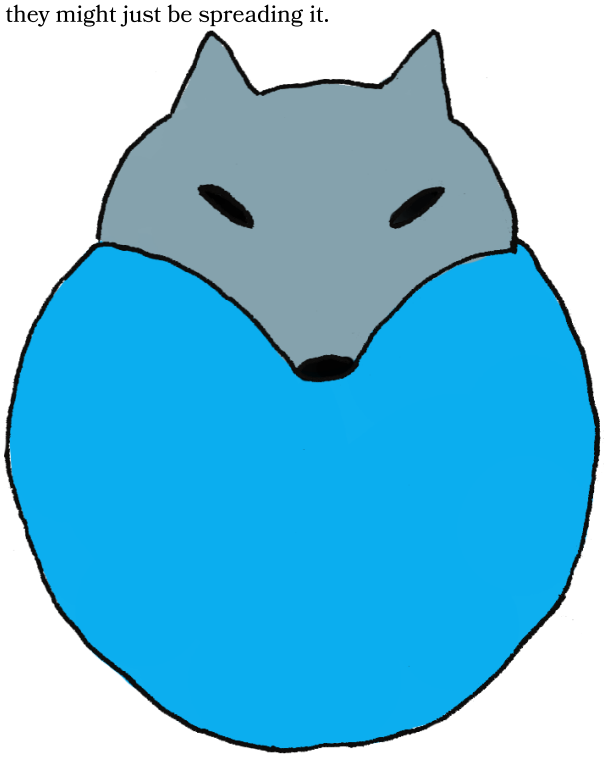
Acolytes of the Circle of Five

Many Isles

Path of Auril

Barbarian Subclass

People that choose to follow Auril are people from the wild, near-animals in their behavior. They might want to spread everlasting cold and sterility over the world, or just as well save people from it and give them fertility. Worshippers of Auril may try reducing his destruction, or they might just be spreading it.



Also known as Cold, Auril is the mighty god of snow, ice, and winter. He is the source of infertility and non-growing crops.

Path Features

Level	Features
3rd	Divine Boon
6th	Wintry Soul
10th	Auril's Own
14th	Summon Winter's Servant

Tenets of Auril

Auril's will is unalterable. If his cold shall spread and kill all, so be it. One must not fight the end. However, exceptions might be made for those that are in sufficient despair: a child might be given, a field left to grow - but at a price.

Winter. The cold will come, and nothing can stop it. Any creature asking an acolyte of Auril for warmth is stupid.

Fertility. Auril is the god of sterility and fertility. A servant of his may save a farmer at the price of blood, and may force a young man to never have a child. That is the choice of Auril's servant to perform.

Divine Boon

You are granted the ability to cast spells by Auril. You may only cast the spells granted to Auril's acolytes (see the Many Isles website). You use Intelligence as a Spellcasting Ability, and your Spell Save DC is 10+Intelligence mod.+Proficiency. Your minimal Intelligence modifier for calculating save DC and attack is 1.

You have 1 spell slot of each level. At 20th level, you have 2 1st, 2nd, and 3rd level slots.

Divine Boon Spells

Barbarian Level	Slot Unlocked
3rd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

Wintry Soul

Starting at 6th level, you are immune to cold damage.

You can use your bonus action to channel your inner cold into the ground around you. Any water in a 5-foot radius centered on you freezes (you might freeze yourself in if you are immersed in water), enabling creatures to walk on this surface. The frozen surface starts melting if you don't use your bonus action to freeze it again the next turn.

Auril's Own

At 10th level, you grow closer to your god. Your skin turns a shade of blue and your eyes shine in a cold blue shimmer. You gain expertise in the Religion, Nature and Survival skills.

Summon Winter's Servant

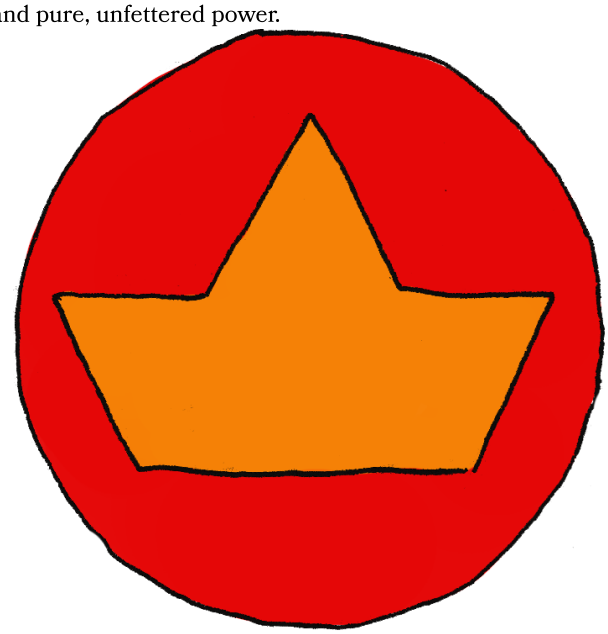
From 14th level on, you can bid Auril for one of his servants, the mighty Anaurok. To call this servant forth, you must perform a ritual naked in snow or ice, dropping some of your blood upon the frozen ground and asking Auril for his aid, mentioning a reason why you need the servant. This takes 10 minutes and has no guarantee of success.

If you do succeed, an Anaurok appears before you as you finish your prayers. It obeys your commands, but has its own free will, and might leave once your need for it ends. The DM has the creature's statistics.

Oath of Tempus

Paladin Subclass

The avatars of Tempus' holy will are chaotic and arbitrary in their judgment, sometimes defending a poor soul against waves of monsters, and other times killing people for no reason. They bring and abolish suffering, start and end wars. They are symbols of tempest, chaos, and pure, unfettered power.



Also known as Blood, Tempus is the god of war and autumn. He stands behind every army as they march forward, and looks down upon every weeping human as they sit in a pool of blood. He stands above a desperate farmer, observing as autumn closes and shrivels his crops.

Oath Features

Level	Features
3rd	Channel Divinity
7th	Aura of Fall
15th	Aegis of Suffering
20th	Avatar of Tempus

Tenets of Tempus

Tempus and his acolytes do not believe in ultimate justice, fairness, or even peace. War and suffering is everywhere, and it ends and begins at random.

War. War is no terrible thing. It is an effect under which any advanced race suffers. You will go with it, fighting where one may fight, and holding back where one may not.

Suffering. Many creatures may suffer, and suffering can easily be stopped. But it is part of one's life to suffer. Let those that are in pain feel the pain, and save those you feel worth saving.

Spells

Please note that the acolyte of every god gains divine spells based on whom he follows. A Paladin of the Oath of Tempus of course can add all of Tempus's spells to their spell list. Find a list of those on the Many Isles website.

Channel Divinity

Starting at 3rd level, you gain the two following Channel Divinity options:

Vow of Destruction. As a bonus action, choose a creature you can see within 120 feet. For 1 minute, all your attack rolls against it gain a +5 bonus to attack and damage rolls.

If a creature drops to 0 HP from a blow under the effect of this ability, its skin whithers away and its body falls into a multitude of dead orange leaves.

Curse of Suffering. You cause all creatures within 30 feet to be affected by great suffering. They must make a Constitution saving throw. On a success, they feel a short pang of pain. On a fail, they suffer for 1 minute. While suffering, they can't regain hit points, and their HP maximum is reduced by 1d10 at the start of each of their turns.

If a creature drops to 0 HP while suffering, its skin whithers away and its body falls into a multitude of dead orange leaves.

Aura of Fall

Beginning at 7th level, you and all creatures you choose within 10 feet of you have resistance to two of these damage types (you can choose two new damage types and any amount of creatures at sunset): cold, fire, poison, necrotic. You can see through areas obscured by nonmagical mist, fog, and the like.

At 18th level, the range of your protective aura increases to 30 feet.

Aegis of Suffering

By 15th level, you are immune to any Hygieia (Necromancy) college spells, and are immune to pain. Note that this means spells such as *Revivify* do not work on you.

Avatar of Tempus

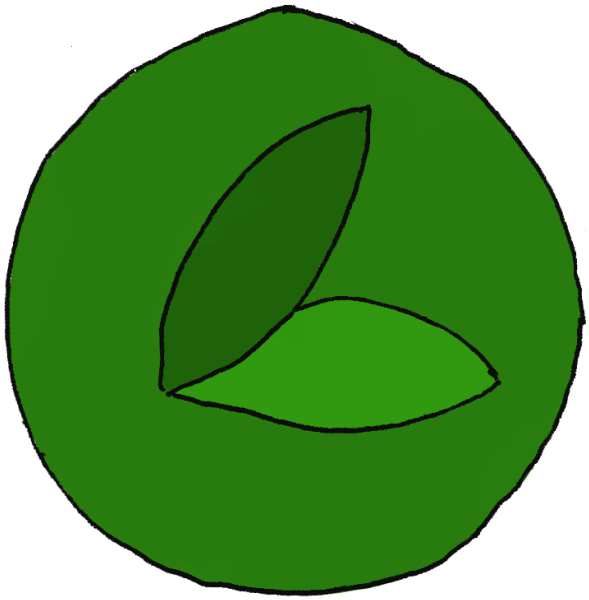
At 20th level, you become a true servant of Tempus. As an action, you can undergo a transformation, which lasts for the an hour:

- You gain a brass crown, and your eyes shine orange. For the duration, you deal an additional 15 radiant damage on all your attacks, including spells.
- Spiked chains wrap around your arms, and your eyes shine red. For the duration, whnever you make an attack, you can choose to use your chains. The target is grappled and restrained. On the start of each of its turns whilst it is grappled in this way, it takes 30 damage. It may attempt an Athletics roll each turn after taking the damage, freeing itself on a success and taking 10 piercing damage on a fail. You also take 10 damage whenever it rolls to escape your grapple. One of your arms is in use whenever you grapple a creature in this way.

Way of Tyr

Monk Subclass

Acolytes of Tyr are exemplars of justice and fairness. They believe that through good labor, anything may be achieved. If life and happiness are spread, it is only fair that one gets something in exchange; if one kills arbitrarily, punishment must be swift.



Tyr, also called the Greenjust, has no regions over which she dominates, and rare are human civilizations that pray to her. She is the goddess of the occasional hero, the hope of a single oppressed human. A follower of Tyr strives to accomplish justice, or be given it.

Way Features

Level	Features
3rd	Divine Boon
6th	Just Soul
11th	Punish Injustice
17th	Undying Fist of Justice

Tenets of Tyr

Justice and life are always there, and tightly bound to one another. If one desecrates life, it is just to suffer in exchange. Ultimate fairness, as well as happiness in life, is the goal of Tyr's ideology.

Life. Wherever you go, you will try to improve present life, or add some of your own. Anything alive is beautiful. Similarly, you don't fight to kill: killing would be unfair, except if great crime was commited.

Justice. You fight those that deserve to be fought, and if you did wrong, you gladly allow the fair punishment to be imposed on you.

Divine Boon

You are granted the ability to cast spells by Tyr in the goal of great justice. You may only cast the spells granted to Tyr's acolytes (see the Many Isles website). You use Wisdom as a Spellcasting Ability, and your Spell Save DC is 10+Wisdom mod.+Proficiency.

You have 1 spell slot of each level. At 20th level, you have 2 1st, 2nd, and 3rd level slots.

Divine Boon Spells

Barbarian Level	Slot Unlocked
3rd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

Just Soul

Starting at 6th level, you cannot be corrupted. You can't be charmed against your will, and you have advantage on saves against anything that would force you to act against your feeling of justice.

Furthermore, your Heroism score increases by 2.

Punish Injustice

Whenever a creature attacks you without fair reason, you can use you reaction to take the Attack action against the attacker. You must roll a DC 12 Heroism saving throw each time you do so, gaining a level of exhaustion on a fail.

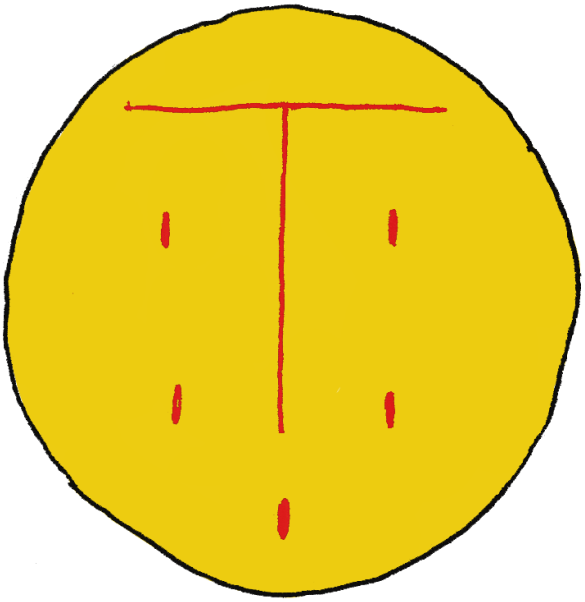
Undying Fist of Justice

If you are reduced to 0 HP by a creature that unjustly did so, you regain half your hit points. Your next unarmed attack against that creature has advantage and deals an additional 40 radiant damage on a hit.

Golden Dagger

Rogue Subclass

Those that follow Waukeen are tricksters in their own mind. They believe in luck, whether self-made or arbitrary, and delight in all things related to money. Merchandising and suchlike is delightful to them,just as much as they appreciate cutting your throat and taking your belongings.



The Golden Spring is often venerated by those that have amassed much of something, be it wealth, knowledge, or other, or that wish to acquire much. She is the god of sneaky theft and grand merchant deals. She is the one that gives a farmer plentiful fields to enrich himself, and that allows the thief to gain all the noble's money.

Way Features

Level	Features
3rd	Divine Boon, Master of Intrigue, Golden Dagger
9th	Infiltration Expertise
13th	Luck
17th	Quick Reflexes

Tenets of Waukeen

Luck, wealth, thievery and spring are all related. In the happy days of rising life, wealth is amassed in great heaps, which is then stolen by the lucky thief. According to Waukeen, spring goes in hand with wealth which goes in hand with thievery, and so on.

Spring. Bringing joyfulness and life where there was none, breaking the old to create new, is one of your basic goals in life. Where there is chaos, wealth and thievery can thrive.

Wealth. Your goal in life is to amass as much as possible of something. It can be money, but can also be something such as knowledge.

Thievery. If you can't get something through subterfuge, you'll get it anyway.

Luck. You believe in luck. Luck is everywhere: you just have to get it. Sometimes, you put blind trust and risk your life on a whim - and get saved by a whiff of luck.

Divine Boon

You gain expertise in Sleight of Hand, and are proficient in Intelligence saving throws.

You are granted the ability to cast spells by Waukeen. You may only cast the spells granted to Waukeen's acolytes (see the Many Isles website). You use Intelligence as a Spellcasting Ability, and your Spell Save DC is 9+Intelligence mod.+Proficiency.

You have 1 spell slot of each level. At 20th level, you have 2 1st, 2nd, and 3rd level slots.

Divine Boon Spells

Rogue Level	Slot Unlocked
3rd	1st
5th	2nd
9th	3rd
13th	4th
17th	5th

Master of Intrigue

you gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Golden Dagger

You gain an additional piece of equipment: a golden dagger.

It is a magical weapon that counts as attuned to you, but that doesn't use an attunement slot. Furthermore, its damage die is d8 instead of d4, as its magic makes it better than steel. Finally, you can use it as a holy symbol when casting Waukeen spells.

Infiltration Expertise

Starting at 9th level, you can create false identities for yourself. You must spend one week and 25 gp to establish the history, profession, and affiliations for an identity. However, you cannot establish an identity that already belongs to an existing person. Thereafter, if you adopt a new identity as a disguise, other creatures believe you to be that person until given a good reason not to.

Luck

Twice a day, you can replace a failed roll (ability check, attack roll or saving throw) of yours with a value equal to your rogue level.

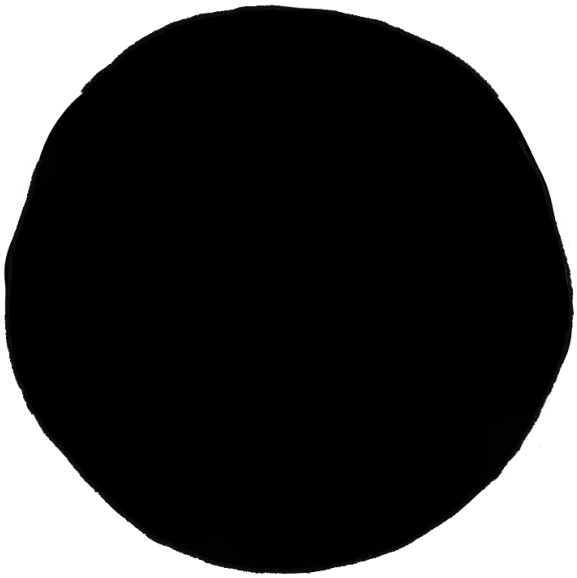
Quick Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly getting out of danger. As a result, you can take two turns during the first round of any battle. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You cannot use this feature when you are surprised.

Final Messenger

Warlock Subclass

Following the lead of their dark god, Zorl's own represent the end of everything. A servant of Zorl is not a bringer of death or disease, as much as of the simple end. What many people misunderstand is that Zorl isn't the god of death or suffering - he's the one that comes in at the end and finishes it all.



Zorl is an evil god, truly so. Five black spires rise on some forgotten wasteland in Darkenblot. The central one is dark and twisted, and at its top resides the Lord of Death himself. The four other spires are much smaller, and are aberrant representations of the five other gods. Zorl presents himself as master of all the others, and in the end, he might truly be - eventually, all humans will fall to his scimitar.

Way Features

Level	Features
1st	Zorl's Grasp, End
6th	Push it Back
10th	Escape the End
14th	It is Coming

Tenets of Zorl

Death doesn't have the complicated ideology of the other four gods. He's just always at the end of the path, the one proof that everything has an end.

The End. Whatever you do, you'll finish up in Zorl's arms. Praying to him might move the end back a bit, but no amount of crying will remove it. You were simply granted the power to move that end forward.

Zorl's Grasp

From 1st level on, whenever you deal damage, you deal an additional 1d6 necrotic damage, accelerating their way along the road.

This damage increases by 1 die at 5th level (2d6), 10th, and every fifth level after that.

End

You can spend an action to rot up to a cubic foot of food you are touching, or riddle water with disease. Either become impossible to eat or drink.

Push it Back

From 6th level on, whenever you or a creature you can see rolls a d20, you may add 1d10 as you push back the end looming on.

You can use this ability once between long rests.

Escape the End

From 10th level on, if you die, you can choose to come back as an undead soul, called **Murbrech**. You have wraith statistics, but keep your memory and mental stats. Your soul is available for any resuscitation attempts performed on your body, but you can choose to remain in Murbrech form. If you die as a Murbrech, you come back to life (still a Murbrech) after 2d10 hours.

It is Coming

Target a creature you can see within 120 feet. It doesn't have to be awake, but it must be able to understand your mental message.

You show it how the road, no matter which way it winds, ends up in the infinite oblivion of Zorl. The creature must succeed on a Heroism saving throw. On a fail, it takes 5d10 psychic and 5d10 necrotic damage, as you choose. Additionally, it is frightened of you and any other Zorl-related thing for 1 minute.

Thanks to You!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit https://www.reddit.com/r/ManyIsles/, or for great content https://www.patreon.com/manyisles, or even for worldbuilding https://www.worldanvil.com/w/karte-caedras-ginlic.

Made with the Homebrewery