

THE SURYAN PANTHEON

WHAT'S INCLUDED

This month I'm putting the pantheon of the setting of Surya into writing. It'll include a recount of the history of the cosmos in which Surya resides, 12 gods, 2 subclasses and a magic item:

- The Primordial Pantheon, the group of gods that forged the world of Surya and now protect it as the inner elemental planes.
- The Chronicle, a pantheon of gods manifested by mortals through story and belief.
- The Sovereign, a pantheon of draconic gods manifested by a rebellious faction that sought to forge their own past.
- The Jotun, a pantheon of gods that were granted life by the Primordials and ascended to godhood through great sacrifice in order to allow man-kind to survive.
- The Prime Elemental Fighter, a fighter dedicated to the old Primordial gods with the ability to pick and choose boons based on the elements they best align with.
- Cloud Jotun Weapons, an item variant that was created in the fallout of the Treat of Forms, causing some weapons to bond and one to become massive. A swing of one weapon swings the giant weapon.
- Oath of Antiquity, a Paladin subclass dedicated to preservation of history. Designed to protect objects and make use of the ancient world left behind them.

HISTORY OF SURYA

ERA OF CREATION

PRIMORDIAL GENESIS

In the formless expanse before time, there existed a nameless entity as ancient as the void itself. This eldritch being, defined by unfathomable madness, dwelt in the vast emptiness that preceded creation. Its mind, a cauldron of chaotic thoughts, churned with wild and unpredictable impulses that escaped into the void as fragments of reality.

DAWN OF SURYA

These thoughts, erratic and disjointed, burst forth

without design or intent, manifesting as bizarre objects, fleeting phenomena, and strange realms that defied understanding. The universe, under an unknowable influence, became a playground of absurdity, where the laws of nature struggled to form and coherence was merely a shadow. Among the countless whimsical creations, a remarkable event occurred purely by chance. Its mind, in a rare moment of alignment, conjured the fundamental essences of fire, water, wind, and earth. These thoughts coalesced into the primordial elementals, four titanic beings of galaxy-sized power.

ERA OF SCULPTING

THE GREAT SHAPING

Driven by this newfound purpose, they began to drift through the void, eventually coming together. Once united, they used their unique characteristics to forge a planet between them, acting as the primordial forces of the elements and the inner planes. This planet was then populated with titanic elementals.

AGE OF LONGING

These beings, created in the image of the Primordials, roamed for centuries, shaping the land with their powers. Oceans, continents, volcanoes, and weather systems were crafted by their hands, turning the world into a beautifully sculpted paradise. Once they felt their creation was complete, the Titans experienced a longing similar to their creators, they felt their capabilities had reached their limits and desired a more precise instrument to carve caves, draw trees from the earth, and so forth. Thus, they made the first Suryan prayers, beseeching the Primordials for what they required. In response, the Primordials granted them the Jotun.

ERA OF CIVILIZATION

RISE OF MORTALITY

The Jotun, massive giants half the height of mountains, were made as equals to the Titans to aid them in their quest to create a better world. After millennia, the planet was shaped into its current state, with the Jotun constructing ravines, caves,

and forests, among other natural phenomena, with the power of the Titans supporting them.

THE GOLDEN AGE OF SURYA

Yet again, the denizens of Surya felt a lack of purpose; their world was, in their eyes, complete, a task that granted them great achievement but still left them yearning for more. So, they prayed once again to the Primordials, this time asking for a purpose that would serve them well. Observing the purpose their creations had instilled, the Primordials granted them children of their own, thousands of sentient souls for them to care for and foster, created in the image of the Jotun. This newfound responsibility gave them a renewed purpose; they spent centuries caring for the mortal folk, showing them the many wonders of Surya. In return, the mortals shared with them the many things they had invented, now taken for granted in modern times, such as magic, science, and art.

ERA OF SACRIFICE

ENVIRONMENTAL CRISIS

Though it seemed a golden age was upon them, Surya began to show signs of strain. The presence of such tremendous beings alongside the mortal folk was draining the life from Surya. The world began to unleash natural disasters upon its inhabitants; tsunamis, earthquakes, and volcanic eruptions devastated what had been built by man.

THE TREATY OF FORMS

Seeing their progeny in desperate need of help, the Titans and Jotun convened to find a solution. It became apparent that the influence of the mortals on the world was minimal and that it was these gargantuan beings that were draining their home. To resolve this issue, they saw only one solution—they had to relinquish their worldly forms and give the world entirely to the people who had been born into it. The Treaty of Forms was enacted, and the world was placed in the hands of its people. This act sent a shock-wave across Surya, creating the Duran people and many unique artifacts of Giant/Elemental origin.

ERA OF TRANSITION

THE JOTUN ASCENSION

As a reward for their valiance and as a way to preserve their memory, two of the most noble Jotun were granted godhood to ensure that their children had advocates in the ages to come. Skapari, the Caretaker, and Freikari, the Scale-bearer, ascended.

DEIFIC DISSONANCE

Once the colossal figures were gone, mankind turned to the gods for guidance, revering their might as their creators. For a considerable amount of time, the mortals maintained a close relationship with the Primordials and Jotun. However, as time went on, they found themselves growing further and further apart from them. Unlike their forefathers, they saw little of themselves in the gods and eventually found themselves alone in the world. Even so, they were creative and struggled against the world the gods had left behind.

ERA OF DIVINITY

THE CHRONICLE

Witnessing the pain of a godless existence, Skapari and Freikari spent a great portion of their power granting mortals their full taste of autonomy. They granted them a way to manifest their gods in their own vision. The Primordials and Jotun took a step back in their duties to everyone but those who still revered them. Over time, the gift given to man became apparent; gods would manifest from the cornerstones of the mortal mythos. As stories became concrete in the annals of history, the figures that influenced man the most manifested as deific entities. Over time, these gods began reaching out to the most spirited individuals, wanting to make a connection and have their existence spread. Religions formed around the most prominent, and thus the Chronicle Pantheon was formed.

THE SOVEREIGNS

Many hundreds of years passed peacefully. However, it became clear that the cycle had begun again. The current generation felt scorned that they had not been able to participate in the creation of their pantheon; their gods no longer represented their values. A few thousand Suryans abandoned their towns and formed their own nation. They called themselves the Sovereigns, and as they built their own cities, they told stories of their own, filled with tales of scaled, magnificent beasts that came to be known as dragons.

THE ERA OF CONFLICT

THE RISE OF DRAGONS

After some time, as with the people before, a god began to manifest. Sovarith, the Winged Sovereign, was born. Sovarith gifted his people dragons that soon began to roam the lands the Sovereigns had come to know as home. The continent of Tricath became known as the land of dragons, and soon af-

ter, parents were occasionally blessed with Dragon-born children. The Sovereigns revered these children as gifts from their deity. Soon enough, enough of them were born, and they became just like your everyday man, a common sighting in Tricath.

RISE AND FALL

Near the end of the era of the Sovereign people, the folk they left behind, who had founded and named their own country, Negresh, began to grow frightened of these mighty scaled beasts. The nation of Tricath was massive and fearsome, and the Negreshians wanted to protect themselves from what could become a draconian war force. And so, they declared war, sailing their ships to Tricath and invading with everything they had. The war raged on for 250 years. Throughout this time, the Sovereign people began to tell stories of a savior, someone who would win the war that they could see was about to be lost. Myth spread through every encampment of a dragon named Kraegon that would liberate them from this oppressive siege. Unfortunately, Kraegon arrived too late, and the Sovereigns had to surrender or be annihilated.

DRACONIC ASSIMILATION

The remaining people folded back into Negreshian society and worshiped their god in peace. Many of the dragons were hunted and pushed out of civilized land. Despite the loss of the war, the belief in the hearts of the old Sovereign people manifested a new deity, Kraegon, the Flame of War. He represented the pain and suffering his people had suffered. Unfortunately, due to his violent nature, Kraegon was painted as a violent, vengeful god, and his followers grew hateful just the same. Kraegon grew to become an evil god; the stories shifted, and the chromatic dragons came in tow. Dragons in today's world still exist in this tension, scarce and scattered across Surya. Over the next few eras, minor gods, spirits, and entities were revered and sprang into divinity; however, none came close to the twelve that were cemented in this moment.

THE GODS

THE PRIMORDIAL PANTHEON

Not only are the Primordial gods the creators of Surya, but they also encapsulate it within the cosmos, forming the inner planes of Fire, Earth, Water, and Air. Their mighty metaphysical hands are clasped firmly together, forming a protective ring around Surya, the prime material plane.

ANEMONEUS, THE WINDSWEPT SOUL

Domains: Knowledge, Fate, Tempest

Symbol: A gust of wind

Those who worship Anemoneus are often spiritual individuals who seek guidance from a higher power to steer them in the right direction. Whimsy and a free soul are the core components of an Anemoneus worshiper.

As one of the gods involved in the creation of Surya, Anemoneus imparts an ancient power to those deeply connected to him. The winds that sweep across the world carry an electric energy, manifesting as one of the purest creations of Anemoneus.

JWALAKARA, THE EVERFLAME

Domains: Arcana, Life, Light

Symbol: A small flame

Most people believe that Jwalakara is the origin of the arcane, infusing the earth with unfathomable life energy when constructing its original frame. Its worshipers are some of the warmest, most caring individuals one might come across. There is a strong reverence for life and energy in all things that courses through the veins of a devout Everflame worshiper.

While fire is often symbolized as a great destructive force, Jwalakara offers a more optimistic view of the heat it provides. Some worshipers perceive the flame differently, seeing it as a source of creation that breaks down what existed before to make way for new life. Reconciling the duality of these two ideologies presents a challenging dilemma for scholars, but ultimately, both perspectives seek the same end.

NALUHA, THE GENTLE WAVE

Domains: Death, Knowledge, Moon, Night

Symbol: Two hands cupped with water flowing from them.

Naluha is the closest entity the Suryan people have to a god of Death. Her title, "The Gentle Wave," refers to the slow, erosive force of the ocean, symbolizing that all things must eventually end as the forces of the world constantly push against each other. Nothing is without weight; nothing is immune to the ravages of time.

Naluha's followers are often viewed by others as morbid, peculiar people. Yet, there is a peace and tranquility in their mindset, mirroring their symbolism. Like a river, their emotions flow freely. They believe that death and decay are inevitable forces

that should be respected and even revered. The inescapable nature of entropy is perceived as an immensely powerful force by these individuals, and they welcome it.

ROE, THE UNYIELDING ONE

Domains: Grave, Order, Nature

Symbol: A hunched man with a boulder resting on his back

Like the compacted, strong earth beneath their feet, worshipers of Roe revere might and the ability to stand in the face of immense pressure. Roe embodies the force behind all that is unstoppable and unyielding. Followers of Roe take on an impossible amount of responsibility, believing that, like the earth, they will compact into beings capable of shouldering that burden.

They believe that conquering new challenges adds to their strength, allowing them to bear increasingly greater weights. They possess an unwavering dedication to helping anyone who asks, serving as the foundation of mankind, much like Roe during the creation of Surya.

THE CHRONICLE PANTHEON

VALORIA, THE SOLEMN VOW

Domains: Community, Life, Light, Order

Symbol: A silver coin with a depiction of Valoria's saddened face on it.

The people of Surya used to tell stories of a spirit who lost her physical form because she believed so strongly in giving everything one could to better those around her. She took it to such an extreme that she even gave her body to the earth so that it might grow more food for her village. After she passed, her spirit roamed the village, reminding people of the mistakes she had made. The lesson in this story was that although sacrifice is necessary for the betterment of the world, one must find balance and also empower oneself so that one may live on to give even more than before.

Valoria was born of these stories. Those who worship her seek to find balance in the doctrines of Surya. They aim to do good and enrich the world around them, but in order to live in honor of Valoria's memory, they also strive to propel themselves to the greatest heights and give everything in excess of their means. True paladins of Valoria accumulate armies, communities, and wealth so that they may spread the boons of their success.

One of the original tales of the spirit of Valoria re-

mains in the religious texts written by her devout:

"AND THOUGH THE TOWNSFOLK HAD ASCRIBED HER BEAUTY, SHE PRESENTED WITH no such thing. The brave Knight Bathis stood before her, in the presence of awe-inspiring good, and even so, he felt an insurmountable inadequacy. For that is the folly of the noble, an ever-present reverence for those who sacrifice more than they."

In the present day, much of Valoria's stories are lost, however people still follow her dogma, the sprawling cities are often champion by her worshipers as they are compelled to build and protect everyone around them.

ASMODEUS, THE ARCHFIEND

Domains: Death, Knowledge, Night, Order

Symbol: A jagged red star.

Few characters within the stories of the Suryan chronicles embody evil in such a sinister yet straightforward manner as Asmodeus. He is represented as the essence of every evil thought a person might harbour, from the urge to push others down to acting upon hedonistic desires. These impulses are portrayed through the lens of a metaphysical force. For most, Asmodeus is the seed within every villain that spurs them to action. Although his name is seldom written explicitly, many ancient stories allude to this phenomenon.

Importantly, Asmodeus does not represent chaos. His brand of evil is methodical, following rules, executing plans, and planting seeds of self-serving dogmas. His acolytes dealing in absolutes and contracts. Those who find themselves under his influence, or who look up to him, hope to catch a glimpse of the power he is reputed to wield by clawing their way up the fiendish totem pole by any means necessary.

CAELIA, THE BOUNDLESS BLOOM

Domains: Life, Nature, Trickery, Twilight

Symbol: A blooming rose

The endless chaos of nature has always fascinated mortals, ever since the first settlements were established. The edges of these borders have teemed with curiosity, and stories told around campfires are filled with speculations about what lies in the wilderness just beyond. These tales of wanderlust share a common theme: a disregard for specific directions and a focus on the thrill of the journey itself.

Caelia became a recurring figure in these stories. Adventurers venturing into the wilds spoke of love and joy they found with their companions along the

way. Each person recounted tales of those whose hands they held before stepping into the unknown. This entity, known in the more popular stories as “Caelia,” symbolizes the beauty of adventure seen in a companion’s heart, or the comforting warmth felt when that person is near.

Those who worship Caelia seek out anything new, showing little regard for established norms or the laws of civilization. In their eyes, chaos is valuable because almost nothing in the cacophonous chorus of the wild has already been said or done.

SCATHMIRA, THE STRIFE MAIDEN

Domains: Death, War, Trickery

Symbol: A heart pierced with shards of glass

Anger is a theme that pervades all stories, whether it’s anger at the injustices of the world or at a villain poised to enact great evils. However, some beings are filled with a primal rage when the world knocks them down or when they fail to comprehend the emotions their life experiences evoke.

This rage, stemming from a lack of wisdom or from deep-seated hatred bred by trauma, is what Scathmira represents. She manifests in stories where a child throws a tantrum, where a misguided soul lashes out in fear of their own emotions, or when someone is driven to act out because they don’t know how to handle life’s many challenges.

Primarily born of a lack of understanding, most of her worshipers are despondent, downtrodden individuals who seek to reclaim what was taken from them or to destroy what causes them pain. Their actions are lawless, driven solely by the urge to satisfy the id that their suffering has nurtured.

THE SOVEREIGN PANTHEON

SOVARITH, THE WINGED SOVEREIGN

Domains: Light, Order, Peace

Symbol: A beaming star with draconic wings spreading from it.

The Sovereign people who wrote stories about Sovarith wanted them to represent who they were as a people: trailblazers and independents, comfortable shattering the accepted paradigm and charging forward with confidence. This spirit is carried into their manifestation; Sovarith is depicted as a glorious metallic dragon, adorned with crystals and precious metals to stand out in all depictions.

In the present, worshipers of Sovarith are known as adventurers, explorers, and researchers. In the

wake of their path, they leave behind all manner of innovation. There are observable lines on maps where pilgrimages have been made, showing the towns, cities, and holy sites left in the path of their clergy.

KRAEGON, THE FLAME OF WAR

Domains: Forge, War

Symbol: A contorted anvil being crushed in the palm of a clawed red hand.

Amongst the smoke-filled war zones, soldiers of the Sovereign Empire told stories of dragons, partly as prayers, hoping a glorious dragon would fly over the battlefield and obliterate their enemies. A ferocious red dragon, her might unspeakable and her anger unmatched, Kraegon manifested from the cries of those who were defeated, begging for help.

Though she came to consciousness too late to save the Sovereign people, her purpose was not lost. For many years after the war, people prayed to her, wishing for another war, a chance to fight back against those who had ground them to dust.

Because of this aggression, Kraegon became known as an evil god. Society looked down upon her followers, accusing them of crimes simply for wearing her emblem. Over time, she became what people believed her to be; the power of manifestation changed her for the worse.

Today, Kraegon is the vengeful god of spite. People who worship her seek vengeance and the destruction of the powers that be. What was once an unjust prejudice has become reality. Some people who hold hope for the way she used to be still worship her honestly, as the god of liberation. Unfortunately, their prayers often fall on deaf ears.

THE JOTUN PANTHEON

SKAPARI, THE CARETAKER

Domains: Community

Symbol: Two hands clasping each others forearms

Appointed as the world’s Caretaker, Skapari ensures safety for those who follow him. Long ago, his purpose was to care for all mankind. However, as time passed and new gods emerged, his clergy diminished.

In the modern day, Skapari is a beacon to all those who seek hearth and home, a family for those discarded by their own or orphaned to face the world alone.

The most common worshipers of Skapari are the Goliaths. Their nomadic nature often leads them to lose those close to them, so the comfort of a caring, fatherly god helps them stave off hopelessness and turn it into inspiration.

FREIKARI, THE SCALE BEARER

Domains: Order, Peace

Symbol: A set of scales

Initially, Freikari was inducted into the divine realm to ensure balance between the Duran, created by the fallout of the Treaty of Forms, and the rest of mankind. Due to their differences, the Duran were often outcast and seen as strange. Thus, Freikari acted as a guide for these folk and a gentle hand on the scales of acceptance.

Nowadays, worshipers of Freikari are those who seek to honor the old ways and help those who have been shunned integrate into society. She is the opposite of Skapari; instead of creating communities, she helps her people rejoin the world and become functioning members of society.

MAGIC ITEMS

CLOUD JOTUN WEAPON

Generic variant, very rare (requires attunement)

Two weapons of the same type were impacted by the fallout of the Treaty of Forms, one becoming exceedingly large and linked to the other. When you attune to the Cloud Jotun weapon, the larger weapon hovers around you and swings whenever you swing the bonded weapon.

You gain a +3 bonus to attack and damage rolls made using the weapon.

While wielding the smaller bonded weapon you can choose to either attack with it, or the giant hovering counterpart. If you choose to attack with the giant weapon you have an additional 10 feet of reach and the weapon's damage die are doubled.

As an action, you can perform a sweeping attack by swinging in a circle, all creatures within 15 feet of you make a Dexterity saving throw equal to 8 + your strength bonus + your proficiency modifier or take damage as though they were hit by a melee weapon attack from this weapon.

SUBCLASSES

PRIME ELEMENTAL FIGHTER

The Prime Elemental fighter trains itself to pull energy from the inner planes, often praying to the Primordial gods for guidance in this effort. Fighters who take up this discipline learn to manipulate more than one, and sometimes all of the elemental forces, reflecting their personality and fighting style.

ELEMENTAL STANCE

When you choose this subclass at 3rd level, you select one of the four Prime Elements as your focus: Fire, Water, Earth, or Wind. This choice grants you specific benefits when you enter your Elemental Stance. You can enter your Elemental Stance as a bonus action. Once activated, this stance lasts for 1 minute and provides you with the following benefits depending on your elemental choice:

- **Fire:** As a bonus action you can move a number of feet equal to 5 times your proficiency bonus, if a creature hits you with an attack of opportunity as a result of this movement, it takes fire damage equal to a roll of your equipped weapon's damage die.
- **Water:** When you roll a 1 on an attack roll, you can re-roll the die and must use the new roll.
- **Earth:** Once on each of your turns when you are hit by a melee weapon attack you can use your reaction to reduce the damage taken by an amount equal to your fighter level.
- **Wind:** Once on each of your turns when you hit a creature with a melee weapon attack, you can attempt to shove the target as a part of the same attack.

PRIMORDIAL REALIGNMENT

Upon reaching 7th level, when you complete a long rest you can change any of the choices made to affect your Elemental Stance.

FLUX BARRIER

When you reach 10th level, choose one of the following benefits to gain in addition to your chosen 3rd level focus while your Elemental Stance is active. You can choose the same element you selected at 3rd level, or a different one:

- **Fire:** You gain resistance to fire damage. Additionally, if a creature hits you with a melee attack, the creature takes fire damage equal to your proficiency bonus.
- **Water:** You gain resistance to cold damage. Addi-

tionally, if a creature hits you with a melee attack, the creature takes cold damage equal to your proficiency bonus.

- **Earth:** You gain resistance to bludgeoning damage. Additionally, if a creature hits you with a melee attack, the creature takes bludgeoning damage equal to your proficiency bonus.
- **Wind:** You gain resistance to lightning damage. Additionally, if a creature hits you with a melee attack, the creature takes lightning damage equal to your proficiency bonus.

RAPID REFORMATION

Starting at 15th level, as a bonus action, you can change one of the choices made to affect your Elemental stance. You can do so once and regain use of this ability upon completing a short rest.

ZENITH FORM

When you reach 18th level, choose one of the following benefits to gain in addition to your chosen 3rd and 10th level focus while your Elemental Stance is active. You can choose the same element you selected at 3rd or 10th level, or a different one:

- **Fire:** Once on each of your turns, when you make a melee weapon attack against a creature, you can choose to unleash a 20-foot cone of fire. Each creature in the area is targeted by your attack in addition to the original target, taking fire damage equal to your weapons damage die on a successful hit.
- **Water:** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **Earth:** Enemies treat the ground in a 10-foot radius circle around you as difficult terrain.
- **Wind:** At the start of each of your turns you can move up to 30 feet without provoking attacks of opportunity. This movement is in addition to your regular walking speed.

OATH OF ANTIQUITY

The Oath of Antiquity is a solemn commitment to preserve the knowledge of the past. Paladins who take this oath devote themselves to protecting ancient relics, forgotten texts, and historical sites from those who would exploit or destroy them. They believe that the past holds the keys to understanding the present and shaping a better future.

TENETS OF ANTIQUITY

Preserve Knowledge: Ensure that the wisdom of the past is not lost to time or malice.

Guard the Past: Stand against those who would

exploit, destroy, or misrepresent historical artifacts.

Share Wisely: Teach and enlighten, but be cautious with whom and how you share sensitive or powerful knowledge.

Honor Memory: Respect the memories of those who came before, recognizing that their stories form the foundation of today.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF ANTIQUITY SPELLS

Paladin Level	Spells
3rd	<i>identify, comprehend languages</i>
5th	<i>arcane lock, locate object</i>
9th	<i>glyph of warding, non-detection</i>
13th	<i>arcane eye, stone shape</i>
17th	<i>legend lore, passwall</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Guardian of Relics: As an action, you present your holy symbol, invoking the power of preservation. For the next hour, one non-magical object within 30 feet of you becomes magical for the purposes of preventing damage. Additionally, any attempts to magically manipulate or teleport these objects fail for the duration unless you permit them to do so.

Wisdom of the Ages: As an action, you can call upon the collective knowledge of the past. For 10 minutes, you gain proficiency in one skill or tool of your choice, reflecting a sudden insight or recall of ancient teachings.

AURA OF TIMELESS warding

Starting at 7th level, your presence radiates an aura that guards both the body and mind from the ravages of time, while you are conscious you grant the following benefits:

- You and allies within 10 feet of you cease to age, and magical aging has no effect.
- Unconscious allies that start their turn within 10 feet of you gain the benefits of the *spare the dying* spell.

The range of this aura increases to 30 feet when you reach 18th level.

WRESTED DOMINION

Starting at 15th level, you can attune to 5 items. Additionally, you can attune to mundane items that fit within a 10-foot cube. Items attuned in this way become magical, as described in your Guardian of Relics feature. These items cannot be removed from your person without your permission unless you are incapacitated.

HISTORICAL ALLIES

At 20th level, you can use your action to invoke the spirits of ancient paladins to cast the *summon celestial* spell. Once you use this feature, you can't use it again until you finish a long rest. Casting *summon celestial* this way modifies it in the following ways:

- Instead of one celestial spirit, you summon two.
- When you cast the spell, select a Paladin subclass for each celestial spirit. Each spirit gains the 3rd and 7th level subclass features of the selected subclass. If these features include abilities with a limited number of uses, each spirit can use such abilities once.
- Choose one magic item of *very rare* rarity or lower on your person for each spirit. The chosen items teleport to the spirits and the spirits become attuned and proficient with them until the spell ends.
- Casting *summon celestial* in this manner does not require concentration.

BALANCE NOTE:

Historical Allies is a fairly high variance spell, and would require too much work to configure mid-combat. In order to alleviate this, have a few configurations at the ready so that you can pick a monster sheet and go. You can make small changes to adapt to the current combat and still speed up this ability considerably.

Additionally, the ability to attune to magic items is quite strong, if you feel this is too much to manage, or too strong that's the line to remove first.

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