

RITUALS OF THE MOON

WRENTLAM STEPPE

The Wrentlam Steppe is a large span of Steppe with intermittent cliffs that resides on the North Eastern road of West Negresh, just south of the humble town of Nylari.

The Steppe is most notably renowned for it's strange and misunderstood denizens, The Turans.

In this supplement you will learn about their practices, secrets of their history and the way they worship their idol, Tura, The Moon Bear.

TURA, THE MOON BEAR

Tura is a strange entity that outsiders often refer to as a deity, but the Turans will insist he is far from it. Instead they refer to him as "The Spirit of the Moon". They believe that he is responsible for carrying the moon through the sky, aiding in it's journey and making way for the sun to rise. Their practices often involve arranging symbolic materials and reciting scripts that have been handed down generation after generation of Turans.

For the Turans, Tura represents fortitude, travel and harvest. But that doesn't restrict them from trying to perform Observances to gain other boons from him.

WHAT'S INCLUDED

In this document there are three player focussed pieces in the Oath of the moon, Lunar Observances and the Turan species. In addition to these things there is a short adventure placed within the Wrentlam Steppe, or wherever you'd like it to take place in your own homebrew world! The adventure covers NPCs, Locations, Encounters and the secret of the Turan people. You'll find that written above there is far less lore than is usually included in an AwkwardDM release, this is because a lot of what you learn about the Turans is included within the adventure itself, which will begin after the player focussed content written below, as to aid in your players avoiding spoilers for their upcoming exploration within the wilds of The Wrentlam Steppe.

SUBCLASSES

OATH OF THE MOON

The Oath of the Moon is taken by Turans or those who have immersed themselves in the culture of Tura, The Moon Bear in order to harness the power of Lunar Observances.

LUNAR OBSERVANCES

In your time immersing yourselves in the ways of the Wrentlam Steppe you have discovered a way to harness the power of Tura to grant yourself semi-permanent magical effects.

At 3rd level, you learn two Lunar Observances of your choice. A list of the available options can be found at the end of this subclass.

Additionally, when you complete an Extended Rest, you can choose to replace one of your current Lunar Observance with another from the list of available options.

EXTENDED RESTS

In my games, I include some features that only function when an extended rest is completed. An extended rest is simply a rest that lasts one in-game week that includes only light activity such as shopping, studying, writing, etc. As long as it doesn't make the players money, or require exertion, it can be done during an Extended rest.

This concept was introduced to me via MCDM, so credit goes to them for this rule!

OATH SPELLS

Spell Level	Spells
3rd	<i>Ceremony, Gift of Alacrity</i>
5th	<i>Gentle Repose, Augury</i>
9th	<i>Plant Growth, Clairvoyance</i>
13th	<i>Guardian of Nature, Divination</i>
17th	<i>Summon Celestial, Commune with Nature</i>

CHANNEL DIVINITY: TURA'S FORTITUDE

Starting at 3rd level you learn to invoke the blessings of Tura, the Moon Bear. As a bonus action you use your channel divinity to calm your allies and fortify their minds. Choose up to three creatures within 30 feet. Until the start of your next turn they reduce all damage they take by an amount equal to your Charisma modifier and they make their next

Wisdom, Charisma or Intelligence saving throw at Advantage.

SHROUD THE LIGHTLESS

Starting at 7th level, your affinity for the night extends to your allies. You and friendly creatures within 10 feet of you make Stealth checks at advantage. Additionally, you and these creatures can use a bonus action to take the Hide action without needing to break line of sight.

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

OBSERVANCE MASTERY

Beginning at 15th level, you learn two additional Lunar Observances and their effects increase in power as listed in the Lunar Observances chapter at the end of this document.

ASPECT OF THE BEAR

Aspect of the Bear

At 20th level, you take on the form of the primal bear spirit Tura. As a bonus action, you gain the following benefits for 1 minute:

- You immediately cast the *moonbeam* spell without requiring material components or concentration. Instead of creating one cylinder, you can create four at different points you can see within range. When using your action to move one beam, you can move all beams independently
- Once on each of your turns when you hit a creature with a melee weapon attack, the target must make a Charisma saving throw against your spell save DC. On a failure the creature is teleported to the centre of any active *moonbeam* you can see.
- You gain a flying speed equal to your walking speed.

LUNAR OBSERVANCES

Lunar Observances are a unique and beautiful technique, honed by the Moon Elves of the Wrentlam Steppe, for drawing power from the moon. The process involves performing a series of practices under the moon to gain access to long-term magical boons. Most commonly, these observances are used to aid in crop growth, bring rains, or protect the local fauna from the dangers of the wild. However, some Observances are used by the most venerated of the Moon Elf population to enhance their ability to protect the villages of the steppe. The most common of these are the Paladins of the Moon, but there are many other ways

to harness this power that have yet to be uncovered.

PERFORMING OBSERVANCES

At the start of a long rest, you can dedicate the first hour to performing an Observance. These rituals typically involve gathering crystals and reagents under the moonlight and reciting hymns or tales of Tura the Moon Bear. Upon completion of an Observance, you gain its benefits for the next 24 hours. You can only have one Observance active at a time. Some of the Observances have an empowered effect that can only be used if the feature granting you access to Observances specifies so.

OBSERVANCE OF RESPITE

Whenever a creature completes a long rest within 30 feet of you, they recover an additional hit-die equal to your proficiency bonus.

EMPOWERED

Creatures benefiting from this effect instead recover all of their hit-die when they complete a long rest.

OBSERVANCE OF IMBUING

Choose one weapon you possess, it gains the Moon-touched property and a +1 bonus to attack and damage rolls.

EMPOWERED

The selected weapon instead gains a +3 bonus to attack and damage rolls.

OBSERVANCE OF FORTITUDE

Choose a type of extreme weather. You become immune to all its negative effects.

EMPOWERED

You also gain resistance to a type of damage associated with the chosen environment. By default, Extreme Heat and Extreme Cold would grant fire and cold resistance respectively. In more unique cases your DM might allow you to gain a different kind of resistance such as acid resistance as preparation for an impending acid rain.

OBSERVANCE OF THE SEER

Detail the journey ahead and define a specific path towards a destination within the next day's travel. Tura then provides with a glimpse of what lies ahead. The DM offers a vague hint of any potential danger on that path in the form of a short phrase, a cryptic rhyme, or an omen.

EMPOWERED

You also gain knowledge of anyone attempting to track your movement, as well as the name and distance of one enemy you might encounter on the defined path.

OBSERVANCE OF TRAVEL

Friendly creatures within 30 feet of you can maintain a normal pace while still being able to use stealth.

EMPOWERED

In addition, creatures within the range of this ability are also benefit from the effects of the Pass without Trace spell but the bonus to Stealth checks is +5 instead of +10.

OBSERVANCE OF SILENCE

Wearing heavy armour no longer incurs disadvantage on Stealth checks.

EMPOWERED

Once per combat, you can reduce the damage dealt by the first weapon attack that hits you by an amount equal to 2 x your Constitution modifier.

SPECIES

TURAN (MOON ELF)

The Turans, as they are known today, have been a part of the Wrentlam Steppe's history for as long as its chronicles exist. This term now refers to those born of two Turan parents. The Turan lineage traces back to a diverse group of individuals - elves, dwarves, humans, and others - who gathered under the Wrentlam Steppe's night sky to worship Tura, the Moon Bear. Legend has it that over time, the most devoted followers underwent a transformation, giving birth to the Turan race.

Despite their shared origin, Turans are remarkably diverse in shape and size, a testament to their varied ancestry. However, all Turans share two distinct features: their pinkish-white, pearl-like pupils and a thin layer of fur covering their skin.

Isolated in the wilds of Negresh, far removed from the rest of the world, they earned the moniker "Moon Elves". This name was inspired by their unique eyes and often pointed ears, reminiscent of the moon's ethereal glow.

Ability Scores: Choose one of: (a) Choose any +2; choose any other +1 (b) Choose three different +1

Size: Small or Medium

Speed: 30 ft.

Age. Moon elves reach physical maturity at the same age as humans, however it is not uncommon for them live to up to 150 years old.

Size. Turan range from under 3 feet to over 6 feet tall and have a wide variety of builds. Your size is Small or Medium based on families connection to various lineages of Turan.

Darkvision. Being almost entirely nocturnal beings, Turan have developed a keen eye under the night sky. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Languages. You can speak, read, and write Common and one additional language of your choice.

Lunar Guidance. Once per long rest, you can call upon Tura for guidance, gaining advantage on one Wisdom (Survival) or Intelligence (Nature) check.

Tura's Acolyte. You can communicate with bears and bear-like creatures as if they shared a common language.

Turan Tradition. You learn one Observance from the list of options in the Lunar Observances chapter of this document.