

Piety System: Forgotten Realms Pantheon

Preface

Below you will find a Piety system for all 38 deities of the Forgotten Realms pantheon. They are arranged in alphabetical order with two pages for each deity. Included are character traits and backstory hooks for each deity as well as general principles for gaining and losing piety and rewards for each level of piety achieved.

Spells listed in the rewards section are always cast at their lowest level, using the specified ability modifier for attack rolls / saving throws. Other features work as specified.

Please note that for the most part, evil gods demand evil actions to raise your piety score which may put characters that follow these gods in frequent opposition with characters that worship other deities. In addition, certain rivalries between gods are represented in their rules for gaining and losing piety so I would discourage DMs from having characters worshiping rival gods or gods of opposing alignment in the same adventuring party. However, I leave this to DM discretion.

All content for good and neutral aligned deities is suitable for children, we leave it at parental / DM discretion whether you allow children to play as followers of the evil aligned gods. As always ensure you read the rules for whichever deities your players are interested in before approving their characters. Enjoy!

Auril, Goddess of Winter

Alignment. Usually Neutral, Often Evil

Suggested Classes. Druid, Ranger, Barbarian

Suggested Cleric Domains. Nature, Tempest

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1** Power. I seek power to improve myself and increase my influence in the world. (Neutral)
- 2** Self Improvement. Seek to improve yourself through knowledge and experience. (Any)
- 3** Self sufficiency. People should not depend on others to take care of them. (Evil or neutral)
- 4** Logic. Emotion clouds one's judgement and leads to failure and death. (Neutral)
- 5** Nature. Nature can be powerful and destructive, this should be respected.. (Good or neutral)
- 6** Vengeance. Those who have wronged me will face my wrath. (Evil or neutral)

d6 Circumstance

- 1** You were born during a terrible storm.
- 2** You don't think or feel as others do, finding emotions messy and confusing.
- 3** You faced a deadly challenge alone, but you managed to succeed.
- 4** As a child, you were given as a sacrifice to appease Auril to protect your home from a terrible disaster.
- 5** Serving Auril is your family tradition, a responsibility honored for countless generations.
- 6** One of your parents nearly froze to death.

Earning and Losing Piety

You increase your piety score to Auril when you honor her by demonstrating her power through acts such as these:

- Taking revenge against those who have harmed you
- Aiding other followers of Auril, or spreading her beliefs
- Resolving a crisis without seeking the aid of others

Your piety score to Auril decreases if you diminish the Frostmaiden's reputation in the world, attract followers who are weak or inadequate, or fail to live up to her standards of perfection:

- Sacrificing your safety for the weak, frail, or foolish
- Show mercy to those who would slander or insult her
- Allowing yourself to become ill or cursed.

Achievements / Rewards

Follower *Piety 3+*

Your blood runs cold as you are touched by the Frostmaiden. You can cast **Armour of Agathys** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Gust of Wind** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have resistance to cold damage and as an action you can freeze water that is within 10ft radius of you as long as there are no creatures in that water. The water remains frozen for 1 hour or until you allow it to thaw (no action required).

Champion *Piety 50+*

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.

Azuth, God of Wizards

Alignment. Usually Lawful, Often Neutral

Suggested Classes. Wizard, Warlock, Sorcerer

Suggested Cleric Domains. Knowledge, Arcana

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Power. I seek power to improve myself and increase my influence in the world. (Neutral)
- 2 Knowledge. Knowledge is a good itself. (Good or neutral)
- 3 Civilization is the source of all knowledge, it must be protected.. (Lawful)
- 4 Logic. Emotion clouds one's judgement and leads to poor decisions. (Neutral)
- 5 No Limits. Through magic anything is possible, nothing should fetter that. (Chaotic)
- 6 Creativity. Art and beauty bring joy and love to the world (Good)

d6 Circumstance

- 1 As a child, you showed magical potential and were tutored in the art of magic.
- 2 You were trapped and found escape in a good book.
- 3 You were affected by a strange and powerful magical phenomenon.
- 4 You discovered a powerful magical artefact
- 5 Your parents forced you to study magic for your own good.
- 6 You learned the only way to save someone you love is through powerful magic.

Earning and Losing Piety

You increase your piety score to Azuth when you honor him by discovering and mastering new knowledge through acts such as these:

- Mastering a powerful spell
- Finding or creating a rare magical object
- Learning the truth behind a great mystery

Your piety score to Azuth decreases if you cause or allow knowledge to be lost from this world:

- Destroying or disposing of magical items where their knowledge and power will be lost forever.
- Failing to learn or use a spell you have discovered
- Allowing sources of knowledge, such as books or archives, to be damaged or destroyed.

Achievements / Rewards

Follower *Piety 3+*

Your fingers tingle with the magic of Azuth. You can cast **Identify** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

You gain the **Minor Illusion** cantrip.

Devoted *Piety 10+*

You can cast **Levitate** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You can use your magical creativity to distract your enemies. While you have a Minor Illusion at least 15 ft away from you, you can use your reaction to distract someone with it, imposing disadvantage on an attack roll.

Champion *Piety 50+*

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.

Bane, God of Tyranny

Alignment. Usually Evil, Often Lawful

Suggested Classes: Paladin, Fighter, Warlock

Suggested Cleric Domain: War

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Power. I seek power to bring my influence over the world. (Neutral)
- 2 Hierarchy. Authorities must be established and respected. (Lawful)
- 3 Tyranny. All must serve me and my interests. (Evil)
- 4 Efficiency. The best solution is the quickest that achieves ones goal even if that means violence or cruelty. (Neutral or Evil)
- 5 Cruelty. The world is a mean and cruel place, the only way to thrive is to be the baddest thing out there. (Evil)
- 6 Order. I shall bring peace and order to the world by any means necessary. (Lawful)

d6 Circumstance

- 1 Your family worships Bane, it is your duty to them to continue the tradition.
- 2 You stopped a rebellion or uprising against the established order.
- 3 As a child, you found yourself to be a natural leader and ruler of the playground.
- 4 You were born the rightful heir to a kingdom, but your birthright was stolen from you.
- 5 You were taken as tribute by the Order of Bane and raised in the church.
- 6 Your hometown was controlled by the priests of Bane. Worshipping him was mandatory.

Earning and Losing Piety

You increase your piety score to Bane when you honor him by spreading his power and influence through your own with acts such as these:

- Achieving a position of authority in your local region.
- Protecting the rightful leader from a plot to depose them.

- Gaining ownership of significant amounts of land or wealth.

Your piety score to Bane decreases if you allow his influence to be lost from this world:

- Losing control of property you own or losing a title you have earned.
- Helping to destroy an existing system of hierarchy
- Losing your position of authority or influence over an existing authority.

Achievements / Rewards

Follower *Piety 3+*

Your voice echoes with the authority of Bane. You can cast **Bane** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Branding Smite** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

Your piety is seen in your cool confidence. You are immune to being frightened. In addition, as an action you can force creatures of your choice within 10ft of you to make a Wisdom saving throw (DC = 8 + Charisma modifier + proficiency bonus), on a failure the creature is frightened of you until the end of your next turn. Once you have used this ability you cannot use it again until you have finished a long rest.

Champion *Piety 50+*

You can increase your Strength or Charisma score by 2 and also increase your maximum for that score by 2.

Beshaba, Goddess of Misfortune

Alignment. Usually Chaotic, Often Evil

Suggested Classes: Druid, Rogue

Suggested Cleric Domain: Trickery, Nature

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Karma. Bad things should happen to those who wrong me. (Evil or neutral)
- 2 Free spirit. Rules are made to be broken. I do what I want. (Chaotic)
- 3 Destruction. It is easier to rebuild a new that fix an established system (Evil)
- 4 Subtly. A small suggestion or alteration can be as effective as a war. (Any)
- 5 Humility. We are all slaves to luck, embrace the vagarity of misfortune. (Chaotic or Neutral)
- 6 Creativity. There are many shapes and forms of misfortune, they should all be used to their greatest effect. (Chaotic)

d6 Circumstance

- 1 Your family has suffered great misfortune since your birth.
- 2 You seem cursed to fail at everything important in life.
- 3 As a child, you caused a terrible accident.
- 4 You were conceived and born as an accident of an evil act.
- 5 You were stolen from your parents at a young age.
- 6 A hag cursed your mother before you were born.

Earning and Losing Piety

You increase your piety score to Beshaba when you honor him by spreading misfortune through acts such as these:

- Secretly cause misfortune to fall on one who rejected or betrayed you
- Disrupt the grand plans of another.
- Cause a great calamity to occur to your enemies.

Your piety score to Beshaba decreases if you allow good fortune to flourish:

- Helping someone who wronged you succeed.
- Enabling an intricate plan succeeds as intended.
- Saving your enemies from disaster.

Achievements / Rewards

Follower *Piety 3+*

You can cause misfortune like Beshaba. You can cast **Entangle** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Invisibility** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

Beshaba teaches you to curse your enemies with misfortune. As an action you force one creature that you can see within 60ft of you to make a Wisdom saving throw (DC= 8+Wisdom modifier+proficiency bonus). On a failure the creature becomes cursed for the next minute, while it is cursed you may use your reaction to impose disadvantage on one attack roll, ability check, or saving throw it rolls.

Champion *Piety 50+*

You can increase your Strength or Dexterity score by 2 and also increase your maximum for that score by 2.

Bhaal, God of Murder

Alignment. Usually Evil, Often Chaotic

Suggested Classes: Rogue, Barbarian

Suggested Cleric Domain: Death

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Death. All things must die, that is the way of things. (Neutral)
- 2 Vengeance. Nothing will stop me from killing the one who wronged me. (Chaotic)
- 3 Violence. Kill anyone who would stand in your way. (Evil)
- 4 Supremacy. Anyone who cannot defend themselves deserves to die. (Evil)
- 5 Determination. Threats must be destroyed, enemies must be killed. (Evil or Neutral)
- 6 Slaughter. All will fall before you. (Evil)

d6 Circumstance

- 1 A family member was murdered in front of you.
- 2 You killed someone in cold blood.
- 3 Your mother died giving birth to you.
- 4 As a child you accidentally caused the death of your best friend.
- 5 You do not feel like normal people, you find pleasure in killing things
- 6 You have an unquenchable bloodlust.

Earning and Losing Piety

You increase your piety score to Bhaal when you honor him by killing through acts such as these:

- Murder a helpless person
- Take revenge on someone by killing them.
- Executing the perfect assassination

Your piety score to Bhaal decreases if you allow mercy into your heart:

- Showing mercy to someone.
- Saving someone's life
- Stopping someone else from killing

Achievements / Rewards

Follower *Piety 3+*

You can kill even more efficiently. You can cast **Inflict Wounds** with this trait, requiring no material components, a number of times equal to your Dexterity modifier (minimum of once). You regain all expended uses when you finish a long rest. Dexterity is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Ray of Enfeeblement** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You relish in the bloodlust of Bhaal. When you kill a humanoid creature you gain temporary hit points equal to your level, and your next attack within 1 minute is made at advantage.

Champion *Piety 50+*

You can increase your Strength or Dexterity score by 2 and also increase your maximum for that score by 2.

Chauntea, Goddess of Agriculture

Alignment. Usually Good, Often Neutral

Suggested Classes: Druid, Ranger

Suggested Cleric Domain: Life, Nature

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Life. Life is beautiful and fragile, cherish it and protect it. (Good)
- 2 Food. Food brings joy and life to the world. (Good)
- 3 Nature. The land produces us food and materials, we must use it sustainably. (Neutral or Good)
- 4 Work. Farming is a struggle that we must work to overcome (Neutral)
- 5 Generosity. We must share the bounty of the land with all who would otherwise go hungry. (Good)
- 6 Humility. It is the land that provides, we are but shepherds of her generosity. (Neutral)

d6 Circumstance

- 1 Your birth signalled a year with an excellent harvest.
- 2 Plants you grow always flourish
- 3 Ever since you were a child you've had a connection with animals
- 4 Your parents are very successful farmers
- 5 Your family has lived off the same piece of land for generations, it is a part of who you are now.
- 6 Your family tradition is the worship of Chauntea, it is your honour and duty to continue the tradition.

Earning and Losing Piety

You increase your piety score to Bhaal when you honor him by killing through acts such as these:

- Giving food to the hungry.
- Protecting farmers and farmlands.
- Restoring poisoned or corrupted land.

Your piety score to Bhaal decreases if you allow mercy into your heart:

- Destroying food or farmland.
- Poisoning food or drink.
- Allowing people to starve.

Achievements / Rewards

Follower *Piety 3+*

You have a connection with food and the plants and animals that produce it. You can cast **Goodberry** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you learn the **Druidcraft** cantrip if you don't already know it.

Devoted *Piety 10+*

You can cast **Plant Growth** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

Whenever you use Druidcraft to predict the weather, you also receive an omen of things to come in the next 24 hours. This omen may take the form of a bird, a symbol, a sound or a smell.

Champion *Piety 50+*

You can increase your Wisdom score by 2 and also increase your maximum for that score by 2.

Cyric, God of Lies

Alignment. Usually Chaotic, Often Evil

Suggested Classes: Rogue, Bard

Suggested Cleric Domain: Trickery, Death

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Greed. The only way to get what you want is to take it (Evil)
- 2 Solitude. Relationships are weaknesses that make you vulnerable. (Evil)
- 3 Chaos. Chaos frees people from their mental shackles (Chaotic)
- 4 Ingenuity. There is always more than one way to achieve your goals (Chaotic)
- 5 Power. Reshape the world in your own image. (Evil)
- 6 Lies. Sometimes a lie is better than the truth. (Chaotic)

d6 Circumstance

- 1 You lie compulsively.
- 2 Since you were a child, you've had to hide your identity
- 3 One of your loved ones was killed by an assassin.
- 4 You know a career ending secret of a powerful person
- 5 Your father doesn't know you exist
- 6 In your youth you were disgraced by a person in authority who you swore vengeance against.

Earning and Losing Piety

You increase your piety score to Cyric when you honor him by spreading falsehoods such as these:

- Manipulating the leader of a faction or nation
- Tricking someone into believing an outlandish lie
- Causing a powerful person to be disgraced or imprisoned on a falsehood.

Your piety score to Cyric decreases if you allow spoil the game with truth:

- Peacefully ending political rivalry or feud
- Revealing your plans and plots
- Falling in love.

Achievements / Rewards

Follower *Piety 3+*

You practice the casual deceptiveness of Cyric. You can cast **Disguise Self** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Major Image** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

Your political instincts are honed to the highest degree. After you spend 1 minute watching and listening to a creature you have advantage on all Charisma checks made to manipulate them.

Champion *Piety 50+*

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

Deneir, God of Writing

Alignment. Usually Neutral, Often Good

Suggested Classes: Bard, Wizard

Suggested Cleric Domain: Knowledge, Arcana

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 **Ideal**

- 1 Beauty. Poetry and literature brings joy and hope to the world (Chaotic or Good)
- 2 Knowledge. Civilization is build on knowledge, we must protect it (Neutral)
- 3 Communication. Knowledge and wisdom are worthless unless they are shared with future generations. (Neutral or Good)
- 4 Creativity. Fiction can change the world as easily as war. (Chaotic)
- 5 Clarity. Knowledge must be preserved and communicated clearly, accurately and logically. (Lawful)
- 6 Self-Expression. Everyone writes and speaks with their own voice that is worth listening to. (Chaotic or Good)

d6 **Circumstance**

- 1 As a child your only escape was in literature.
- 2 You come from a family of scribes, with the sacred duty to record events and history.
- 3 You discovered a rare book, filled with lost knowledge.
- 4 You were separated from a loved one and your only method of communication was through letters.
- 5 You inherited a journal of history your forebears witnessed.
- 6 Your only record of who you are is a book that no-one can read.

Earning and Losing Piety

You increase your piety score to Deneir when you honor him by recording and sharing knowledge as written works:

- Finding and transcribing lost histories and knowledge
- Writing a great work of literature
- Recording a great event you witnessed

Your piety score to Deneir decreases if you allow great writings to be lost or destroyed:

- Allowing books to be destroyed
- Erasing or destroying inscriptions or other writings
- Using secret codes or indecipherable writing.

Achievements / Rewards

Follower *Piety 3+*

You learn to read all writings of Deneir. You can cast **Comprehend Languages** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell. In addition, you have advantage on all checks to read hidden, encoded, or distorted text.

Devoted *Piety 10+*

You learn to record and read spells and incantations. You gain a spellbook with three ritual spells from any spell list, and you can add additional rituals from any spell list using the normal spell transcribing rules.

Favoured *Piety 25+*

You can cast **Legend Lore** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.

Eldath, Goddess of Peace

Alignment. Usually Good, Often Neutral

Suggested Classes: Druid, Ranger, Monk

Suggested Cleric Domain: Life, Nature

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 **Ideal**

- 1 Peace. The only way to end violence is with peace. (Good)
- 2 Comfort. I bring hope and comfort to those who suffer (Good)
- 3 Pacifism. I will not hurt or kill another except in self-defence (Good or Neutral)
- 4 Cooperation. Working together benefits everyone. (Good)
- 5 Beauty. Let the world find joy and peace in art and beauty (Chaotic)
- 6 Acceptance. There is a place for everyone in the world. (Neutral)

d6 **Circumstance**

- 1 You are the child of a union that ended a rivalry or blood feud.
- 2 When your life was threatened, you sought to understand your attacker not kill them.
- 3 You were born on the day a war ended.
- 4 You were an orphan adopted and raised by a priest of Eldath
- 5 You have always be able to stay calm in stressful situations
- 6 As a child you were bullied, but you found yourself feeling pity for the bully not anger at them.

Earning and Losing Piety

You increase your piety score to Eldath when you honor her by bringing peace and calm to stressful situations:

- Comforting the injured, sick or dying
- Negotiating a peaceful resolution to a conflict
- Saving someone you once viewed as an enemy.

Your piety score to Eldath decreases if you sow pain or conflict in the world:

- Instigating a fight or provoking others to fight
- Engaging in torture or cruelty.
- Killing another sentient creature.

Achievements / Rewards

Follower *Piety 3+*

You practice the peaceful serenity of Eldath. You can cast **Sanctuary** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Calm Emotions** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You are granted a taste of Eldath's healing waters. You gain immunity to poison and disease, in addition as an action you can touch a creature and remove all effects causing it to be poisoned, paralyzed, petrified, exhausted or diseased. Once you have used this ability you cannot use it again until you have finished a long rest.

Champion *Piety 50+*

You can increase your Charisma or Wisdom score by 2 and also increase your maximum for that score by 2.

Gond, God of Craft

Alignment. Usually Neutral

Suggested Classes. Artificer, Fighter

Suggested Cleric Domains. Knowledge, Forge

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Creativity. Art and beauty bring light to the world (Chaotic)
- 2 Civilization. Creation requires complex society, and civilization requires the craft. (Lawful)
- 3 Skill. I work hard to perfect my skills for myself and others. (Neutral)
- 4 Technology. Our quality of life depends on the quality and complexity of technology (Any)
- 5 Tradition. Crafting is an honourable trade, passed on through generations. (Any)
- 6 Innovation. Novel creations will improve the world and the lives of people who live in it. (Good or Neutral)

d6 Circumstance

- 1 I come from a long line of trades people, it is my duty to continue that tradition.
- 2 I have created a great masterpiece.
- 3 I was forced to work as a slave.
- 4 As a child, I found a long lost object or structure.
- 5 I have a natural talent for the craft.
- 6 When I look at raw materials I see a potential others do not.

Earning and Losing Piety

You increase your piety score to Gond when you honor her by demonstrating his creations through acts such as these:

- Crafting a masterpiece
- Repairing an object or structure
- Helping to build a structure

Your piety score to Gond decreases if you damage or destroy his creations through acts such as these:

- Breaking a beautiful object
- Allowing buildings to be destroyed
- Damaging an ancient device

Achievements / Rewards

Follower *Piety 3+*

Your hands are imbued with the skill of the Holy Maker. You learn the **Mending** cantrip. In addition, you can cast **Floating Disk** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Enhance Ability** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have resistance to fire damage. In addition, one per day you can use your Mending spell to repair a small structure such as a shrine, a small bridge, or an archway.

Champion *Piety 50+*

You can increase your Strength or Intelligence score by 2 and also increase your maximum for that score by 2.

Helm, God of Protection

Alignment. Usually Lawful, Often Neutral

Suggested Classes. Paladin, Fighter

Suggested Cleric Domains. Life, Light, Order

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Law. The law must be defended and enforced. (Lawful)
- 2 Duty. I will fulfill my duty no matter the cost to myself (Lawful or Good)
- 3 Civilization. I protect civilization against the forces that would destroy it. (Lawful or Neutral)
- 4 Vigilance. We must always be prepared against potential threats. (Neutral)
- 5 Guardian. I protect those who cannot protect themselves (Good)
- 6 Protector. I fight so that others can live in peace and security. (Good or Neutral)

d6 Circumstance

- 1 I alerted my hometown to a great danger.
- 2 My senses have always been unusually sensitive.
- 3 As a child, I stood up to the local bullies.
- 4 My parents were killed protecting me.
- 5 I protected a family member from someone who tried to kill them.
- 6 A have a strong sense of duty.

Earning and Losing Piety

You increase your piety score to Helm when you honor him by practicing his guardianship through act such as these:

- Protecting a stranger from harm.
- Noticing an ambush or surprise attack before it happens.
- Upholding a duty or oath to protect someone or something.

Your piety score to Helm decreases if you dishonour his name through acts such as these:

- Failing in a promise to protect someone
- Breaking the law.
- Deserting your post.

Achievements / Rewards

Follower *Piety 3+*

You are blessed with the protection of Helm. You can cast **Shield of Faith** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Warding Bond** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You no longer need to sleep, and can keep watch while still gaining the benefits of resting. In addition, you have advantage on perception checks.

Champion *Piety 50+*

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.

Ilmater, God of Endurance

Alignment. Usually Good, Often Lawful

Suggested Classes. Barbarian, Monk

Suggested Cleric Domains. Life, Grave

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Compassion. Those who suffer deserve compassion. (Good)
- 2 Endurance. I will not break no matter what life throws at me. (Good or Neutral)
- 3 Hope. Where there is life, there is hope. (Good or Neutral)
- 4 Patience. Good things come to those who wait. (Any)
- 5 Vengeance. Those who engage in cruelty will feel my wrath. (Any)
- 6 Freedom. All of the oppressed deserve to be free (Chaotic)

d6 Circumstance

- 1 I have endured great suffering.
- 2 I fought against terrible odds to end the suffering of others.
- 3 I grew up living under a tyrant.
- 4 I have a physical or mental disability
- 5 I am discriminated against because of who or what I am.
- 6 As a child, I was bullied relentless

Earning and Losing Piety

You increase your piety score to Illmater when you spread his teaching through act such as these:

- Helping to relieve suffering.
- Inspiring others to keep going despite pain and suffering.
- Taking on the pain or suffering of another.

Your piety score to Illmater decreases if you dishonour him through acts such as these:

- Allowing cruelty to continue unchallenged.
- Giving up on hope.
- Sacrificing someone else to save yourself.

Achievements / Rewards

Follower *Piety 3+*

You are granted the resiliency of Illmater. You can cast **Healing Word** with this trait, requiring no material components, a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

Devoted *Piety 10+*

You can cast **Aid** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

Favoured *Piety 25+*

Your maximum hit points cannot be reduced by any means, in addition when you are reduced to 0 hp you instead drop to 1 hp and you cannot use the feature again until the next dawn.

Champion *Piety 50+*

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.

Kelemvor, God of the Dead

Alignment. Usually Neutral, Often Lawful

Suggested Classes. Druid, Monk, Cleric

Suggested Cleric Domains. Death, Grave

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Honesty. Peace and order come from openness and honesty. (Good)
- 2 Acceptance. We must accept both life and death with grace. (Neutral)
- 3 Duty. We each have a position to fill in society, it is our duty to do so to the best of our abilities (Lawful)
- 4 Judgement. There is good and there is evil and I always know the difference (Lawful)
- 5 Beauty. Death can and should be as beautiful as life. (Neutral or Good)
- 6 Fairness. There is a rightful place for everyone in the afterlife. (Lawful or Neutral)

d6 Circumstance

- 1 I have witnessed someone you care for die of old age.
- 2 My family has worshipped Kelemvor for generations, it is my duty to continue this tradition.
- 3 I have a terminal illness
- 4 I survived a terrible plague or curse that wiped out my hometown
- 5 I have always felt more comfortable around the dead than the living.
- 6 As a child, my favorite place to play was the cemetery or crypt.

Earning and Losing Piety

You increase your piety score to Kelemvor when you honor his traditions through act such as these:

- Putting the dead to rest, and performing last rights.
- Helping others accept their own death, or the death of another.
- Exterminating undead.

Your piety score to Kelemvor decreases if you dishonour him through acts such as these:

- Desecrating tombs or burial places.
- Creating undead, or resurrecting those whose time has come.
- Causing a death to be unnecessarily violent or cruel.

Achievements / Rewards

Follower *Piety 3+*

You have the aura of Kelemvor. You can cast **Detect Evil and Good** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell. In addition, you learn Spare the Dying if you do not already know it.

Devoted *Piety 10+*

You can cast **Speak with Dead** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have advantage on death saving throws. In addition, you can cast **Aura of Purity** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.

Lathander, God of Birth and Renewal

Alignment. Usually Good, Often Neutral

Suggested Classes. Monk, Paladin, Bard

Suggested Cleric Domains. Death, Grave

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Creativity. I bring light to the world through the arts and beauty. (Good)
- 2 Liberty. All should be free to experience the joys of life. (Choatic or Good)
- 3 Life. I protect the light in all living things (Good or Neutral)
- 4 Self-improvement. I seek to be my best self. (Any)
- 5 Family. Love and family are the source of all light and joy. (Good or Lawful)
- 6 Rebirth. You can always begin anew. (Good)

d6 Circumstance

- 1 You were born at dawn.
- 2 A priest of Lathander blessed your birth.
- 3 As a child you nearly died but came back to life.
- 4 You always wake up at dawn.
- 5 You parents prayed to Lathander for fertility.
- 6 One of your parents has been resurrected.

Earning and Losing Piety

You increase your piety score to Lathander when you honor his light through act such as these:

- Protecting pregnant women or children
- Blessing a romantic union.
- Inspiring hope in dark places.

Your piety score to Lathander decreases if you darken his light through acts such as these:

- Killing or enabling the death of children.
- Bringing darkness and despair.
- Creating a rift between lovers.

Achievements / Rewards

Follower *Piety 3+*

You are infused with the light of Lathander. You learn the **Light** cantrip if you don't already know it. In addition, you can cast **Colour Spray** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Daylight** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have resistance to radiant damage. In addition, you can cast **Dawn** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

Leira, Goddess of Illusion

Alignment. Usually Neutral, Often Chaotic

Suggested Classes. Bard, Rogue, Wizard

Suggested Cleric Domains. Trickery, Arcana

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Lies. Falsehoods bring excitement and meaning to the world. (Chaotic)
- 2 Freedom. You can be whatever you can imagine. (Chaotic)
- 3 Secrecy. Nothing of value is easy to uncover (Neutral)
- 4 Deception. A good story is better than any truth. (Chaotic)
- 5 Surprise. Create joy through surprises. (Good)
- 6 Creativity. There is no limit to what creativity can create. (Chaotic)

d6 Circumstance

- 1 You were born surrounded by mist.
- 2 Something caused you to lose your memory.
- 3 You became the subject of a fascinating local legend.
- 4 As a child, you loved to make up stories.
- 5 You lie compulsively.
- 6 You invented a tall tale.

Earning and Losing Piety

You increase your piety score to Leira when you indulger in her mystery through act such as these:

- Walking through natural mists.
- Pretend to be someone you are not.
- Spreading lies, rumours and legends.

Your piety score to Leira decreases if you reveal her mysteries through acts such as these:

- Revealing who you really are.
- Dispelling an illusion.
- Disproving a legend or rumour with the truth.

Achievements / Rewards

Follower *Piety 3+*

You can call on the trickery of Leira. You learn the **Minor Illusion** cantrip if you don't already know it. In addition, you can cast **Fog Cloud** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Major Illusion** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have advantage on all deception checks. In addition, anyone you have successfully deceived, has disadvantage on investigation check and saving throws against your illusion spells.

Champion *Piety 50+*

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.

Lliira, Goddess of Joy

Alignment. Usually Good, Often Chaotic

Suggested Classes. Bard, Paladin

Suggested Cleric Domains. Trickery, Life

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Joy. Bring joy in all its forms. (Chaotic)
- 2 Beauty. Beautiful thing bring joy and release from darkness and despair.(Chaotic or Good)
- 3 Optimism. I always look on the of not side of life. (Good)
- 4 Peace. Violence destroys joy. (Good)
- 5 Love. The longest lasting joy comes from love. (Good)
- 6 Self expression. Everyone should be free to express themselves. (Chaotic or Good)

d6 Circumstance

- 1 You were conceived during a festival.
- 2 As a child, you revelled in every festival.
- 3 Your birth was a cause for much celebration.
- 4 Your parents worship Lliira, and taught you to do the same.
- 5 A priest of Lliira saved you when you saw only despair.
- 6 You have created a beautiful work of art.

Earning and Losing Piety

You increase your piety score to Lliira when you indulge in her jolity through act such as these:

- Holding or attending festivals.
- Drinking and dancing all night long.
- Celebrating after a difficult conflict.

Your piety score to Lliira decreases if you erase her joy through acts such as these:

- Spreading sadness or despair.
- Interrupting or cancelling a festival.
- Stopping a celebration.

Achievements / Rewards

Follower *Piety 3+*

You are filled with the joy of Lliira. You can cast **Faerie Fire** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Pyrotechnics** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

You are immune to exhaustion. In addition, you can spend an action to force creatures of your choice within 30ft of you to make a Wisdom saving throw (DC 8+ proficiency+Charisma modifier) on a failure, they are charmed for you for 1 minute or until you deal damage to them once you use this feature you cannot do so again until you finish a short or long rest.

Champion *Piety 50+*

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

Lovitar, Goddess of Pain

Alignment. Usually Evil, Often Lawful

Suggested Classes. Fighter, Rogue

Suggested Cleric Domains. Death

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Pain. Pain brings clarity of desire and purpose (Evil).
- 2 Logic. Sympathy, sentiment, compassion cloud judgement, pain removes them allowing one to think clearly. (Lawful or Evil)
- 3 Nature. Pain is part of the world, and part of human nature. (Evil or Neutral)
- 4 Torture. Pain is the ultimate coercion, it is necessary to maintain order. (Lawful)
- 5 Deception. Betrayal is one of the most painful experiences one can inflict (Evil).
- 6 Knowledge. It is only through understanding that we can inflict the maximum pain (Evil or Lawful)

d6 Circumstance

- 1 You have witnessed the destruction caused by those who have sympathy for monsters.
- 2 You were taken as a child by a priest of Lovitar to hurt your parents.
- 3 As a child you suffered endless physical or psychological abuse.
- 4 You are not like other people, you find pleasure in pain.
- 5 You have been tortured and learned to like it.
- 6 Your mother suffered for days in labour.

Earning and Losing Piety

You increase your piety score to Lovitar when you inflict pain through act such as these:

- Choose to engage in an activity that will surely cause yourself pain
- Destroy temples and worshippers of Ilmater
- Use someone's most cherished thing to hurt them the most.

Your piety score to Lovitar decreases if you succumb to mercy through acts such as these:

- Killing you enemies before they have time to truly suffer.
- Relieving your own or another's pain
- Comforting those who are in pain

Achievements / Rewards

Follower *Piety 3+*

You understand the sadism of Lovitar. You can cast **Inflict Wounds** with this trait, requiring no material components, a number of times equal to your Dexterity modifier (minimum of once). You regain all expended uses when you finish a long rest. Dexterity is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Acid Arrow** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Dexterity is your spellcasting ability for this spell.

Favoured *Piety 25+*

When you hit an enemy with a weapon attack that does bludgeoning, slashing or piercing damage, the attack deals an extra 1d4 acid damage.

Champion *Piety 50+*

You can increase your Dexterity or Strength score by 2 and also increase your maximum for that score by 2.

Malar, God of the Hunt

Alignment. Usually Chaotic, Often Evil

Suggested Classes. Ranger, Druid, Barbarian

Suggested Cleric Domains. Nature

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Competition. The hunt is a test of wits and strength to prove ourselves. (Chaotic or Neutral)
- 2 Freedom. In the wilds we live as we want to without the constraints of civilization. (Chaotic)
- 3 Strength. The strong survive while the weak perish. (Evil)
- 4 Nature. I live as nature intended, with all the ferocity that entails. (Neutral or Evil) (Lawful)
- 5 Ferocity. It is only through fierceness that we can protect our way of life. (Neutral or Evil)
- 6 Loyalty. The pack hunts together, not fight among themselves (Neutral or Lawful)

d6 Circumstance

- 1 I am cursed with lycanthrope
- 2 I was raised by wolves.
- 3 Since I was a child, I have felt more at home among animals than other people.
- 4 I have lived alone in the wilderness for years.
- 5 I was born in the wilds, far from civilization.
- 6 My parents are great hunters.

Earning and Losing Piety

You increase your piety score to Malar when you engage in a hunt through act such as these:

- Succeeding on a great hunt.
- Killing a large number of creatures in a single day
- Refusing the comforts of civilization.

Your piety score to Malar decreases if you allow yourself to be civilized through acts such as these:

- Calling a city your home.
- Buying food rather than hunting and gathering it yourself
- Wearing fashionable clothing

Achievements / Rewards

Follower *Piety 3+*

You have the hunting instincts of Malar. You can cast **Hunter's Mark** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Alter Self** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain resistance to non-magical bludgeoning, slashing, and piercing damage. In addition, you have advantage on survival checks.

Champion *Piety 50+*

You can increase your Wisdom or Strength score by 2 and also increase your maximum for that score by 2.

Mask, God of Thieves

Alignment. Usually Chaotic, Often Neutral

Suggested Classes. Rogue, Monk

Suggested Cleric Domains. Trickery

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Preparation. We must be prepared for every possibility. (Any)
- 2 Subtlety. Achieve your goals with minimal disturbance or upset. (Any)
- 3 Greed. Gather all the wealth you can. (Evil)
- 4 Shadow. Trust only those of darkness and shadow. (Neutral)
- 5 Deception. Reveal as little truth as possible, honesty does you no favors. (Chaotic)
- 6 Knowledge. To plan effectively you must know your target. (Neutral)

d6 Circumstance

- 1 You are a kleptomaniac.
- 2 As a child, you caught a thief and let them go.
- 3 Stolen goods keep coming into your possession.
- 4 You have an innate affinity for shadows.
- 5 You have had to steal or starve, you chose to steal.
- 6 You stumbled upon a thief's guild hideout.

Earning and Losing Piety

You increase your piety score to Mask when you engage in thievery through act such as these:

- Pulling off a daring heist.
- Acquire a needed object without violence.
- Retrieve items of great value.

Your piety score to Mask decreases if you ignore his tenets through acts such as these:

- Charging into battle unprepared.
- Giving away your hard earned wealth.
- Invite the light into the shadows.

Achievements / Rewards

Follower *Piety 3+*

You adopt the versatile planning of Mask. You can cast **Grease** with this trait, requiring no material components, a number of times equal to your Dexterity modifier (minimum of once). You regain all expended uses when you finish a long rest. Dexterity is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Darkness** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Dexterity is your spellcasting ability for this spell.

Favoured *Piety 25+*

You naturally move silently and stealthily, moving stealth no longer reduces your speed. In addition, you have advantage of sleight of hand checks.

Champion *Piety 50+*

You can increase your Dexterity or Intelligence score by 2 and also increase your maximum for that score by 2.

Mielikki, Goddess of the Forest

Alignment. Usually Good, Often Neutral

Suggested Classes. Ranger, Druid, Cleric

Suggested Cleric Domains. Nature, Life

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Nature. The wilderness must be protected. (Neutral)
- 2 Peace. War brings destruction and death, I will stand in its way. (Good)
- 3 Compassion. Find understanding and compassion for all living things (Good or Neutral)
- 4 Life. The forest provides air for all life. (Good)
- 5 Beauty. I relish and protect all that is beautiful. (Good or Chaotic)
- 6 Righteousness. I will do what I believe is right regardless of the opposition. (Good or Chaotic)

d6 Circumstance

- 1 You saved the life of a unicorn.
- 2 You were raised deep in the forest.
- 3 Your parents worship Mielikki, it is your honour to carry on the tradition.
- 4 A unicorn saved your life.
- 5 You have made a promise to a unicorn.
- 6 You found refuge from a great evil in the forest.

Earning and Losing Piety

You increase your piety score to Mielikki when you honour her and her forests through act such as these:

- Saving or protecting a forest.
- Rescuing a trapped or injured animal.
- Gaining favour of a unicorn.

Your piety score to Mielikki decreases if destroy her domain through acts such as these:

- Harming a unicorn.
- Burning a forest.
- Killing a healthy animal.

Achievements / Rewards

Follower *Piety 3+*

You gain the blessing of Mielikki. You can cast **Faerie Fire** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Barkskin** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have advantage on saving throws against spells, and can cast **Dispel Evil and Good** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Wisdom or Constitution score by 2 and also increase your maximum for that score by 2.

Milil, Goddess of Poetry and Song

Alignment. Usually Good, Often Neutral

Suggested Classes. Bard

Suggested Cleric Domains. Light

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Beauty. Enrich the world with you beautiful creations. (Good)
- 2 Creativity. Imagination has no limit. (Chaotic)
- 3 Passion. Passion and emotion are what give life meaning. (Any)
- 4 Legends. The stories we tell will live on far after we are gone. (Any)
- 5 Thought. Art should convey a complete thought or idea. (Neutral)
- 6 Exploration. Always seek a new tale to tell, or new instrument to play.(Chaotic or Neutral)

d6 Circumstance

- 1 As a child you loved listening to travelling minstrels.
- 2 You have always been effortlessly charming.
- 3 You were raised among a troop of travelling performers.
- 4 Someone sang a powerful song as you were born.
- 5 You have an ear for music and rhythm.
- 6 You have the soul of a poet.

Earning and Losing Piety

You increase your piety score to Milil when you honour her by sharing her music through act such as these:

- Teach someone a song or story you have written.
- Put on an artistic or musical performance.
- Learn to play a new instrument or style of singing or poetry.

Your piety score to Milil decreases if you interrupt her song through acts such as these:

- Destroying art or instruments.
- Interrupting a musical performance.
- Discouraging another from expressing themselves.

Achievements / Rewards

Follower *Piety 3+*

You gain the blessing of Milil. You can cast **Charm Person** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Enthrall** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have advantage on saving throws against charm, and can cast **Charm Monster** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Charisma or Intelligence score by 2 and also increase your maximum for that score by 2.

Myrkul, God of Death

Alignment. Usually Neutral, Often Evil

Suggested Classes. Wizard, Warlock

Suggested Cleric Domains. Death, Grave

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Patience. Death is inevitable, one must only wait long enough. (Neutral).
- 2 Dread. The prospect of death should fill mortals with fear and dread. (Evil)
- 3 Unstoppable. Nothing can stop the arms of death from reaching you. (Neutral or Evil)
- 4 Nihilism. We are born, we live, we die. That is the way of things (Neutral)
- 5 Cold-Heart. There is no point helping people, it is just delaying the inevitable (Evil or Neutral)
- 6 Tyranny. Fear of death drives all people, I use that for my own ends (Evil).

d6 Circumstance

- 1 You witnessed someone die violently as a child.
- 2 You have had a near death experience.
- 3 You have suffered a plague of pestilence.
- 4 You have spent many years studying the magic of life and death.
- 5 You were born in a graveyard.
- 6 You family have always been undertakers, you carry on their tradition of worshipping Myrkul.

Earning and Losing Piety

You increase your piety score to Myrkul when you spread the fear he brings through act such as these:

- Convincing people to surrender to their inevitable death.
- Terrifying someone with the threat of death.
- Burying or burning dead bodies that have been left unattended.

Your piety score to Myrkul decreases if you try to cheat him through acts such as these:

- Reviving the dead.
- Trying to become immortal.
- Combing others not to be afraid of death.

Achievements / Rewards

Follower *Piety 3+*

You gain the blessing of Myrkul. You can cast **Cause Fear** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Speak with Dead** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain resistance to necrotic damage. When you drop to 0 hp you can resist falling unconscious and remain at 1 hp, once you use this feature you cannot use it again until you have finished a short or long rest.

Champion *Piety 50+*

You can increase your Wisdom or Intelligence score by 2 and also increase your maximum for that score by 2.

Mystra, Goddess of Magic

Alignment. Usually Neutral, Often Good

Suggested Classes. Wizard, Sorcerer, Bard

Suggested Cleric Domains. Knowledge, Arcana

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Knowledge. We must learn all we can about magic to improve society. (Neutral)
- 2 Responsibility. Magic is a powerful force, it must be used responsibly to avoid disasters. (Lawful)
- 3 Mastery. I work hard to become a master of the Magical Arts. (Neutral)
- 4 Good. Magic should be used to improve the lives of others. (Good)
- 5 Common Good. The Weave of magic is a good that should be shared among all who wish to learn its secrets. (Good)
- 6 Freedom. Magic grants strength to the weak and freedom to the trapped. (Chaotic)

d6 Circumstance

- 1 You were conceived through magic.
- 2 You have been affected by strange, uncontrolled magic.
- 3 One of your parents was a sorcerer.
- 4 Since you were a child you showed an unusual aptitude with magic.
- 5 Your parents insisted you study magic.
- 6 You have a fascination with all things magical.

Earning and Losing Piety

You increase your piety score to Mystra when you use her magic for good through act such as these:

- Use magic to help the weak and innocent.
- Teach another to use the weave responsibly.
- Solving a problem harmlessly using magic.

Your piety score to Mystra decreases if you disrupt the Weave through acts such as these:

- Experimenting with dangerous, unstable magic.
- Creating or failing to prevent a magical disaster.
- Preventing another learning to control their magic.

Achievements / Rewards

Follower *Piety 3+*

You can sense the Weave like Mystra. You can cast Identify and **Detect Magic** at will with this trait, requiring no material components, Intelligence is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Glyph of Warding** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You are resistant to damage from spells. You can use your reaction to impose disadvantage to one creature that you can see on a saving throw against a spell. Once you use this ability, you can't do so again until you finish a short or long rest.

Champion *Piety 50+*

You can increase your Charisma or Intelligence score by 2 and also increase your maximum for that score by 2.

Oghma, God of Knowledge

Alignment. Usually Neutral

Suggested Classes. Wizard, Bard

Suggested Cleric Domains. Knowledge, Arcana

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Knowledge. Ideas can change the world and outlive the individual who discovered them. (Neutral).
- 2 Responsibility. Knowledge is power, it must be used with care. (Good)
- 3 Openness. Knowledge should be shared, never hidden or kept secret. (Any)
- 4 Honesty. Knowledge should be used to share truth, not to deceive. (Good or Lawful)
- 5 Power. Information wins wars, not soldiers. (Any)
- 6 Debate. Use logic and truth to dispel falsehoods or wrong ideas. (Neutral or Good)

d6 Circumstance

- 1 You spent your childhood in libraries, reading and studying.
- 2 You parents are lore or record keepers, it is your duty to honour that tradition.
- 3 You have a boundless curiosity.
- 4 You have a knack for learning, that was recognized by your teachers at a young age.
- 5 You have a perfect memory.
- 6 You inherited your genius from your parents.

Earning and Losing Piety

You increase your piety score to Oghma when you gain and spread knowledge through act such as these:

- Teach someone to read or write.
- Record what you have learned.
- Curb falsehoods, rumours, and deceit.

Your piety score to Oghma decreases if you try to hide or cloud facts through acts such as these:

- Spreading falsehood.
- Preventing someone from sharing their ideas.
- Hiding information or keeping secrets.

Achievements / Rewards

Follower *Piety 3+*

You gain the blessing of Oghma. You can cast **Comprehend Languages** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for these spells.

In addition, choose one of the following skills: Arcana, History, or Religion. You add double your proficiency bonus to checks using that skill.

Devoted *Piety 10+*

You can cast **Detect Thoughts** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You can cast **Legend Lore** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Charisma or Intelligence score by 2 and also increase your maximum for that score by 2.

Savras, God of Divination and Fate

Alignment. Usually Neutral, Often Lawful

Suggested Classes. Wizard, Druid

Suggested Cleric Domains. Knowledge, Arcana, Order

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Truth. Seek truth regardless of how terrible it may be. (Neutral or Evil)
- 2 Honesty. Speak the truth even if it hurts others. (Neutral)
- 3 Knowledge. Seek knowledge for its own sake. (Neutral)
- 4 Fate. Preserve order of the world by ensuring others accept their fate (Lawful)
- 5 Duty. Must ensure events play out as they are supposed to. (Lawful or Neutral)
- 6 Trust. Trust in fate and prophecy. (Lawful or Neutral)

d6 Circumstance

- 1 A great prophecy has been made about you.
- 2 You received a vision of the future.
- 3 No matter what you do, you cannot escape your destiny.
- 4 You were born on an auspicious day.
- 5 Your birth fulfilled a prophecy.
- 6 A fortune teller read your future with uncanny accuracy.

Earning and Losing Piety

You increase your piety score to Savras when you share his prophecies with the world through act such as these:

- Telling the truth when it is not what others want to hear.
- Trusting fate to lead you down the right path.
- Seeing your prediction come true.

Your piety score to Savras decreases if you try to disrupt the foretold fates through acts such as these:

- Rejecting or defying fate.
- Telling false prophecies.
- Lying to appease others.

Achievements / Rewards

Follower *Piety 3+*

You gain the blessing of Savras. You can cast **Augury** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for these spells.

In addition, you learn the **True Strike** cantrip and can cast it as a bonus action.

Devoted *Piety 10+*

You can cast **See Invisibility** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain Truesight of 30ft and you can cast **Scrying** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Wisdom or Intelligence score by 2 and also increase your maximum for that score by 2.

Selune, Goddess of the Moon

Alignment. Usually Good, Often Chaotic

Suggested Classes. Ranger, Druid, Cleric

Suggested Cleric Domains. Life, Nature, Light

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Exploration. I will always look for just over the horizon. (Chaotic)
- 2 Dreams. Everyone should have the opportunity to achieve their dream. (Chaotic or Good)
- 3 Emotion. Feelings wash like tides bringing people to life. (Chaotic)
- 4 Change. Life is change, embrace it. (Chaotic)
- 5 Self reliance. You must succeed on your own merit. (Any)
- 6 Light. The moon provides light on dark nights (Good)

d6 Circumstance

- 1 You were born under a full moon.
- 2 You are a shape changer.
- 3 You have experienced a sudden change in your life.
- 4 You have found your true love.
- 5 You dream of the moon every night.
- 6 Your family are sailors and you carry on their tradition of worshipping Selune

Earning and Losing Piety

You increase your piety score to Selune when you share her guidance with others through act such as these:

- Navigating through a dark night.
- Helping someone achieve their dream.
- Guide a woman to their strength and confidence.

Your piety score to Selune decreases if you disrupt her followers through acts such as these:

- Blocking or destroying a guiding light.
- Preventing the natural changes to the world.
- Killing non-evil lycanthropes.

Achievements / Rewards

Follower *Piety 3+*

You are touched by the moonlight of Selune. You can cast **Guiding Bolt** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Moonbeam** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain resistance to radiant damage, and you can cast **Alter Self** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Wisdom or Charisma score by 2 and also increase your maximum for that score by 2.

Shar, Goddess of Darkness and Loss

Alignment. Usually Evil, Often Neutral

Suggested Classes. Rogue, Monk, Warlock

Suggested Cleric Domains. Death, Trickery

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Darkness. I use the darkness of the world for my own ends (Evil or Neutral)
- 2 Solitude. Love is a weakness. (Evil)
- 3 Revenge. I will destroy any who wrong me. (Evil)
- 4 Power. I seek the power to influence all of reality. (Evil)
- 5 Despair. I embrace despair, nothing can hurt me if I have nothing to lose. (Neutral)
- 6 Loss. My loss just makes me stronger. (Any)

d6 Circumstance

- 1 You have suffered a great loss.
- 2 You were born in a dark cave.
- 3 You have an affinity for darkness.
- 4 There is something you are desperate to forget.
- 5 You are the last of your family.
- 6 Your heart was broken and it never healed.

Earning and Losing Piety

You increase your piety score to Shar when you spread her darkness through act such as these:

- Causing loss to someone else.
- Isolating some from their relationships, and cause them to cut ties with others.
- Taking vengeance on one who has wronged you

Your piety score to Shar decreases if you allow light or love to corrupt her darkness through acts such as these:

- Trying to restore someone's loss.
- Falling in love, or helping others pursue their lovers.
- Comforting or giving hope to others.

Achievements / Rewards

Follower *Piety 3+*

You are cloaked in the shadow of Shar. You can cast **Witch Bolt** with this trait, requiring no material components, a number of times equal to your Dexterity modifier (minimum of once). You regain all expended uses when you finish a long rest. Dexterity is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Darkness** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Dexterity is your spellcasting ability for this spell.

Favoured *Piety 25+*

You can see normally for 120ft in dim light, darkness and magical darkness. You have advantage on Wisdom saving throws against fear and charm.

Champion *Piety 50+*

You can increase your Wisdom or Dexterity score by 2 and also increase your maximum for that score by 2.

Silvanus, God of Wild Nature

Alignment. Usually Neutral

Suggested Classes. Druids, Rangers

Suggested Cleric Domains. Nature, Tempest

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Nature. Nature creates and sustains all life and beauty. (Neutral)
- 2 Balance. All things must be kept in balance, life and death, creation and destruction, food and hunger. (Neutral)
- 3 Big picture. All consequences must be considered when making decisions. (Any)
- 4 Self-defense. Kill only when necessary to protect yourself or the forest. (Good)
- 5 Protection. I will fight to protect the forest from those that will destroy them. (Any)
- 6 Patience. Wisdom comes from knowing when to act and when to wait. (Neutral)

d6 Circumstance

- 1 You were raised deep in a forest.
- 2 Since you were a child, you sought comfort and safety in a tree.
- 3 Your parents planted an oak tree to celebrate your birth.
- 4 A Dryad has blessed you.
- 5 You like to speak to trees.
- 6 You have seen a truly ancient oak tree.

Earning and Losing Piety

You increase your piety score to the Oak Father when you protect his forests through act such as these:

- Planting trees.
- Defending and protecting a forest.
- Curing or eradicating disease.

Your piety score to Silvanus decreases if you damage his forests through acts such as these:

- Felling trees without cause.
- Starting out of control fires.
- Killing dryads or other guardians of the forest.

Achievements / Rewards

Follower *Piety 3+*

You are connected to the forests of Silvanus. You can cast **Goodberry** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Speak with Plants** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You grow a layer of vegetation that grants a +1 bonus to your AC. You can cast **Guardian of Nature** once with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Champion *Piety 50+*

You can increase your Wisdom or Constitution score by 2 and also increase your maximum for that score by 2.

Sune, Goddess of Love and Beauty

Alignment. Usually Good, Often Chaotic

Suggested Classes. Bards, Warlock (Fey)

Suggested Cleric Domains. Life

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Love. Love conquers all. (Good)
- 2 Beauty. Beauty reveals your true face to the world, the core of who we are. (Chaotic or Good)
- 3 Flattery. People are only as good as they believe themselves to be. (Chaotic)
- 4 Indulgence. Life is short, enjoy the best of it while you can. (Chaotic or Good)
- 5 Romance. Share your love with others. (Chaotic or Good)
- 6 Perfection. Never settle for second best. (Any)

d6 Circumstance

- 1 You are effortlessly beautiful.
- 2 Your parents prayed to Sune to bless you with beauty.
- 3 You have a talent for art.
- 4 You were born in a beautiful place.
- 5 You learned to romance others to survive.
- 6 Since you were a child others could see nothing beyond your beauty.

Earning and Losing Piety

You increase your piety score to Lady Firehair when you share in her love and beauty through act such as these:

- Follow your heart, lose yourself in love.
- Commission the creation of beautiful objects and places.
- Help others find and show their beauty to the world.

Your piety score to Sune decreases if you damage his forests through acts such as these:

- Hiding your beauty.
- Stopping or disrupting a romance.
- Denying yourself love.

Achievements / Rewards

Follower *Piety 3+*

You are blessed with the beauty of Sune. You can cast **Charm Person** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Suggestion** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

You have advantage on all persuasion checks. Creatures have disadvantage on saves against your spells that cause them to be charmed.

Champion *Piety 50+*

You can increase your Charisma or Dexterity score by 2 and also increase your maximum for that score by 2.

Talona, Goddess of Disease and Poison

Alignment. Usually Evil, Often Chaotic

Suggested Classes. Druids, Rogue

Suggested Cleric Domains. Nature, Death

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Strength. Disease kills the weak and leaves only the strong. (Evil)
- 2 Sickness. Sickness is the fate of all who crawl upon the world. (Evil)
- 3 Patience. Poison or disease will end your enemies in time. (Evil)
- 4 Subtly. No need to risk yourself unnecessarily. (Chaotic)
- 5 Poison. Harness what nature gives to kill your enemies (Neutral)
- 6 Suffering. It is through suffering that our true selves are revealed. (Evil)

d6 Circumstance

- 1 You have an incurable illness.
- 2 You survived a great plague..
- 3 You have nearly died of poison.
- 4 Your mother drank poison before you were born.
- 5 As a child you often ate poisonous things.
- 6 Your loved ones died of a mysterious disease.

Earning and Losing Piety

You increase your piety score to the Mistress of Disease when you spread her poison through act such as these:

- Using poison as often as you can.
- Spread a disease.
- Kill the feeble and weak who cannot care for themselves

Your piety score to Talona decreases if you damage his forests through acts such as these:

- Show mercy to the weak
- Curing or eradicating a disease.
- Relieving suffering of others.

Achievements / Rewards

Follower *Piety 3+*

The poison of Talona runs through your veins. You can cast **Ray of Sickness** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Ray of Enfeeblement** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You are immune to poison. During the first round of combat you can apply poison to one weapon or three pieces of ammunition as a bonus action.

Champion *Piety 50+*

You can increase your Wisdom or Constitution score by 2 and also increase your maximum for that score by 2.

Talos, God of Storms

Alignment. Usually Chaotic, Often Evil

Suggested Classes. Druid, Barbarian

Suggested Cleric Domains. War, Tempest

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Destruction. The old must be destroyed so that we can build anew. (Chaotic or Evil)
- 2 Might. I seek power to reshape the world. (Evil)
- 3 Spite. Destroy any who offend or resist you. (Chaotic or Evil)
- 4 Greed. The strong take what they want. (Evil)
- 5 Fury. Let all feel the terror of your wrath. (Evil)
- 6 Boldness. I make my intentions clear, and act to achieve them. (Any)

d6 Circumstance

- 1 A ship I was on sank in a storm. I am the only survivor.
- 2 I was born during a great storm.
- 3 A terrible rage lives inside me.
- 4 Destruction seems to follow me wherever I go.
- 5 I have been struck by lightning.
- 6 My parents died in a storm.

Earning and Losing Piety

You increase your piety score to the Stormlord when you bring his destruction down upon others through act such as these:

- Raiding a caravan or village
- Causing terror in the name of the Stormlord
- Staying outside during a storm

Your piety score to Talos decreases if you dishonour yourself through acts such as these:

- Surrendering or losing a battle.
- Hiding your intentions from others.
- Allowing one that wronged you to live.

Achievements / Rewards

Follower *Piety 3+*

You are filled with the stormy temper of Talos. You can cast **Thunderwave** with this trait, requiring no material components, a number of times equal to your Strength modifier (minimum of once). You regain all expended uses when you finish a long rest. Strength is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Dust Devil** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Strength is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain resistance to thunder and lightning damage. You can always predict when and where the next storm will be.

Champion *Piety 50+*

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.

Tempus, God of War

Alignment. Usually Neutral

Suggested Classes. Fighter, Monk, Barbarian

Suggested Cleric Domains. War

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 War. The ultimate resolution to conflict is through fighting. (Neutral)
- 2 Strength. The strong rule over the weak. (Evil)
- 3 Courage. Continue to fight regardless of the odds of success. (Good or Neutral)
- 4 Honour. Combat must be fair and the rules of war obeyed (Lawful or Neutral)
- 5 Authority. Soldiers must obey orders without question. (Lawful)
- 6 Competition. Life is competition, do what you can to win. (Neutral or Evil)

d6 Circumstance

- 1 You were born during a great battle.
- 2 Your mother or father was a war hero.
- 3 You were drafted into an army.
- 4 Your home was attacked and you fought away the attackers.
- 5 You think most clearly while in battle.
- 6 Since you were a child, fighting was a way of life.

Earning and Losing Piety

You increase your piety score to the God of War when you honour his traditions through act such as these:

- Engaging in duels and one on one tests of strength.
- Winning a grand battle
- Fighting even when the battle seemed to turn against you.

Your piety score to Tempus decreases if you dishonour yourself through acts such as these:

- Surrendering or fleeing from battle.
- Refusing to fight.
- Cheating in a duel.

Achievements / Rewards

Follower *Piety 3+*

You are filled with the strength of Tempus. You can cast **Jump** with this trait, requiring no material components, a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Aid** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

Favoured *Piety 25+*

You gain a bonus to your initiative equal to your largest hit die, and you cannot be forced to use your movement to move away from a hostile creature.

Champion *Piety 50+*

You can increase your Strength, Dexterity or Constitution score by 2 and also increase your maximum for that score by 2.

Torm, God of Courage and Self-Sacrifice

Alignment. Usually Good, Often Lawful

Suggested Classes. Fighter, Paladin, Cleric

Suggested Cleric Domains. War, Light

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Honesty. Trust is only possible if we are honest with one another. (Good or Lawful)
- 2 Loyalty. I keep my word, and never betray another's trust in me. (Lawful)
- 3 Righteousness. I always try to do the right thing. (Good)
- 4 Hope. I stand against the darkness. (Good)
- 5 Courage. No matter the odds I will fight to save others. (Good)
- 6 Self-sacrifice. I put the needs of others before my own. (Good)

d6 Circumstance

- 1 I have been saved by a Paladin or cleric of Torm.
- 2 My family worships Torm, it is my honoured duty to continue that tradition.
- 3 I took a great risk to myself to save someone else.
- 4 As a child I always stood up to bullies.
- 5 I have faced a great challenge and never gave up hope.
- 6 I was raised by a cleric and have a keen sense of what is right and wrong.

Earning and Losing Piety

You increase your piety score to Torm when you honour his teachings through act such as these:

- Risking yourself to save another.
- Keeping a difficult promise
- Telling the truth, even when it isn't in your best interest.

Your piety score to Torm decreases if you are cowardly or cruel through acts such as these:

- Abandoning others to die.
- Breaking your word.
- Lying about something important

Achievements / Rewards

Follower *Piety 3+*

You are filled with the righteousness of Torm. You can cast **Divine Favour** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Warding Bond** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Favoured *Piety 25+*

If you are reduced to 0 hp while within 10 ft of a friendly creature you instead drop to 1 hp. You can use this feature a number of times equal to your Constitution modifier (min once). You regain all uses when you finish a long rest.

Champion *Piety 50+*

You can increase your Strength or Charisma score by 2 and also increase your maximum for that score by 2.

Tymora, Goddess of Good Fortune

Alignment. Usually Chaotic, Often Good

Suggested Classes. Rogue, Bard, Warlock

Suggested Cleric Domains. Trickery

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Daring. Take risks and trust luck to see you through. (Chaotic)
- 2 Dreams. Follow your dreams regardless of how unlikely they seem. (Good)
- 3 Flair. I go above and beyond the expectations. (Chaotic)
- 4 Excitement. Taking chances breaks up the monotony of life. (Chaotic)
- 5 Luck. I can do anything with luck on my side. (Chaotic)
- 6 Hope. Luck can reverse even the worst situations. (Good)

d6 Circumstance

- 1 I am addicted to gambling.
- 2 It was extremely unlikely that I was born.
- 3 I have unusually good luck.
- 4 By luck I survived from something that would have surely killed me.
- 5 I enjoy taking risks.
- 6 When I see a bees hive, I have the irresistible urge to poke it with a stick.

Earning and Losing Piety

You increase your piety score to Lady Luck when you trust your fate to her through act such as these:

- Taking an unnecessary risk.
- Achieving an impossible dream.
- Filling your downtime with exciting escapades.

Your piety score to Tymora decreases if you are overly calm or careful through acts such as these:

- Abandoning a goal because it was too risky.
- Refusing to participate in a bet or gamble.
- Choosing the safest option.

Achievements / Rewards

Follower *Piety 3+*

You receive the good luck of Tymora. You can cast **Bless** with this trait, requiring no material components, a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for these spells. In addition, you learn the Guidance cantrip if you don't already know it.

Devoted *Piety 10+*

With this trait you can spend an action to grant 1 luck to a creature you are touching, this luck expires after 10 minutes. The luck can be expended to reroll one ability check, attack roll, or saving throw. Once you use this feature you cannot use it again until you have finished a long rest.

Favoured *Piety 25+*

When you or another creature you can see within 60ft of you rolls a natural 1 or natural 20 on ability check, attack roll or saving throw you can use your reaction to turn it into the opposite: nat 1 becomes a nat 20, a nat 20 becomes a nat 1. Once you use this ability you cannot use it again until you finish a short or long rest.

Champion *Piety 50+*

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.

Tyr, God of Justice

Alignment. Usually Lawful, Often Good

Suggested Classes. Fighter, Paladin, Cleric

Suggested Cleric Domains. War, Order

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Justice. I punish evil doers and protect the good. (Lawful)
- 2 Law. I uphold the law to maintain order. (Lawful)
- 3 Bravery. I never run from doing the right thing. (Good)
- 4 Honour. I keep my word, for honour is the foundation of trust. (Lawful or Good)
- 5 Honesty. I tell the truth to ensure justice can be done. (Lawful or Good)
- 6 Fairness. I treat everyone the same, I judge them on their actions not their appearance or beliefs. (Good)

d6 Circumstance

- 1 I am the child of a judge, I was taught the importance of justice since birth.
- 2 My family worships Tyr, it is my duty to continue that tradition.
- 3 I was falsely accused of a crime.
- 4 I was imprisoned or enslaved unfairly.
- 5 As a child, I was judged for how I looked.
- 6 I figured out the true culprit of a crime.

Earning and Losing Piety

You increase your piety score to Tyr when you bring his justice to others through act such as these:

- Bring an evil doer to justice.
- Establish order and the rule of law to somewhere that has none.
- Protect the innocent from persecution.

Your piety score to Tyr decreases if you corrupt his justice through acts such as these:

- Passing a false judgement.
- Helping someone to escape justice.
- Breaking a just law.

Achievements / Rewards

Follower *Piety 3+*

You understand the justice of Tyr. You can cast **Command** with this trait, requiring no material components, a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Zone of Truth** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

Favoured *Piety 25+*

When an evil creature dies within 30ft of you, you use your reaction to capture its soul to prevent its resurrection. Anyone can communicate with the captured soul by holding the object the soul is bound within. You can only have one soul bound at a time. In addition, you have Adv on wisdom saving throws.

Champion *Piety 50+*

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.

Umberlee, Goddess of the Sea

Alignment. Usually Evil, Often Chaotic

Suggested Classes. Druid, Ranger, Cleric

Suggested Cleric Domains. Tempest, Nature

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Power. I seek power so others will respect and fear me. (Evil)
- 2 Vanity. I shall be the most beautiful and important being in existence (Evil)
- 3 Spite. I wreak vengeance on those that slight me. (Chaotic)
- 4 Strength. The strong shall rule over the weak. (Evil or Chaotic)
- 5 Greed. I will have what is owed to me. (Evil)
- 6 Fear. All should fear my wrath. (Evil)

d6 Circumstance

- 1 I nearly drowned during a storm.
- 2 As a child, my house was destroyed by waves.
- 3 My parents were lost at sea.
- 4 The ship I worked on sank during a storm.
- 5 As a child, I was sacrificed to a cleric of Umberlee.
- 6 I was raised next to the sea.

Earning and Losing Piety

You increase your piety score to Umberlee when you spread fear of her wrath through act such as these:

- Spread word and fear of Umberlee.
- Ensure all sailors pay tribute to Umberlee.
- Dispute those that worship Talos.

Your piety score to Umberlee decreases if you ignore Umberlee through acts such as these:

- Travel by sea without paying respects.
- Protecting those that ignore her from the wrath of her storms.
- Worshipping or respecting Talos or his followers

Achievements / Rewards

Follower *Piety 3+*

You are filled with the fury of Umberlee. You can cast **Thunderwave** with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Water Breathing** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Favoured *Piety 25+*

You can cast **Tidal Wave** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. In addition, you gain a swim speed equal to your walking speed.

Champion *Piety 50+*

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.

Waukeen, Goddess of Trade

Alignment. Usually Neutral

Suggested Classes. Bard, Artificer

Suggested Cleric Domains. Trickery, Knowledge

Reason For Favour

People gain the favour of a deity in many ways. Some find seek out the favour of a deity that shares their ideal. Others gain a deity's favour as a matter of circumstance. You may want to replace the ideal associated with your background with one of the ones below, or add one of the circumstances to your backstory.

d6 Ideal

- 1 Persistence. Don't settle for anything less than the best deal you can manage. (Neutral)
- 2 Greed. Wealth benefits all of society, amass as much of it as you can. (Neutral or Evil)
- 3 Fair Dealing. Success depends upon reputation, those you deal with should leave satisfied and happy with the deal they have made. (Good)
- 4 Negotiation. It is far better to achieve your goals through negotiation than with violence (Neutral or Good)
- 5 Creativity. Find a way around whatever blocks you from success. (Chaotic)
- 6 Flexibility. Business must adapt to changing circumstances. (Neutral or Chaotic)

d6 Circumstance

- 1 As a child, you were sold to a trading caravan.
- 2 You seek your fortune in the exchange of goods..
- 3 You have smuggled goods to those who needed them.
- 4 You stopped a shop or trader from being robbed.
- 5 Your family worships Waukeen, it is your duty to continue the tradition.
- 6 You have a talent for haggling.

Earning and Losing Piety

You increase your piety score to Waukeen when you enhance in trade through act such as these:

- Negotiate a deal that is weighted in your favour.
- Make travel routes safe for traders.
- Invest your wealth in goods and businesses.

Your piety score to Waukeen decreases if you disrupt the fair flow of goods through acts such as these:

- Be cheated in a deal.
- Rob or raid traders or merchants.
- Hoarding your coin.

Achievements / Rewards

Follower *Piety 3+*

You receive the business wisdom of Waukeen. You can cast **Alarm** with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Devoted *Piety 10+*

You can cast **Suggestion** with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Favoured *Piety 25+*

You always know the true value of items and objects. You have advantage on all persuasion and insight checks.

Champion *Piety 50+*

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.