks with their own divinity to breathe life into the races of Khalgun. One of these creations was the guidari.

Standing on average over eight feet tall with thick, fur-covered bodies that frequently weigh up to four-hundred pounds, the guidari are a direct product of divine tinkering, an evolutionary *what if?* of what humanity might have become.

The speed of the guidari belies their hulking girth. Though made humanoid through powerful magic,

they have lost little of their primate agility. Added to this is their astonishing fortitude; guidari scouts will frequently drop 30' from the tree-line to surprise their prey and can leap from tree trunk to tree trunk with ease.

Once they broke free of their creators, the guidari were chased and persecuted across the continent of Wessle. Humans hounded them through the Gloom and into the Southern Wetlands, only to have trolls take up the assault. Once in the Sand Hills, the orcs of Clan Deathhammer savaged their numbers nearly to extinction. It was then that Ova took pity on the guidari, leading them to their tropical sanctuary hidden deep within the heart of the Coalspine. Ova sent spirit animals to guide the guidari on a path of harmony with their new paradise, and they have fiercely guarded it against trespassers ever since.

The guidari remain few in number; less than a thousand currently live in seclusion within their oasis. While a trio of clans has emerged to help order their society, they operate more as a large extended family than they do separate groups.

**Ability Score Increase:** Guidari are powerfully built and move with surprising speed for their bulk, enjoying +2 to Strength and +1 to Constitution and Dexterity.

**Age:** Guidari reach adulthood by age 10 and rarely live longer than half a century.

**Size:** Guidari average around 7' tall and are considered medium sized.

**Speed:** Due to their size and swiftness, the base speed of a guidari is 40'.

**Languages:** Guidari speak common and, for the most part, have had no reason to learn other languages.

**Natural Climbers:** Born with the instinct to climb and little to no fear of heights, guidari move at their





### GUIDARI SOCIETY

The powerful Guidari are few in number - less than a thousand currently live in seclusion within the massive Coalspine mountains.

While a trio of clans has emerged to help order their society, they operate as more of a large, extended family than they do separate groups.

**The Makers:** The largest of the three clans is tasked with guarding and maintaining their hidden oasis. They are hunters, gatherers, builders, craftsmen, warriors, and caretakers which see to the daily upkeep and supply of their society.

**The Seers:** This clan represents those tasked with planning for the future of the guidari. They commune with their valley and those that live within to decide which trees to harvest, which animals to hunt, and which of the Watchers are destined to rule.

**The Watchers:** The smallest and most insular of the three clans, the Watchers are charged with ruling their brethren and are tasked with setting and enforcing the laws of their people. Their order is set by the visions of the Seers, who gather every year to decide if changes and additions to this hierarchy need to be made.



## CHAPTER TWO: RACES

normal speed while climbing and roll all climbing checks with advantage.

**Jumpers:** The natural strength and swiftness of the guidari allows them to bound from treetop to treetop in great leaps. They can jump twice the normal distance and fall a distance up to their base movement without damage.

**Bite Attack:** As a bonus action during a grapple, a guidari can try to bite his opponent for 1d6 damage plus their Strength modifier. A guidari can also bite as one of their standard attack actions.

### ELVES

Formed from raw divine energy filtered through the roots of great Ironwood trees, elves are the only race of mortal creatures whose creation was not directly guided by the hand of another.

When a couple, group or individual elf wish to raise a child, they go into an Ironwood forest and ask it for one. If a tree wishes it, a child is granted. The elves then meditate under this new Birth Tree, and when their spirits return they are greeted with a newborn (or, in very rare cases, a pair of newborns) swaddled in ironwood leaves.

Elves are forever linked with their Birth Trees and most keep the exact location of their trees a closely guarded family secret. There is good reason for such caution; should a Birth Tree ever be felled, the elves born to it will die along with it. This secret is not unknown to the other races of man, but only elves possess the ability to sense a Birth Tree and distinguish it from an ordinary Ironwood giant.

A Birth Tree can call out if it is threatened, alerting any elf within a half mile radius. All elves, regardless of tribe or background, will rally to defend any Birth Tree that is endangered.

Tasked with defending the Ironwood from which they were born, the elves were taught to handle sword and bow early, an instinctual tradition all of their kind still share.

When the elves grew wary of the dwarves' constant warring and stole the secrets of magic from them, those forces fundamentally changed the elves involved. The clan that carried out the theft was banished from the protective canopy of the forest and cast into the blinding heat of the desert. The gods cursed them for their treachery, draining the pigment from their skin and hair until they stood white as ghosts with eyes of bright crimson.

The elves who took charge of the stolen divine secrets were also changed as the lure of magic called them away from the forces of land and nature. They left the forest willingly, building grandiose stone towers secluded from both man and the shadowed glens of their ancestors.

**Ability Score Increase:** Elves are naturally agile creatures and their Dexterity score increases by 2.

**Age:** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 1000 years old.

**Alignment:** Elves love freedom, variety, and self expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

**Size:** Elves range from under 5 to over 6 feet tall and have slender builds. Their size is Medium.

**Speed:** Elves have a base walking speed of 30'.

**Darkvision:** Accustomed to twilight forests and the night sky, elves have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. Elves cannot discern color in darkness, only shades of gray.

**Keen Senses:** Elves have proficiency in the Perception skill.

**Fey Ancestry:** All elves retain some of the stoic strength of their birth trees and are resistant to magics that affect the mind. They roll with advantage against being charmed and magic cannot render them unconscious.

**Trance:** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, elves can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, they gain the same benefit that a human does from 8 hours of sleep.

**Languages:** Elves can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.





art by Pera rivers

Xion Rastor's journal / 1st of Olan, 98

## Elves of the Ironwood

Unlike their pale, High Elf brethren, the Wild Elves of the Ironwood are of bronze and copper flesh, and their hair tends toward a fiery orange in the hunters of the North and reddish-brown with the warriors to the South.

They sport elaborate hair and facial markings; many choosing to shave the sides of their heads bare and lining their faces with intricate mud lines. Some had even opted for permanent facial markings and small, flat piercings.



## WILD ELVES

Most of the elves remained in their forests as steadfast protectors of all life within. They are fierce guardians and will not shy away from killing intruders, though most are simply chased off. Wild elves never take prisoners; the idea of robbing a sentient person of their freedom through bondage is abhorrent to their very nature.

Usually shorter than their high and sun elf cousins, wild elves are also much darker than their pale brethren, their skin a deep bronze to brown. Their hair is darker as well, ranging from brown to black, though red is not uncommon. Wild elf eyes are yellow, green, blue, and every combination in-between. They have exceptionally long ears that can shift and rotate to focus in on a sound, much like the ears of a cat, and a natural resistance to plant-based poisons.

**Ability Score Increase:** +1 to Wisdom.

**Wildsense:** Wild elves have keen sight and hearing, providing them with the ability to see in darkness as if it were dim light up to 60' away. They are automatically proficient in Perception and their ears

provide them with advantage on all Perception rolls that involve hearing. As a result, their ears are very sensitive and they are at disadvantage for saving throws vs. being deafened.

**Weapon Training:** All wild elves are trained from an early age to handle bow and sword. They are innately proficient with long and short bows, as well as long and short swords.

**Fleet of Foot:** Wild elves are naturally quick and have a base movement speed of 35'.

**Mask of the Wild:** Wild elves are naturally stealthy and can hide with the slightest distraction (foliage, rain, mist, snow and other natural phenomena).

**Nature's Fortitude:** Wild elves have advantage to resist any plant-based toxin or spore.

## HIGH ELVES

Tasked as caretakers of the magic their ancestors stole from the dwarves, high elves were forever changed by the powerful divine energies they watch over. The allure of this power called them from their forests and drove them to build stone and marble towers where



## CHAPTER TWO: RACES

they could concentrate and safeguard this knowledge.

Magic changed high elves physically as well. They are taller and paler than their wild elf cousins. Their hair color is lighter, with blond and silver being predominant, though browns and bright reds are not uncommon. Their ears, while still pronounced, are shorter and lack the mobility of their ancestors. High elf eye color tends toward the pinks, reds, blues and purples of the Astral Realm.

**Ability Score Increase:** +1 to Intelligence.

**Elf Weapon Training:** High elves have proficiency with the longsword, shortsword, shortbow, and longbow.

**Magical Sensitivity:** High elves remain highly sensitive to magic even after the weave was destroyed. They can sense magic items within 30' and have an innate understanding of how most magical devices function, providing them with advantage on any ability checks to learn more about a magical device and its use.

**Extra Languages:** High elves are generally well educated and can speak, read, and write two extra languages of their choice.

### SUN ELVES

Banished to the desert and drained of their pigment as punishment by the gods for stealing the secrets of magic, the sun elves would have perished were it not for Ius guiding them to a safe haven by moonlight.

Back in their forests, the Birth Trees of these elves withered despite the best efforts of their wild elf tenders to keep them alive with knowledge and magic. As the last husk shattered and fell, the clans of the forest assumed their banished brethren had perished among the shifting sands.

But they survived. Before the Shatterland consumed the heart of Kadar, there stood a more modest desert that stretched along the Bone Cliffs. Ius guided the sun elves through the bleakest parts of the desert and delivered them at the cliff's edge, some five hundred feet above sea level.

The cliffs were given their name from the arid, bone-white limestone that rolls in a massive shelf up and down Kadar's eastern core. The seas were once much higher than today and their pounding waves carved out hundreds of snaking tunnels deep into the cliff face, providing the sun elves with a sanctuary against the punishing sun.

They made a home here, expanding tunnels and carving out a vast network of stone balconies, staircases and rope pulleys to create an interconnected community similar to the treetop villages of their birthplace. In the center of this anthill-like city is a single, wide pit open to the sky above. Ius asked Ceato to carry a seed across the Kingsea on a storm-wind and planted the sun elves' only Birth Tree. Generations of their clan have been born to this tree they call Elohwén, which translates to Mother Tree.

When the Godswar split the northern kingdom in half as the Maw of Mordukai consumed her grain rich valley, the sun elves were largely spared from Siforr's burning wrath. The punishing desert and sheer cliff walls that had kept them secluded for millennia were now even more remote and treacherous. Kadar's mighty military would be hard pressed to even reach them, let alone assault their number through narrow, cramped tunnels.

Sun elves have skin that is pale almost to translucency. Their eyes are equally devoid of color, tinted only from the red of their blood. The transformation took a physical toll on their near-immortal forms; they tend to be thinner than their high and wild elf brethren, though that slightness belies an unnaturally robust fortitude.

**Ability Score increase:** +1 to Constitution and -1 to Strength.

**Superior Darkvision:** Sun elves are gifted with exceptional sight, providing them with the ability to see in darkness as if it were dim light up to 120' away. When the sun has set or a sun elf is otherwise in darkness, they are automatically proficient in the Perception skill and gain advantage on all perception rolls that require vision.

**Weapon Training:** All sun elves are trained from an early age to handle crossbow and scimitar and are proficient with both.

**Sunlight Sensitivity:** Sun elves have little natural defense against the light of day, and suffer disadvantage on all attacks and Wisdom checks while they or their target is in direct sunlight. If their skin is exposed to direct light they must make a Constitution save every hour or take on a level of Exhaustion.

**Shadow Step:** Sun elves can hide in plain sight as long as they have a shadow to retreat into. When the sun has set, they also gain advantage on all Stealth checks.







# CHAPTER TWO: RACES

## BLOOD ELVES

The clans of elves who infest the dark and humid jungles of The Wild were not always the creatures of fear and violence they are now. They were once a group of nomadic scholars, uprooting their community every generation in order to completely document a new section of Khalgun.

A century before the Godswar they established the town of Zloln along the shores of eastern Brenus and set about recording and experimenting on everything they could find. A decade into their research a team stumbled across a large stone arch, one-hundred feet tall and nearly as wide, covered in thick, waxy vines. Clearing away the overgrowth they were stunned to discover the arch was not made up of many blocks stacked together but a single, massive piece of stone carved and set into position as if it had grown out of the earth.

Further investigation revealed glyphs etched along the entire structure in thin lines that would flare silver when exposed to magic. The elves, believing they had found artifacts as old as the formation of the world, poured a huge amount of time and energy into uncovering everything they could about the arch. Unable to decipher any of the glyphs they focused on channeling more and more magical energy into the arch to try and activate its ancient power.

One day, they were successful.

The land trembled for miles around the arch as light exploded out from the center in a burst of pink and purple clouds. This dazzling nebula crackled with energy for a few seconds and then quickly retracted, forming a shimmering gateway to a world far beyond Khalgun.

Scientific adventurers at heart, the elves of Zloln quickly planned an expedition. Several volunteered to be the first to explore this new land, and while they were only gone for a few days, they came back changed. A change that quickly spread to the others.

Gaunt and pale even for elves, the search party brought back a terrible curse that slowly and

inexorably turned them all into living vampires. Blood elves are physically savage creatures that need to consume a pint of blood every day in order to retain their strength and sanity. The disease heightens their physical abilities while clouding the mind and quickening their temper.

**Ability Score Increase:** +1 to Strength and Constitution, -1 to Intelligence and Wisdom.

**Blood Hunt:** Blood elves can track warm-blooded creatures by scent, providing them with advantage on all Perception checks. Once a blood elf has a particular creature's scent they can track it by rolling a Survival check with advantage every turn. While on the hunt, blood elves can increase their speed by 10'.

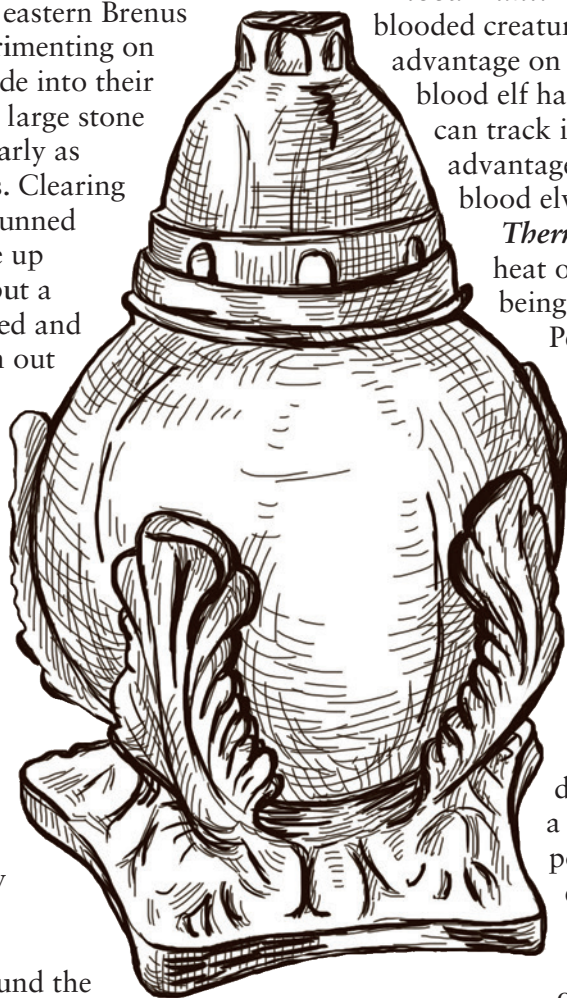
**Thermal Vision:** Blood elves can see the heat outlines of living, warm-blooded beings. They have advantage on all Perception checks on locating warm-blooded creatures within 60'.

**Weapon Training:** All blood elves have natural weapons in the form of teeth that grow to form inch-long spikes and fingernails that extend into razor-sharp talons. Both inflict 1d4 damage plus Strength and a blood elf can multi-attack with a claw and bite in the same round.

**Lifeblood:** Every point of damage a blood elf inflicts with a bite attack is added to their hit points, even if that total exceeds the elf's maximum. This extra vitae courses through the blood elves, providing them with advantage on all Strength, Dexterity and

Constitution saving throws and skill checks. They must also roll every round (Wisdom check DC 10 plus the total HP over their maximum) to avoid going into a blood frenzy. While in a frenzy, blood elves burn off one hit point per round. The frenzy ends once their hit point total is equal or less than their maximum. The blood elf then takes on a level of exhaustion.

While frenzied a blood elf will attack any creature they can see that is bleeding with a bite attack, friend or foe. For every day a blood elf is denied or unable to feed, they must make a Constitution check (DC 10 plus 1 for every day passed) or enter a blood frenzy







that won't end until they drink or they burn through all of their hit points and die.

**Blood Magic:** By feeding on other magical or divinely created beings—this includes all humanoids on Khalgun (aside from blood elves) and all remaining magical beasts—a blood elf is able to extract the latent divine power from their plasma and channel it into magic. Each spell cast has a cost in hit points as blood is sacrificed when calling forth magic in this way.

Blood elves can cast the following cantrips at 1st level, 1st level spells at 3rd, 2nd level spells at 5th, 3rd level spells at 7th, and 4th level spells at 9th.

- **Cantrips:** *Minor Illusion, Message, Resistance.*  
There is no cost in blood for cantrips, but the caster must have fed on a magical creature within the past 24 hours.
- **1st Level (1 HP):** *Charm Person, Jump, Disguise Self.*
- **2nd Level (2 HP):** *Alter Self, Barkskin, Detect Thoughts, Enhance Ability, Hold Person, Invisibility, Spider Climb, Suggestion.*
- **3rd Level (3 HP):** *Bestow Curse, Fear, Gaseous Form, Haste, Hypnotic Pattern, Major Image, Non-Detection, Phantom Steed, Protection from Energy.*
- **4th Level (4 HP):** *Dominate Beast, Polymorph, Locate Creature, Stoneskin.*

The Godswar took a heavy toll on the elves of Khalgun, both in numbers and spirit. Those that survived were harshly reminded that their thousand years of life can be cut just as short as the fleeting existence of their human cousins. With less than ten thousand of their number remaining in their shattered kingdoms, many Elves pulled back from the world of man and remain isolated.

## RYLEND

Elves from all across Khalgun took to the cliffs of the dormant volcano nestled just above their cousins in the Ironwood. They sought to separate themselves from those they viewed as lesser beings, elf and non-elf alike.

They consider themselves the natural leaders of the elves and appointed guardians of the most powerful magics that remain in the world. The Snowspire, a fortress of magical glass and stone hand-built by Zavan, serves as both a repository for arcane knowledge and a vault to protect the world from its most dangerous secrets.

The elves of Ryland view the dwarves who helped build their island nation with respect, but are

distrustful of most others.

## IRONWOOD

The greatest stronghold of elves in the Five Kingdoms dominates the Northern Peninsula of Brenus. Tens of thousands of towering Ironwood trees stretch hundreds of feet into the sky, forming a vast, nearly impenetrable canopy split down the middle by the icy waters of the Flow.

Though technically part of the Kingdom of Brenus, the elves of the Ironwood see themselves as the sole rulers of their forest and reject all outside attempts at influence. They are careful guardians of their trees and the powerful, magical wood those trees produce, reacting with swift violence against any who would seek to remove so much as a fallen branch.

They are wary of outsiders but try not to kill trespassers, preferring to render them unconscious and drag them to the treeline's edge.

## SOUTHWIND ORCHARDS

Founded by a collective of high-elves that sought to reconnect with nature by using their magic to display total domination over it, the grandiose South Wind Orchards rivaled any garden on Khalgun even before the Worldstorm swallowed most of the planet.

Every possible fruit, berry, gourd, tuber and lettuce explodes in neatly ordered rows that wind and stretch across the rich grasslands at the foot of the Indigo Hills.

The elves that tend these magical gardens are generally considered some of the most open and approachable of their kind, but still somewhat reticent to deal with outsiders beyond trading their exceptional and bountiful produce.

## THE WILD

The tangled, near impassible jungles to the southeast of Brenus are ruled by a single, god-like tribe of blood elves.

Hidden far from the eyes of civilization, their existence remains a mystery to the Five Kingdoms. While many came looking for the missing tribe of high elf scholars, none who found the blood-thirsty abominations they had become lived to tell the tale.

Aside from the small ruling clan of blood elves, there are thousands of humanoid slaves, mostly orc and human, eternally bound to their masters through blood magic.

# CHAPTER TWO: RACES

## DWARVES

Dwarves were the second mortals to set foot upon Khalgun, born from the minds, hands and Divinity of Rapel (God of Magnetism) and Kalos (God of Invention) who carved them from solid rock with powerful magics. The dwarves were innate builders and set about reshaping Khalgun with vast aqueducts, towering statues, impossible bridges and other monumental feats of engineering, many which still exist and function to this day.

Despite all their wonders, the dwarves grew jealous of the elves and their millennia of life and demanded access to magic in order to grow their creations ever taller and more magnificent. Atuna, the God of Magic, granted their wish, provided that the dwarves set aside time each morning or evening to pray upon their request and ask for their magic anew.

With these forces at hand, the dwarves built structures and machines even the gods had never thought of. Clockwork constructs and great flying transports powered by magically generated steam dominated both land and air as they chased even the great giants and dragons to the far corners of the world.

Once the great beasts of old had been neutered, the dwarves set about putting all the lands of Khalgun under their command. The elves grew wary of the dwarves' constant warfare and stole the secrets of magic from them, teaching these rituals to the other races of man in an effort to restore balance to the world.

Enraged, several clans of dwarves united to declare themselves the enemy of all mortals, and a series of great conflicts began. Many clans of dwarves remain hostile to other races. A few tolerate the elves whom they acknowledge as the only other truly thinking creatures on Khalgun, though the dwarves of the Voiceless Peaks and the worshipers of Aurras in Vel-Duram see themselves as part of a larger society of creatures instead of their natural betters.

**Ability Score Increase:** Dwarves are naturally hardy creatures. Their Constitution score increases by 2.

**Age:** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Alignment:** Most dwarves are lawful, believing firmly in the benefits of a well ordered society.

**Size:** Dwarves stand between 4' and 5' tall and average about 150 pounds. Their size is Medium.

**Speed:** Dwarves' base walking speed is 25'. Their speed is not reduced by wearing heavy armor.

**Darkvision:** Accustomed to life underground, dwarves have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. They cannot discern color in darkness, only shades of gray.

**Dwarven Resilience:** Dwarves have advantage on saving throws against poison, and they have resistance against poison damage.

**Dwarven Combat Training:** Dwarves have proficiency with battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency:** Dwarves gain proficiency with the artisan's tools of their choice: smith's tools, brewer's supplies, or mason's tools.

**Stonemasonry:** Whenever a dwarf makes an Intelligence (History) check related to the origin of stonework, they are considered proficient in the History skill and add double their proficiency bonus to the check.

**Languages:** Dwarves can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

## GAL-HADIR

Leading the angry calls for dwarven conquest were the new rulers of Gal-Hadir.

The clan structure of Gal-Hadir is quite rigid, with the people valuing ingenious mechanics and gem crafting above all other pursuits. Stone workers are as highly prized among their ranks as any dwarven society, but they lean toward very clean and simple designs. They respect the efficiency of the work - all else is simple decoration.

The dwarves of Gal-Hadir occupy a city enveloped by a massive fortress at the center of the spidering Kalkeila Mountains. The fortress city is run by clan Stoneburner, an insular family of dwarves that vanished from the citadel over three hundred years ago, only to return wielding strange magics and advanced technologies. Since their house's restoration and ousting of clan Kalimore, King Thorrick Stoneburner has ruled by strength, driving the city toward war and genocide with every opportunity. Those who stood against the king or criticized his actions soon found their fortunes and lives threatened.



After their last world conquest met with defeat at the hands of the Godking, King Stoneburner turned his focus inward, tunneling dozens of new mine in a lust for seeker stones. He ordered production of clockwork constructs and airships to bolster Kadar's army (and possibly to defend against it).

This has led to an increased demand for ironwood, a difficult commodity for a city of xenophobic, warmongering dwarves to negotiate from an equally insular group of wild elves. Official sales of ironwood to Kadar are forbidden, but those who go around the law are handsomely rewarded with the outlandish price of a platinum per pound of wood.

As a rule, non-dwarves are not permitted within the city proper, though all are allowed to sell and trade at the open bazaar that snakes along the long, winding climb to the city gates.

### VEL-DURAM

Chased out of their mountain home by Clan Stoneburner, the dwarves of Clan Kalimore left the north completely and eventually found the city of Vel-Duram in the south of Wessle, at the top of the Li-Gun mountains. They were again cast out as the Kadarian army ransacked the county during the last Great War, obliterating their proud city stone by stone and casting them into the waters below.

Over the past five decades the survivors who earned or fought their way out of slavery gathered here once again and set about rebuilding their city, retrieving and replacing each stone from the base of a pounding waterfall. Despite the difficulty, they have worked quickly, and the peaks once again hum with dwarven song.

The dwarves of Kalimore are a warm and friendly lot, eager to forge partnerships with locals and entertain travelers with music and stories. They prize song and prose over all else, but are also known as talented stoneworkers, engineers and brewmasters. They frequently sponsor traveling royal bards to spread tale of their kingdom and to celebrate their history and lineage.

### LORDS OF TARSUS

Several Lords of Tarsus rule the mining houses that quietly manipulate political power in Ryzan's capital

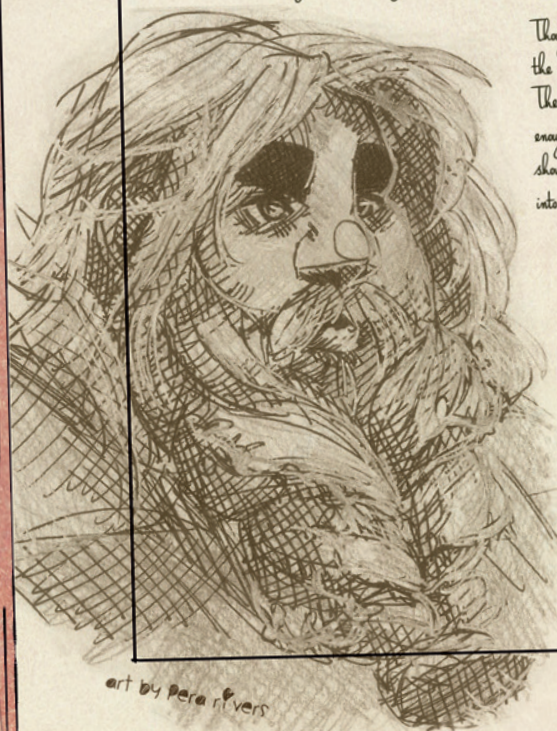
Xion Prosten's journal / 27th of Siffon, 98

### Dwarves

The Dwarves of the Five Kingdoms we have met or heard from thus far have been much different than the stoic, conservative lot I was expecting to find. Torric and the soon-to-be mother of his twins (!) are perfect examples of what I have come to consider the true, jovial nature of Dwarves.

Though we have yet to meet their kind, the Dwarves of Gal-Hadir worry me. Their militaristic xenophobia would be enough on its own, but they have also shown clear signs of turning Godstones into terrifying weaponry.

I remain open minded, as we need any and all allies in our Divine battles to come, but I will be wary of this King Stoneburner when he and I finally meet.



city of Capena. Though their old kingdom was demolished during the Godswar and nearly all of their kind buried along with it, those who survived laid claim to a titanic vein of gold that erupted to the surface of Khalgun.

Tending toward stoutness, dark skin and flamboyant red and orange hair, the clans of Mount Tarsus adorn their palatial mansions in gold leaf and their bodies in the richest fabrics money can secure. Master weavers spend hundreds of hours crafting draped cotton garments that are still translucent at eight layers, and wool shawls so fine that they can easily be drawn through a ring.

Officially, the clans take no position in the affairs of Ryzan politics, competing with one another through garish displays of wealth and charity. Behind the scenes they quietly bribe city officials with large donations to their political campaigns. While they continue to





# CHAPTER TWO: RACES

lend support to the dwarves of Gal-Hadir, they have no interest in conquest, only profit - and being on the winning side should that conquest be successful.

## DEL-VEDAR

The dwarves of Brenus, however, stand ever vigilant to make sure that victory never comes to pass. Their ancient city of Del-Vedar is the largest fortified mountain city ever built, and the only walls aside from Ani's that have never been breached.

They are loyal to the crown of Brenus and deeply entwined both in affairs of the court and coin across the kingdom. The hills and valleys that surround their mountains are zealously guarded against intrusion and disruption, allowing the many towns and farms that populate the north to exist in peace.

## THE RED FORT

As raids from the wild jungle clans of humans to the south grew in number and brutality, clan Shieldwall volunteered to establish a fortress at the foot of Titan's Ridge and secure the Crimson Hills. Carved from blocks of the copper-stained hills surrounding them, the Red Fort serves as city, garrison and trade post for their tribe, and marks the last civilized settlement in the Kingdom of Brenus.

The dwarves of clan Shieldwall are legendary in battle. Eschewing weapons for hand-to-hand combat, their soldiers wield masterfully crafted full plate and dual tower shields. Through years of training, entire columns can form synchronized walls of solid steel to repel any assault, while powerful ballista, trebuchets, and mechanical crossbow repeaters rain death from above. The Ironwood shields are gifted from their wild elf allies and banded with dwarven-forged steel.

## GNOMES

Born from gems mined deep within their subterranean lairs, gnomes are the only race on Khalgun not directly forged by divinity.

At the height of their worldwide domination and mastery over the powers of magic, dwarves began to think of themselves as equal with the gods. In order to prove this boast, they set themselves with a clear task: create new life.

Different clans set about this goal in different ways. The dwarves of Gal-Hadir used dark magics to bind the souls of prisoners and slaves into their mechanical

constructs until they rebelled, nearly destroying their kingdom. The lost dwarves of Bor-Van, a society which excelled in medical and biological knowledge, followed the path of the gods by combining flesh and magic to create a series of monstrous abominations. But it was the dwarves of Ryzan who were successful, creating gnomes from gems mined deep within Mount Tarsus.

Until the Godswar, gnomes were considered property in Ryzan, much of the Kadarian Empire and half of Wessle's independent nation states. Even after King Jakub Kladiwo declared them to be a free race unto themselves, many remained where they had been created, continuing to serve their masters as their families had before them for generations.

**Ability Score Increase:** Gnomes' Intelligence score increases by 2 and Constitution by 1.

**Age:** Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. Average lifespans range from anywhere between 350 and nearly 500 years.

**Alignment:** Gnomes are most often good.

**Size:** Gnomes are between 3' and 4' tall and average about 40 pounds. Their size is Small.

**Speed:** A gnome's base walking speed is 25'.

**Darkvision:** Accustomed to life underground, gnomes have superior vision in dark and dim conditions. They can see in dim light within 60' as if it were dim light. They can't discern color in darkness, only shades of gray.

**Gnome Cunning:** Gnomes have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Artificer's Lore:** Whenever gnomes make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, they can add twice their proficiency bonus, instead of any proficiency bonus they normally apply.

**Languages:** Gnomes can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

## HUMANS

Hyper-evolved over three-thousand years, humans were the last race formed by hands of the old gods. Possessed by an insatiable desire to not only explore but conquer all they laid eyes upon, humans set about





taming and cultivating the lands of Khalgun as none had tried before. Besa, the first human city, was a shining kingdom of copper and granite long before stones were drug up the mountain of Rylend, or the supports sunk for Black Rock Pass.

Quickly spreading to every corner of world, even the gods were taken aback by how successful this new mortal race had become. A few set about culling their numbers with plague, famine and flood, only to be rebuffed time and time again by the ingenuity and sheer stubbornness of the arisen chimpanzees.

The elder races of Khalgun also took exception to this rapid human expansion and set about to manage their numbers with axe and bow. They were met with even greater defeat than the Old Gods as dozens of human clans rallied together and drove their elven and dwarven attackers back into their forests and mountains.

Humans live more openly and freely than any thinking being ever has on Khalgun. Their willingness to change and adapt their own culture and language to assimilate ideas from others is wholly alien to most races, and utter blasphemy to the Dwarves. Elves are both entranced and repelled by the fierce, temperamental passions of humans, while many

halflings find them refreshingly affable. Gnomes see humans though the prism of the Godking and think them liberators, while orcs remember their burned fields and homes in Wessle and treat most pink-skins as oppressors.

**Ability Score Increase:** Humans are adaptive mortals, and their ability scores each increase by 1.

**Age:** Humans reach adulthood in their late teens and only rarely live more than a century.

**Alignment:** Humans tend toward no particular alignment. The best and the worst are found among them.

**Size:** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Their size is Medium.

**Speed:** A human's base walking speed is 30'.

**Languages:** Humans speak, read, and write Common and one extra language of their choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.





# CHAPTER TWO: RACES

## HALFLINGS

The third race of mortals hyper-evolved from mammals, halflings were once a species of large groundhogs known for their love of sweets and berries. A part of this heritage still beats within their tiny hearts and many live in homes that form winding, underground tunnels.

Halflings are cautious of most mortals, as any creature would reasonably be when dealing with giants sometimes thrice their height, but otherwise are eager for new adventures and experiences.

**Ability Score Increase:** Halfling Dexterity scores increase by 2 and Charisma scores increase by 1.

**Age:** Halflings reach adulthood at the age of 20 and generally live into the middle of their second century.

**Alignment:** Most halflings are good. As a rule, they are decent and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

**Size:** Halflings average about 3' tall and weigh about 40 pounds. Their size is Small.

**Speed:** A halfling's base walking speed is 25'.

**Brave:** Halflings have Advantage on saving throws against being frightened.

**Halfling Nimbleness:** Halflings can move through the space of any creature that is of a size larger than themselves.

**Naturally Stealthy:** Halflings can attempt to hide even when they are obscured only by a creature that is at least one size larger than themselves.

**Languages:** Halflings can speak, read, and write Common and Halfling. The halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

## ORCS

Of all the mortal races, orcs are the only whose origins cannot be fully explained. They were not created by divine hand, nor did they arise naturally from the life that exploded across Khalgun. Orcs have no written language and their stories freely mix facts with superstition, serving as religious dogma more than a careful document of

events, making tracing their lineage difficult.

From what scholars can piece together, Arghati, a bastard daughter of Ogun (the God of the Earth denied all of his children), tunneled deeper and deeper into Khalgun in order to be close to the warmth of the planet's core. It was there she discovered a door, ancient and long buried, covered in thin, etched symbols that flared silver with her touch. Curiosity drove her to open that door, and whatever lay behind it transformed her into the great Orc Mother from which all others would be born.

Orcs respect strength, both physical and spiritual. They have little tolerance for nuance or prolonged debate and are innately predisposed to following a single, powerful leader. This trait allows them to form armies of unwavering loyalty but also leaves them vulnerable to clever magical tricksters seeking to corrupt their culture of superstition and omens.

**Ability Score Increase:** Orc Strength scores increase by 2, Constitution scores increase by 1, and Intelligence scores are reduced by 2.

**Age:** Orcs reach adulthood at age 12 and live up to 50 years.

**Alignment:** Orcs respect strength, both physical and spiritual. They have little tolerance for nuance or prolonged debate.

**Speed:** An orc's base walking speed is 30'.

**Darkvision:** Orcs can see in dim light within 60' as if it were bright light, and in darkness as if it were dim light. They can't discern color in darkness, only shades of gray.

**Aggressive:** As a bonus action, orcs can move up to their speed toward an enemy of their choice that they can see or hear. They must end this move closer to the enemy than they started.

**Menacing:** Orcs are trained in the Intimidation skill.

**Powerful Build:** Orcs count as one size larger when determining their carrying capacity and the weight they can push, drag, or lift.

**Languages:** Orcs can speak, read, and write Common and Orc.

## OTHER RACES

Before the Breaking of the World, there were many wild and unexplored regions of Khalgun that were rumored to be populated by many strange races. After the planet was torn asunder when the God of Chaos opened hundreds of portals to other planes and





dimensions, there is no telling what strange life forms have come to this world. The DM should feel free to add any of the following, as well as any others they can imagine, into their campaign.

The towering mountains that once stood in the Void were said to be home to the winged humanoids known as the aarakocra, though only a handful of texts and drawings of them exist. Goliaths were also said to be from these mountains, believed to be the sons and

daughters of giants who mated with humans.

Tieflings were bogeymen used to frighten children into good behavior, and aasimar were said to be angels sent by kind gods to aid humans in times of trouble. A few elves and old dwarves share stories of creatures they knew as dragonborn, but none have been seen for almost five hundred years.







## CHAPTER THREE: DIVINITIES

Power can never truly be destroyed. Purged from the world for nearly a century, the great divinities of the old gods are once again establishing their hold on Khalgun.

Divinities function separately from the rules of magic, though some arisen gods have found ways to channel their divinity into their spellcrafting. Unless noted otherwise, these abilities can be used at will.

A god's power is forged from the forces that created the universe. Gods are beings of raw energy empowered with a limitless font of divinity. This energy is superior to magic and when in conflict with magic of an equal nature, divinity always wins out.

Simply being a divine being handicaps many of the foes a god will face. Some creatures and spellcasters can dispel or suppress a player's spellcasting and magic items relatively easily. Traditional fantasy game players who rely on magic to defeat such foes face a huge challenge, but a god has much less to fear.

Monstrosities that generate antimagic fields are said to work just like the antimagic spell; a void of non-energy that renders powerless "spells and other magical effects except those created by an artifact or a deity." While this creature could still nullify the magical equipment, arms, and armor of a god (provided that equipment was not also divine), it would have no effect on the god's magic or their divinities, as both are drawn from the god's divine power.

A player will discover their new godhood between 1st and 2nd levels, and abilities granted by that power will track with them for every additional level until they max-out at 20th. These abilities stack with any racial, magical, and class traits, as well as all feats.

DOMAIN	OLD GOD	ABILITY
Air	Ather	Dexterity
Astral Plane	Sah	Wisdom
Beasts	Ova	Strength
Chaos	Vistrix	Charisma
Death	Mordukai	Constitution
Dreams	Ocarus	Intelligence
Earth	Ogun	Constitution
Emotion	Pelios	Charisma
Fate	Lordros	Intelligence
Flight	Hilo	Dexterity
Fire	Ytar	Charisma
Force	Voara	Wisdom
Illusion	Shakti	Wisdom
Invention	Kalos	Intelligence
Knowledge	Epona	Intelligence
Life	Yala	Wisdom
Luck	Jodar	Dexterity
Magic	Atuna	Intelligence
Magnetism	Rapel	Strength
Moon	Ius	Charisma
Order	Barros	Strength
Peace	Etos	Wisdom
Plants	Wodea	Constitution
Sea	Ceato	Strength
Sound	Aurras	Wisdom
Speed	Cenos	Dexterity





Sport	Gaidir	Constitution
Strength	Valhena	Strength
Sun	Siforr	Constitution
Time	Mivia	Intelligence
Travel	Tir	Dexterity
Vitality	Udea	Constitution
War	Vodon	Charisma
Water	Emitaf	Wisdom
Wild	Xunos	Strength
Will	Radia	Wisdom

*Pera Rivers*

## DIVINITY SCORE

A god's Divinity Score = 8 + their proficiency bonus + their ability modifier.

For example: a 1st level fighter with a Charisma of 14 who becomes the awakened God of War would have a Divinity Score of 8 + 2 (their Charisma modifier) + 2 (their Proficiency bonus) = 12.

Many of the god's divinities replicate magical abilities and spells. For abilities that require a gemstone, that stone is usually replaced with a godstone (see Chapter Four: Magic Items).

## CONCENTRATION

Some divinities require a god to maintain concentration to keep their divine power active. If the god loses concentration, the divinity ends.

If a divinity must be maintained with concentration, that fact appears in its duration. The god can end concentration at any time (no action required). Normal activity, such as moving and attacking,



# CHAPTER THREE: DIVINITIES

doesn't interfere with concentration. If the god steps outside the range of the divinity, their concentration is immediately broken. The following factors can break concentration:

- **Invoking:** A god will lose concentration on a divinity if they invoke another divinity or cast a spell that requires concentration. A god cannot concentrate on two divinities at once or on a spell and a divinity at the same time.
- **Damage:** Whenever a god takes damage they must make a Constitution saving throw to maintain concentration. The DC equals 10 or half the damage inflicted, whichever number is higher.
- **Knockout:** A god loses concentration on a divinity if they are incapacitated or if they die. The DM might also decide that certain environmental phenomena, such as trying to invoke a divinity while in a sandstorm, require the god to succeed on a DC 10 Constitution saving throw to maintain concentration.

## COMPONENTS

A divinity's components are the physical requirements a god must meet to cast a divine effect. Each divinity's description indicates whether it requires verbal (V), somatic (S), or material (M) components. If a god can't provide one or more of a divinity's components, they are unable to invoke the divinity.

- **Verbal (V):** Most divinities require the chanting of mystic words. The words themselves aren't the source of the divinity's power; rather, the particular combination of sounds, with specific pitch and resonance, sets the divinity in motion. A god who is gagged or in an area of silence, such as one created by the Silence spell, can't invoke a divinity with a verbal component.
- **Somatic (S):** Invocation gestures might include a forceful gesticulation or an intricate set of hand and finger movements. If a divinity requires a somatic component, the invoker must have free use of at least one hand to perform these gestures.
- **Material (M):** Invoking some divinities requires particular objects, specified in parentheses in the component entry. If a cost is indicated for a component, a god must have that specific component before they can invoke the divinity.

If a divinity states that a material component is consumed by the divinity, the god must provide this component for each invoking of the divinity.

A god must have a hand free to access a divinity's material components — or hold a divinity focus — but the god can hold the focus in the same hand that they use to perform somatic components.

## THE BRIDGE

As a standard action, two or more gods can merge their divine powers and form a bond of astral energy known as the Bridge. Each god that is part of the Bridge must remain focused to stay connected. If at least two gods remain connected, the Bridge will persist. Gods that lose connection can rejoin the Bridge the following round.

A god can remain safely connected to the Bridge for a number of rounds equal to 10 + their Constitution modifier. Each round after, the god must roll a Constitution saving throw against a DC of 10 + the number of gods connected to the Bridge.

While connected to the Bridge, each god amplifies and focuses the divinities of every other god sharing the Bridge. The gods must choose one of the following formations, but they can choose to shift which form the bridge takes at the beginning of each round:

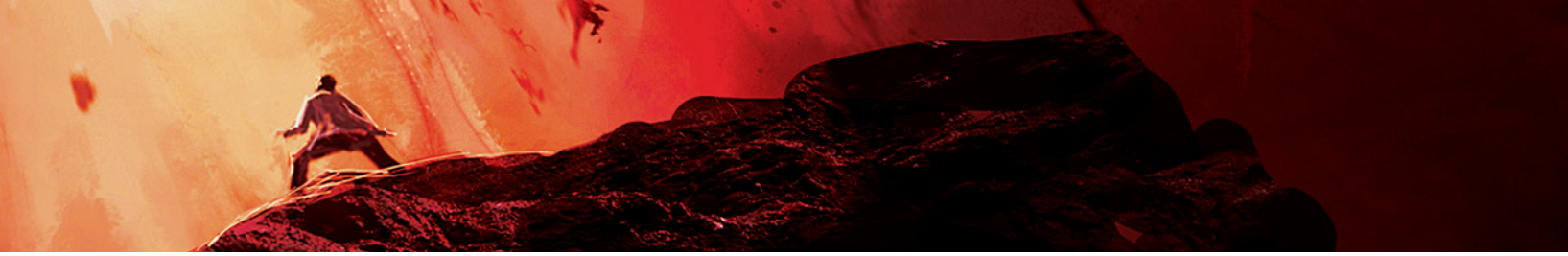
- **Combined Might:** Each god deals an extra die of damage with any divinity they invoke that causes damage. They also roll all Concentration checks with advantage.
- **All For One:** One or more gods can focus their divine might into a single god, temporarily boosting the god's divine might. When this conduit god rolls a d20 while invoking divinities, every god connected to the Bridge rolls a d20 as well. The conduit god then selects the highest number rolled as their number.

The god who serves as the conduit also has access to divinities beyond their current level. For every god connected to the bridge, the conduit god gains access to their next level divinity. For example: If four gods focused their divinities on the 6th level God of The Sea, that god would temporarily be considered 10th level: 4 gods (4) + the God of the Sea's level (6) = 10, for the purpose of invoking divinities and rolling divinity checks.

The conduit god can cast spells and invoke divinities that require concentration without sacrificing their connection to the Bridge.

- **One For All:** One god acts as a divine battery for every other god connected to the Bridge, providing them with advantage on all divinity rolls and





Concentration checks. The god acting as the battery can take no other actions. If the god acting as a battery loses their concentration, the Bridge falters.

- **Feedback:** If any god rolls a critical failure while connected to the Bridge and in the process invoking a divinity, they lose control of their power. This loss of focus creates a violent feedback of divine energy across the Bridge. Every god connected to the Bridge (including the one who just failed their save) must roll a Constitution save with a DC of 10 + 1 for each god linked.

If a god fails, the feedback overwhelms their connection. A burst of divine energy explodes from the center of the Bridge, knocking the god 10' away and inflicting 2d8 damage for every god connected to the Bridge.

## DOMAINS

Each of the arisen gods of Khalgun has power over a domain.

### AIR

Level	Features
1	Air Manipulation
2	Deflect Missiles
3	Wind Dash (5')
4	Gust of Wind
5	Throw Anything, Guided Strike
6	Fly
7	Wind Dash (10'), Deflect Missiles
8	Steal Breath
9	Wind Wall
10	Air Form
11	Summon Air Elemental
12	Wind Dash (15')
13	Call Lightning
14	Sphere of Air
15	Storm of Stones
16	Wind Dash (20')
17	Wind Walk
18	Sonic Boom
19	Control Weather, Wind Dash (25')
20	Cyclone

### AIR MANIPULATION

*Invoking Time:* 1 bonus action

*Range:* Touch

*Components:* None

*Duration:* Special

A god with this ability can manipulate the air around them, providing the following capabilities:

- **Feather Fall:** The God of Air can manipulate currents around them as they fall, slowing their descent to 60' per round and negating any falling damage. The god can pass this ability on with a touch, granting the same protection for 1 minute.
- **Air Jump:** By generating a small gust of air beneath them, the God of Air increases their jump distance by 5x.
- **Helmet of Air:** By whirling air around their head, the God of Air can provide a source of breathable oxygen while blocking out other gasses and liquids. The helmet allows them to breathe normally in any environment, including underwater, and makes them immune to airborne toxins and poisons.

The helmet remains until dismissed by the god, even if they fall unconscious or are otherwise incapacitated. The god can pass this ability on with a touch, granting the helmet's protections for 10 minutes.

### DEFLECT MISSILES

*Invoking Time:* 1 bonus action

*Range:* Self

*Components:* None

*Duration:* Instantaneous

The God of Air can roll 1d10 + their Dexterity modifier + their divinity bonus to try and overcome the damage from any incoming missile. If the god rolls higher than the damage inflicted, they can immediately redirect that missile at any target within 150', striking as a ranged weapon with the god's divinity bonus as the modifier for attack and damage.

*At Higher Levels:* At 7th level the god can deflect missiles targeting an ally within 30'.

### WIND DASH

*Invoking Time:* 1 reaction

*Range:* Self

*Components:* S

*Duration:* Instantaneous

The God of Air can generate a quick blast of wind that propels them along the ground, allowing them to Dash 5' on their reaction.

# CHAPTER THREE: DIVINITIES

If the god is attacked by a target they can see and has not used their reaction that round, they can opt to Dash out of the way with a successful divinity save (d20 + their divinity modifier) vs. their opponent's attack roll.

This ability allows the god to dodge melee and ranged attacks, as well as spells and divinities that directly target them, but only if those spells and divinities require an attack roll. The god can also dodge spell or divinity area effects if the dash takes them outside the area affected.

**At Higher Levels:** The maximum distance traveled by this divinity increases to 10' at 7th level, 15' at 12th, 20' at 16th, and 25' at 19th.

## GUST OF WIND

**Invoking Time:** 1 action

**Range:** Self (60' line)

**Components:** S

**Duration:** Concentration

A line of strong wind 60' long and 10' wide explodes from the God of Air in a direction they choose for the divinity's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw against the god's Divinity Score or be pushed 15' away from the god in a direction following the line. Any creature in the line must spend 2' of movement for every 1' it moves when moving closer to the god.

The blast disperses gas and extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance of extinguishing them as well.

As a bonus action on each of the god's turns, they can change the direction of the wind.

## THROW ANYTHING

**Invoking Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

The God of Air can wrap winds around any object they can lift with one hand and use it as if it were a ranged weapon meant to be thrown, without penalty. Range is 30'/90' for all objects and damage is 1d4 + the god's divinity modifier.

## GUIDED STRIKE

**Invoking Time:** 1 bonus action

**Range:** Self, 30'

**Components:** S

**Duration:** Instantaneous

By directing currents around a thrown weapon or piece of ammunition, the God of Air gains advantage on all ranged attacks. As a standard action, the god can grant this ability to another within 30' on their next attack, provided that attack happens within 1 round of invoking this divinity.

## FLY

**Invoking Time:** 1 bonus action

**Range:** Self

**Components:** S

**Duration:** Concentration

The God of Air can fly at a speed of 60' as naturally as if they were walking. If the god is rendered unconscious or knocked prone while in flight they glide back to earth at 60' per round.

## STEAL BREATH

**Invoking Time:** 1 action

**Range:** 150'

**Components:** S

**Duration:** Concentration

The God of Air can draw the breath out of any creature they can see within range, forcing the victim to make an immediate Constitution save vs. the god's Divinity Score or begin suffocating at the beginning of their next turn.

When a creature is suffocating, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). During each rounds, the creature makes a Constitution save vs. the god's Divinity Score to force air into their lungs, resetting the clock. If the targeted creature runs out of rounds, it falls unconscious at the start of its next turn, drops to 0 hit points, and is dying.

This divinity does not affect creatures that do not need to breathe or are not currently breathing air, such as those under the effect of a *Water Breathing* spell.

## WIND WALL

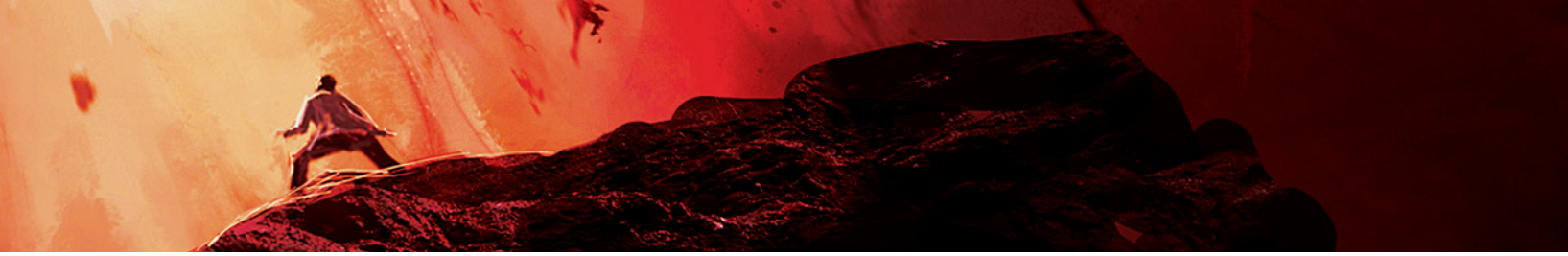
**Invoking Time:** 1 action

**Range:** 120'

**Components:** S

**Duration:** Concentration





A wall of strong wind rises from the ground at a point The God of Air chooses within range. The god can make the wall up to 50' long, 15' high, and 1' thick. The god can shape the wall in any way they choose so long as it makes a single, continuous path. The wall lasts as long as the god maintains concentration.

When the wall appears, each creature within its area must make a Strength saving throw vs. the God of Air's Divinity Score. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The high winds push fog, smoke, and other gases 10' away from both sides of the wall. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials (such as a stack of paper) brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched through the wall are deflected upward and automatically miss. Heavy projectiles, such as rocks hurled by giants or siege engines, are unaffected. Creatures in gaseous form cannot pass through the wall.

### AIR FORM

*Invoking Time:* 1 action

*Range:* Self

*Components:* None

*Duration:* Concentration

The God of Air can transform their body into an entirely gaseous state, becoming one with the air and vapors that swirl around them. The god retains the ability to speak and use their other divinities while in this form, but cannot wield weapons and armor or cast magic. While in this form, the god gains the following abilities:

- **Incorporeal:** Immunity to all non-magical bludgeoning, piercing, and slashing damage. The God of Air can pass through small holes, narrow openings, and cracks, but treat liquids as though they were solid surfaces. While in this form, the god can't fall and remains hovering in the air even when stunned or otherwise incapacitated.
- **Fast Flight:** The god can fly twice as fast in this form, up to 120' per round.
- **Reap the Wind:** The god can "grapple" while in this form, engulfing an opponent with swirling winds. The god uses their divinity bonus for all grappling checks and can employ their *Steal Breath* ability on anyone held in a grapple without breaking Concentration.

### SUMMON AIR ELEMENTAL

*Invoking Time:* 1 minute

*Range:* 90'

*Components:* V, S

*Duration:* Concentration

The God of Air can call forth an elemental servant. The god chooses an area of air that fills a 10' cube within range. An air elemental of challenge rating 5 or lower appears in an unoccupied space within 10' of it. The air elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The air elemental is friendly to the God of Air and their companions for the duration. Roll initiative for the air elemental, which has its own turns. It obeys any verbal commands that the god issues to it (no action required). If no commands are given to the air elemental, it defends itself from hostile creatures but otherwise takes no actions. The DM has the air elemental's statistics.

**At Higher Levels:** The god can summon a Greater Air Elemental at 15th level and a Superior Air Elemental at 19th level (see Chapter Five: Creatures).

### CALL LIGHTNING

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* Concentration

A storm cloud appears in the shape of a cylinder that is 10' tall with a 60' radius, centered on a point the god of Air can see 100' directly above. The divinity fails if the god cannot see a point in the air where the storm cloud could appear (for example, if they are in a room with a ceiling too low to accommodate the cloud).

The God of Air chooses a point they can see within range and a bolt of lightning flashes down from the cloud to that point. Each creature within 5' of that point must make a Dexterity saving throw. A creature takes 5d10 lightning damage on a failed save, or half as much damage on a successful one. While they maintain focus, the god can use their action to call down lightning in this way again, targeting the same point or a different one.

If the god is outdoors in stormy conditions, the divinity gives them control over the current storm instead of creating a new one. Under such conditions, the damage increases by 1d10.

**At Higher Levels:** At 16th level the damage from each bolt of lightning increases to 6d10, and at 20th level the damage increases to 7d10.

## SPHERE OF AIR

**Invoking Time:** 1 minute

**Range:** 10' radius centered on the god

**Components:** V, S

**Duration:** Concentration

The God of Air can create a swirling sphere of wind around themselves and up to 10 other willing creatures within a 10' radius. The sphere provides all within breathable air.

- **Flight:** The sphere can fly at a speed of 60' or travel through liquid at a speed of 30'.
- **Deflection:** The swirling walls of the sphere deflect all ranged missiles, fire, and gas-based attacks.

## STORM OF STONES

**Invoking Time:** 1 action

**Range:** 120'

**Components:** V, S, M (at least 50 pounds of loose rocks and stones)

**Duration:** Concentration

The God of Air creates a churning knot of wind that swirls rocks and debris within range. The god can make a wall up to 100' long, 20' high, and 5' thick, or a ring up to 60' in diameter, 20' high, and 5' thick. The wall provides three quarters cover to creatures behind or within it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 6d10 bludgeoning damage. On a successful save, the creature takes half as much damage.

## WIND WALK

**Invoking Time:** 1 minute

**Range:** 30'

**Components:** V, S

**Duration:** 8 hours

The God of Air and up to 10 willing creatures the God can see within 30' assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form they have a flying speed of 300' and resistance to damage from non-magical weapons. The only actions a creature can take in this form are the Dash action or to revert to their normal form.

Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the divinity ends, a creature can return to wind walking by spending another minute transforming.

If a creature is in cloud form and flying when the effect ends, the creature descends 60' per round for 1

minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

## SONIC BOOM

**Invoking Time:** 1 action

**Range:** 150'

**Components:** V, S

**Duration:** Instantaneous

The God of Air can generate a concussive blast of air centered on a point they can see within range that shatters the barrier of sound and explodes outward. Every creature within 30' of the explosion must succeed on a Constitution saving throw vs. the god's Divinity Score or take 10d6 thunder damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

All within the area must also make a second Constitution save or be deafened for the next minute.

## CONTROL WEATHER

**Invoking Time:** 10 minutes

**Range:** Self (5-mile radius)

**Components:** V, S

**Duration:** 8 hours

The God of Air can take control of the weather within a 5-mile radius. They must be outdoors to use this divinity. Moving to a place where they don't have a clear path to the sky ends the effect immediately.

When enacted, the God of Air changes the current weather conditions, which are determined by the DM based on the climate and season. They can change precipitation, temperature, and wind. It takes 1d4×10 minutes for the new conditions to take effect. Once they do so, the god can change the conditions again. The god "weaves" their created climate into a temporary pattern, maintaining the changes enacted for up to 8 hours.

When the God of Air changes the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, the god can also change its direction.

### PRECIPITATION

Stage	Condition
-------	-----------

1	Clear
---	-------

2	Light clouds
---	--------------

3	Overcast or ground fog
---	------------------------

4	Rain, hail, or snow
---	---------------------

5	Torrential rain, driving hail, or blizzard
---	--





## TEMPERATURE

Stage	Condition
-------	-----------

- |   |                 |
|---|-----------------|
| 1 | Unbearable heat |
| 2 | Hot             |
| 3 | Warm            |
| 4 | Cool            |
| 5 | Cold            |
| 6 | Arctic cold     |

## WIND

Stage	Condition
-------	-----------

- |   |               |
|---|---------------|
| 1 | Calm          |
| 2 | Moderate wind |
| 3 | Strong wind   |
| 4 | Gale          |
| 5 | Storm         |

## CYCLONE

*Invoking Time: 1 action*

*Range: Self*

*Components: V, S*

*Duration: Concentration*

By transfusing their essence with the air around them, the God of Air can transform into a swirling tower of destruction capable of scouring the land clean.

All torches and other sources of non-magical light are extinguished within 60' of the God of Air. Ranged attacks that can be affected by the wind fired from or into this area automatically fail, even if launched from siege engines or thrown by giants.

- **Immunity:** The god is immune to non-magical bludgeoning, piercing and slashing damage.
- **Fast Flight:** The god can fly up to 120' per round.
- **Whirlwind:** The god generates a roaring column of wind, forcing each creature within 60' to make a Strength saving throw vs. the god's Divinity Score. On a failure, a creature is flung 30' away in a random direction and knocked prone, taking 4d6 bludgeoning damage. If a creature strikes an immobile object, it takes an additional 1d6 bludgeoning damage for every 10' it was thrown. If a creature is thrown through the path of another creature, the second creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

# CHAPTER THREE: DIVINITIES

## ASTRAL PLANE

### Level Features

1	Astral Awareness
2	Astral Step
3	Detect Magic
4	Astral Shield
5	Astral Blast
6	Astral Travel
7	Astral Eye
8	Astral Door
9	Hallow
10	Creation
11	Legend Lore
12	Awaken
13	Maelstrom
14	Astral Projection
15	Conjure Astral Raiders
16	Sequester
17	+1 Wisdom
18	Etherealness
19	+1 Intelligence
20	Gate

## ASTRAL AWARENESS

*Invoking Time:* Always active

*Range:* Self

*Components:* None

*Duration:* Permanent

The God of the Astral Realm is always aware of the astral realm and can peer into it as a free action wherever they choose. While in the astral realm, the god has superior vision, always knows what direction they are facing, and is aware of the location and distance of any portals in and out of the plane within 1 mile.

## ASTRAL STEP

*Invoking Time:* 1 bonus action

*Range:* Self

*Components:* S

*Duration:* Instantaneous

The God of the Astral Realm can briefly surround themselves with the purple and pink clouds of the Astral Realm, teleporting up to 30' to an unoccupied space that they can see.

## DETECT MAGIC

*Invoking Time:* 1 action

*Range:* Self

*Components:* None

*Duration:* Concentration

For the duration, the God of the Astral Realm senses the presence of magic within 30'. If they detect magic in this way, they can use their action to see a faint aura around any visible creature or object in the area that bears magic or divinity, and they learn its school of magic or the god which invoked it.

The divinity can penetrate most barriers but is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

## ASTRAL SHIELD

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* Concentration

The God of the Astral Realm can pull energy from the astral realm and shape it into a shield of force that has an equivalent amount of hit points as the god when generated. Any attacks that target the god strike the shield first. If the god is in the effect of an area attack, they can attempt to move the shield between them and the damage with a successful Dexterity save (DC 14).

If the astral shield takes more damage than it can absorb it shatters, transferring the remaining damage to the God of the Astral Realm. If this happens, the god cannot summon a new shield until they have taken a long rest.

While in the Astral Realm, the shield is summoned with triple the god's hit points and can be extended into a bubble to protect a 10' radius from the god.

## ASTRAL BLAST

*Invoking Time:* 1 action

*Range:* 120'

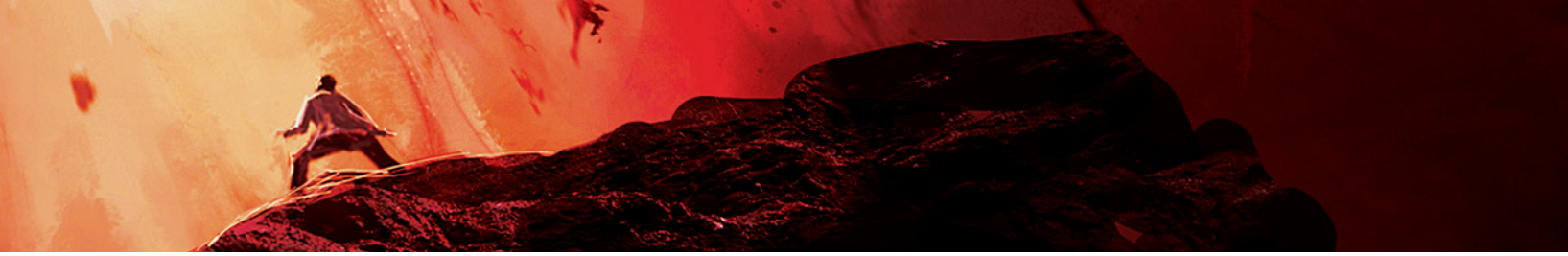
*Components:* V, S

*Duration:* Instantaneous

The God of the Astral Realm can pull energy from the astral realm and shape it into a blast of force energy that inflicts 5d8 damage. While in the Astral Realm, the damage and range of the blast is doubled.

*At Higher Levels:* The blast inflicts 6d8 damage at 10th level, 7d8 damage at 15th level, and 8d8 damage at 20th level.





## ASTRAL TRAVEL

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* Special

The God of the Astral Realm can step in and out of the astral realm as a standard action, and can fly while in the astral realm at a speed of 120'. If rendered unconscious while flying, the god floats in place until they wake up.

While in the astral realm the god cannot be seen or heard by those in their plane of existence. The God of the Astral Realm remains aware of that plane within 30' of them. By focusing, they can shift their vision and their voice to that realm, allowing them to converse with anyone in range. They hear the god as a disembodied voice with a shimmer of pink and purple energy that hangs in the air and ripples with each word.

## ASTRAL EYE

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S, M (a small godstone placed in the center of the summoned eye)

*Duration:* 1 hour

The God of the Astral Realm summons a spirit from the astral realm and creates an invisible, magical eye within range that hovers in the air for the duration.

The god mentally receives visual information from the eye, which has normal vision and darkvision out to 30'. The eye can look in every direction as well as peer into the astral realm.

As an action, the God of the Astral Realm can move the eye up to 30' in any direction. There is no limit to how far away from the god the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

## ASTRAL DOOR

*Invoking Time:* 1 action

*Range:* 500'

*Components:* V, S

*Duration:* Instantaneous

The God of the Astral Realm can teleport themselves from their current location, through the astral realm, and to any other spot within range. The god arrives at the exact place desired. It can be a place they can see, one they can visualize, or one they can describe by

stating distance and direction, such as "200' straight downward" or "300' upward to the northwest at a 45-degree angle."

The God of the Astral Realm can bring along objects if their weight doesn't exceed what the god can carry. The god can also bring one willing creature of their size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5' of the god when they invoke this divinity.

If the God of the Astral Realm would arrive in a place already occupied by an object or a creature, they and any creature traveling with them each take 4d6 force damage, and the divinity fails.

**At Higher Levels:** The distance and amount of people that can travel with the God of the Astral Realm increases to 1 mile and two people at 12th level, 10 miles and three people at 16th level, and 100 miles and four people at 20th level.

## HALLOW

*Invoking Time:* 24 Hours

*Range:* Touch

*Components:* V, S, M (a godstone large enough to be held in both hands)

*Duration:* Until dispelled

The God of the Astral Realm can touch a point and merge an area around it that has a radius up to 60' with the astral realm. The affected area is subject to the following effects.

First, celestials, elementals, fey, fiends, and undead can't enter the area, nor can creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. The god can exclude one or more of those types of creatures from this effect.

Second, the God of the Astral Realm can bind an extra effect to the area. The god chooses the effect from the following list or an effect offered by the DM. Some of these effects apply to creatures in the area; the god can designate whether the effect applies to all creatures, creatures that follow a specific deity or leader, or creatures of a particular sort, such as ogres or trolls. When a creature that would be affected enters the divinity's area for the first time on a turn or starts its turn there, it can make a Charisma saving throw vs. the god's Divinity Score. On a success, the creature ignores the extra effect until it leaves the area.

- **Courage:** Affected creatures can't be frightened while in the area.







- **Darkness:** Darkness fills the area. Ordinary light, as well as magical light created by spells, can't illuminate the area.
- **Daylight:** Bright light fills the area. Magical darkness created by spells can't extinguish the light.
- **Energy Protection:** Affected creatures in the area have resistance to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.
- **Energy Vulnerability:** Affected creatures in the area have vulnerability to one damage type of the god's choice, except for bludgeoning, piercing, or slashing.
- **Everlasting Rest:** Dead bodies interred in the area cannot become undead.
- **Extra-dimensional Interference:** Affected creatures can't move or travel using teleportation or by extra-dimensional or interplanar means.
- **Fear:** Affected creatures are frightened while in the area.
- **Silence:** No sound can emanate from within the area, and no sound can reach into it.
- **Tongues:** Affected creatures can communicate with any other creature in the area, even if they don't share a common language.

## CREATION

*Invoking Time:* 1 minute

*Range:* 30'

*Components:* V, S

*Duration:* Special

The God of the Astral Realm can reach into the astral realm, create an object, and then draw that object into their current plane. The object can be any non-living object of vegetable matter: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

- **Vegetable matter:** 1 day
- **Stone/crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine/Mithral:** 1 minute

Using any material created by this divinity as a spell or divinity material component causes that spell or divinity to fail.

**At Higher Levels:** The cube increases to 10' at 15th level and 15' at 20th level.

## LEGEND LORE

*Invoking Time:* 10 minutes

*Range:* Self

*Components:* V, S

*Duration:* Instantaneous

The God of the Astral Realm can name or describe a person, place, or object. The divinity brings to their mind a summary of the significant lore about the thing they named. The lore might consist of modern tales, forgotten stories, or even secret lore that has never been widely known. If the idea the god named isn't of legendary importance, they gain no information. The more information the god already has about the thing, the more precise and detailed the information they receive is.

The information the God of the Astral Realm learns is accurate but might be couched in figurative language. For example, if the god has a mysterious magic axe on hand, the divinity might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a Child of Stone, lover and beloved of Ogun, may awaken the true powers of the axe."

## AWAKEN

*Invoking Time:* 8 hours

*Range:* Touch

*Components:* V, S, M (a godstone large enough to be held in both hands, which the divinity consumes)

*Duration:* Instantaneous

After spending 8 hours fusing their divine energies with a godstone, the God of the Astral Realm touches a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language the god knows. If the target is a plant, it acquires the capacity to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's.

The awakened beast or plant is charmed by the God of the Astral Realm for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the god, based on how they treated it while it was charmed.

## MAELSTROM

*Invoking Time:* 1 Action

*Range:* 120'

*Components:* V, S

*Duration:* 1 minute

The God of the Astral Realm can summon an astral storm that swirls in a 30' radius centered on a point they can see within range. The point must be on ground or in a body of water. Until the divinity ends,

# CHAPTER THREE: DIVINITIES

that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw vs. the God of the Astral Realm's Divinity Score or take 6d6 bludgeoning damage and be pulled 10' toward the center.

## **ASTRAL PROJECTION**

*Invoking Time:* 1 Hour

*Range:* 10'

*Components:* V, S

*Duration:* Special

The God of the Astral Realm and up to eight willing creatures within range project their astral bodies into the Astral Plane (the divinity fails, and the casting is wasted, if the god is already on that plane). The material body the god leaves behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

The God of the Astral Realm's astral body resembles their mortal form in almost every way, replicating their game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between the god's shoulder blades and trails behind them, fading to invisibility after 1'. This cord is the god's tether to their material body. As long as the tether remains intact, the god can find their way home. If the cord is cut — something that can happen only when an effect specifically states that it does — the god's soul and body are separated, killing them instantly.

The God of the Astral Realm's astral form can freely travel through the astral plane and can pass through portals there leading to any other plane. If the god enters a new plane or returns to the plane they were on when invoking this divinity, their body and possessions are transported along the silver cord, allowing them to re-enter their body as they enter the new plane. The god's astral form is a separate incarnation. Any damage or other effects that apply to it do not affect their physical body, nor do they persist when the god returns to it.

The divinity ends for the God of the Astral Realm and their companions when they use their action to dismiss it. When the divinity ends, the affected creature returns to its physical body, and it awakens.

The divinity might also end early for the god or one of their companions. A successful dispel magic used against an astral or physical body ends the divinity for that creature. If a creature's original body or its astral form drops to 0 hit points, the divinity ends for

that creature. If the divinity ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If the God of the Astral Realm is returned to their body prematurely, their companions remain in their astral forms and must find their way back to their bodies, usually by dropping to 0 hit points.

## **CONJURE ASTRAL RAIDERS**

*Invoking Time:* 1 minute

*Range:* 90'

*Components:* V, S

*Duration:* Concentration

By opening a rift into the Astral Realm, the god can summon a pair of astral raiders (see Chapter 5: Creatures). They appear in an unoccupied space that the God of the Astral Realm can see within range. The creatures disappear when they drop to 0 hit points or when the duration ends.

The raiders are friendly to the God of the Astral Realm and their companions for the duration. Roll initiative for the creatures, which have their own turns. They obey any verbal commands the god issues to them (no action required by the god), as long as they don't violate their alignment. If the god doesn't issue any commands to the creatures, they defend themselves from hostile creatures but otherwise takes no actions.

If the God of the Astral Realm's concentration is broken, the creatures don't disappear. Instead, the god loses control of the creatures. They become hostile toward the god and their companions, and they might attack. Uncontrolled astral raiders can be dismissed by the god as a standard action. Otherwise, they disappear an hour after they were summoned.

**At Higher Levels:** At 20th level, the God of the Astral Realm can summon two additional creatures.

## **SEQUESTER**

*Invoking Time:* 1 action

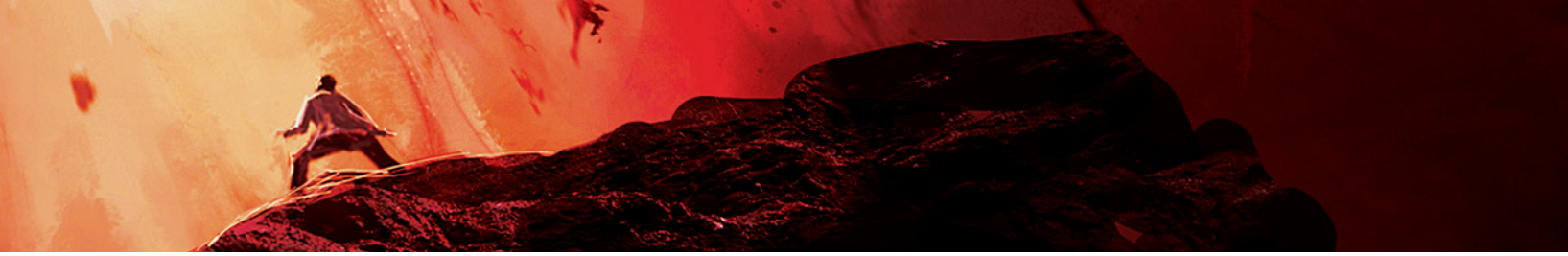
*Range:* Touch

*Components:* V, S

*Duration:* Until dispelled

Using this divinity, a willing creature or an object can be hidden away in a pocket of the astral realm, safe from detection for the duration. When the god invokes the divinity and touches the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells, unless those powers are called forth by a creature in the astral realm.





The God of the Astral Realm can set a condition for the divinity to end early. The condition can be anything they choose, but it must occur or be visible within 1 mile of the target. Examples include “after 1,000 years” or “when a particular creature draws near.” This divinity also ends if the target takes any damage.

## ETHEREALNESS

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* 8 hours

The God of the Astral Realm can step into the border regions of the ethereal plane, in the area where it overlaps with their current plane. The god remains in the border ethereal for the duration or until they use their action to dismiss the divinity. During this time, the god can move in any direction. If they move up or down, every foot of movement costs an extra foot. The god can see and hear the plane they originated from, but everything there looks gray, and they can’t make out anything more than 60’ away.

While on the ethereal plane, the god of the astral realm can only affect and be affected by other creatures on that plane. Creatures that aren’t on the ethereal plane can’t perceive the god and can’t interact with them unless a special ability or magic has given them the ability to do so.

The God of the Astral Realm ignores all objects and effects that aren’t on the ethereal plane, allowing them to move through objects they perceive on the plane from which they originated.

When the divinity ends, the God of the Astral Realm immediately returns to the plane from which they originated in the spot they currently occupy. If the god occupies the same place as a solid object or creature when this happens, they are immediately shunted to the nearest unoccupied space that they can fill and take force damage equal to twice the number of feet they are moved.

**At Higher Levels:** At 20th level the God of the Astral Realm can target up to three willing creatures. The creatures must be within 10’ of the god when they invoke the divinity.

## GATE

*Invoking Time:* 1 action

*Range:* 60’

*Components:* V, S, M (a godstone large enough to be held with both hands)

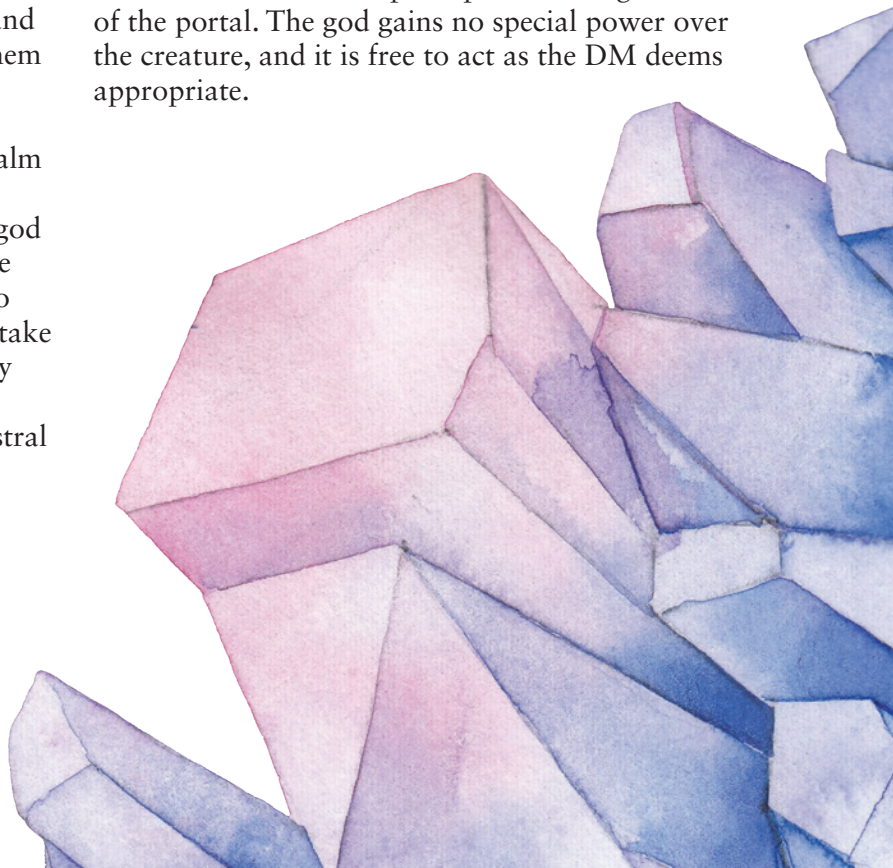
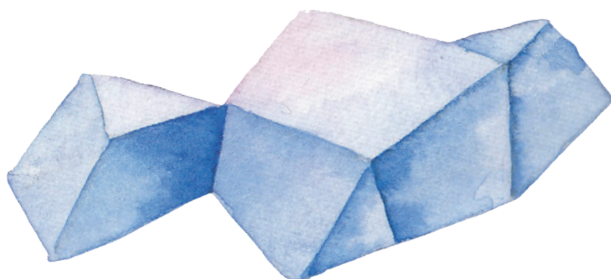
*Duration:* 1 minute

The God of the Astral Realm can conjure a portal linking an unoccupied space they can see within range to a precise location on a different plane of existence by creating a tunnel through their realm. The portal is a circular opening, which the god can make 5 to 20’ in diameter. The god can orient the portal in any direction they choose. The portal lasts for the duration.

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this divinity from opening in their presence or anywhere within their domains.

When the God of the Astral Realm invokes this divinity, they can speak the name of a particular creature (a pseudonym, title, or nickname doesn’t work). If that creature is on a plane other than the one the god is on, the portal opens in the named creature’s immediate vicinity and draws the creature through it to the nearest unoccupied space on the god’s side of the portal. The god gains no special power over the creature, and it is free to act as the DM deems appropriate.



# CHAPTER THREE: DIVINITIES

## BEASTS

Level	Features
1	Beastmaster
2	Locate Animals
3	Animal Messenger
4	Shard of Ova
5	Wildshape (up to CR 2)
6	Giant Insect
7	Hold Beasts
8	Anti-Creature Shell
9	+1 Constitution
10	Wildshape (up to CR 5)
11	Awaken Beasts
12	Insect Plague
13	+1 Charisma
14	Greater Wildshape
15	Wildshape (up to CR 10)
16	Creature Stride
17	+1 Constitution
18	Animal Shapes
19	+1 Charisma
20	Wildshape (up to CR 15)

## BEASTMASTER

*Invoking Time:* Always active

*Range:* 120'

*Components:* None

*Duration:* Permanent

All animals treat the God of Beasts as a trusted friend. Any animal within range of the god will respond to their commands and will rally to defend the god if they are attacked. All animals will perform tasks requested by the god to the best of their abilities. Creatures hostile to the god's friends will cease hostilities when they are present.

This divinity also provides the God of Beasts with the ability to communicate with any animal they can see.

## LOCATE ANIMALS

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* Concentration

The God of Beasts can describe or name a particular kind of beast and learn the direction and distance to the closest

creature of that kind within 5 miles if any are present.

## ANIMAL MESSENGER

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S

*Duration:* 24 hours

The God of Beasts can use an animal to deliver a message. The god chooses a Tiny beast they can see within range, such as a squirrel, a blue jay, or a bat. The god specifies a location, which they must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red haired dwarf wearing a pointed hat." The god also speaks a message of up to 25 words. The target beast travels toward the specified location for the duration, covering 50 miles per 24 hours for a winged messenger, or 25 miles for other animals.

When the messenger arrives, it delivers the god's message to the creature that they described, replicating the sound of the god's voice. The messenger speaks only to a creature matching the description that was given. If the messenger doesn't reach its destination before the divinity ends, the message is lost, and the beast makes its way back to where the god cast this divinity.

*At Higher Levels:* The duration increases to 48 hours at 6th level, one week at 9th level, one month at 12th level, and one year at 15th level.

## SHARD OF OVA

*Invoking Time:* 1 hour

*Range:* 1 mile

*Components:* V, S, M (food that would appeal to the beast called)

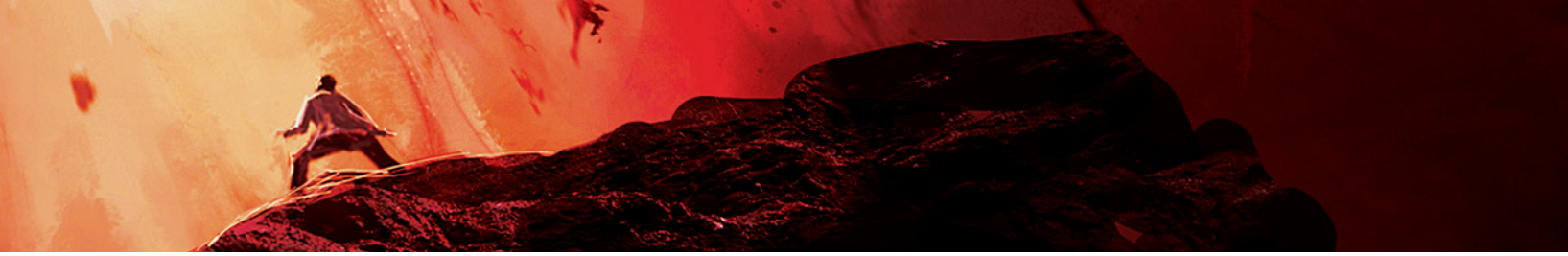
*Duration:* Instantaneous

By concentrating for 1 hour and laying out food the creature would enjoy, the God of Beasts summons one of the many avatars created by Ova. The shard arrives in the form of an animal of challenge rating 2 or less and is forever bound to the god.

At the end of the hour, a shard appears and gains all benefits listed below. The God of Beasts can have only one animal companion at a time.

If a shard is ever slain, the magical bond with the god allows them to return it to life. By concentrating for 8 hours and laying out a feast the animal would enjoy, the god calls forth the shard's spirit and uses their divinity to create an astral body of their flesh.





By adding a godstone to this ethereal form, the god anchors that spirit and return the shard to life, consuming the godstone in the process. The god can return a shard to life in this manner even if they do not possess any part of its body.

## **WILDSHAPE**

*Invoking Time:* 1 action

*Range:* Self

*Components:* S

*Duration:* Special

The God of Beasts can use their action to assume the shape of a beast that they have seen before that are challenge rating 2 or lower. Your DM will have statistics and for these animals

The god can stay in a beast shape for as long as they wish and revert to their normal form at any time as a bonus action. The god automatically reverts if they fall unconscious, drop to 0 hit points, or die.

While the god is transformed, the following rules apply:

The God of Beast's game statistics are replaced by the statistics of the creature they have chosen, but retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. The god also recalls all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the god and the bonus in its stat block is higher than the god's, use the creature's bonus instead of theirs. If the creature has any legendary or lair actions, the god can't use them.

If the God of Beasts is wounded while in a beast form and assumes the shape of another creature before taking a short rest, that creature is equally wounded. For example: if the god was fighting as a bear and lost 25 hit points while in bear form, and then turned into a tiger, that tiger would also be down 25 hit points. The god cannot turn into an animal with a hit point maximum that is less than the damage they have received while in beast form. Upon taking a short rest, this damage resets to zero.

When the God of Beasts transforms, they assume the beast's hit points and hit dice. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. However, if they revert as a result of dropping to 0 hit points, any excess damage carries over to their natural form.

If the god is reduced to 0 hit points while in a beast form, they cannot assume another beast form until they have taken a short rest.

The God of Beasts can cast spells, invoke divinities, and speak as normal, but any action that requires their hands is limited to the capabilities of their beast form. Transforming doesn't break their concentration on a divinity they have cast or divinity they have enacted, nor does it prevent them from taking actions that are part of a spell or divinity, such as call lightning, that they've already cast.

The God of Beasts retains the benefit of any features from their class, race, or other source and can use them if the new form is physically capable of doing so. However, they can't use any of their special senses, such as darkvision, unless their new form also has that sense.

The God of Beasts chooses whether their equipment falls to the ground in their space, merges into their new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. The god's equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with their equipment that combines with the form has no effect until the god leaves the form.

**At Higher Levels:** At eighth level the God of Beasts gains the ability to Greater Wildshape, allowing the god to become a Monstrosity. The god can also use all of their special abilities, but not lair or legendary abilities. The challenge rating of creatures the God of Beast can transform into increases at 10th level (CR 5), 15th level (CR 10) and 20th level (CR 15).

## **GIANT INSECT**

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S, M (a handful of insects)

*Duration:* Concentration

The God of Beasts can transform up to ten centipedes, three spiders, five wasps, or one scorpion within range into giant versions of their natural forms. A centipede becomes a giant centipede, a spider becomes a giant spider, a wasp becomes a giant wasp, and a scorpion becomes a giant scorpion.

Each creature obeys the god's verbal commands, and in combat, they act on their turn each round. A creature remains in giant size until the god reverts it to its natural size as a bonus action or until it drops to 0 hit points.

# CHAPTER THREE: DIVINITIES

## HOLD BEASTS

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* Concentration

The God of Beasts chooses any non-humanoid creature they can see within range. The target must succeed on a Wisdom saving throw vs. the god's Divinity Score or be paralyzed for the duration. This ability does not affect undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the divinity ends on the target.

*At Higher Levels:* The number of creatures the God of Beasts can effect increases to two at 12th level, three at 15th level, and four at 18th level. The creatures must be within 30' of each other when targeted.

## ANTI-CREATURE SHELL

*Invoking Time:* 1 action

*Range:* Self (10' radius)

*Components:* V, S

*Duration:* Concentration

A shimmering barrier extends out from the God of Beasts in a 10' radius, moving with them, remaining centered on the god and hedging out creatures other than undead and constructs. The barrier lasts until the god dismisses it, is reduced to 0 hit points or rendered unconscious.

The barrier prevents an affected creature from passing or reaching through it. An affected creature can cast spells or make attacks with ranged or reach weapons through the barrier.

If the God of Beasts moves so that an affected creature is forced to pass through the barrier, the divinity ends.

## AWAKEN BEASTS

*Invoking Time:* 8 hours

*Range:* Touch

*Components:* V, S, M (a godstone large enough to be held in both hands, which the divinity consumes)

*Duration:* Instantaneous

By touching a godstone to the chest of a Large or smaller beast, the God of Beasts can awaken them to awareness. The target must have an Intelligence of 3 or less. The godstone is absorbed into the creature's chest, replacing their heart and providing them with an Intelligence of 10. The target also gains the ability to speak one language the god knows.

The awakened beast is charmed by the God of Beasts permanently, or until they or their companions do anything harmful to it.

*At Higher Levels:* The maximum size of the beasts the god can awaken increases to Huge at 16th level and Gargantuan at 20th.

## INSECT PLAGUE

*Invoking Time:* 1 action

*Range:* 300'

*Components:* V, S

*Duration:* Concentration

Swarming, biting locusts fill a 20' radius sphere centered on a point the God of Beasts chooses within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw vs. the god's Divinity Score. A creature takes 4d10 piercing damage on a failed throw, or half as much damage on a successful one. A creature must also make this saving throw when it enters the divinity's area for the first time on a turn or ends its turn there.

*At Higher Levels:* Damage increases by 1d10 at 17th level (5d10) and 20th level (6d10).

## CREATURE STRIDE

*Invoking Time:* 1 minute

*Range:* Self

*Components:* V, S, M (a godstone worn on a piece of jewelry)

*Duration:* Concentration

The God of Beasts can transfer their essence into any creature they can see within range, or further for those revealed with *Locate Animals*. The god can also use this ability to instantly transfer themselves to any single creature they have met before, anywhere in the world. While in this state the god is unaware of events happening around their own body, but can shift back to it as a standard action.

The same rules for wildshaping apply to this divinity, but by selecting a new animal the god always starts at the creature's full health, even if they have taken damage while transformed.

## ANIMAL SHAPES

*Invoking Time:* 1 action

*Range:* 30'

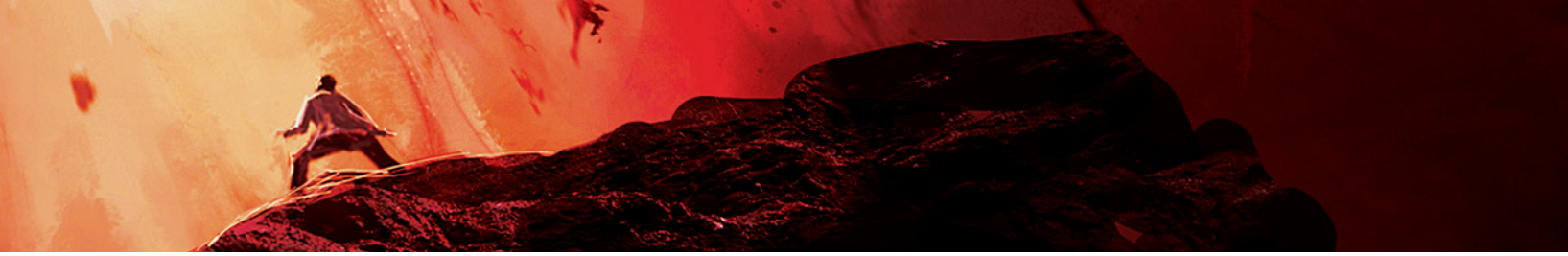
*Components:* V, S, M

*Duration:* 24 hours

The God of Beasts' divinity turns others into beasts. They







can select any number of willing creatures they can see within range. They transform each target into the form of a Large or smaller beast with a challenge rating of 8 or lower. On subsequent turns, they can use their action to transform affected creatures into new forms. The transformation lasts for the duration for each target, or until the target drops to 0 hit points or dies.

The god can choose a different form for each target. A target's game statistics are replaced by the statistics of the selected beast, though the target retains its alignment and Intelligence, Wisdom and Charisma scores. The target assumes the hit points of its new form, and when it reverts to its natural form, it returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its natural form. As long as the excess damage doesn't reduce the creature's original form to 0 hit points, it isn't knocked unconscious. The target is limited in the actions it can perform by the nature of its new form, and it can't speak, invoke divinities, or cast spells. The target's gear melds into the new form. The target can't activate, wield, or otherwise benefit from any of its equipment.

*Torrvic Wildtongue and Oinkers*





## CHAOS

Level	Features
1	Vicious Mockery
2	Dissonant Whispers
3	Hellish Rebuke
4	Hideous Laughter
5	Shuffle the Deck
6	Crown of Madness
7	Disrupt Bonds
8	+1 Charisma
9	Mislead
10	+1 Charisma
11	Irresistible Dance
12	Eyebite
13	+1 Charisma
14	Plane Shift
15	Reality Manipulation
16	Telepathy
17	Soul Transference
18	Maze
19	Shapechange
20	Random

### VICIOUS MOCKERY

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V

*Duration:* Instantaneous

The God of Chaos unleashes a string of insults laced with subtle enchantments at a creature they can see within range. If the target can hear the god (though it need not understand them), it must succeed on a Wisdom saving throw vs. the god's Divinity Score or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels:** Psychic damage increases to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level and 5d4 at 20th level.

### DISSONANT WHISPERS

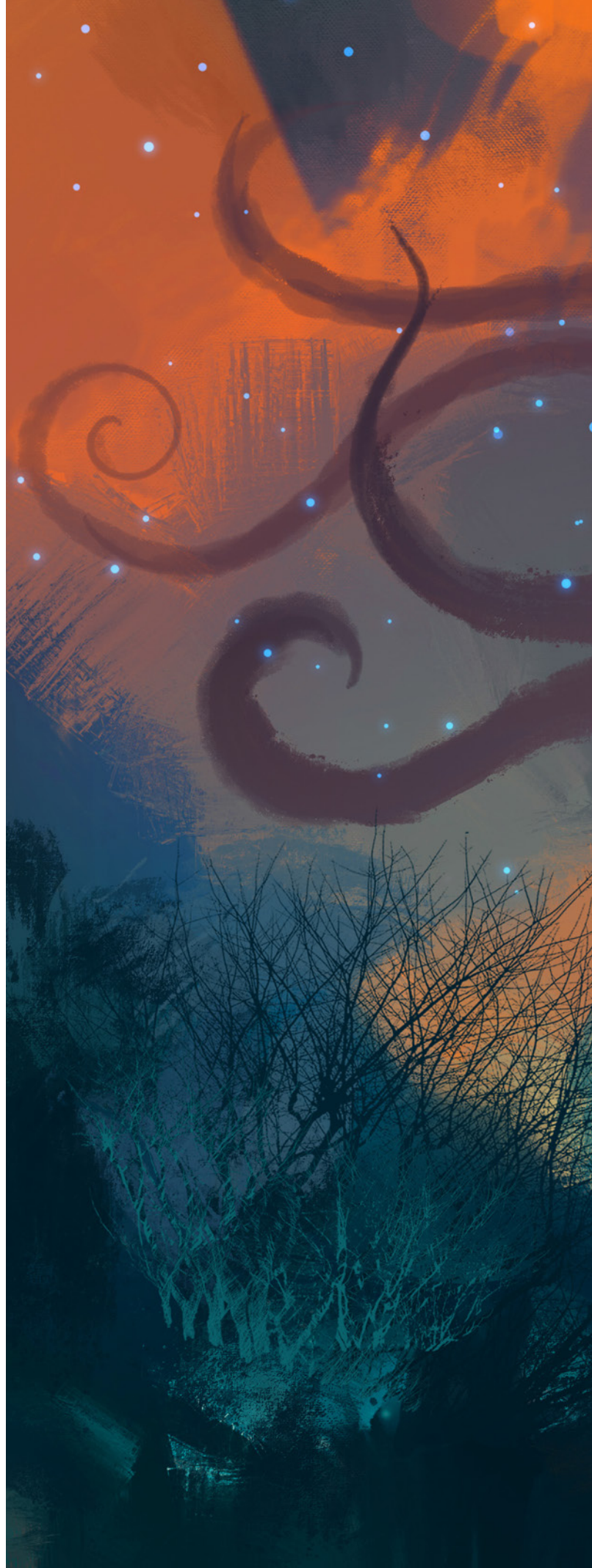
*Invoking Time:* 1 action

*Range:* 60'

*Components:* V

*Duration:* Instantaneous

The God of Chaos whispers a discordant melody that only one creature of their choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, it takes 3d6 psychic damage and must









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immediately use its reaction, if available, to move as far as its speed allows away from the god. The creature doesn't move into dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**At Higher Levels:** Damage from this divinity increases to 4d6 at 8th level, 5d6 at 14th level, and 6d6 at 20th level.

## HELLISH REBUKE

**Invoking Time:** 1 reaction

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

The God of Chaos points their finger, and the creature that damaged them is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw vs. the god's Divinity Score. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** Damage from this divinity increases to 3d10 at 8th level, 4d10 at 13th level, and 5d10 at 18th level.

## HIDEOUS LAUGHTER

**Invoking Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Concentration

A creature of the God of Chaos's choice that they can see within range perceives everything as hilariously funny and falls into fits of laughter. The target must succeed on a Wisdom saving throw vs. the god's Divinity Score or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the divinity ends.

## SHUFFLE THE DECK

**Invoking Time:** 1 action

**Range:** Special

**Components:** V, S

**Duration:** Instantaneous

On their turn as a standard action, the God of Chaos can opt to randomly reshuffle the initiative order.

Everyone currently engaged in the initiative (including the God of Chaos) rolls a single d20 with no modifiers and a new initiative order is established from the results. The next person to act is whomever now falls after the god.

## CROWN OF MADNESS

**Invoking Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Concentration

One humanoid of the God of Chaos's choice that they can see within range must succeed on a Wisdom saving throw vs. the god's Divinity Score or become charmed by them for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that the God of Chaos mentally chooses.

The target can act regularly on its turn if the god chooses no creature or if none are within its reach.

On the God of Chaos's subsequent turns, they must use their action to maintain control over the target, or the divinity ends. The target can also make a Wisdom saving throw against the god's Divinity Score at the end of each of its turns. On a success, the divinity ends.

## DISRUPT BONDS

**Invoking Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

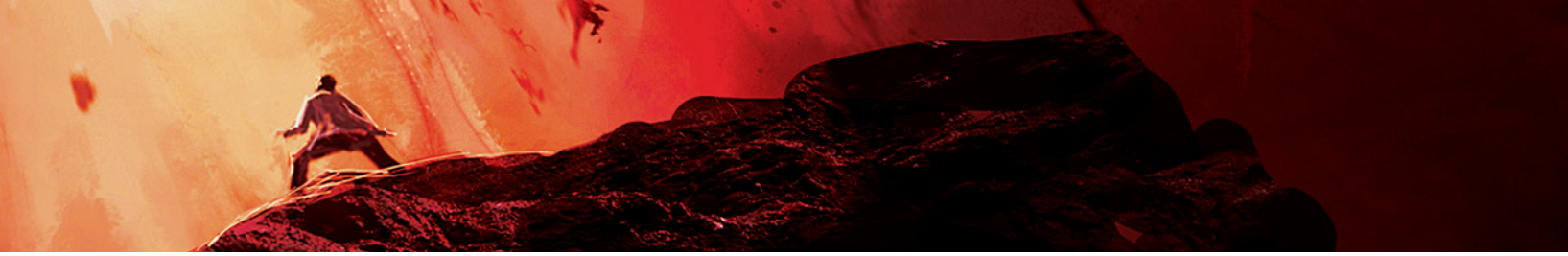
The God of Chaos can shatter magical and divine bonds. By targeting either the person who called forth a creature or the creature itself, the god can attempt to sever the bond that has joined them together. When either is targeted, the creature who called forth the bond must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the bond shatters.

### • Summoned, Animated, and Awakened Creatures:

Any creature that was summoned for a limited time immediately returns to their plane of existence.

Creatures, objects, and plants that have been given sentience by magical or divine means revert to their former states for an hour. Creatures will be frightened and will attempt to run away. After, the creature regains their awareness but remembers nothing from the past hour.





- **Animal Companions and Familiars:** The animal returns to the state before it was bonded, forcing their master to roll an Animal Handling check against the God of Chaos's Divinity Score. On a successful save the animal remains in its master's presence but their bond is broken, and the creature and their master lose all abilities they had while bonded. The master can attempt to reforge this bond as long as they have access to the creature.
- **Constructs:** The God of Chaos can force the creator of a construct to make a Wisdom saving throw vs. their Divinity Score. On a failed save, the bond between them and their construct is suppressed for 1 minute. During this time the construct goes berserk, attacking the closest creature within sight every round.

### MISLEAD

*Invoking Time: 1 Action*

*Range: Self*

*Components: V, S*

*Duration: Concentration*

The God of Chaos becomes invisible at the same time that an illusory double of them appears where they are standing. The double lasts while concentration is maintained, but the invisibility ends if the god attacks, invokes a divinity, or casts a spell.

The god can use their action to move their illusory double up to twice their speed and make it gesture, speak, and behave in whatever way they choose.

The God of Chaos can see through its eyes and hear through its ears as if they were located where it is. On each of the god's turns as a bonus action, they can switch from using its senses to using their own, or back again. While they are using its senses, they are blinded and deafened regarding their own surroundings.

### IRRESISTIBLE DANCE

*Invoking Time: 1 Action*

*Range: 30'*

*Components: V, S*

*Duration: Concentration*

The God of Chaos chooses one creature that they can see within range. The target begins a comedic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this divinity.

A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the

target is affected by this divinity, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw vs. the god's Divinity Score to regain control of itself. On a successful save, the divinity ends.

### EYEBITE

*Invoking Time: 1 action*

*Range: Self*

*Components: S*

*Duration: Concentration*

For the divinity's duration, the God of Chaos's eyes become an inky void imbued with dread power. One creature of the god's choice within 60' that they can see must succeed on a Wisdom saving throw vs. the god's Divinity Score or succumb to one of the following effects of the god's choice for the duration.

- **Asleep:** The target falls unconscious. It wakes up if it takes any damage, or if another creature uses its action to shake the sleeper awake.
- **Panicked:** The target is frightened by the God of Chaos. On each of its turns, the frightened creature must take the Dash action and move away from the god by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60' away from the god or where it can no longer see them, this effect ends.
- **Sickened:** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

On each of the god's turns, until the divinity ends, they can use their action to target another creature but can't target a creature again if it has succeeded on a saving throw against this invoking of eyebite.

### PLANE SHIFT

*Invoking Time: 1 action*

*Range: Touch*

*Components: V, S, M (a godstone worn by every traveler accompanying the God of Chaos)*

*Duration: Instantaneous*

The God of Chaos and up to eight willing creatures who link hands in a circle are transported to a different plane of existence.

Alternatively, if the god knows the sigil sequence of a teleportation circle on another plane of existence, this divinity can take them to that circle. If the teleportation circle is too small to hold all the creatures

# CHAPTER THREE: DIVINITIES

they transported, those creatures appear in the closest unoccupied spaces next to the circle.

The God of Chaos can use this divinity to banish an unwilling creature to another plane. The god chooses a creature within their reach and makes a melee attack against it using their divinity modifier. On a hit, the creature must make a Charisma saving throw vs. the god's Divinity Score. If the creature fails this save, it is transported to a random location on the plane of existence the god specifies. A creature so transported must find its own way back to the god's current plane of existence.

## REALITY MANIPULATION

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* Concentration

The God of Chaos can manipulate the very fabric of reality. By focusing their divine might on a point they can see within range, they can cause one of the following effects to occur per round:

- **Upend Reality:** The God of Chaos can reverse one aspect of reality in a 60' radius; up becomes down, night becomes day, water becomes air, etc. The god cannot target specific creatures with this divinity, only areas and aspects of reality that affect that area.
- **Veil of Confusion:** The God of Chaos selects any two creatures they can see within range. On a failed save, those targeted confuse friends for arch enemies and will attack them for the duration. Each round a target unknowingly harms a friend or hears a plea that they are being tricked, they may roll another Wisdom check to break free from the veil.
- **Disruption:** The God of Chaos can disrupt the field of magic around a spellcaster or the divine energy of another god, forcing the targeted creature to roll a Wisdom save vs. the god's Divinity Score. On a failure, the next spell cast or divinity invoked by the target is randomized; a spell is chosen at random from the same level of the spell cast that the caster has access, while a divinity is replaced by another the god possess at the DM's discretion.

## TELEPATHY

*Invoking Time:* 1 action

*Range:* Unlimited

*Components:* V, S

*Duration:* 24 hours

The God of Chaos can forge a telepathic link between themselves and a willing creature with whom they are familiar. The creature can be anywhere on the same plane of existence as the god. The divinity ends if the god or the target is no longer on the same plane. Until the divinity ends, the god and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link. The target recognizes the god as the creature with which it is communicating. The divinity enables a creature with an Intelligence score of at least 1 to understand the meaning of the god's words and any sensory messages they send to it.

## SOUL TRANSFERENCE

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S, M (a small glass vial containing a powdered godstone; if the vial is broken, the divinity ends)

*Duration:* Until dispelled

The God of Chaos can swap the souls of two creatures whose Intelligence scores are at least 3 or more, placing each soul within the other's body for the duration. Both creatures roll a Wisdom save against the god's Divinity Score. If either creature succeeds, the divinity fails.

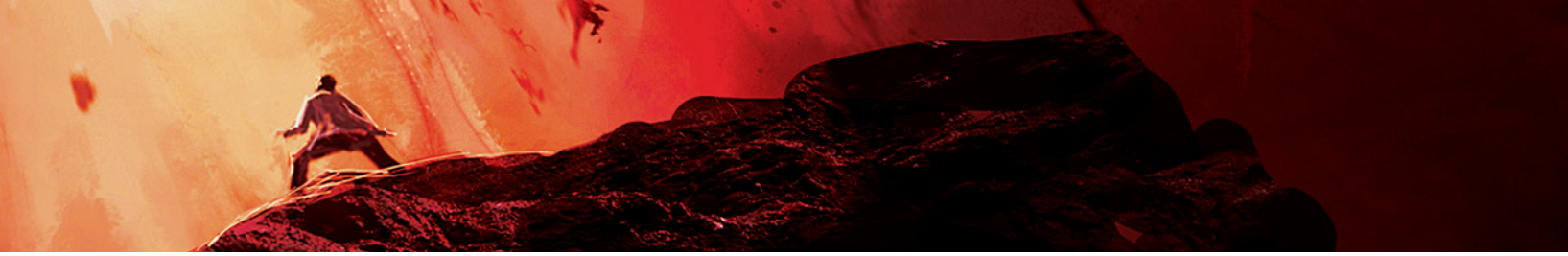
Both creature's game statistics are replaced by the statistics of the other, though they retain their alignment and Intelligence, Wisdom, and Charisma scores. Both creatures also retain all of their skill and saving throw proficiencies, in addition to gaining those of the other. If one creature has the same proficiency as the other, and the bonus listed in its statistics is higher than the other, use their bonus in place of the other. As both creatures have become one another, they can use any legendary actions or lair actions their new form possesses.

A god's divinities are anchored to their bodies and those that inhabit their flesh gain access to their godhood. Gods that swap bodies gain the other's divine power while losing access to their own.

If either creature selected is unwilling, they roll a Wisdom saving throw vs. the God of Chaos's Divinity Score. If either succeeds, the soul transfer fails. On a failure, each creature is trapped in the other's body until the following occurs:

If both creatures simultaneously make physical contact





with the God of Chaos they can immediately roll another Wisdom saving throw with Advantage. If either succeeds, the divinity ends.

If the small glass vial is shattered or the godstone dust poured out, the divinity ends.

If either swapped creature is killed, the divinity ends. The surviving creature is trapped in their new form.

## MAZE

*Invoking Time:* 1 Action

*Range:* 60'

*Components:* V, S

*Duration:* Concentration

The God of Chaos banishes a creature that they can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze.

The target can use its action to attempt to escape. When it does so, it makes an Intelligence check vs. the God of Chaos's Divinity Score. If it succeeds, it escapes, and the divinity ends (a minotaur or other maze-aware creature automatically succeeds this saving throw).

When the divinity ends, the target reappears in the space it left or if that space is occupied, in the nearest unoccupied space.

## SHAPECHANGE

*Invoking Time:* 1 Action

*Range:* Self

*Components:* V, S, M (a circlet with a godstone set on the forehead)

*Duration:* Concentration

The God of Chaos assumes the form of a different creature for the duration. The new form can be any creature with a challenge rating equal to the god's level or lower. The creature can't be a construct or undead, and the god must have seen the sort of creature at least once. The god transforms into a common example of that creature, one without any class levels or the spellcasting trait.

The god's game statistics are replaced by the statistics of the chosen creature, though they retain their alignment and Intelligence, Wisdom, and Charisma scores. The god also keeps all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as the God, and the bonus listed in its statistics is higher than theirs, use the creature's bonus in place of theirs. The god can't use any legendary actions or lair actions of the new form.

The God of Chaos assumes the hit points and Hit Dice of the new form. When the god reverts to their normal form, they return to the number of hit points they had before they transformed. If the god reverts as a result of dropping to 0 hit points, any excess damage carries over to their usual form.

The god retains the benefit of any features from their class, race, or other source and can use them, provided that their new form is physically capable of doing so. The god can't use any special senses they have (for example, darkvision) unless their new form also has that sense. The god can only speak if the creature can normally speak.

When the God of Chaos transforms, they choose whether their equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. The god's equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into their new form. Equipment that merges has no effect in that state.

During this divinity's duration, the God of Chaos can use their action to assume a different form following the same restrictions and rules for the original form, with one exception: if their new form has more hit points than the god's current one, their hit points remain at their current value.

## RANDOM

*Invoking Time:* 1 reaction

*Range:* 60'

*Components:* V, S

*Duration:* Instantaneous

Once per round on their reaction, the God of Chaos can choose to randomize any event that has occurred. For example, if a creature the god can see within range is shot with an arrow, the god can randomize that event, causing the arrow to strike another creature the god can see within range instead. The new creature is chosen at random between all creatures within range, except for the God of Chaos.

The god can choose to randomize any event, even if attack rolls and saving throws have already been made. Creatures that are affected by the randomized event roll saving throws as per normal. If there are no additional creatures in range, the divinity fails.

## DEATH

Level	Features
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- |    |  |
|----|--|
| 1  | Spare the Dying                                  |
| 2  | Chill Touch                                      |
| 3  | Inflict Wounds                                   |
| 4  | Ray of Sickness, Animate Dead                    |
| 5  | Bind the Living                                  |
| 6  | Regeneration (5hp per round)                     |
| 7  | Ray of Enfeeblement                              |
| 8  | Speak With The Dead                              |
| 9  | Inflict Poison and Disease                       |
| 10 | Raise Dead, Regeneration (10hp per round)        |
| 11 | Claim the Dead                                   |
| 12 | Undeath  |
| 13 | Harm   |
| 14 | Circle of Death                                  |
| 15 | Regeneration (15hp per round)                    |
| 16 | Banish the Dead                                  |
| 17 | +1 Constitution                                  |
| 18 | Finger of Death                                  |
| 19 | +1 Constitution                                  |
| 20 | Regeneration (20hp per round), True Resurrection |

### SPARE THE DYING

*Invoking Time:* 1 action

*Range:* Touch

*Components:* V, S

*Duration:* Instantaneous

The God of Death can touch a living creature that has 0 hit points, immediately stabilizing them without requiring a roll.

### CHILL TOUCH

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* Concentration

The God of Death can create a ghostly, skeletal hand in the space of a creature within range. They make a ranged divinity attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of the god's next turn. Until then, the hand clings to the target.

**At Higher Levels:** This divinity's damage increases by 1d8 when at 5th level (2d8), 11th level (3d8), and 17th level (4d8).







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## INFLICT WOUNDS

*Invoking Time:* 1 action

*Range:* Touch

*Components:* V, S

*Duration:* Instantaneous

The God of Death makes a melee divinity attack against a creature they can reach. On a hit, the target takes 3d10 necrotic damage.

**At Higher Levels:** This divinity's damage increases by 1d10 when at 6th level (4d10), 12th level (5d10), and 18th level (6d10).

## RAY OF SICKNESS

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* Concentration

A ray of sickening green energy lashes out toward a creature within range as the God of Death makes a ranged divinity attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, it is also poisoned (disadvantage on Attack rolls and Ability Checks) until the end of the God's next turn.

**At Higher Levels:** This divinity's damage increases by 1d8 when at 8th level (3d8), 12th level (4d8), 16th level (5d8), and 20th level (6d8).

## ANIMATE DEAD

*Invoking Time:* 1 minute

*Range:* 10'

*Components:* V, S

*Duration:* Instantaneous

This divinity creates an undead servant. The God of Death selects a pile of bones or a corpse of a Medium or Small humanoid within range and imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if the god selects bones or a zombie if they chose a corpse. The god can raise and control up to five undead creatures at the same time.

On each turn, the God of Death can use a bonus action to mentally command any creature they created with this divinity if the creature is within 60' (if the god controls multiple creatures, they can command any or all of them at the same time, issuing the same command to each one). The god decides what action the creature will take and where it will move during its next turn, or they can issue a general command, such as to guard a particular chamber or corridor. If the God of Death issues no

commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under the total control of the God of Death until it is released or destroyed. Once per day, the god must set aside time to meditate upon their undead creations to revivify their unlife. The god must be within range of their creations to do so. If the god is unable to take a short rest in a 24 hour period, the undead they have risen crumble into listless flesh and bones.

- **10th Level:** The God of Death can animate up to Large size creatures of any kind.
- **15th Level:** The God of Death can animate up to Huge size creatures. If the creature reborn had natural special abilities while alive (like a dragon's breath attack or the eyestalks of a Beholder), one of those abilities also function for the undead beast.
- **20th Level:** The God of Death can animate up to Gargantuan size creatures of any kind. If the creature reborn had natural special abilities while alive (like a dragon's breath attack or the eyestalks of a Beholder), one of those abilities also function for the undead beast.

## BIND THE LIVING

*Invoking Time:* 8 hours

*Range:* 30'

*Components:* V, S, M (a willing participant with an Intelligence score of at least 3 and a godstone large enough to replace their heart)

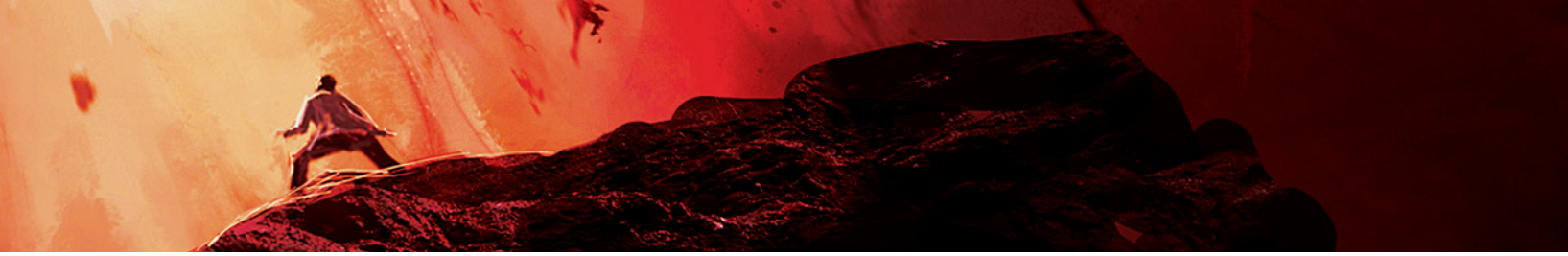
*Duration:* Permanent

The God of Death can bind the souls of the living to their recently deceased bodies, raising them as sentient undead with all their former abilities and memories intact. Those so bound are able to use their class skills and racial bonuses. They continue to earn experience and advance in level.

A creature bound in this manner must be willing, and their death must be part of a ritual lead by the God of Death. If the god's concentration is interrupted at any point, the divinity fails. If any target strays more than 30' from the god while they are invoking this divinity, the divinity fails. If any target loses possession of their godstone during the invocation, the divinity fails. Transforming into the living dead is a horrifying ordeal. Those transformed must make a Wisdom saving throw at DC 13 or flee screaming. If a target flees, the divinity fails.

Those "reborn" by the God of Death gain the following traits:





- **Unliving Might:** +2 Strength
- **Regeneration:** Those brought into sentient undeath regain 4d6 hit points every round as wounds close almost as quickly as they are dealt. The ability is so rapid the unliving can regrow entire limbs in a minute. If an unliving creature places a severed body part next to the stump, it instantly reconnects to the stump.
- **Deathbind:** Those raised in this manner are supernaturally bound to the God of Death. This unwavering loyalty provides them with immunity to magic or divinity that influences thoughts or emotions. Their minds can also not be read by magic or divinity, and the only aura they give off is the black ring of death.

If any bound creature contradicts an order from the God of Death or tries to harm them, they must roll a Wisdom save at disadvantage vs. the god's Divinity Score. On a failed roll, the creature is wracked with crippling pain and cannot take an action that round.

## REGENERATION

*Invoking Time:* Always active

*Range:* Self

*Components:* None

*Duration:* Continuous

The God of Death has control over their mortal coil and regains 5 hit points every round. Severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If the god has their severed part and holds it to the stump, the divinity instantaneously causes the limb to knit to the stump.

**At Higher Levels:** The damage healed every round from this divinity increases to 10 hit points at 10th level, 15 hit points at 15th level, and 20 hit points at 20th level.

## RAY OF ENFEEBLEMENT

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* Concentration

A black beam of enervating energy springs from the God of Death's finger toward a creature within 120' as the god makes a ranged divinity attack against the target. On a hit, the targeted creature deals only half damage with weapon attacks that use Strength.

At the end of each of the target's turns, it can make a Constitution saving throw against the god's Divinity Score. On a success, the divinity ends.

## SPEAK WITH THE DEAD

*Invoking Time:* 1 action

*Range:* 10'

*Components:* V

*Duration:* Concentration

The God of Death can grant the semblance of life and intelligence to a corpse of their choice within range, allowing it to answer any questions posed. The corpse must still have a mouth and can't be undead.

The God of Death can ask the corpse as many questions as they wish. The corpse only knows what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, but the corpse is compelled to give truthful answers. This divinity doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

## INFLECT POISON & DISEASE

*Invoking Time:* 1 action

*Range:* Touch

*Components:* V, S

*Duration:* Instantaneous

The God of Death can infect those they can touch with a variety of poisons. Upon making a successful divinity melee attack, they can induce the following effects in those touched:

- **Body:** The target must make a Constitution save vs. the god's Divinity Score or lose 4d6 hit points immediately. Every round after they lose an additional 2d6 hit points until healed. Those reduced to 0 hit points or less begin dying.
- **Mind:** The touched target must make a Constitution save vs. the god's Divinity Score or lose 1 point of Intelligence. Every minute after they lose an additional point of Intelligence and have disadvantage on all Intelligence related skills and saving throws until the target has taken a long rest or has a *Lesser Restoration* spell cast on them. A creature whose Intelligence is reduced to 0 falls into a coma.
- **Spirit:** The touched target must make a Constitution save vs. the god's Divinity Score or lose 1 point of Wisdom. Every minute after they lose an additional point of Wisdom and have disadvantage on all Wisdom related skills and saving throws until the target has taken a long rest or has a *Lesser Restoration* spell cast on them. Those whose Wisdom is reduced to 0 are feeble minded.

# CHAPTER THREE: DIVINITIES

## RAISE DEAD

*Invoking Time:* 1 hour

*Range:* Touch

*Components:* V, S, M (a godstone large enough to replace the target's heart, which the divinity consumes)

*Duration:* Instantaneous

The God of Death can return a dead creature they touch to life, provided that it has been dead no longer than 10 days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point.

This divinity also neutralizes any poisons and cures non-magical diseases that affected the creature at the time it died. This divinity does not, however, remove magical or divine diseases, curses, or similar effects; if these aren't first removed before casting the divinity, they take effect when the creature returns to life. The divinity can't return an undead creature to life.

This divinity closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the divinity automatically fails.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

## CLAIM THE DEAD

*Invoking Time:* 1 action

*Range:* 150'

*Components:* V, S

*Duration:* Concentration

The God of Death can take control of any undead creature that has an intelligence of 3 or less that they can see within range. The creature cannot save against this divinity and remains under the god's control until the duration ends or the original magic or divinity that animated it expires.

If the undead creature has an intelligence of 3 or greater, they must succeed on a Wisdom saving throw vs. the god's Divinity Score or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the divinity ends on the target.

## UNDEATH

*Invoking Time:* Always active

*Range:* Self

*Components:* None

*Duration:* Permanent

The God of Death cannot die by normal means. If reduced to zero hit points by damage that is not dealt by another god or by an artifact, the god automatically makes their Death Save and retains 1 hp. If the damage is divine, the God of Death has advantage on their death saves.

## HARM

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* Instantaneous

The God of Death can drain the life force from a creature they can see within range. The target must make a Constitution saving throw vs. the god's Divinity Score. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took which cannot be restored until a *Lesser Restoration* spell is cast upon them.

## CIRCLE OF DEATH

*Invoking Time:* 1 action

*Range:* 150'

*Components:* V, S

*Duration:* Instantaneous

Negative energy ripples out in a 60' radius sphere from a point within range. Each creature in that area must make a Constitution saving throw vs. the God of Death's Divinity Score. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

*At Higher Levels:* Damage from this divinity increases to 10d6 at 17th level, and 12d6 damage at 20th level.

## BANISH THE DEAD

*Invoking Time:* 1 action

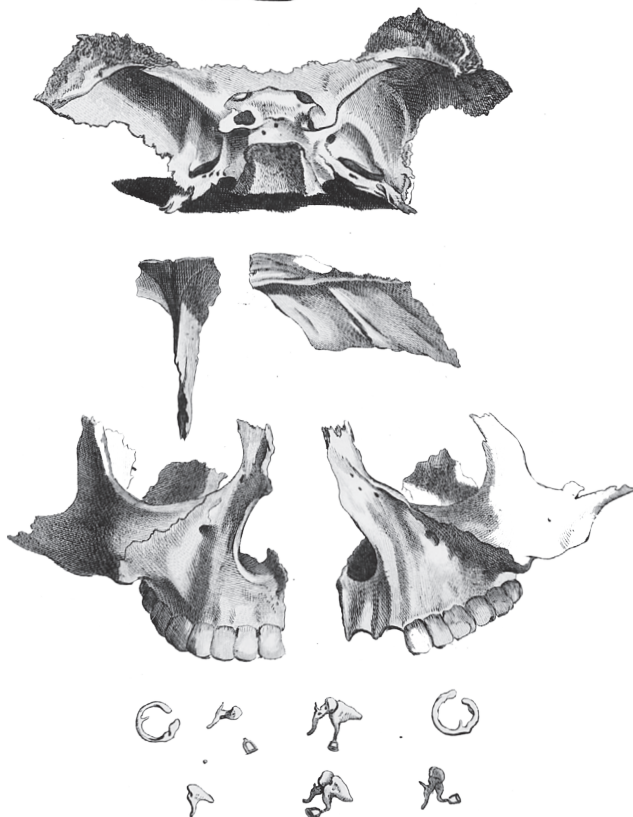
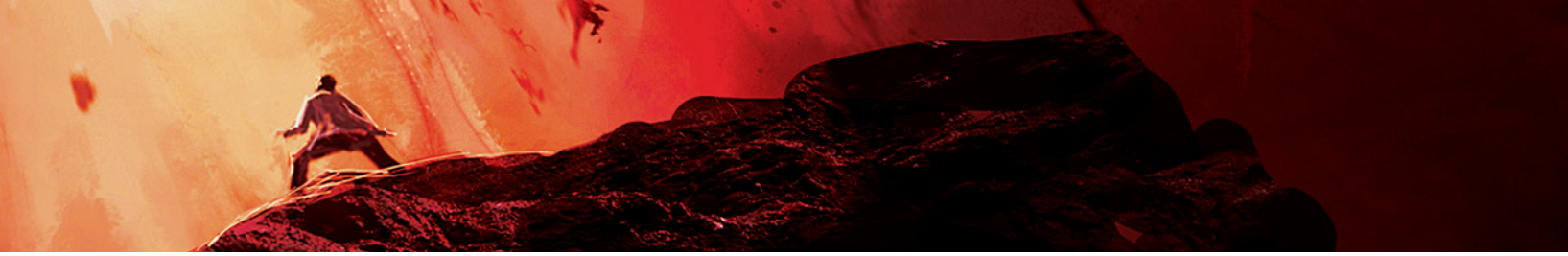
*Range:* 150'

*Components:* V, S

*Duration:* Instantaneous

The God of Death selects a point they can see within range. Radiant energy ripples out in a 20' radius,





banishing the souls of undead creatures within range. Undead of CR 3 or less crumble to bone and dust, while all others must make a Wisdom saving throw vs. the god's Divinity Score. Those who succeed take 6d10 radiant damage, while those who fail are immediately expelled from their undead forms.

*At Higher Levels:* Radiant damage from this divinity increases to 8d10 at 18th level and 10d10 at 20th level.

### **FINGER OF DEATH**

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* Instantaneous

The God of Death sends negative energy coursing through a creature they can see within range, causing it searing pain. The target must make a Constitution saving throw vs. the god's Divinity Score. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this divinity rises at the start of the God of Death's next turn as a zombie that is permanently under their command, following their verbal orders to the best of its ability. Any who attempt to raise this zombie from the dead must first succeed on a spellcrafting or Divinity Score saving throw vs. the god's Divinity Score. If they fail, the god blocks their attempt to return life to the zombie.

### **TRUE RESURRECTION**

*Invoking Time:* 1 hour

*Range:* Touch

*Components:* V, S, M (a godstone large enough to replace the target's heart, which is consumed by this divinity)

*Duration:* Instantaneous

The God of Death touches a creature that has been dead for no longer than 200 years, and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This divinity closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The divinity replaces damaged or missing organs and limbs.

The divinity can even provide a new body if the original no longer exists, in which case the God of Death must speak the creature's name. The creature then appears in an unoccupied space they choose within 10'.

## DREAMS

Level	Features
1	Restful Slumber, Dreamwalking
2	Sleep
3	Dreamspace
4	Tongues
5	Spirit Guardians
6	Manifest Nightmares
7	Nightmare Tentacles
8	Locate Creature
9	Dreamcrafting
10	Dream
11	Awaken
12	Modify Memory
13	Waking Dreams
14	Commune
15	Contact Other Plane
16	Guards and Wards
17	Project Image
18	Conjure Night Terror
19	Mind Blank
20	Astral Projection

### RESTFUL SLUMBER

Invoking Time: Always active

Range: Self

Components: None

Duration: Permanent

The God of Dreams sleeps soundly and regains all hit points, hit dice, and all class and race limited use abilities when they take a short rest.

### DREAMWALKING

Invoking Time: 1 action

Range: Self

Components: None

Duration: Concentration

The God of Dreams can choose to remain semi-conscious while sleeping, entering a astral state in the emptiness between the waking world and the dream world. While in this state, the god does not suffer penalties for being asleep (aside from being motionless) and can shift from slumber to full wakefulness as a free action.

## SLEEP

Invoking Time: 1 action

Range: 90'

Components: V, S

Duration: 1 minute or Concentration

The God of Dreams can send creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this divinity can affect. Creatures within 20' of a point the god chooses within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this divinity falls unconscious until the divinity ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this divinity.

**At Higher Levels:** The hit point total of creatures that can be put to sleep by this divinity increases by 1d8 at 4th level (6d8), 6th level (7d8), 8th level (8d8), 10th level (10d8), 12th level (12d8), 14th level (14d8), 16th level (16d8), 18th level (18d8), and 20th level (20d8).

## DREAMSPACE

Invoking Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

While walking consciously within the sleeping world, the God of Dreams can craft the dreamscape however they wish. In doing so, they carve out a bit of the dreamscape and segment it from the world; any events that transpire within this space do not affect the rest of reality and any harm inflicted or suffered is only in the mind (though it will feel and appear very real).

In this space, the god can create any reality they can imagine, and interact with their imagined dreamscapes as if they were real.

**At Higher Levels:** At 6th level the God of Dreams can bring an additional willing person with them into this dream-crafted reality, allowing them to experience the imagined place as if it were real. The god can bring along two people at 8th level, three at 10th level, four at 12th level, six at 14th level, seven at 16th level, eight at 18th level, and ten people at 20th level.





*Caitlyn Wainrite*



# CHAPTER THREE: DIVINITIES

## TONGUES

*Invoking Time:* 1 action (Always active for the god)

*Range:* Touch

*Components:* V, S

*Duration:* 1 hour (Permanent for the god)

While in the dreamscape, this divinity grants the God of Dreams the ability to understand any spoken language they can hear. Moreover, when the god speaks, any creature that knows at least one language and can hear the god and understands what it says.

The God of Dreams can bestow this ability on any creature they have brought into the dreamscape by touching them.

## SPIRIT GUARDIANS

*Invoking Time:* 1 action

*Range:* Self (15' radius)

*Components:* V, S

*Duration:* 10 minutes

The God of Dreams can call forth spirits from the dreamworld to protect them. They flit around the god to a distance of 15' for the duration. If the god is good or neutral, their spectral form appears angelic or fey. If the god is evil, they appear fiendish.

When the God of Dreams invokes this divinity, they can designate any number of creatures they can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the creature takes 3d8 radiant damage (if the god is good or neutral) or 3d8 necrotic damage (if the god is evil). On a successful save, the creature takes half damage.

*At Higher Levels:* Damage from this divinity increases to 5d8 at 10th level, 7d8 at 15th level, and 10d8 at 20th level.

## MANIFEST NIGHTMARE

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* 1 minute or Concentration

The God of Dreams taps into the nightmares of a sleeping creature they can see within range and creates an illusory manifestation of its deepest fears. The god can then choose another creature within range that is awake and manifest those nightmares before them. This creature must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, the target

becomes frightened for the duration. At the end of each of the target's turns, before the duration ends, the target must succeed on another Wisdom saving throw or take 4d10 psychic damage. On a successful save, the divinity ends.

*At Higher Levels:* The psychic damage inflicted by a summoned nightmare increases to 5d10 at 10th level, 6d10 at 14th level, and 7d10 at 18th level.

## NIGHTMARE TENTACLES

*Invoking Time:* 1 action

*Range:* 90'

*Components:* V, S

*Duration:* Concentration

Ebony tentacles fill a 20' square of ground that the God of Dreams can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or take 3d6 bludgeoning damage and be restrained by the tentacles until the divinity ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against the God of Dream's Divinity Score. On a success, it frees itself.

## LOCATE CREATURE

*Invoking Time:* 1 action

*Range:* Self

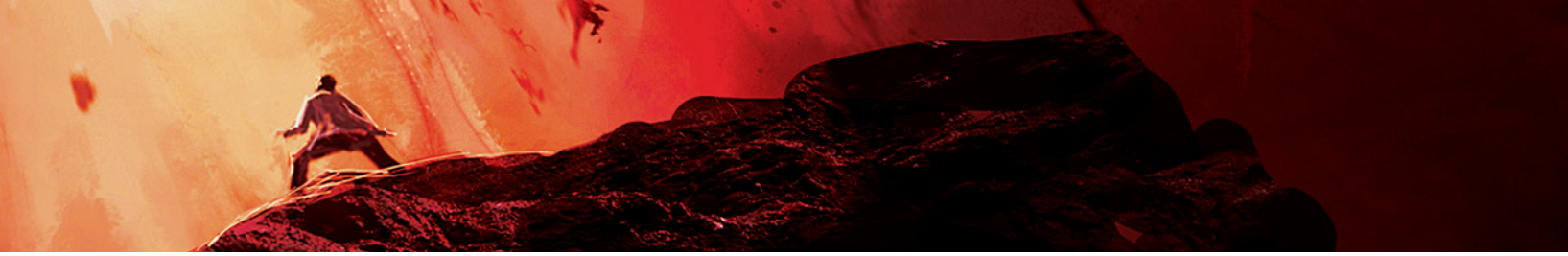
*Components:* V, S

*Duration:* Concentration

While dreamwalking, the God of Dreams describes or names a creature that is familiar to them. They sense the direction to the creature's location, as long as that creature is within 1,000' of the god. If the creature is sleeping at the time, the range for this divinity is unlimited as long as the god and the targeted creature are on the same plane of existence. If the creature is moving, the god knows the direction of its movement.

The God of Dreams can locate a particular creature known to them or the nearest creature of a specific kind (such as a human or a unicorn), so long as the god has seen such a creature up close (within 30') at least once. If the creature the god described or named is in a different form, such as being under the effects





of a polymorph spell, this divinity doesn't locate the creature.

### **DREAMCRAFTING**

*Invoking Time: 1 minute*

*Range: 30'*

*Components: V, S*

*Duration: Special*

The God of Dreams can pull tendrils of subconscious reality from the dreamspace to create non-living objects of vegetable matter within range: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration:

- **Vegetable matter:** 1 day
- **Stone or crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine or mithral:** 1 minute

Using any material created by this divinity as a spell's material component causes that spell to fail.

*At Higher Levels:* The maximum size of the object pulled from the Dreamspace increases to 10' at 10th level, 15' at 14th level, and 20' at 18th level.

### **DREAM**

*Invoking Time: 1 minute*

*Range: Special*

*Components: V, S*

*Duration: 8 hours*

This divinity shapes a creature's dreams. The God of Dreams chooses a creature known to them as the target of this divinity. The target must be on the same plane of existence as the god. Creatures that don't sleep, such as elves, can't be contacted by this divinity. The god, or a willing creature they touch, enters a trance state, acting as a messenger. While in this trance state, the messenger is aware of their surroundings, but can't take actions or move.

If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the duration of the divinity. The messenger can also shape the environment of the dream, creating landscapes, objects, and other

images. The messenger can emerge from the trance at any time, ending the effect of the divinity early. The target recalls the dream perfectly upon waking. If the target is awake when the god invokes the divinity, the messenger knows it, and can either end the trance (and the divinity) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams.

The God of Dreams can make the messenger appear monstrous and terrifying to the target. If they do, the messenger can deliver a message of no more than 10 words and then the target must make a Wisdom saving throw vs. the god's Divinity Score. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. When the target wakes up, it takes 3d6 psychic damage.

If The God of Dreams is in possession of a lock of hair, clipping from a nail, finger, or similar portion of the target's body, the target makes its saving throw with disadvantage.

### **AWAKEN**

*Invoking Time: 8 hours*

*Range: Touch*

*Components: V, S, M (a godstone large enough to be held with both hands, which the divinity consumes)*

*Duration: Instantaneous*

After spending 8 hours fusing their divine energies with a godstone, the God of Dreams touches a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language then god knows. If the target is a plant, it attains capacity to move its limbs, roots, sines, creepers, and so forth, and it gains senses similar to a human's.

The awakened beast or plant is charmed by the God of Dreams for 30 days or until they or their companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to the god, based on how they treated it while it was charmed.

# CHAPTER THREE: DIVINITIES

## MODIFY MEMORY

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S

*Duration:* Concentration

The God of Dreams attempts to reshape the memories of a sleeping creature. If the creature selected does not sleep or is immune to charm effects, they are not affected by this divinity.

One creature the god can see must make a Wisdom saving throw vs. the God of Dream's Divinity Score. If the god or those associated with them is fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by the god for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear the god. If it takes any damage or is targeted by a spell or divinity, this divinity ends, and none of the target's memories are modified.

While this charm lasts, The God of Dreams can affect the target's memory of an event that it experienced within the last 24 hours, and that lasted no more than 10 minutes. The god can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the particulars of the event, or create a memory of some other event.

The God of Dreams must speak to the target to describe how its memories are affected, and it must be able to understand the god's language for the modified memories to take root. Its mind fills in any gaps in the details of the god's description. If the divinity ends before the god has finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the divinity ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the target restores the creature's true memory.

**At Higher Levels:** The God of Dreams can alter the target's memories of an event that took place up to 7 days ago at 14th level, 30 days ago at 16th level, 1 year ago at 18th level, or anytime in the creature's past at 20th level.

## WAKING DREAMS

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* Concentration

The God of Dreams can enter a waking dream-state while remaining fully conscious of their surroundings. They can walk, converse and take simple actions in the waking world while in this dream-state, while also having full access to any divinities that require them to be in the dreamscape, including divinities that also require concentration. If the god loses concentration or makes an attack, the waking dream ends.

## COMMUNE

*Invoking Time:* 1 minute

*Range:* Self

*Components:* V, S

*Duration:* 1 minute

The God of Dreams enters the dreamscape to contact the echoes of a dead deity or divine proxy. The god may ask up to 3 questions that can be answered with a yes or no. The god receives a correct answer for each question.

Divine beings aren't necessarily omniscient, even the Old Gods, so the God of Dreams might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If the God of Dreams invokes this divinity 2 or more times before finishing their next long rest, there is a cumulative 25 percent chance for each attempt after the first that they get no answer. The DM makes this roll in secret.

## CONTACT OTHER PLANE

*Invoking Time:* 1 minute

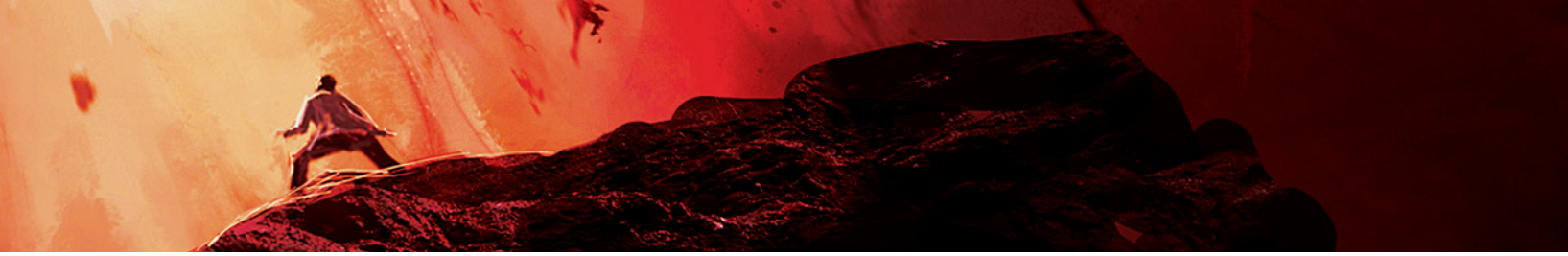
*Range:* Self

*Components:* V, S

*Duration:* 1 minute

While in the dreamscape, the God of Dreams mentally contacts a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break their mind. When the god invokes this divinity, they make a DC 15 Intelligence saving throw. On a failure, they take 6d6 psychic damage and are insane until they finish a long rest. While insane, the





god can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell ends this effect.

On a successful save, the god can ask the entity up to 5 questions. The god must ask their questions before the divinity ends. The DM answers each question with 1 word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

## GUARDS AND WARDS

*Invoking Time:* 10 minutes

*Range:* Touch

*Components:* V, S, M (a godstone large enough to be held with two hands)

*Duration:* 24 Hours

The God of Dreams can merge the dreamscape with the physical world to create a ward that protects up to a 2,500' square area of floor space (an area 50' square, or one hundred 5' squares or twenty-five 10' squares). The warded area can be up to 20' tall, and shaped as the god desires. The god can ward several stories of a stronghold by dividing the area among them, as long as they can walk into each contiguous area while they are invoking the divinity.

When the God of Dreams invokes this divinity, they can specify individuals that are unaffected by any or all of the effects that they choose. The god can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

Guards and Wards creates the following effects within the warded area.

- **Corridors:** Fog fills all the warded corridors, making them heavily obscured. Also, at each intersection or branching passage offering a choice of direction, there is a 50% chance that a creature other than the god will believe it is going in the opposite direction from the one it chooses.
- **Doors:** All doors in the warded area are magically locked as if sealed by an *Arcane Lock* spell. Also, the god can cover up to 10 doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as common sections of wall.
- **Stairs:** Webs fill all stairs in the warded area from top to bottom, as the *Web* spell. These strands regrow in 10 minutes if they are burned or torn away while this divinity lasts.

- **Other Spell Effect:** The god can place their choice of one of the following magical effects within the warded area of the stronghold:

- Place *Dancing Lights* in four corridors: The god can designate a simple program that the lights repeat as long as guards and wards lasts.
- Place *Magic Mouth* in two locations.
- Place *Stinking Cloud* in two locations. The vapors appear in the places the god designates; they return within 10 minutes if dispersed.
- Place a constant *Gust of Wind* in one corridor or room.
- Place a *Suggestion* in one location. The God of Dreams selects an area of up to 5' square, and any creature that enters or passes through the area receives the suggestion mentally.

The whole warded area radiates magic. A dispel magic cast on a particular effect, if successful, removes only that effect.

The god can create a permanently guarded and warded structure by invoking this divinity in the same location every day for 1 year.

## PROJECT IMAGE

*Invoking Time:* 1 Action

*Range:* 500 Miles

*Components:* V, S

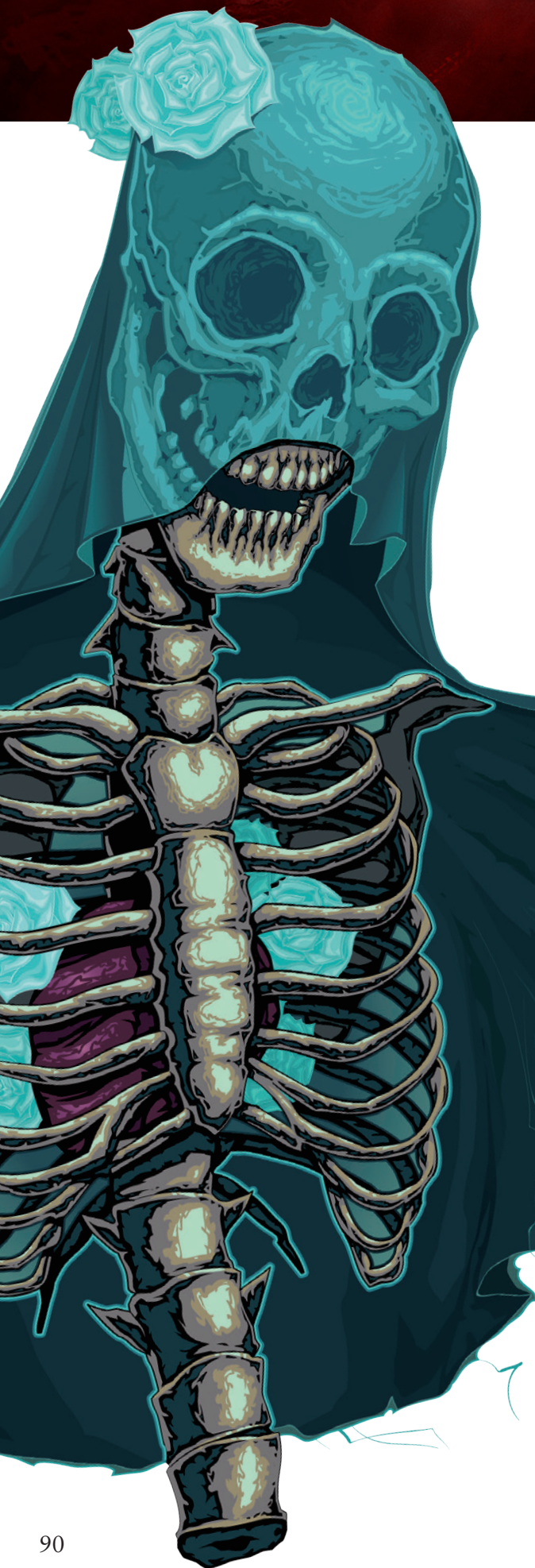
*Duration:* Concentration

The God of Dreams reaches into their subconscious to create a copy of themselves in the waking world that exists for the duration. The copy can appear at any location within range that the god has seen before, regardless of intervening obstacles. The illusion looks and sounds like the god but is intangible. If the illusion takes any damage, it disappears, and the divinity ends.

The God of Dreams can use their action to move this illusion up to twice their speed, and make it gesture, speak, and behave in whatever way they choose. It mimics their mannerisms perfectly.

While in the dreamscape, the God of Dreams can see through their replica's eyes and hear through its ears as if the god were in its space. On the god's turn as a bonus action, they can switch from using its senses to using their own, or back again. While the god is using its senses, they are blinded and deafened regarding their own surroundings.

Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine



that it is an illusion with a successful Intelligence (Investigation) check against the God of Dream's Divinity Score. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

### **CONJURE NIGHT TERROR**

*Invoking Time: 1 minute*

*Range: 90'*

*Components: V, S*

*Duration: 1 hour*

The God of Dreams can manifest horrors from the dreamscape into the waking world, which appear in an unoccupied space that the god can see within range. These night terrors (see Chapter 5: Creatures) disappear when they drop to 0 hit points or when the duration ends. The nightmare is friendly to the god and their companions (though no less disturbing) for the duration. Roll initiative for the nightmare, which has its own turns. It obeys any verbal commands that the god issues to it (no action required by the god). If the God of Dreams does not issue any commands to the nightmare, it defends itself from hostile creatures but otherwise takes no actions. If the god summons more night terrors before the previous ones duration has expired, the first creatures vanish. The creature originally targeted by the night terrors must make a Wisdom save vs. the god's Divinity Score or be at disadvantage for all saving throws vs. them.

### **MIND BLANK**

*Invoking Time: 1 Action*

*Range: Touch*

*Components: V, S*

*Duration: 24 Hours*

Until the duration ends, 1 willing creature the God of Dreams touches is placed into a waking dream and made immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The divinity even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.





# CHAPTER THREE: DIVINITIES

## ASTRAL PROJECTION

*Invoking Time: 1 Hour*

*Range: 10'*

*Components: V, S, M (a godstone worn by each creature accompanying the god in the Astral Realm)*

*Duration: Special*

The God of Dreams and up to 8 willing creatures within range project their astral bodies into the Astral Plane. The material bodies the god and their companions leave behind are unconscious and in a state of suspended animation; they don't need food or air and do not age.

The god's astral body resembles their mortal form in almost every way, replicating their game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between the god's shoulder blades and trails behind them, fading to invisibility after 1'. This cord is the god's tether to their material body. As long as the tether remains intact, they can find their way home. If the cord is cut—something that can happen only when an effect specifically states that it does—the soul and body are separated, killing the astral traveler instantly.

The god's astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If the god enters a new plane or returns to the plane they were on when invoking this divinity, their body and possessions are transported along the silver cord, allowing them to re-enter their body as they enter the new plane. The god's astral form is a separate incarnation. Any damage or other effects that apply to it do not affect their physical body, nor do they persist when the god returns to it.

The duration ends for the God of Dreams and their companions when they use their action to dismiss it. When the divinity ends, the affected creature returns to its physical body, and it awakens.

The divinity might also end early for the God of Dreams or one of their companions. A successful dispel magic used against an astral or physical body ends the divinity for that creature. If a creature's original body or its astral form drops to 0 hit points, the divinity ends for that creature. If the divinity ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation.

If the God of Dreams is returned to their body prematurely, their companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

## EARTH

Level	Features
1	Mold Earth
2	Tremorsense
3	Earthbind, Heat Metal
4	Erupting Earth, Meld Into Stone
5	Wall of Sand, Earth Glide (2x movement)
6	Summon Earth Elemental
7	Stoneskin
8	Stone Shape, Move Earth
9	Create Clay Construct
10	Passwall, Earth Glide (4x movement)
11	Transmute Rock
12	Wall of Stone
13	Bones of the Earth
14	Create Stone Construct
15	Stone Form
16	Tunnel (2x movement)
17	Earthquake
18	Volcano
19	Earth Teleportation
20	Diamond Form

## MOLD EARTH

*Invoking Time: 1 action*

*Range: 30'*

*Components: S*

*Duration: Instantaneous or 1 hour (see below)*

The God of Earth can choose a portion of dirt or stone that they can see within range, and that fits within a 5' cube. The god can manipulate that material in one of the following ways:

If the god targets an area of loose earth, they can instantaneously excavate it, move it along the ground, and deposit it up to 5' away. This movement doesn't have enough force to cause damage.

The god can cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.

If the dirt or stone the god targets is on the ground, they cause it to become difficult terrain. Alternatively, they can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If the God of Earth is walking on stone, earth, or dirt that lacks vegetation, they leave no trace of their passing.

### **TREMORSENSE**

*Invoking Time:* Always active

*Range:* Self (300' radius sphere)

*Components:* None

*Duration:* Permanent

The God of the Earth is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the god to those that they are sensing, the range defines the maximum distance of the shortest indirect path. The god must be in contact with the ground, and the creatures they are sensing must be moving. As long as the other creatures are taking physical actions, including casting spells or invoking divinities with somatic components, they're considered moving; they don't have to move from place to place for the God of Earth to detect them.

### **EARTHBIND**

*Invoking Time:* 1 action

*Range:* 300'

*Components:* V, S

*Duration:* Concentration

The God of Earth chooses one creature they can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw vs. the god's Divinity Score or its flying speed (if any) is reduced to 0' for the divinity's duration. An airborne creature affected by this divinity descends at 60' per round until it reaches the ground or the divinity ends.

*At Higher Levels:* The God of Earth can bind two flying creatures at 8th level, three creatures at 12th level, four creatures at 16th level, and five creatures at 20th level. All targeted creatures must be within 30' of each other.

### **HEAT METAL**

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* 1 minute or Concentration

The God of Earth can select a metal object, such as a metal weapon or a suit of metal armor, that they can see within range and cause the object to glow red-

hot. Any creature in physical contact with the object takes 2d8 fire damage immediately. As long as the god maintains Concentration, they can use a bonus action on each subsequent turn to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw vs. the god's Divinity Score or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of the god's next turn.

*At Higher Levels:* This divinity inflicts 3d8 damage at 7th level and a maximum of 4d8 damage at 12th.

### **ERUPTING EARTH**

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* Instantaneous

The God of Earth chooses a point they can see on the ground within range. A fountain of earth and stone erupts in a 20' cube centered on that point. Each creature in that area must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in that area becomes difficult terrain until cleared away. Each 5' square portion of the area requires at least 1 minute to clear by hand.

*At Higher Levels:* Damage increases to 4d12 at 8th level, 5d12 at 12th level, 6d12 at 16th level, and 7d12 at 20th level.

### **MELD INTO STONE**

*Invoking Time:* 1 action

*Range:* Touch

*Components:* S

*Duration:* 8 hours

The God of Earth can step into a stone object or surface large enough to fully contain their body, melding themselves and all the equipment they carry with the stone for the duration. Using their movement, the god steps into the stone at a point they can touch. Nothing of the god's presence remains visible or otherwise detectable by non-magical senses.

Because of their earthsense ability, The god remains completely aware all movement on or within the earth in a 300' radius. The god remains aware of the passage of time and can cast spells and use divinities while merged with the stone. The god can use their movement to leave the stone where they entered it,





## CHAPTER THREE: DIVINITIES

which ends the divinity. The god otherwise can't move.

Minor physical damage to the stone doesn't harm the god, but its partial destruction or a change in its shape (to the extent that the god no longer fits within it) expels them and deals 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels the god and deals 50 bludgeoning damage. If expelled, the god falls prone in an unoccupied space closest to where they first entered.

### WALL OF SAND

*Invoking Time:* 1 Action

*Range:* 120'

*Components:* V, S

*Duration:* Concentration

The God of Earth can call forth a non-magical wall of swirling sand at a chosen point up to 120' away. The wall is 1' thick and composed of ten 10'x10' panels. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the god chooses which side). If a creature is surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw vs. the god's Divinity Score. On a success, it can use its reaction to move so that it is no longer enclosed by the wall.

The wall can have any shape the God of Earth desires, though it can't occupy the same space as a creature or object. It must be called forth from, and rest upon, natural earth.

The wall blocks all incoming projectiles. Anyone who attempts to pass through it must make a Strength check vs. the god's Divinity Score or be pushed back. Those who do pass through take 2d6 damage as the sand tears at their flesh and must roll a Constitution check vs. the god's Divinity Score or be blinded until the next turn.

**At Higher Levels:** At 10th level, the God of Earth can create a wall that is 5' thick with up to fifty 10'x10' panels. Those who fail an attempt to pass through the wall are stuck within it for the round and take 4d6 damage as the sand blasts away at their skin, as well as having to roll vs. being blinded.

### EARTH GLIDE

*Invoking Time:* Always active

*Range:* Self

*Components:* S

*Duration:* Permanent

The God of Earth can glide along rock, dirt, sand, or

stone at twice their normal movement rate by rippling the ground to propel them forward.

**At Higher Levels:** At 10th level, the God of Earth's gliding speed increases to 4x their movement.

### SUMMON EARTH ELEMENTAL

*Invoking Time:* 1 minute

*Range:* 90'

*Components:* V, S

*Duration:* 1 hour

The God of Earth can call forth an elemental servant. The god chooses an area of earth or stone that fills a 10' cube within range. An elemental of challenge rating 5 or lower appears in an unoccupied space within 10' of it. Earth elementals can rise from the earth or emerge from stone walls. The elemental disappears when it drops to 0 hit points or when the divinity ends.

The god may summon one elemental per round. The maximum number of summoned creatures that can be called simultaneously is equal to their divinity bonus.

The elemental is friendly to the God of Earth and their companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that the god issues to it (no action required). If no commands are given to the elemental, it defends itself from hostile creatures but otherwise takes no actions. The DM has the elemental's statistics.

**At Higher Levels:** The god can summon a Greater Earth Elemental at 14th level, and a Superior Earth Elemental at 20th level.

### STONESKIN

*Invoking Time:* 1 action

*Range:* Self

*Components:* None

*Duration:* Until dismissed

The God of Earth can transform their flesh to solid stone, gaining resistance to non-magical bludgeoning, piercing, and slashing damage. The transformation lasts until the god dismisses it or is rendered unconscious.

### STONE SHAPE

*Invoking Time:* 1 action

*Range:* Touch

*Components:* V, S

*Duration:* Instantaneous

The God of Earth touches a stone object of medium size or smaller or a section of stone no more than 5' in any dimension and form it into any shape that suits

# CHAPTER THREE: DIVINITIES

their purpose. So, for example, the god could shape a rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5' thick. The god could also shape a stone door or its frame to seal the door shut. The object the god creates can have up to two hinges and a latch, but finer mechanical detail isn't possible.

**At Higher Levels:** The God of Earth can shape up to 10' of earth or stone in any dimension at 12th level, 15' at 16th level, and 20' at 20th level.

## MOVE EARTH

**Invoking Time:** 1 day

**Range:** 120'

**Components:** V, S

**Duration:** Permanent

The God of Earth chooses an area of terrain no larger than 40' on a side within range. The God can reshape dirt, sand, or clay in the area in any manner they choose for the duration. They can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such change cannot exceed half the area's largest dimension. So, if the god affects a 40' square, they can create a pillar up to 20' high, raise or lower the square's elevation by up to 20', dig a trench up to 20' deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes the God of Earth spends concentrating on the divinity they can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This divinity can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate new terrain. If the way the god shapes the terrain would make a structure unstable, it might collapse. Similarly, this divinity doesn't directly affect plant growth. The moved earth carries any plants along with it.

## CREATE CLAY CONSTRUCT

**Invoking Time:** 1 day

**Range:** 120'

**Components:** V, S, M (a godstone large enough to be held with both hands, which is consumed)

**Duration:** Permanent

By spending an entire day with access to 5,000 pounds of earth, the God of Earth can forge a Clay Construct.

The DM will have statistics for the construct.

## WALL OF STONE

**Invoking Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Concentration

The God of Earth can call forth a non-magical wall of stone at a chosen point up to 120' away. The wall is 1' thick and composed of ten 10'x10' panels. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the god's choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw vs. the god's Divinity Score. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape the God of Earth desires, though it can't occupy the same space as a creature or object. The wall must merge with and be solidly supported by existing stone along its entirety. Thus, the god can use this divinity to bridge a chasm or create a ramp.

If The God of Earth creates a span greater than 20' in length, they must halve the size of each panel to create supports. The god can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If the God of Earth maintains Concentration on this divinity for 1 minute, the wall becomes permanent and can't be dispelled. Otherwise, the wall crumbles when the duration ends.

## PASSWALL

**Invoking Time:** 1 action

**Range:** 30'

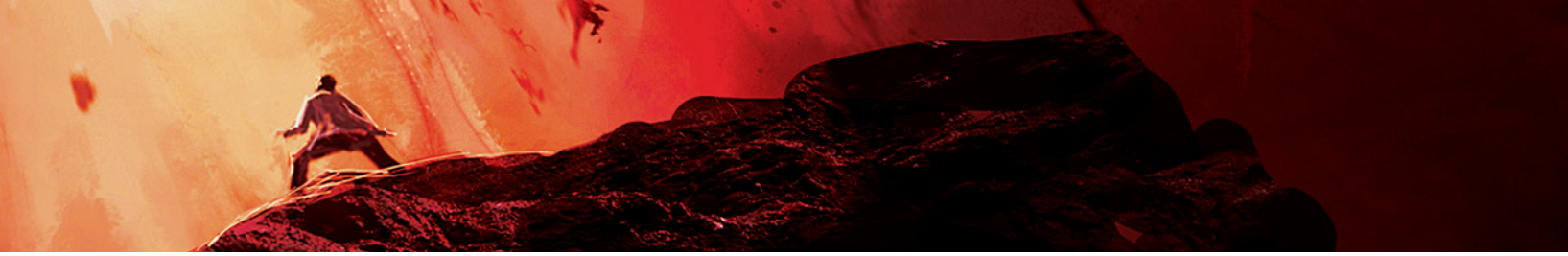
**Components:** S

**Duration:** Concentration

A passage appears at a point of the God of Earth's choice that they can see on a dirt, stone, or metal surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. The god chooses the opening dimensions: up to 5' wide, 8' tall, and 20' deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects





still in the passage created by the divinity are safely ejected to an unoccupied space nearest to the surface.

### TRANSMUTE ROCK

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* 1 hour

The God of Earth chooses an area of stone or mud that they can see that fits within a 40' cube and that is within range, and chooses one of the following effects.

- **Transmute Rock to Mud:** Non-magical rock of any sort in the area becomes an equal volume of thick and flowing mud that remains for the divinity's duration. If the God of Earth enacts this divinity on an area of ground, it becomes muddy enough that creatures can sink into it. Each foot that a creature moves through the mud costs 4' of movement and any creature affected must make a Strength saving throw vs. the god's Divinity Score. A creature must also make this save the first time it enters the area on a turn or ends its turn there. On a failed save, a creature sinks into the mud and is restrained, though it can use an action to end the restrained condition on itself by pulling itself free of the mud. If this divinity is used on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw vs. the god's Divinity Score. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.
- **Transmute Mud to Rock:** Non-magical mud or quicksand in the area no more than 10' deep transforms into soft stone for the divinity's duration. Any creature in the mud when it transforms must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, a creature becomes restrained by the rock. The restrained creature can use an action to try to break free by succeeding on a Strength check (DC 20) or by dealing 25 damage to the rock around it. On a successful save, a creature is shifted safely to the surface to an unoccupied space.

### BONES OF THE EARTH

*Invoking Time:* 1 Action

*Range:* 120'

*Components:* V, S

*Duration:* Instantaneous

The God of Earth can summon up to 6 pillars of stone

to burst from places on the ground they can see within range. Each pillar is a cylinder that has a diameter of 5' and a height of up to 30'. The ground where a pillar appears must be wide enough for its diameter, and the god can target ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain in a 10' radius. The rubble lasts until cleared.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw vs. the god's Divinity Score or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the god's divinity's score. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

**At Higher Levels:** The God of Earth can summon pillars that are 10' wide and 40' high under creatures up to Large size at 16th level, and can summon two additional pillars at 19th level.

### CREATE STONE CONSTRUCT

*Invoking Time:* 1 day

*Range:* 120'

*Components:* V, S, M (a godstone large enough to be held with both hands, which is consumed)

*Duration:* Permanent

By spending an entire day with access to at least 5,000 pounds of stone, the God of Earth can forge a stone construct that will obey their every command. The DM will have statistics for the stone construct

### STONE FORM

*Invoking Time:* 1 action

*Range:* Self

*Components:* S

*Duration:* Concentration

The God of Earth can transform their flesh into solid, living stone as a standard action, providing them with the following benefits:

- **Immunity:** While in this form, the god is immune to poisons and gases.
- **Resistance:** The god takes half damage from non-magical bludgeoning, piercing, and slashing damage.

- **Toughness:** The god gains a minimum AC of 18, regardless of what kind of armor they are wearing.
- **Absorption:** The god can take a standard action to absorb nearby stone, earth or rock that occupies a minimum 10'x10' cube, restoring 5d6 hit points and increasing their size category by 1 (small creatures become medium, medium creatures become large, etc.). While their size is increased, the God of Earth gains +2 to their Strength and -2 to their Dexterity. The god may repeat this action each round, but their size never increases beyond the next size category.

## TUNNEL

*Invoking Time:* 1 action

*Range:* 30'

*Components:* S

*Duration:* Concentration

The God of Earth can bore through earth, clay, and stone at up to twice their movement. This divinity leaves a 10'x10' tunnel in its wake which will collapse 10 minutes after the god has passed through the affected area.

## EARTHQUAKE

*Invoking Time:* 1 action

*Range:* 500'

*Components:* V, S

*Duration:* Concentration

The God of Earth creates a seismic disturbance at a point on the ground that they see within range. For the duration, an intense tremor rips through the ground in a 100' radius circle centered on that point and shakes creatures and structures in contact with the ground in that area.

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

When the God of Earth invokes this divinity, and at the end of each turn they spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw vs. the god's Divinity Score. On a

*King Thorrick Stoneburner*





failed save, the creature is knocked prone.

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

- **Fissures:** Fissures open throughout the divinity's area at the start of the god's next turn after they invoke the divinity. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10x10' deep, 10' wide, and extends from one edge of the divinity's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw vs. the god's Divinity Score or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse.
- **Structures:** The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when the god invokes the divinity and at the start of each of their turns until the divinity ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw vs. the god's Divinity Score. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape.

## VOLCANO

*Invoking Time:* 1 action

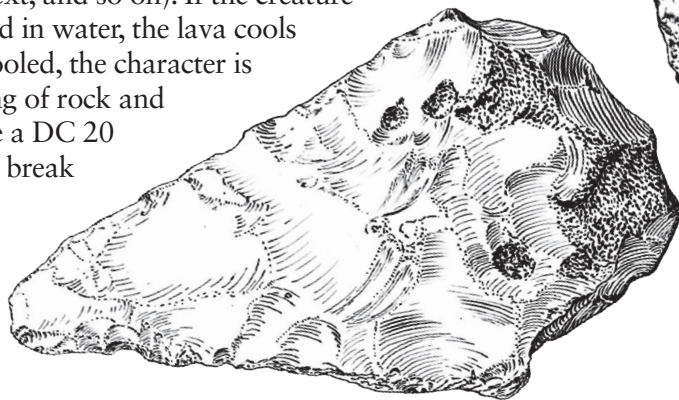
*Range:* 150'

*Components:* V, S

*Duration:* Instantaneous

The God of the Earth can create a concentrated blast of lava that explodes from the ground up as a ranged attack, smothering everything in a 20' radius with lava. Any creature struck must make a Dexterity saving throw vs. the god's Divinity Score or suffer 10d6 damage, or half on a successful save. All flammable material carried or worn by the target bursts into flames. The lava is so scorching it ignites both living trees and wooden structures instantly, burning hot enough to smolder even Ironwood.

A creature who failed the first saving throw must make a second Dexterity save vs. the God of the Earth's Divinity Score or be encased in searing lava that continues to inflict damage as it cools (8d6 the first round, 6d6 the next, and so on). If the creature struck is immersed in water, the lava cools instantly. Once cooled, the character is trapped in a casing of rock and will need to make a DC 20 Strength check to break free.



## EARTH TELEPORTATION

*Invoking Time:* 1 action

*Range:* Special

*Components:* V, S, M (every person teleported with the god must be wearing a godstone)

*Duration:* Instantaneous

The God of Earth can teleport from any location which rests upon natural earth to any other with which they have previously made physical contact. This movement is unerring and instantaneous, and the God of Earth can take along up to ten willing participants that are within 30' of the god.

## DIAMOND FORM

*Invoking Time:* 1 action

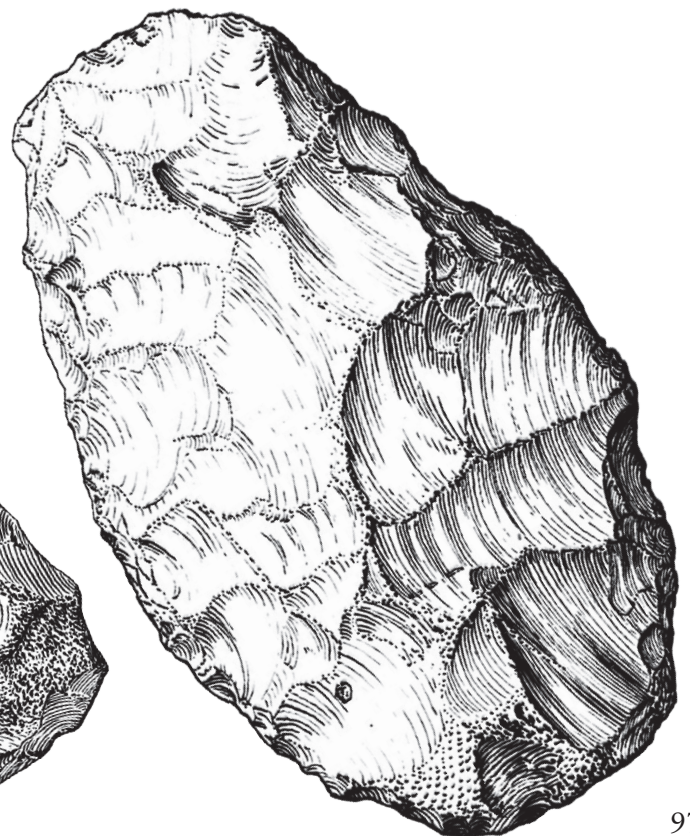
*Range:* Self

*Components:* None

*Duration:* Concentration

The God of Earth can transform their flesh into solid, living diamond as a standard action, providing them with the following benefits:

- **Immunity:** While in this form, the god is immune to poisons, gases, fire, cold, and all non-magical bludgeoning, piercing, and slashing damage, and is resistant to magical bludgeoning, piercing and slashing damage.
- **Toughness:** The god gains a minimum AC of 22, regardless of what kind of armor they are wearing.
- **Reflection:** Any ray attacks directed at the god while in this form can be redirected at any target the god chooses (within range of the ray) as a bonus action.



# CHAPTER THREE: DIVINITIES

## EMOTION

Level	Features
1	Read Aura
2	Calm Emotions
3	Inflame Passions
4	Enhance Ability
5	Zone of Truth
6	Beacon of Hope
7	Fear
8	Compulsion
9	Locate Creature
10	+1 Charisma
11	Creation
12	Hero's Feast
13	Magic Jar
14	+1 Wisdom
15	True Seeing
16	Divine Word
17	Antipathy/Sympathy
18	Feeblemind
19	+1 Charisma
20	Steal the Soul

## READ AURA

*Invoking Time:* 1 action

*Range:* 120'

*Components:* None

*Duration:* Concentration

The God of Emotion can read a thinking creature's emotions that they can see within range as a colorful aura radiating around them. The aura colors manifest as such:

- **Red:** Anger, Passion, Hunger
- **Orange:** Drive, Attraction
- **Yellow:** Joyous, Optimistic
- **Green:** Envious
- **Light Blue:** Calm, Faithful
- **Dark Blue:** Sad, Longing
- **Purple:** Arrogant, Misleading
- **Pink:** Sympathetic, Worried
- **Black:** Evil, Death
- **Grey:** Fearful, Selfish

## CALM EMOTIONS

*Invoking Time:* 1 action

*Range:* 120'

*Components:* V, S

*Duration:* 1 minute

The God of Emotions can attempt to suppress strong emotions in a 20' radius sphere centered on a point they choose within range. Those affected must make a Charisma saving throw vs. the god's Divinity Score; a creature can choose to fail this saving throw.

If a creature fails its saving throw, the god can suppress any effect causing a target to be charmed or frightened. When the duration ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, the god can make a target indifferent about creatures of their choice that it would normally be hostile. This indifference ends if the target is attacked or harmed by a divinity or if it witnesses any of its friends being harmed. While a creature is under the effect of this divinity, all spells or divinities directed at them that would cause fear are ineffective.

When the divinity ends, the creature becomes hostile again, unless the DM rules otherwise.

## INFLAME PASSIONS

*Invoking Time:* 1 action

*Range:* 120'

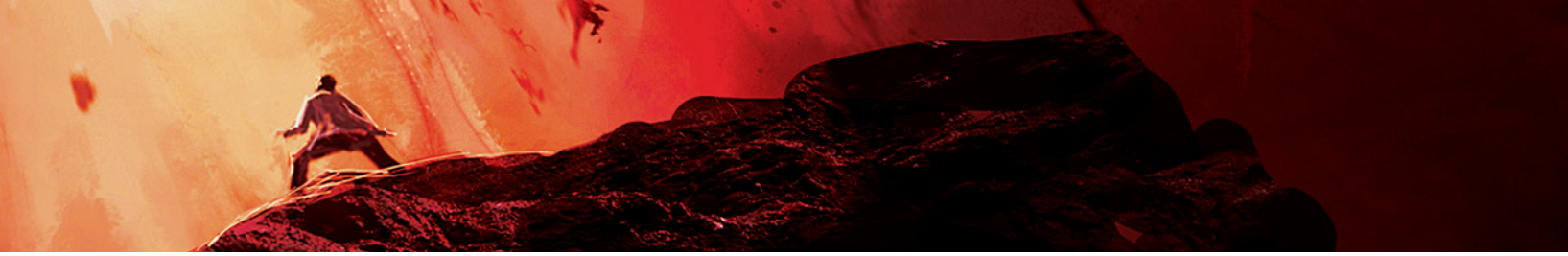
*Components:* V, S

*Duration:* Concentration

The God of Emotions can heighten the emotions of those within a 20' radius sphere centered on a point they choose within range. Those affected must roll a Wisdom saving throw vs. the god's Divinity Score. A failure means whatever emotion they are currently feeling overwhelms them.

- **Anger:** If the target was angry they fly into a mindless rage, attacking anyone they perceive to be an enemy until the duration ends. During this time they are affected as if by a Barbarian's rage ability (advantage on Strength checks and saving throws, +2 melee weapon damage, resistance to bludgeoning/piercing/slashing damage, can't cast spells or invoke divinities). At the end of the duration, they take on a level of exhaustion.
- **Attraction/Drive:** The targeted creatures become obsessed with a creature or personal goal, attacking anyone who gets in-between them and that person or achieving their goal.
- **Happiness:** The target is overwhelmed with joy,





falling prone in convulsions laughter until the duration ends or they are attacked.

- **Envy:** A creature or object the affected creature desired becomes an obsession, driving the creature to attack any who get in the way of acquiring it.
- **Calm:** The affected creatures fall into a deep meditation for the duration, aroused only by loud noise or injury.
- **Arrogant:** Those affected become immune to fear for the duration and refuse to take any course of action that suggests caution.
- **Sympathy:** Those affected become overwhelmed with the need to care for those around them, abandoning all other tasks and concerns for the duration.
- **Fear:** While frightened by this divinity, a creature must take the Dash action and move away from the god by the safest available route on each of its turns, unless there is nowhere to move.

Each round, the affected creature makes another Wisdom saving throw vs. the god's Divinity Score. A success means they snap out of the god's control and roll all further checks against this divinity with advantage for the rest of the encounter.

### ENHANCE ABILITY

*Invoking Time:* 1 action

*Range:* Touch

*Components:* S

*Duration:* 1 hour

The God of Emotions can touch a creature and bestow upon it a divine enhancement. They choose one of the following effects; the target gains that effect until the duration ends.

- **Bear's Endurance:** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the divinity ends.
- **Bull's Strength:** The target has advantage on Strength checks and their carrying capacity doubles.
- **Cat's Grace:** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20' or less if it isn't incapacitated.
- **Eagle's Splendor:** The target has advantage on Charisma checks.
- **Fox's Cunning:** The target has advantage on Intelligence checks.
- **Owl's Wisdom:** The target has advantage on Wisdom checks.

The god can only heighten one ability per individual, and that individual requires a long rest before they can be enhanced again.

### ZONE OF TRUTH

*Invoking Time:* 1 action

*Range:* 60'

*Components:* V, S

*Duration:* Concentration

The God of Emotion creates a magical zone that guards against deception in a 15' radius sphere centered on a point of their choice within range. Until the duration ends, a creature that enters the affected area for the first time on a turn or starts its turn there must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, a creature can't speak a deliberate lie while in the radius. The god knows whether each creature succeeds or fails on its saving throw. An affected creature is aware of the divinity and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

### BEACON OF HOPE

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S

*Duration:* 1 minute

This divinity transforms the God of Emotion into a beacon of hope and vitality. The god chooses any number of creatures within range. For the duration, each target has advantage on Wisdom saving and death saving throws, and regains the maximum number of hit points possible from any healing.

### FEAR

*Invoking Time:* 1 action

*Range:* Self (30' cone)

*Components:* V, S

*Duration:* Concentration

The God of Emotion projects a phantasmal image of a creature's worst fears. Each creature in a 30' cone must succeed on a Wisdom saving throw vs. the god's Divinity Score or drop whatever it is holding and become frightened for the duration.

While frightened by this divinity, a creature must take the Dash action and move away from the god by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn

# CHAPTER THREE: DIVINITIES

in a location where it doesn't have line of sight to the god, the creature can make a Wisdom saving throw vs. the god's Divinity Score. On a successful save, the divinity ends for that creature.

## COMPULSION

*Invoking Time:* 1 action

*Range:* 30'

*Components:* V, S

*Duration:* Concentration

Creatures of the God of Emotion's choice that they can see within range and that can hear them must make a Wisdom saving throw vs. the god's Divinity Score. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, until the divinity ends, the god can use a bonus action on each of their turns to designate a direction that is horizontal to the target. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an apparently deadly hazard, such as a fire pit, but it will provoke opportunity attacks to move in the designated direction.

## LOCATE CREATURE

*Invoking Time:* 1 action

*Range:* Self

*Components:* V, S

*Duration:* Concentration

The God of Emotion names a creature that is familiar to them. They sense the direction to the creature's location, as long as that creature is within 1,000' of the god. If the creature is moving, the god knows the direction of its movement.

The divinity can locate a particular creature known to the God of Emotion, or the nearest creature of a specific kind (such as a human or a unicorn), so long as they have seen such a creature within 30' at least once. If the creature the god described or named is in a different form, such as being under the effects of a polymorph spell, this divinity doesn't locate the creature.

*At Higher Levels:* The range of this divinity increases to 1 mile at 12th level, 10 miles at 16th level and 100 miles at 20th level

## CREATION

*Invoking Time:* 1 minute

*Range:* 30'

*Components:* V, S

*Duration:* Permanent

The God of Emotions can shape force energy into matter, creating a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. The god can also use this divinity to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5' cube, and the object must be of a form and material that the god has seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

- **Vegetable matter:** 1 day
- **Stone or crystal:** 12 hours
- **Precious metals:** 1 hour
- **Gems:** 10 minutes
- **Adamantine or mithral:** 1 minute

Using any material created by this divinity as a spell's or divinity's material component causes that spell or divinity to fail.

## HERO'S FEAST

*Invoking Time:* 10 minutes

*Range:* 30'

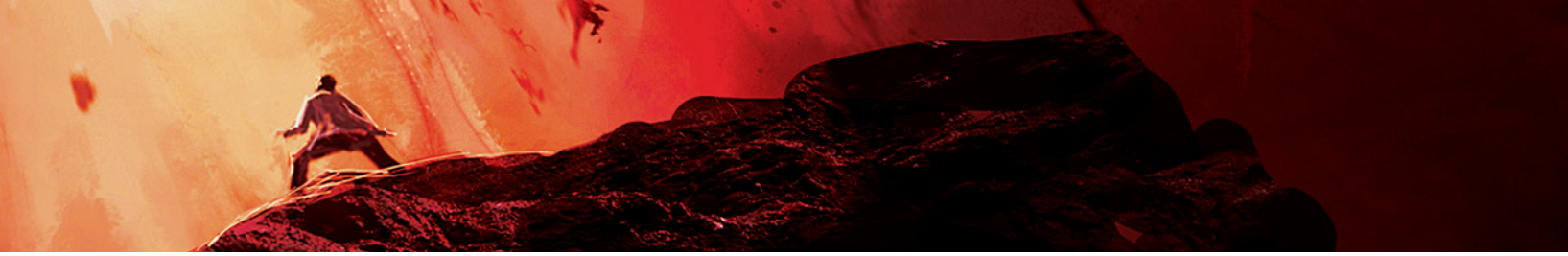
*Components:* V, S, M (a godstone placed inside a piece of hollowed-out fruit, which is consumed by the divinity)

*Duration:* Instantaneous

The God of Emotion can manifest the desires of those around them and bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.





### MAGIC JAR

*Invoking Time:* 1 minute

*Range:* Self

*Components:* V, S, M (a crystal container embedded with a godstone)

*Duration:* Until dispelled

The God of Emotion can will their body into a catatonic state as their soul leaves it and enters the container they used for the divinity's material component. While the god's soul inhabits the container, they are aware of their surroundings as if they were in the container's space. The god can't move or use reactions. The only action they can take is to project their soul up to 100' out of the container, either returning to their living body (and ending the divinity) or attempting to possess another humanoid's body.

The God of Emotion can try to possess any humanoid within 100' of them that they can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw vs. the god's Divinity Score. On a failure, the god's soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists the god's efforts to possess it, and the god can't attempt to possess them again for 24 hours.

Once the God of Emotion possesses a creature's body, they control it. The god's game statistics are replaced by the statistics of the creature, though they retain their alignment and their Intelligence, Wisdom, and Charisma scores. The god keeps the benefits of their class features. If the target has any class levels, they can't use any of its class features.

Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all.

While possessing a body, the God of Emotion can use their action to return from the host body to the container if it is within 100' of them, returning the host creature's soul to its body. If the host body dies while the god is in it, the creature dies, and the god must make a Charisma saving throw against their own Divinity Score. On a success, the god returns to the container if it is within 100' of them. Otherwise, they die.

If the container is destroyed or the duration ends, the god's soul immediately returns to their body. If the god's body is more than 100' away from them or if their body is dead when they attempt to return to it, the god dies. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100'. Otherwise, that creature dies.

When the duration ends, the container is destroyed.

### TRUE SEEING

*Invoking Time:* 1 action

*Range:* Touch

*Components:* V, S

*Duration:* 1 hour

This divinity gives a willing creature the God of Emotion touches the ability to calm their minds and see things for how they are. For the duration, the creature has true sight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120'.

### DIVINE WORD

*Invoking Time:* 1 bonus action

*Range:* 30'

*Components:* V

*Duration:* Instantaneous

The God of Emotion utters a divine word, imbued with the power that shaped the world at the dawn of creation. The god chooses any number of creatures they can see within range. Each creature that can hear them must make a Charisma saving throw vs. the god's Divinity Score. On a failed save, a creature suffers an effect based on its current hit points:

- **50 hit points or fewer:** deafened for 1 minute
- **40 hit points or fewer:** deafened and blinded for 10 minutes
- **30 hit points or fewer:** blinded, deafened, and stunned for 1 hour
- **20 hit points or fewer:** killed instantly

Regardless of its current hit points, a celestial, an elemental, a fey, or a fiend that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the god's current plane for 24 hours by any means short of a wish spell.

### ANTIPATHY/SYMPATHY

*Invoking Time:* 1 hour

*Range:* 60'

*Components:* V, S

*Duration:* 10 days

This divinity attracts or repels creatures of the God of Emotion's choice. The god targets something within range, either a Huge or smaller object or creature or an area that is no larger than a 200' cube. The god then specifies a kind of intelligent creatures, such as red dragons, goblins, or vampires. The god invests the target with an aura that either attracts or repels the specified creatures for the duration. Choose antipathy or sympathy as the aura's effect.

*Queen Phryane Tinueth*





















































































































































































































































































































































































