

FAITHS OF THE FLANAESS



BY JOSEPH BLOCH

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DEITIES OF THE WORLD OF GREYHAWK

There are hundreds of deities worshipped on Oerth. Below is a list of those most commonly worshipped in the Flanaess; the list is not exhaustive, however, as alien gods, demons, exclusively non-human deities, etc. are all to be found as the center of worship and cult. Too, only those deities reckoned as demigods or above are included; there are other powerful beings, near to deity status but not quite there, who can be found wandering the Flanaess or its environs, some of whom may even have small cults of their own and are thus on their way to higher status. Such beings are known as heroes, hero-deities, or quasi-deities, depending on their exact status, and include such individuals as Heward, Murlynd, and Kelanen, the Prince of Swords.

As a rule, people of a given racial origin will worship a deity of the appropriate pantheon. Thus, someone from a land where Oeridian stock is strongest, such as Verbobonc, is more likely to worship a deity from

the Oeridian pantheon. One exception are those deities listed as being “common”, for they and their worshipers can be found throughout the Flanaess. Other than that, alignment is the surest indicator to point to an appropriate choice of deity; Good deities are more likely to attract good-aligned worshipers, lawful deities will have lawful worshipers, etc. This is not a hard-and-fast rule, however, but more of a guideline. It is unheard-of, however, for a deity to have a follower of an alignment that is diametrically opposed to its own, and the Dungeon Master should forbid such a thing with extreme prejudice.

Each deity has, in addition to one of the “standard” domains common to all clerics in the D&D game, a domain of its own. Clerics may choose from either. A few deities do not have clerics at all; they are only served by druids. More do not allow their clerics the ability to turn undead as their Channel Divinity power, or have that power altered. Such are noted in the text.

Name	Sex	Al.	Power	Pantheon	Sphere	Symbol	Domains
Allitur	m	LG	Lesser	Flan, Common	Ethics, propriety	Pair of clasped hands	Knowledge
Atroa	f	NG	Lesser	Oeridian, Common	Spring, east wind, renewal	Heart with an air-glyph within, or a kara tree full of ripe, red fruit	Nature, Tempest
Beltar	f	CE	Lesser	Suel	Malice, caves, and pits	Opened fangs poised to bite	War, Death
Beory	f	N	Greater	Flan, Common	Oerth, nature, rain	Green disk marked with a circle or a rotund, female figurine	n/a
Berei	f	NG	Lesser	Flan, Common	Agriculture, Family, and Home	Sheaf of wheat stalks	Nature, Light
Bleredd	m	CN	Lesser	Oeridian, Common	Metal, Mines, and Smiths	Iron mule	War
Boccob	m	N	Greater	Common	Magic, arcane knowledge, balance, and foresight	Eye in a pentagon	Knowledge, Trickery
Bralm	f	N	Lesser	Suel, Common	Insects and Industriousness	Giant wasp in front of an insect swarm	War
Celestian	m	N	Intermediate	Oeridian, Common	Stars, Space and Wanderers	Black circle set with seven stars	Knowledge
Saint Cuthbert	m	LG	Intermediate	Common	Wisdom, dedication, zeal	Crumpled hat, starburst, or wooden club	Knowledge
Cyndor	m	LN	Lesser	Oeridian	Time, Infinity, and Continuity	Rounded hourglass set on its side	Knowledge
Dalt	m	CG	Lesser	Suel	Portals, Doors, Enclosures, Locks, and Keys	Locked door with a skeleton key beneath it	Trickery
Delleb	m	LG	Lesser	Oeridian	Reason, Intellect, and Study	Phoenix-feather quill, or an open book	Knowledge

Name	Sex	Al.	Power	Pantheon	Sphere	Symbol	Domains
	f	NG	Intermediate	Common	Forests, Woodlands, Flora, Fauna, and Fertility	Rampant unicorn or a unicorn's horn	Animal, Nature
Ehlonna	n/a	NE	Greater	Common	Elemental evil	Black metal triangle with an inverted Y within	n/a
Elder Elemental God	m	CE	Intermediate	Oeridian, Common	Hate, envy, malice, panic, ugliness, and slaughter	Red blood drop, or a bestial mask	Trickery, War
Fharlanghn	m	N	Intermediate	Oeridian, Common	Horizons, Distance, Travel, and Roads	Disk with a curved line representing the horizon, and an upturned crescent above that	Knowledge, Trickery
Fortubo	m	LG	Lesser	Suel	Stone, Metals, Mountains, and Guardianship	Warhammer with a glowing head	War
Geshtai	f	N	Lesser	Baklunish, Common	Lakes, Rivers, Wells, and Streams	Waterspout	Tempest
Heironeous	m	LG	Intermediate	Oeridian, Common	Chivalry, honor, justice, valor	Silver lightning bolt clutched in a fist	War
Hextor	m	LE	Intermediate	Oeridian, Common	War, discord, massacre	A black, spiked gauntlet holding six arrows	War
Incabulos	m	NE	Greater	Common	Evil, plagues, sickness, famine, nightmares, drought, and disasters	Green eye in a red diamond	Death
Istus	f	N	Greater	Baklunish	Fate, destiny	Golden spindle with three strands	Knowledge
Iuz	m	CE	Demigod	Flan, Common	Oppression, deceit, pain	Grinning human skull with blood-red highlights	Trickery
Jascar	m	LG	Lesser	Suel	Hills, mountains	Snow-capped mountain peak	Life
Joramay	f	N	Lesser	Common	Fire, volcanoes, anger, quarrels	Volcano	War
Kord	m	CG	Intermediate	Suel	Athletics, sports, brawling	Eight-pointed star composed of spears and maces	War
Kurell	m	CN	Lesser	Oeridian	Jealousy, revenge, thievery	A grasping hand holding a broken coin, fingers pointed upwards	Trickery
Lendor	m	LN	Intermediate	Suel	Time, tedium	A crescent moon superimposed upon a full moon surrounded by stars	Knowledge
Lirr	f	CG	Lesser	Common	Prose, poetry, art	An illustrated book	Knowledge
Llerg	m	CN	Lesser	Suel	Beasts, strength	A bear, a snake, or an alligator	Animal, War
Lolth	F	CE	Lesser	Drow	Spiders, evil, darkness	Black spider with the head of a female drow	Death, Trickery
Lydia	f	NG	Lesser	Suel, Common	Music, knowledge, daylight	A spray of colors from an open hand	Knowledge
Merikka	f	LG	Demigod	Oeridian	Agriculture, Farming, and the Home	A basket of grain and a long scroll	Life
Myhriss	f	NG	Lesser	Common	Love, Romance, Beauty	Lovebird	Life
Nerull	m	NE	Greater	Flan, Common	Death, darkness, underworld	Skull and scythe	Trickery
Norebo	m	CN	Lesser	Suel	Luck, gambling, risk	Pair of eight-sided dice	Trickery
Obad-Hai	m	N	Intermediate	Flan, Common	Nature, woodlands, hunting, and beasts	An oak leaf and an acorn	Animal, Nature
Olidammara	m	CN	Intermediate	Common	Music, revelry, rougery, wine	A grinning mask	Trickery
Osprem	f	LN	Lesser	Suel	Sea voyages, ships, sailors	A sperm whale or three barracuda	Tempest
Pelor	m	NG	Greater	Flan, Common	Sun, strength, light, healing	Sun with a face	Life, Light
Phaulkon	m	CG	Lesser	Suel, Common	Air, Wind, Clouds, Birds, and Archery	Winged human silhouette	War
Pholtus	m	LG	Intermediate	Oeridian, Common	Light, resolution, law	Silvery sun with a crescent moon on the lower right quadrant	Knowledge
Phyton	m	CG	Lesser	Suel, Common	Beauty, nature	Scimitar in front of an oak tree	Nature
Procan	m	CN	Intermediate	Oeridian, Common	Oceans, sea, salt	Gold and coral trident above or piercing a cresting wave	Tempest

Name	Sex	Al.	Power	Pantheon	Sphere	Symbol	Domains
Pyremius	m	NE	Lesser	Suel, Common	Fire, poison, murder	Demonic face with ears like a bat's wings	War
Ralishaz	m	CN	Lesser	Common	Chance, ill-luck, misfortune	Three sticks of bone	Trickery
Rao	m	LG	Greater	Flan, Common	Peace, reason, serenity	heart-shaped mask with a calm expression, or a simple white heart	Knowledge
Raxivort	m	CE	Lesser	n/a	Xvarts, rats	Fiery blue hand	Trickery
Rudd	f	CN	Demigod	Oeridian, Common	Chance, good luck, skill	Bulls-eye target	Trickery
Sotillion	f	CG	Lesser	Oeridian, Common	Summer, the South Wind, Ease, and Comfort	Winged tiger of pure orange or a scythe reaping grain	Light
Stern Alia	f	LN	Demigod	Oeridian	Oeridian Culture, Law, and Motherhood	An Oeridian woman's face	Knowledge, War
Stratis	m	LN	Lesser	Oeridian	War	Four mailed fists grasping each other by the wrist	War
Syrl	f	N	Lesser	Suel	Deceit, false promises, lies	Forked tongue	Knowledge, Trickery
Telchur	m	CN	Lesser	Common	Winter, north wind, cold	Leafless tree in a field of snow	Tempest
Tharizdun	m	E	Intermediate	Unknown	Eternal darkness, decay	Dark spiraling rune or a two-tiered inverted ziggurat (obex)	Death, knowledge
Trithereon	m	CN	Intermediate	Common	Individuality, liberty, retribution	Triskeleon (rune of pursuit)	War
Ulaa	f	LG	Intermediate	Common	Hills, mountains, gemstones	Mountain with a ruby heart	Life, War
Vatun	m	CN	Lesser	Suel	Northern Barbarians, Cold, Winter, and Arctic Beasts	Sun setting on a snowy landscape	Tempest, War
Velnius	m	N	Lesser	Oeridian	Sky, weather	Bird perching upon a cloud	Tempest, Nature
Wastri	m	LN	Demigod	Unknown	Amphibians, Bigotry, and Self-Deception	Gray toad	War
Wee Jas	f	LN	Intermediate	Suel	Magic, death	Skull in front of a fireball, or a red skull	Death
Wenta	f	CG	Lesser	Oeridian, Common	Autumn, west wind, harvest	Large mug of beer	Life, Tempest
Xan Yae	f	N	Lesser	Baklunish, Common	Twilight, Shadows, Stealth, and Mental Power	Black lotus blossom	Knowledge, Trickery, War
Xerbo	m	N	Lesser	Suel	Sea, water travel, money, and business	Dragon turtle	Knowledge, Tempest
Zagyg	m	CN	Demigod	Common	Humor, occult studies, eccentricity	Two parallel zig-zag shapes (rune of insanity)	Knowledge, Trickery
Zilchus	m	LN	Intermediate	Oeridian, Common	Power, prestige, influence, money, business	Pair of hands clutching a bag of gold	Knowledge, Trickery
Zodal	m	NG	Lesser	Flan, Common	Mercy, hope, and benevolence	A man's hand partially wrapped in gray cloth	Life
Zuoken	m	N	Demigod	Baklunish, Common	Physical and Mental Mastery	Striking fist	War

ALLITUR

"The Evenhanded"

Pantheon: Flan (common)

Alignment: Lawful good

Sphere: Ethics, propriety

Rank: Lesser god

Symbol: Pair of clasped hands

Allitur is the Flan lesser god of ethics and propriety, but his worship has spread to all the races of the Flanaess. The younger brother of Rao, he is on good terms with all of the other Flan gods, and is often their representative when dealing with other pantheons. He is a master of diplomacy, and is the champion of the maintenance of and adherence to cultural traditions, in the name of reinforcing societal integrity. Among the Flan peoples, he is something of a cultural founder, being credited with

bringing them the concept of law itself. Many of the ancient traditions of hearth and home among the Flan are attributed to him, especially those for which the original intent has been long forgotten. He dwells in the Seven Heavens, in a place called the Empyrea, The City of Tempered Souls.

Allitur appears as a human male of indeterminate years, with long brown hair. He wears robes of light blue and white, and rides the magical horse *Keph*, who never tires. On occasion he will lend his horse to a mortal in need. He is unarmed except for a staff, which has a number of mind-altering effects. No lie can be told within a 30 foot radius of the god, and he knows whenever a lie is told within a mile of his position.

WORSHIP AND WORSHIPERS

People with a lawful good or lawful neutral alignment worship Allitur. Those with an interest in maintaining social order worship Allitur. He is formally invoked at trials, diplomatic conferences, and at other times when fairness and an ethical perspective are encouraged. Services are held every Godsday, and involve prayers, rituals, and songs of great antiquity, as well as sermons exploring moral and ethical conundrums, and their proper solution. Temples are bright and airy affairs, with many windows and white diaphanous curtains and hangings.

PRIESTHOOD

Priests of Allitur may be of lawful good or lawful neutral alignment. They wear robes of white and light blue, and are noted for their contemplative and quiet natures, but can be firm and even militant when enforcing the laws and traditions of the society around them. They are trained in logic, and spend most of their time discussing and contemplating various moral dilemmas, as well as teaching children and others. Their chief function in society is to team and maintain the various social rituals, as well as serving as judges and moral advisors to both rulers and commoners alike. They also work as ambassadors, and sometimes missionaries into

untamed lands and barbarian peoples, to attempt to teach them civilized ethics and customs.

Clerics of Allitur have access to the knowledge domain or the special domain of their god.

ALLITUR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, detect lie*</i>
3rd	<i>calm emotions, steed</i>
5th	<i>daylight, speak with dead</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>geas, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you are proficient in martial weapons and Diplomacy, in addition to the normal proficiencies a cleric begins with.

BONUS CANTRIPS

Also at 1st level, you add both *friends* and *vicious mockery* to your list of cantrips.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: ZONE OF TRUTH

Starting at 2nd level, you can use your Channel Divinity to cast the spell zone of truth without needing to prepare it or use a spell slot. If you do expend a spell slot while using your Channel Divinity power, creatures attempting to make their saving throw do so with disadvantage.

FORCE CONFESSION

Starting at 6th level, you can force a single creature to confess to a transgression against the law, custom, or other immoral action. The creature must be within 30 feet of you, must be able to understand you, and is entitled to a Charisma saving throw. Failure means the creature is compelled to answer truthfully to one charge you make against it. If no specific charge is made, the creature will confess to some transgression of its choosing. Forcing a confession requires an action, and may be done once per long rest.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of radiant damage. At 14th level, this will increase to 2d8 points of damage.

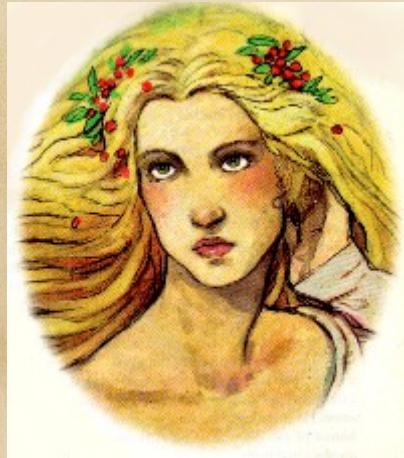
LIFELONG PENAe

Starting at 17th level, once per week you can impose a lifelong penance on some wrongdoer who has violated law or long-standing custom. The effect is much like that of a *geas* spell, except that it lasts for the life of the target creature. You can lift the penance, as will a *remove curse*, *greater regeneration*, or *wish* spell. Imposing a penance requires an action, and the target must be within 60 feet.

"Why do you always sing that song while doing the wash, mother? The words don't even make sense."

"Because it pleases Allitur to do so, my dear. That is reason enough."

- Typical exchange in a Flan household



ATROA

"The Bringer of Spring"

Pantheon: Oeridian (common)

Alignment: Neutral good

Sphere: Spring, east wind

Rank: Lesser goddess

Symbol: Kara tree full of ripe fruit, or a heart with an air glyph inside it

Atroa is the Oeridian lesser goddess of spring and the east wind, but her worship is common among all the races of the Flanaess. The youngest of the daughters of the god Velnious, she is known as the Bringer of Spring, the Wind Daughter, the Provider, the Shy One, and the First Sister. She embodies the spring, and the regeneration of the world that comes with the passing of winter, embodied by her brother, Telchur. She is very shy, and rarely communicates directly with her followers or the other gods. She is on good terms with Ehlonna, Phaulkon, Sotillon, and Velnious, but doesn't get along with her brother Telchur at all. She dwells in a portion of the Beastlands called the Grove of Perpetual Spring.

When she does come to Oerth, Atroa takes the form of a beautiful young maiden in a short green skirt and green tunic. She has blonde hair set off with a few bits of fresh greenery, and an unearthly, almost elfin, beauty. She never bears a weapon, but strikes with her hands if needs be. She cannot be harmed

by wooden or other natural weapons, and commands all plants within a mile of her location. On very rare occasions, she will manifest her presence as a guest of warm wind, or a sudden tuft of grass growing where none was a moment before.

WORSHIP AND WORSHIPERS

Anyone of good alignment can worship Atroa, but farmers, those with large families, and sailors particularly favor her. Her worshipers understand more than most the cyclical ways of nature, and no matter how bad things get, how cold the winter or how deep its snows, spring must come. The church preaches that all children are blessings, and encourages as large a family as possible, but also teaches responsibility and taking care of the seeds that have already been sown, as well as planting anew; neglect of a plant, animal, or (especially) a child is considered a terrible sin. Celibacy is almost unheard-of within the church. She is sometimes worshiped together with Berei, Merikka, Telchur, Velnus, and Wenta as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

The whole of Growfest is the most important holiday of the church, marked with intense labor as the priesthood and laity alike do the spring planting during the day, followed by feasting and prayer at night. The 4th day of Growfest (the spring equinox) is the highest holy day of the church, known as the Spring Feast, and no spring planting takes place on this day alone.

Temples of Atroa are always made of wood, and always with a tall bell tower which is used to ring in the hours of the day. Most will also have a garden of some sort, and wooden statues of the goddess will often stand above the altar. She is widely worshiped in lands with a sizeable Oeridian population, but even in lands without such, there will be shrines to her which are naturally mostly active only in the spring. The largest temple to her in the Flanaess is the Temple of the Children in Gradsul, which also houses one of the largest orphanages in the land. Another notable temple is located in High Mardreth,

in the County of Urnst, and is called the Trade Wind Chapel. Sailors favor that temple especially.

PRIESTHOOD

Clerics of Atroa must be of a good alignment. Priests wear typical farming garb, but with broad-brimmed green hats tied under their chins, and sometimes green half-cloaks with red dots, recalling Atroa's holy symbol. The priesthood is divided into two parts; Planterings and Bearers. Planterings emphasize the springtime, agriculture and the farming life that is itself renewed with the coming of spring. They are most active in the spring, helping local farmers to plant their crops and care for their animals. They are equally male and female. The Bearers, on the other hand, are almost always female, and emphasize pregnancy, children, and the perpetuation of humanity and human families. They run orphanages, immersing the children in the faith of their goddess. For both sects, parenthood is so highly encouraged as to be nearly mandatory.

Priests of Atroa will not wear metal armor.

Clerics of Atroa have access to the nature or tempest domains, or the special domain of their goddess. Those who choose the latter are called Green Daughters or Green Sons, and must choose whether they wish to be Planterings or Bearers.

No paladins worship Atroa.

ATROA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, speak with animals</i>
3rd	<i>lesser restoration, locate animals or plants</i>
5th	<i>cloudburst*, plant growth</i>
7th	<i>grasping vine, hallucinatory terrain</i>
9th	<i>commune with nature, greater restoration</i>

* Indicates new spell. See the "spells" section below for details.

YEAR'S YOUTH

When you choose this domain at 1st level, you get a +2 bonus to all saving throws against aging, withering, or rotting (including the rotting fist attack of a mummy).

WEATHER-WISE

Also at 1st level, you can predict the weather in a three-mile radius from your position. Your prediction will be 100% accurate (although magical influences such as the spell *control weather* cannot be accounted for), and you will see the weather up to 2 hours into the future for each cleric level. Thus, when you use this power at 4th level, you will be able to see the weather 8 hours in advance. You can do this as often as you wish, but the process takes a full minute to complete.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: KISS OF THE EAST WIND

Starting at 2nd level, you can use your Channel Divinity to cast the spell *gust of wind*. This does not require that you prepare the spell, or that you expend a spell slot to do so.

RENEWAL OF SPRING

Starting at 6th level, you *regenerate* one hit point of damage every 10 minutes.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon with divine energy. Once on each of your turns, you can cause your weapon to deal an

extra 1d8 thunder damage. When you reach 14th level, this increases to 2d8 hit points.

VESSEL OF REGENERATION

Starting at 17th level, you can cast the spell *regenerate* once per day. No preparation is required, and you need not expend a spell slot to do so.

*For flowers that bloom about our feet;
For tender grass, so fresh, so sweet;
For song of bird, and hum of bee;
For all things fair we hear or see,
Shy Bringer of Spring, we thank Thee!*

*For blue of stream and blue of sky;
For pleasant shade of branches high;
For fragrant air and cooling breeze;
For beauty of the blooming trees,
Shy Bringer of Spring, we thank Thee!*

- Atroan hymn¹

BELTAR

“Mother Darkness”

Pantheon: Suel

Alignment: Chaotic evil

Sphere: Malice, pits, deep caves

Rank: Lesser goddess

Symbol: Opened fangs

Beltar is the Suel lesser goddess of malice, pits, and deep caves. She has a deep and abiding hatred of gods such as the gnome god Garl Glittergold and the dwarven Moradin, as well as more human-centric gods such as Bleredd and Ulua, who gradually took over her position as patron goddess of mines and mining. She and her followers will stop at nothing to thwart those powers and their worshipers, and are constantly seeking strategies and lost magic in order

¹ Based on *We Thank Thee* by Ralph Waldo Emerson.

to restore Beltar to her former glory. She dwells in Tarterus.

Beltar appears as a filthy old hag dressed in rags, but can assume any humanoid shape she wishes. She bears no weapon, but her fists inflict great damage (including draining the energy of the victim), and she can also bite as does a vampire. All undead are hers to command. In addition, she can take on the form of a beholder, an ancient red dragon, or a marilith. While in one of these forms, she can use all of the magical and other powers of the creature in question.

WORSHIP AND WORSHIPERS

Beltar's worshipers must be either chaotic evil or chaotic neutral, and often include those who work in mines, pits, and the like. Many humanoid tribes worship her, including orcs, gnolls, bugbears, and ogres in the Corusk Mountains, Rakers, and Vast Swamp. She also has a strong following among the barbarians of the Thillronian Peninsula, the Amedio Jungle, and Hepmonaland. Those few humans who remain in the Pomarj also find her suitable for worship, and she maintains a small but dedicated cult in the Great Kingdom as well. Services are held deep underground and involve human sacrifices culled from the faithful.

PRIESTHOOD

Priests of Beltar must be of chaotic evil or chaotic neutral alignment; the latter are far more numerous. Their duty is to spur on the faithful to explore more of the vast underground, sussing out its deepest secrets and treasures in order to wreak vengeance on those deities, such as Garl Glittergold and Moradin, who are perceived as having pushed her out of her rightful glory. Vestments are black or gray. The greatest aspiration of a priest of Beltar is to be turned into a lich by the goddess once the 20th level is reached. This happens automatically once the requisite number of experience points are gained, and thus there are no living 20th level clerics of Beltar; they are all liches.

Clerics of Beltar have access to the death or war domains, or the special domain of their goddess.



BELTAR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, detect snares and pits*</i>
3rd	<i>darkness, spike growth</i>
5th	<i>animate dead, meld into stone</i>
7th	<i>locate creature, stoneskin</i>
9th	<i>dominate person, wall of stone</i>

* Indicates new spell. See the "spells" section below for details.

AT HOME IN THE DARK

When you choose this domain at 1st level, you will have darkvision with a range of 60 feet. If you already have darkvision because of your race, the range will be increased by 50%.

You can also cast the spell *detect snares and pits* once per long rest without having to prepare it or spend a spell slot for it.

DEEP SPEECH

Also at 1st level, you are proficient in the goblin and orc languages.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Beltar do not turn undead as their Channel Divinity power, rather they command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with

an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: POWER DRAIN

Starting at 2nd level, you can use your Channel Divinity to drain a portion of the life-force of an enemy. Prior to making an attack, you may declare that you are using this power. If the hit is successful, the target will be stunned for the remainder of the round. In addition, during that time you will temporarily gain half as many hit points as you inflicted in the attack; these will be lost first if you are hit in any successive turns during the round. If your attack misses, then there is no effect, but it counts against the number of times you are allowed to use the channel divinity power.

UNDEAD FAMILIARITY

Starting at 6th level, you are resistant to all necrotic damage from spells, magic items, etc. In addition, you are resistant to all damage inflicted by any undead creature, regardless of damage type.

DIVINE STRIKE

Starting at 8th level, you can pour pure hatred into your weapon. Once per turn you may add 1d8 points of psychic damage to any weapon strike that hits an enemy. When you reach 14th level, this increases to 2d8.

IMPRISONMENT

Starting at 17th level, you may cast the spell *imprisonment* once per week without preparation, and without using a spell slot to do so. This is done in preparation for your hoped-for transformation into a lich.

*Usurpers, foulness, foemen all,
Caused great Mother Darkness' fall.*

*Slime of dwarves, and filth of gnomes
I will kill them, blast their homes.*

*Ulaa's slaves a waste of breath,
To them will come a sweet swift death.*

*Bleredd will find himself alone,
For his insults great he shall atone.*

*And once great Beltar rise again,
She shall rule 'neath world of men.*

- *The Book of Dark Psalms*



BEORY

"The Oerth Mother"

Pantheon: Flan (common)

Alignment: Neutral

Sphere: Nature, rain, wind

Rank: Greater goddess

Symbol: Green disk marked with a circle, or a rotund female figure

Beory is the power of rain, wind, and earth incarnate. Originally a greater goddess of the Flannae people, her worship is now universal across

the Flanaess. She is a greater goddess, and is almost entirely aloof from the concerns of individual mortals, only caring for the world as a whole, and only intervening when its wholeness is threatened. She is on very good terms with Ehlonna.

By the common folk, Beory is depicted as a kindly, rotund old woman with brown hair and wind-burnished skin. Sages and the more philosophically inclined hesitate to imagine her in human form at all, preferring to view her as the very forces of nature themselves. When stirred to action she is fearsome, and personally laid low the Elder Elemental God.

WORSHIP AND WORSHIPERS

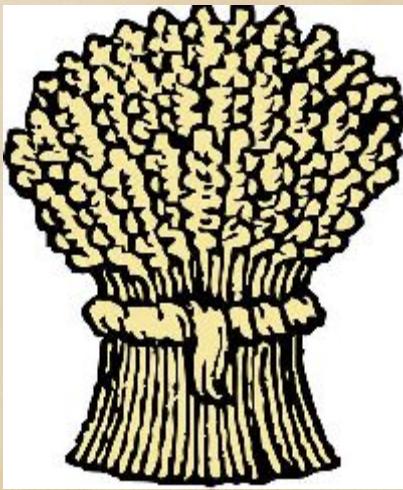
Few ordinary people hold Beory as a patron, and those who do are never directly contacted by their deity.

PRIESTHOOD

Beory has no clerics; all of her priests are of the druid class. As a rule, they are conservative and rather slow to take action, and when they do, it is only to ensure that the balance of nature is preserved. They are not organized to any great degree, and most of her druids are close to hermits, lost in their reveries and contemplation of the natural world – their goddess – around them. They wear plain robes of green, brown, or gray. Druids can be of any circle.

*Oh Goddess, creator of Gods and Mortals,
All-Fertile, All-Balancing Beory,
Mother of All, Who brings forth the bounteous fruits
and flowers,
Protector who anchors the eternal world in our own,
Deep bosomed Oerth, sweet plains and fields
fragrant grasses in the nurturing rains,
Come, Blessed Goddess, and hear the prayers of
Your children,
And make the increase of the fruits and grains your
constant care,
With the fertile seasons Your handmaidens.*

- *Hymn to Beory*



BEREI

“The Hearth Mother”

Pantheon: Flan (common)

Alignment: Neutral good

Sphere: Home, family, agriculture

Rank: Lesser goddess

Symbol: Bundle of wheat stalks

Berei (“BEAR-ay”) is the Flan lesser goddess of home, family, husbandry, and crops, but like all Flan deities, her worship is common to all the races of the Flanaess. Beory the Oerth Mother is the only other deity with whom she interacts, and the two are on very good terms. She dwells in Elysium, in a place known as the Principality.

Berei appears as a handsome brown-skinned woman with a peasant’s strong physique. She is kindly in person, especially towards children. She does not bear martial weapons, but is always found with a sickle at her belt, which can be used very effectively as a weapon, especially used to parry the blows of enemies.

WORSHIP AND WORSHIPERS

Anyone of non-evil alignment can worship Berei. Weddings and child-birth are blessed in her name, and she is said to guide the hands of those engaged in farm work. Shrines to Berei are found in many peasant homes, and temples tend to be converted

barns, and very simple, down-to-earth places. Twice a year, a select group of her worshipers will engage in a mock battle against a group of masked worshipers from neighboring villages representing famine, plague, hail, etc., to protect the planting and the harvest. If they are victorious, the harvest will be bountiful. If they fail, there will be hard times ahead. She is sometimes worshiped together with Atroa, Merikka, Telchur, Velnus, and Wenta as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

PRIESTHOOD

Priests of Berei must be neutral good in alignment. They will most often be found in small agricultural villages, giving advice to the farmers and parents as well as protecting them from dangers. They will restore spent farmland, seeking out unusual crops with restorative properties. Many will compile almanacs of simple wisdom for farmers and others who live close to the land. Priests of Berei wear ordinary peasant clothing, and tend to be very unassuming. They wear a green cassock during services. Occasionally they will wander the Flanaess, spreading useful plants as they do so. Such priests tend to bond with traveling companions and treat them as family.

Clerics of Berei have access to the nature or light domain, or the special domain of their goddess.

BEREI’S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, predict weather*</i>
3rd	<i>calm emotions, locate animals or plants</i>
5th	<i>create food and water, plant growth</i>
7th	<i>control weather, hallucinatory terrain</i>
9th	<i>commune with nature, mass cure wounds</i>

* Indicates new spell. See the “spells” section below for details.

STARTING PROFICIENCIES

When you choose this domain at 1st level, you are proficient in the sickle as a weapon, as well as the Animal Handling and Nature skills. These are in addition to your normal proficiencies.

LOCATE CHILD

Also at 1st level, you have the ability to locate any specific child, as long as the child is within half a mile of your current position. If the subject is a human, it can be 12 years of age or younger. In other races, age will be roughly proportional. Doing so requires an action, and can be done three times per long rest.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: SICKLE OF DEFENSE

Starting at 2nd level, you can use your Channel Divinity to make a dodge action during combat as a bonus action. You can only do this if you are wielding a sickle. Each use of the parrying ability lasts only for that action.

PEASANT STRENGTH

Starting at 6th level, you can cast the spell improve ability once per long rest on a single individual. Doing so will bestow both the **Bear's Endurance** and the **Bull's Strength** for the duration.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

MAGIC SCYTHE

Starting at 17th level, you can assist farmers in a one-mile radius with the harvest. For as long as you concentrate (up to 8 hours), farmers' scythes will never need sharpening. This will increase their productivity by 50%. You may do this once per long rest. You also have the option to focus this power on a more local level, and increase the sharpness of all slashing weapons within a 60 foot radius, so that they have a de facto +1 bonus to hit and damage, but will still not harm creatures resistant to non-magical damage unless the weapons were magical to begin with.

"The humble green pea is the best restorative for a tired field. Plant a field of peas on a spent field, and then grind the shells back into the soil. Soon you will have a vital and growing field once more."

- From Berei's Almanac of Stratham, in the Duchy of Tenh, CY 522

BLEREDD

"The Iron Mule"

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Metal, mines, smiths

Rank: Lesser god

Symbol: Iron mule or hammer and anvil

Bleredd is the lesser god of metals, mines, and smiths. He is husband to Ulaa, the goddess of hills, mountains, and gems. He can be found in all the pantheons of the Flanaess, and is said to have taught the Oeridians the secrets of smithcraft before the Invoked Devastation. He is supremely focused on the craft of smithing, and is rarely engaged in lengthy discussions, much preferring to swing his hammer at an anvil by a forge. He values physical strength, endurance, and skill above all, and his faith teaches that the riches of the world are put there in order to be made into useful things, rather

than left in the ground never to meet their full potential.

Bleredd appears as a brawny human with dwarf-like features, usually bare-chested and wearing a leather apron. He bears the hammer, *Fury*, which is the prototype for the enchanted *hammer of thunderbolts* known to mortals. It is used both as weapon and tool, helping him create wonderous treasures in metal. He does hate to see potential talent wasted. On very rare occasions, he will take on a small group of apprentices and teach them his secrets of smith-craft. Only after they have achieved mastery of their craft is his true nature revealed.

WORSHIP AND WORSHIPERS

Smiths and metalworkers of all sorts worship Bleredd, as do others who value strength and endurance. His worshipers can be of any alignment. His temples are imposing, squat structures, with an anvil in place of an altar, and a great forge which is used in services. Services consist of the priest giving a sermon while creating a weapon, tool, or piece of armor in front of the congregation – the greatest of Bleredd's sermons are held to be those where the subject of the sermon is acted out symbolically during the creation process, as the sermon itself is being spoken.

PRIESTHOOD

Priests of Bleredd must be chaotic neutral or true neutral. They prospect for veins of valuable ore and rare metals, such as meteoric iron and other metals with special qualities. They spend much time teaching smithcraft to others, as well as improving their own skills with anvil and forge. They wear simple clothing suitable for smiths, but wear special leather aprons when conducting work-sermons.

Clerics of Bleredd have access to the war domain or the special domain of their god.



BLEREDD'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, create or destroy water</i>
3rd	<i>enhance ability, heat metal</i>
5th	<i>dispel magic, meld into stone</i>
7th	<i>dig*, stone shape</i>
9th	<i>animate objects, wall of iron*</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCY

When you choose this domain at 1st level, you are proficient with Smith's tools.

AT HOME IN THE DARK

Also when you choose this domain at 1st level, you will have darkvision with a range of 60 feet. If you already have darkvision because of your race, the range will be increased by 50%.

You can also cast the spell *detect snares and pits* once per long rest without having to prepare it or spend a spell slot for it.

CHANNEL DIVINITY: DETECT METALS AND MINERALS

You do not have the ability to turn undead as do many clerics. Rather, starting at 2nd level you may use your channel divinity power to use an action to detect the presence of metals and mineral substances, with a 30 foot range. If you do not specify a specific type of metal or mineral, you will know the direction of the largest mass of metal within range. However, you can specify a particular type of metal or mineral, such as gold, platinum, diamond, ruby, etc. If no such metal or mineral is within range, you will know that as well. The detection field will last for 1 minute.

CHANNEL DIVINITY: IRON CONSTITUTION

Starting at 2nd level, you can use your Channel Divinity to infuse your body with the never-flagging energy of your god. Upon using an action, you may add your proficiency bonus to all Constitution checks, or Strength checks that involve endurance.

MASTER SMITH

Starting at 6th level, you always have advantage when using smith's tools. In addition, you always have advantage when using a hammer as a weapon.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of bludgeoning damage. At 14th level, this will increase to 2d8 points of damage.

HAMMER OF FURY

Starting at 17th level, once per week you can turn an ordinary or magical hammer into a magic hammer, similar to a *hammer of thunderbolts*. Doing so requires an action, and the effect will last for one successful throw of the weapon. If the throw succeeds or misses, the hammer will return to your hand. If the hammer hits, it will unleash a crack of

thunder audible 300 feet away, and every creature within 30 feet of the impact must make a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer will also give you a +1 bonus both to hit and to damage. If the hammer does not strike an enemy within 10 minutes, the effect will disappear, but you can regain it after your next long rest.

Iron is but a rock, until it meets hammer and anvil.

- Blereddian saying



BOCCOB

"The Uncaring"

Pantheon: Common

Alignment: Neutral

Sphere: Magic

Rank: Greater god

Symbol: Pentagram with an eye inside

Boccob the Uncaring, Archmage of the Gods, is the greater god of magic, arcane knowledge, divination, and balance. He is common to all of the pantheons of the Flanaess, and is famed for his aloofness. He has little or no interaction with any of the other

gods, save his own apprentice, Zagyg and on very rare occasions the Suel goddess of magic, Wee Jas. He does actively oppose the return of Tharizdun to power, as the evil god of entropy is responsible for the gradual and nearly-imperceptible decline of magic in the world. His interests in regards to the mortal world revolve around the art of magic; not only seeing it maintained, but expanded. As such, he has access to any arcane spell invented by mortals, and is said to have a copy of every magic item (save artifacts) and every alchemical formula in his palace. He dwells on the plane of Concordant Opposition, in the fabled Library of Lore.

Boccob appears as an archetypical wizard; middle aged with white hair, and wearing a purple robe covered with golden runes and sigils that seem to twist and change on the edge's of one's gaze. He is immune to many spells. He wears a variety of magical amulets, the fearsomely powerful *disc of concordant opposition*, and carries the original *staff of the magi* that also has a multitude of other magical powers as well.

WORSHIP AND WORSHIPERS

Boccob is venerated by seers, astrologers, and the like, but takes little heed of those who worship him. His temples are usually in the form of a tall thin tower, and are in remote locations that discourage interruptions and idle visitors. Worship services involve intensely intricate rituals, the recitation of exquisitely complex formulae, and readings from holy books that fetishize knowledge as an end unto itself. Holy days revolve around complex calculations predicting alignments of stars and planets, as well as the day of Great Discovery in the month of Fireseek, where the priests of Boccob report their findings and discoveries to other temples. Worshipers can be of any alignment and can be found in most lands of the Flanaess.

PRIESTHOOD

Clerics of Boccob, what few of them there are, devote themselves to arcane study, divination, and the discovery, exploration, and protection of magical

artifacts and locales. In places that the priests of Boccob perceive to have moved too far away from the path of balance and neutrality, they will then work to move the land more in the direction of neutrality. Clerics must be of any neutral alignment, but the majority are chaotic neutral.

Clerics of Boccob have access to the knowledge domain or the special domain of their god.

BOCCOB'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, identify</i>
3rd	<i>arcane lock, magic weapon</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>arcane eye, Boccob's rolling cloud*</i>
9th	<i>commune, scrying</i>

* Indicates new spell. See the "spells" section below for details.

DIVINATION SPECIALTY

When you choose this domain at 1st level, you can cast divination spells as a bonus action. You must still expend a spell slot as normal.

WIZARDLY WAYS

Also at 1st level, you can select four wizard cantrips and add them to your own spell lists.

CHANNEL DIVINITY: SCRYING MASTERY

Clerics of Boccob do not have the ability to turn undead. Instead, at 2nd level, when using scrying devices such as crystal balls, your Channel Divinity allows you to have advantage on any rolls necessary to make them function or which determine their efficacy, range, etc. (if applicable).

CHANNEL DIVINITY: ARCANE LORE

Starting at 2nd level, you can use your Channel Divinity to have advantage when making Intelligence (Arcana) checks.

MAGIC SKILLS

Starting at 6th level, you can replace one spell in your spell list with a wizard or sorcerer spell of equal level. You can do this for every level of spells you can cast. Thus, at 6th level, you can replace one 1st level spell, one 2nd level spell, and one 3rd level spell. As you become able to cast higher-level spells, you may continue this process. Once switched out, you cannot switch back, or change your selection.

MAGIC ITEM FACILITY

Starting at 8th level, clerics of Boccob are able to use magic items normally only usable by wizards, sorcerers, and warlocks.

CHANNEL DIVINITY: DISC OF CONCORDANT OPPOSITION

Starting at 17th level, you can hurl forth a version of Boccob's own Disc of Concordant Opposition. The disc has a range of 30 feet and will affect but a single creature. If the target has a CR of 6 or less, or 6 or fewer levels, it is destroyed. If the target has a CR of 7 or higher, or 7 or more levels, it is entitled to a saving throw. Failure means it takes 80 hit points of force damage, and success means it takes half damage. You must have Boccob's holy symbol on your person to produce this effect.

*Know that which is known
Learn that which is unknown
Seek that which is knowable
Create that which is unknowable*
- Boccobian koan

BRALM

“The Hive Goddess”

Pantheon: Suel (common)
Alignment: Lawful neutral
Sphere: Insects, industriousness
Rank: Lesser goddess
Symbol: Insect swarm led by a giant wasp

Bram was the Suel goddess of insects and diligence, but her worship is found among all the races in the Flanaess, which is unusual for the gods of the Suel. She represents the idea of communalism and striving together in unison towards a goal, and emphasizes that everyone has a part to play in society and in any job. She is on good terms with most other deities, with the exception of Joramay and Pyremius, whose love of fire threatens her beloved insects, and Trithereon,

whose disruption of her organized plans in the past has irked her no end. Her ideas of organization sometimes buck the established norms of hierarchy; she is entirely willing to put more powerful or normally-important beings beneath less powerful ones, if the immediate task at hand makes doing so appropriate. She dwells in Acheron, in a palace known as the Hive Fortress.

Bralm appears as a middle-aged human woman with dark blond hair, sometimes with insect wings, and sometimes without. In person, her wings only appear when she wishes to fly. She bears a magical staff of striking, and can naturally command insects of all sorts. She can also change her shape into a



huge ankheg, a giant wasp, or a giant scorpion. When appearing to her followers, she can appear as a swarm of insects, which speaks with a single buzzing voice and can even assume a rough approximation of her form.

WORSHIP AND WORSHIPERS

Those who are lawful neutral, lawful evil, and neutral may worship Bralm. She has many worshipers among those who revere organization and hard work, including laborers, builders, and even slaves. Her worship is usually found in the warmer climes of the Flanaess, especially in the Vast Swamp, Hepmonaland, and even the Sea of Dust. Temples are designed along the same lines as vast beehives or wasp nests, with no interior doors and many repeating patterns that tend to confuse visitors. Larger temples will often have giant insects as holy warders, who are trained not to attack priests by their scent. Services are held at dawn and dusk, and the hottest day of Goodmonth is the holiest day of the year, where priests and the faithful anoint themselves with perfumes, to which bees and wasps will cling, but not sting the wearer.

PRIESTHOOD

Priests of Bralm must be neutral, lawful neutral, or lawful evil. Their vestments are brown or yellow, with stylized insect designs as adornment. Bralm will never grant her priests spells involving fire. Those who are below 6th level are known as drones, those 6th level and higher are called directors, and those 10th level and above are known as taskmasters.

Clerics of Bralm have access to the war domain or the special domain of their goddess. Those who choose the latter are called Nesh (the name is both singular and plural).

BRALM'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, charm person</i>
3rd	<i>animal messenger, calm emotions</i>
5th	<i>hypnotic pattern, protection from energy</i>
7th	<i>compulsion, giant insect</i>
9th	<i>insect plague, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

DRUID SPELLS

When you choose this domain at 1st level, you may prepare one spell per cleric level from the druid spell list. Thus, if you have three levels as a cleric, you could pick up to three spells from the druid spell list to prepare. These count against the total number of spells you can prepare, and spell slots must be used to cast them, as normal.

FOCUSED MIND

Also at 1st level, you may add your proficiency bonus to all Wisdom ability checks.

CHANNEL DIVINITY: ENCHANTED WEAPON

You do not have the ability to turn undead as do many clerics. Rather, you can use your Channel Divinity to make any wooden weapon in your hand enchanted. You do not gain any bonuses to hit or to damage rolls, but the weapon will be able to harm creatures that are normally resistant or immune to nonmagical attacks. Invoking this power requires an action.

CHANNEL DIVINITY: INSECT WINGS

Starting at 2nd level, you can use your Channel Divinity to temporarily sprout magical wings, giving you the ability to fly. Summoning the wings will take an action, and since the wings are magical in nature, they will "sprout" through clothing and armor. The wings will remain in place for as many

minutes as you have levels as a cleric, and will enable you to fly 30 feet per round. If you are in mid-air when the wings disappear, you will plummet to the earth and take appropriate falling damage based on the height at which you were flying.

VENOM IMMUNITY

Starting at 6th level, you are immune to all venoms derived from insects and arachnids.

DIVINE STRIKE

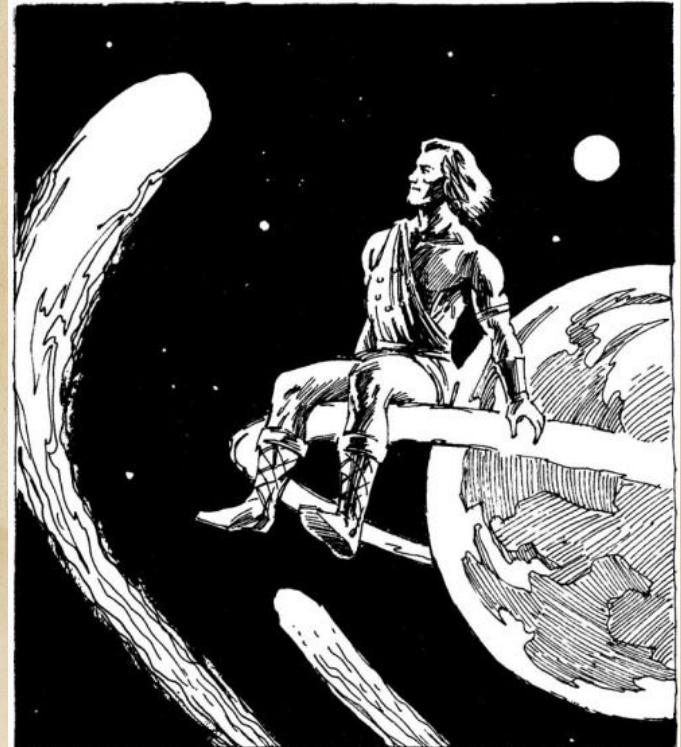
Starting at 8th level, you can imbue your weapon with insect venom. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of poison damage. At 14th level, this will increase to 2d8 points of damage.

CREEPING DOOM

Starting at 17th level, you can use an action to summon forth a mass of biting, stinging insects, arachnids, and related creatures. This mass of bugs will cover an area roughly 20 feet on a side, and will respond to your mental commands to move (up to 10 feet per round), as long as you can retain concentration (one hour maximum). The swarm will never move more than 80 feet from you; if you are separated by more than that distance, the swarm will begin to dissipate. Each of the 1,000 or so bugs in the swarm can sting or bite for 1 hit point of piercing damage, but once it does so, it dies, thus the swarm as a whole has a maximum damage potential of 1,000 hit points. You may invoke this power but once per long rest.

Where there is harmony among the members of the hive, the hive prospers. Where there is disharmony and disunity, the hive will suffer. Thus, harmony and unity are to be valued above all else.

- Bralmian motto



CELESTIAN

"The Far Wanderer"

Pantheon: Oeridian (common)

Alignment: Neutral

Sphere: Stars, space, wanderers

Rank: Intermediate god

Symbol: Seven circles inside a black circle

Celestian was originally the Oeridian lesser god of the stars and wandering, but his worship has spread to all the peoples of the Flanaess. He and his brother Fharlanghn are not rivals, but see value in different ways and means of wandering. He has no permanent abode, save perhaps the astral plane and the myriad stellar crystal spheres of the material plane.

Celestian is a tall, lean figure of indeterminant age. His skin and eyes are both shining black, and he wears a black robe. At times the robe is bedecked with his symbol; seven "stars" (diamond, amethyst, sapphire, emerald, topaz, jacinth, and ruby) that

blaze with light. He doesn't have a particular weapon, but will usually be armed with bow, spear, short sword, battle axe, dagger, or some combination thereof. He can bring forth a number of magical creations having to do with the stars and planets, for his protection. He does not speak often.

WORSHIP AND WORSHIPERS

Worshipers of Celestian may be of any good alignment, and usually consist of astronomers, astrologers, sages, navigators, and those who practice oneiromancy. Services to Celestian take place at night, in full view of the stars. Cloudy conditions on nights when ceremonies are scheduled are considered a bad omen.

PRIESTHOOD

Celestian's priests must be of any good alignment. They are wanderers like their deity, and when possible travel by night beneath the stars, or even among them, if the opportunity presents itself, whether by magical means or via Spelljamming craft. They are divided into seven orders; membership in a particular order determines the color of one's vestments and the gemstone type in the center of the holy symbol used:

Cleric			
Order	Level	Robes	Gemstone
1st Order	1st – 2nd	Light blue	Ruby
2nd Order	3rd – 4th	Light gray	Jacinth
3rd Order	5th – 6th	Violet	Topaz
4th Order	7th – 8th	Blue-gray	Emerald
5th Order	9th – 10th	Dark blue	Saphire
6th Order	11th – 15th	Deep purple	Amethyst
7th Order	16th +	Black	Diamond

Clerics of Celestian may choose either the life or nature domains or the special domain of their god.

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>endure temperature*</i> , <i>feather fall</i>
3rd	<i>levitate</i> , <i>spider climb</i>
5th	<i>create food and water</i> , <i>fly</i>
7th	<i>dimension door</i> , <i>meteors*</i>
9th	<i>teleportation circle</i> , <i>wind walk</i>

* Indicates new spell. See the "spells" section below for details.

CELESTIAL NAVIGATION

When you choose this domain at 1st level, you are always able to know which direction is which, as long as you can see the stars.

WEATHER SENSE

Also at 1st level, you can know what the weather will be in the next 3 days, in a 1 mile radius, if you make a successful Wisdom check.

CHANNEL DIVINITY: THUNDERWAVE

Clerics of Celestian do not have the ability to turn undead. Instead, their Channel Divinity allows them to cast the spell *thunderwave* without expending a spell slot. Since no spell slot is used, the effect cannot be increased by expending a higher-level slot.

CHANNEL DIVINITY: CHILL OF SPACE

Starting at 2nd level, you can use your Channel Divinity to radiate an intense cold around you, drawn from the chill of space itself. The chill will radiate forth in a line in the direction you indicate, with a length of 70 feet and a width of 10 feet. Any living creature in that area will take 8 (2d8) hit points of cold damage. A successful saving throw will allow them to take half damage.

SPIDER CLIMB

Starting at 6th level, you can cast *jump* once per long rest. This does not use up a spell slot.

MENTAL MASTERY

Starting at 8th level, you have advantage when making saving throws against any sort of mind-affecting magic, including *feeblemind*, *confusion*, etc.

CHANNEL DIVINITY: TELEPORT

Starting at 17th level, you can use your channel divinity power to *teleport* yourself and up to eight willing creatures, as per the spell.

Years ago, when the worlds were young, Celestian left his brother Fharlanghn and set off on his first journey across the sky. In those ancient days, the perils of space were many, and not even Oerth itself was entirely safe from the depredations of the fell creatures that were spawned in the early days of the multiverse, let alone a mere god. But on he went, encountering wonders beyond the imagination of mortals, ensuring that Celestian was right in choosing to wander the skies, rather than the ground.

One day, as he was coming back to Oerth after his first circumnavigation of the crystal sphere which encloses Oerth and the other worlds, Celestian chanced to see a vast shape looming over the world as a wasp might alight on a fallen peach. Instantly, he took his shimmering auroral cloak and used it to shoo away the beast, and, fearful that it might return, left his cloak draped over the northern pole of the world, lest it should ever return again.

Those few times when the northern lights are visible in more southerly latitudes is the cloak fluttering in the solar wind, while those times it disappears entirely, Celestian reclaims his garment momentarily to use it for his own protection, before returning it to its place of guardianship. – The Origin of the Aurora



SAINT CUTHBERT

“Cuthbert of the Cudgel”

Pantheon: Common

Alignment: Lawful good

Sphere: Wisdom, dedication, zealotry

Rank: Intermediate god

Symbol: Crumpled hat, starburst, or wooden club

Saint Cuthbert of the Cudgel, lesser god of common sense, wisdom, truth, discipline, hard work, and zealotry, is famed for taking the fight against evil directly to its many sources, and his clerics and those who hold him as a patron deity are no less zealous in their own pursuit of Law and Good. He is common among all the different pantheons of the Flanaess. He and his followers have a rivalry with Pholtus of the Blinding Light, but hold Iuz as a special enemy to be thwarted at every turn. He and his get along well with other lawful good and lawful neutral deities and faiths. He is lawful good with neutral tendencies, and his worshipers are of either lawful good or lawful neutral alignment. He dwells in Arcadia, in a place known as the Bastion of Law, and is rumored to have come from some other world originally, but this is only speculation.

Saint Cuthbert appears as either a dung-covered yokel, an elderly itinerant tinker, or a stout, white haired man with apple-red cheeks and a long white

mustache and crumbled hat, wearing plate mail. In both forms he is usually shown holding a cudgel of bronzewood and in the second form he will bear the storied *Mace of Saint Cuthbert*. His holy symbol is a starburst, and he wears a version of the symbol made of platinum and rubies.

WORSHIP AND WORSHIPERS

Worshipers of Saint Cuthbert must be of lawful good or lawful neutral alignment. They value common sense more than book learning, and many simple folk cleave to the worship of the saint. Although several massive cathedrals exist to honor him, small shrines along the side of the road, and chapels in tiny villages are the rule. Common rituals feature a fiery sermon wherein the priest exhorts the faithful to ever-more closely follow the god's teachings. Saint Cuthbert's Day is celebrated on Growfest 4th and lasts a full week, consisting of processions wherein the faithful are humbled, followed by feasting. His worship is strongest in the central Flanaess, around the Nyr Dyv and the surrounding territories (save of course for the Bandit Kingdoms).



PRIESTHOOD

All clerics of Saint Cuthbert should be either lawful good or lawful neutral, regardless of the order to which they belong. Clerics of Saint Cuthbert are broken into three orders, although all are of a warlike bent, are more plainspoken and direct, and will harshly discipline those among the faithful who backslide. Clerics of Saint Cuthbert must select one of the three orders once they reach third level:

Order	Insignia	Function	Bonus domain spell
Chapeaux	Traditional crumpled green and brown tartan hat of Cuthbert	Converting others to the faith	<i>Shillelagh</i> (cantrip)
Stars	Copper, gold, or platinum starburst insignia	Guardians of the orthodoxy of the doctrine of the faith	<i>Detect Thoughts</i> (2nd level)
Billets	Club of bronzewood or oak	Ministers to and protectors of the faithful	<i>Friends</i> (cantrip)

Clerics of St. Cuthbert have access to the knowledge domain or the special domain of their god. If they choose the knowledge domain, they still get the bonus domain spells listed above.

Paladins of St. Cuthbert are, as one might expect, not uncommon.

ST. CUTHBERT'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>speak with plants, thunderous smite</i>
3rd	<i>aid, beguiling*</i>
5th	<i>create food and water, banner of the saint*</i>
7th	<i>death ward, guardian of the faith</i>
9th	<i>dispel evil and good, hallow</i>

* Indicates new spell. See the "spells" section below for details.

COMMON SENSE

When you choose this domain at 1st level, you can use your Wisdom score instead of Charisma when making Intimidation or Persuasion checks.

EARTHY INSIGHTS

Also at 1st level, you have advantage when making Wisdom (Insight) checks, due to your ability to read people and their intentions.

CHANNEL DIVINITY: TURN UNDEAD

At 2nd level, you gain the ability to turn undead, but clerics of St. Cuthbert do not turn undead as effectively as other clerics do. From level 1-4, undead making saving throws against attempts to turn them have advantage. The ability to destroy undead doesn't begin until 9th level, and then progresses as if the cleric were 4 levels lower than his actual level.

CHANNEL DIVINITY: REBUKE UNBELIEVERS

Starting at 2nd level, you can use your Channel Divinity to explain the folly of unbelief to the heathen through the admonition of a quick but thunderous sermon. This power will only work on creatures with an intelligence of 6 or higher, will not work on fiends, constructs, or undead, and they must speak whatever language you are using for your rebuke. Everyone within 30 feet of you who does not worship St. Cuthbert must make a Charisma saving throw. Clerics may add their proficiency bonuses to the saving throw. Failure means they are shamed for one minute or until they take damage.

Shamed creatures will hang their heads in disgrace, not moving and unable to take actions or reactions.

If you rebuke unbelievers twice in a row (as you are able to use your Channel Divinity twice between rests at 6th level, and three times at 18th level), no new saving throw is needed for the continuation.

Starting at 5th level, when a creature fails its saving throw against your Rebuke Unbelievers feature, the creature will convert to the faith of St. Cuthbert if its challenge rating is at or below the following threshold:

Cleric Level	Converts Unbelievers of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

They will remain converted for a number of days equal to your Charisma score. At the end of that time, they are entitled to a final Wisdom saving throw. If they succeed, they will revert to whatever faith they had before. If they fail, they will convert fully and completely, including any necessary alignment changes.

FOLLY OF ERROR

Starting at 6th level, you can attempt to demonstrate the folly of error to the unbeliever. When you score a successful hit on an enemy with a mace, club, staff, or other blunt weapon, once per day you can attempt to invoke the truth of Saint Cuthbert to turn his or her heart. The enemy is entitled to a Wisdom saving throw at your spellcasting DC. If they fail, they will act as your friend and new convert for 1 hour as they actively consider a permanent change of heart. During this time, it is entirely possible for them to be truly converted to the cause of Saint Cuthbert if you successfully make 3 Charisma (Persuasion) checks, but they are entitled to contest the attempt by making their own Wisdom checks.

DIVINE STRIKE

Starting at 8th level, you can infuse your weapon with radiant energy. Once per turn when you score a hit on a foe, you can add 1d8 radiant damage to the weapon's normal damage. Once you reach 14th level, this increases to 2d8.

CHANNEL DIVINITY: WEAPON OF DISRUPTION

Starting at 17th level, you can turn any melee weapon into a weapon of disruption, with effects identical to those of a *mace of disruption*, including

the bright light effect. This will last for 1 turn per use.

Common sense is the creed of Cuthbert, and honesty, practicality, and reasonableness are His virtues. Indulge not in trickery, or frippery, or wild diversions without purpose. The commandment of Cuthbert is to spread His creed to all the peoples of Oerth, so that all should benefit from His wisdom. Smite the unbeliever with the Cudgel, and ever correct the faithful, lest they descend into Error. – The Credo of Saint Cuthbert

CYNDOR

“Keeper of Infinity”

Pantheon: Common

Alignment: Lawful neutral

Sphere: Time, infinity

Rank: Intermediate god

Symbol: Rounded hourglass on its side

Cyndor is a god of time and infinity, found across all pantheons, and holding a unique rank of Intermediate god, betwixt and between the greater and lesser gods. In Oerth, this is unusual. Known as both the Keeper of Infinity and The Unlimitable One, he either dwells in Nirvana, in a place known as the Path of Time, or on the Demiplane of Time, in a place called the Tempus Cidatus. His relationship with the other god of time, Lendor of the Suel, is a complex one. At times they are allies working for a common cause, and other times they are great rivals. Cyndor's great mission is to continue the composition of his *Perpetual Libram*, a record of every moment of every creature's life on Oerth. Simultaneously with this, he contemplates the nature of space and time and how manipulations might affect it. All the while, he is directing his priests and other minions in protecting the time-line themselves from those who would distort or destroy it, particularly the group of mortals known as the Monitors of Infinity.

Cyndor appears as a humanoid statue, sculpted without great detail, with a featureless face and strangely undefined limbs. He exists simultaneously in several different time-streams, and this can have an unnerving effect on those who behold him. He bears no weapon, nor needs any, as every action that has been, can be, or will be taken against him has, from his perspective, already happened. His mastery over the flow of time is unmatched, save perhaps by Lendore himself. He is said not to have appeared on the material plane since the Invoked Devastation, so direct encounters with him will be rare indeed.



WORSHIP AND WORSHIPERS

Worshipers of Cyndor are rare. They are invariably learned, such as sages and those few wizards and sorcerers who specialize in magic that affects time. There are but few temples to Cyndor in the Flanaess. Those that do exist are made of smooth stone, and constructed either in urban areas near centers of learning such as Greyhawk, Rauxes, and Rel Mord, or in bizarre out-of-the-way locales

chosen because some event of great historical import has, or will, occur there. Services involve the playing of wind instruments and casting spells involving divination and the use of divinatory devices.

PRIESTHOOD

Priests of Cyndor can be neutral or lawful neutral. They tend to be quite aloof, and regard themselves and their view on life and fate to be superior to those of others. In essence, they teach that free will is an illusion, and all existence is a series of inevitable steps from one moment to another. They claim this is proven by the very ability to travel in time itself, and only deliberate meddling with the timeline can upset this eternal order. They wear strongly contrasting colors, such as black and white or red and grey, and will sometimes paint their faces in matching hues. Places where time is seemingly mutable, such as the City of the Gods in Blackmoor, or Tovag Baragu, fascinate them. Their relationship with priests of Lendor is complex, matching that of their deity with his Suel counterpart.

Clerics of Cyndor have access to the knowledge domain or the special domain of their god. Those that choose the latter are known as Eternalists.

CYNDOR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>advance image*</i> , <i>delay image*</i>
3rd	<i>blur</i> , <i>calm emotions</i>
5th	<i>haste</i> , <i>slow</i>
7th	<i>dimension door</i> , <i>divination</i>
9th	<i>legend lore</i> , <i>passwall</i>

* Indicates new spell. See the "spells" section below for details.

TIME SENSE

When you choose this domain at 1st level, you have a well-developed internal clock. Without recourse to any sort of natural or mechanical aid, you will know the correct time within 1d10 minutes. You can also

"program" yourself to awaken from sleep at a pre-determined time by making a successful DC 8 Wisdom check. Failure means you oversleep by a number of hours equal to how badly you failed your roll (i.e., if you missed the roll by 2, you oversleep by 2 hours).

WEAPON AND ARMOR PROFICIENCIES

Also at 1st level, you are proficient in all simple and martial ranged weapons, simple weapons, and light and medium armor.

CHANNEL DIVINITY: KNOW THE INEVITABLE OUTCOME

You do not have the ability to turn undead as do many other clerics. Instead, starting at 2nd level, you can gain certain foreknowledge of some choice made by a creature. Doing so requires an action. You can learn the future of something drastic and memorable, such as a king's decision to go to war, something trivial, like whether someone will turn left or right at an intersection, or anything in between. Your knowledge is certain and invariably correct. The decision can relate to anyone you know even tangentially, and can be as much as 48 hours in the future. You must know the nature of the decision in order to know the answer however; you cannot fish for a decision that may or may not be made.

CHANNEL DIVINITY: TEMPORAL RESISTANCE

Starting at 2nd level, you can use your Channel Divinity to gain advantage on saving throws against all time-affecting magic for 1 hour.

HORROR OF TIME

Starting at 6th level, you can cause one subject you touch to be able to see the passage of time in every living thing. They will see all living creatures decaying, all inanimate objects slowly progressing towards decrepitude, which will render them stunned with the horror of what they are seeing for 5 rounds. You must make a successful unarmed

attack to inflict this on an enemy, who must have an intelligence of 6 or higher to be affected. The subject is also entitled to a Wisdom check with a penalty of -1 on their roll. Success means they are unaffected.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with the power of time itself. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of temporal damage (a new type of damage unique to this ability), which harms the victim by causing rapid aging. At 14th level, this will increase to 2d8 points of damage. Immortal beings such as deities are immune to the effect, but even constructs are subject to the ravages of time.

TIME SYNCHRONICITY

Starting at 17th level, you are fully in tune with the flow of time around you. This renders you immune to all magical aging attacks, such as the *horrifying visage* attack of a ghost. You also age much more slowly than normal, effectively doubling your lifespan.

I knew you'd do that.

- Cyndor

DALT

"The Opener of Ways"

Pantheon: Suel

Alignment: Chaotic good

Sphere: Locks, doors, openings

Rank: Lesser god

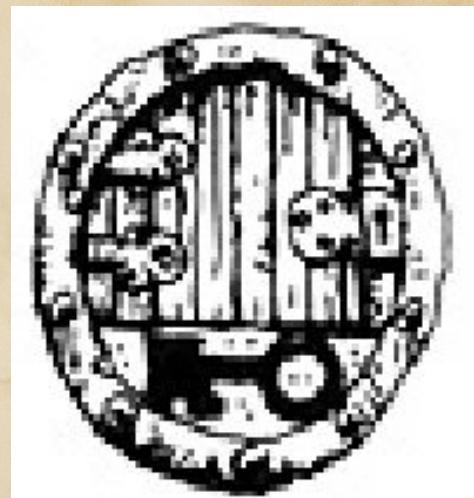
Symbol: Locked door with a skeleton key beneath it

Dalt is one of the forgotten gods, a god of locks, doors, and openings, and patron of those who would keep them closed and those who would open them. He is a brother of the imprisoned god Vatun, and seeks to find a key to his brother's prison. Because

of this, he is a sworn enemy of the Oeridian god Telchur. He is at the moment enlisting aid in his mission to free his brother. It is rumored he is somehow connected to the Lords of Necessity.

Dalt appears as an old human with white hair and piercing eyes, or a young thief with red hair, olive complexion, and almost elfin features. He wears black robes with arcane sigils, including the glyph of Fharlanghn, and always has a large ring of keys on his belt. He is usually armed only with a short sword and dagger, both of which are capable of fighting on their own. It is said he can pick any lock instantly, and cause doors to be shut so tightly as to be stronger than the walls in which they rest. He bears the *Silver Key of Portals*, which can open any lock or doorway, and sometimes temporarily gifts it to his most dedicated followers.

There are some disquieting implications stemming from Dalt's interest in opening doors that might be best left closed. In fact, it is rumored that he is known as The Opener of the Way in more than one world, and in that guise has a more sinister reputation, where he not only knows the gate, but is the gate knowing itself in some inexplicable way. His faith is too newly renewed for these speculations to have had much time for analysis, however, even by his own priesthood. Still, all are aware of the need for caution when opening any door, especially when one does not know what lies on the far side.



WORSHIP AND WORSHIPERS

Those of any alignment can worship Dalt. He is largely forgotten among the peoples of the Flanaess, and only those who are very specifically attuned to his activities are even aware of him. The archmage Mordenkainen is said to be one of his few, and most illustrious, devotees. Those who work as locksmiths, and a small but growing number of thieves, count him as their deity. His name is invoked when certain buildings are constructed (homes, prisons, and fortresses), when great treasures are sealed behind lock and key, and in similar situations.

PRIESTHOOD

Clerics of Dalt must be of chaotic good alignment. They wear black jerkins and black leather gloves that allow the finest of motions. They are, as a rule, fascinated with locks, portals, and enclosures, both the construction and opening thereof, forming an interesting paradox that they solve by the principle of rightful ownership. Locks are good things to keep secrets and treasures safe from those who would take them from their rightful owners, but are things to be circumvented when they prevent liberation of those things from people who are not their rightful owners and don't deserve to have them. How that translates into an objective moral code has still to be worked out.

Clerics of Dalt have access to the trickery domain or the special domain of their god.

DALT'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>alarm, expeditious retreat</i>
3rd	<i>arcane lock, knock</i>
5th	<i>glyph of warding, magic circle</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>hold monster, planar binding</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you are proficient in using thieves' tools and when making Wisdom (Perception) checks to search for secret doors.

KEYFINDER

Also at 1st level, you have the ability to use an action to locate the key to any lock. Using an action, you concentrate briefly on the lock, which you must be able to touch. If the key that fits that lock is within a sphere 60 feet in radius from you and the lock, you will know the general direction and distance to the key. You may use this power one time per day per your level as a cleric (thus, a 4th level cleric may use this power 4 times per day).

CHANNEL DIVINITY: OPEN THE WAY

You cannot turn undead as do many clerics. Instead, you can use your Channel Divinity power to unlock any non-magical lock. Using an action, you touch the lock, and it will automatically unlock, even though you do not have the key, combination, etc. This ability will not work on locks, doors, chests, etc. that are magical in nature. The lock will remain unlocked until locked normally. It will not affect things that simply prevent a door from opening, such as a bar. It will not work on any sort of magical lock, or a portal that has been *arcane locked*.

CHANNEL DIVINITY: SEAL THE GATE

Starting at 2nd level, you can use your Channel Divinity to lock any non-magical lock. Using an action, you touch the lock, and it will automatically lock, even though you do not have the key, combination, etc. The lock can still be unlocked by anyone with the correct key, combination, etc. This will not work on locks, doors, chests, etc. that are magical in nature. It will remain locked until it is unlocked normally. It will not affect things that simply prevent a door from opening, such as a bar.

ZIHINDIAN ROPE TRICK

Starting at 6th level, you can perform the ancient Zihindian Rope Trick. You can cast the spell *rope trick* without needing to prepare it or use a spell slot once per long rest.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of psychic damage. At 14th level, this will increase to 2d8 points of damage.

GUARDS AND WARDS

Starting at 17th level, you can cast the spell *guards and wards* once per long rest, without needing to prepare it or use a spell slot.

When one door closes, and another opens, unlock the first one, and lock the second.

- Daltish aphorism

DELLEB

“The Scholar”

Pantheon: Oeridian

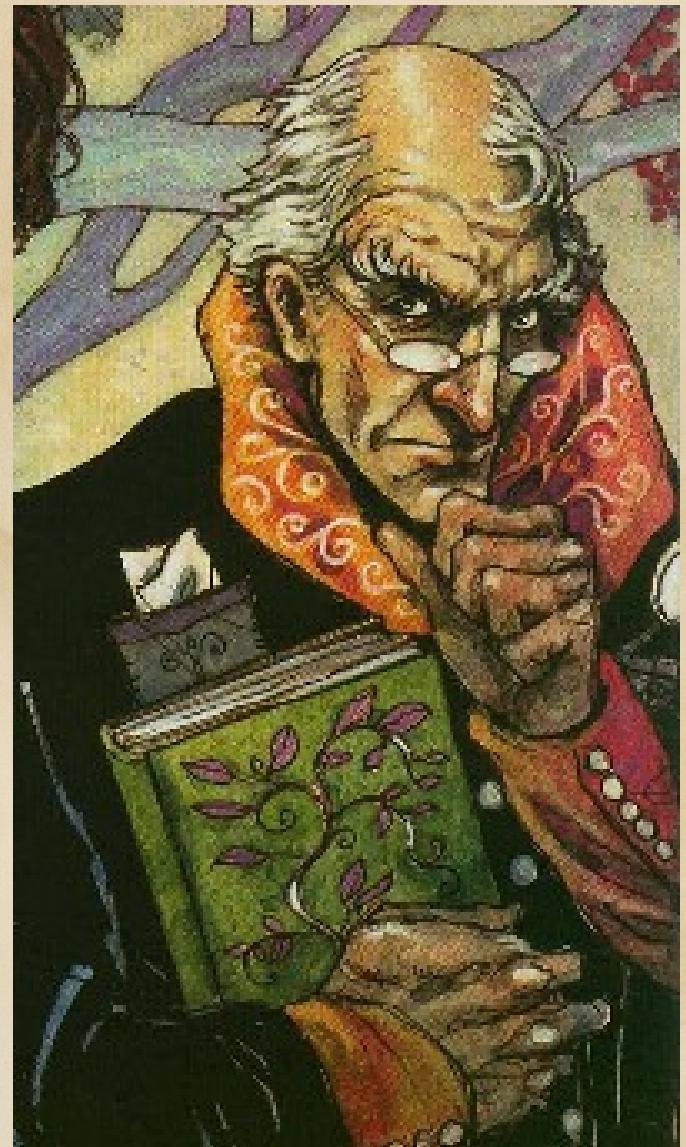
Alignment: Lawful good

Sphere: Reason, intellect

Rank: Lesser god

Symbol: Open book, or a quill pen made from a phoenix feather

Delleb (DELL-eb) is the Oeridian lesser god of reason and the intellect. He is known for his scrupulous honesty, telling neither lies nor half-truths. His greatest commandment is the development of the intellect, and his followers embody this principle. He is allied with Boccob, St. Cuthbert, Lirr, and Zuoken, and counts both Syrul and Hextor as his enemies. Syrul is his special foe, and the two have been at war with one another for thousands of years.



He is fond of tricks and puzzles, although none have ever confounded him for more than the briefest of periods, and none have ever successfully tricked him, although many (including especially Olidammara, although in a good-natured way) have tried. He dwells in a section of the fourth level of the Seven Heavens in a place called the Great Library.

Delleb most often appears as an old man of Oeridian stock, with a balding head, reading glasses, and a magnifying glass. He is bent over slightly, is always bare-headed, and is usually carrying a book or scroll. On rare occasions, he will appear as a warrior, dressed in plate mail, again bare-headed,

bearing a saber and a musket (see the Dungeon Master's Guide for details). Although gunpowder does not work on Oerth, Delleb's special aura allows him to use this weapon. In either form, he is always accompanied by his black Labrador retriever named *Shadow*. On occasion, he will appear as an unexplained shadow in a library or temple, the musty smell of old books suddenly appearing, or even simply grants an insight to a vexing puzzle or problem. *Shadow* will sometimes be sent as an emissary, disguising herself as an ordinary dog associated with a temple.

WORSHIP AND WORSHIPERS

Those who worship Delleb must be of lawful good alignment, and are most usually sages, professors, savants, and others who value knowledge and learning above all else. Above all, the faith emphasizes the need to constantly improve one's own knowledge and help others in their own quest to do so. Secrets are anathema to the church as a general rule. There is an honorary title sometimes bestowed by the church on sages and philosophers, the Silver Savants, who produce profound contributions to knowledge, whether it be new wisdom, or ancient knowledge rediscovered. While Delleb's worship can be found throughout the Flanaess wherever Oeridian folk can be found, it is most prevalent in the central region around the Nyr Dyv; Furyondy, Nyrond, Veluna, Urnst, and also in Keoland. The largest temple is in Chendl, known as the Library Temple, while the University Temple in Rel Mord is famous, and has links to the Royal University.

Temples almost always feature a protective wall, even though they are open to all who seek knowledge, and usually double as schools and/or libraries. Children are educated for free, and regions close to a temple of Delleb usually enjoy extremely high rates of literacy. Medicine is a high calling within the church, and some temples are dedicated entirely to the healing arts, including the dissemination of anatomical and medical knowledge. Their practice and endorsement of

autopsying cadavers makes them somewhat suspect in the eyes of more provincial and zealous faiths.

Dogs are given special status within the church as "man's most intelligent, honest, and loyal friend." Most temples will have dogs around, and black labs are, understandably, favored.

Every Godsday the Mass of Knowledge is held, which consists both of new knowledge that has been obtained, and discussion of new ideas. Freeday eve is a time of gathering knowledge and other information wherever it may be found; often priests will frequent taverns and inns to hear the newest gossip and news.

PRIESTHOOD

Clerics of Delleb must be of lawful good alignment. There are four orders within the priesthood; Learners, Teachers, Librarians, and Knights. Learners revere the hunt for knowledge and are constantly trying to increase their knowledge. Teachers run the church's schooling programs, or sometimes take teaching positions outside the church. Librarians, as the name implies, run the great libraries often associated with temples of Delleb, including making copies of books to ensure their survival. Finally, the Knights of Delleb are a group of paladins and other warriors who defend the church, its facilities, and its members, spreading knowledge as they do so. Priests wear black robes and mortarboards with gold, silver, or white tassels, depending on whether they belong to the Learners/Teachers, Librarians, or Silver Savants.

Clerics of Delleb have access to the knowledge or war domains, or the special domain of their god. Those who choose the latter are called Tomesages.

Some monks and paladins do honor Delleb. Paladins, known as the Knights of the Book, would take the Oath of Devotion, the Oath of Obedience, or possibly the Oath of Vengeance. They wear black armor with tassels on their helmet emulating the

garb of the priests. Monks would take the Way of the Open Hand, the Way of Shadow, or the Way of the Four Elements.

DELLEB'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, identify</i>
3rd	<i>detect thoughts, locate object</i>
5th	<i>clairvoyance, nondetection</i>
7th	<i>arcane eye, locate creature</i>
9th	<i>modify memory, scrying</i>

ACADEMICIAN

When you choose this domain at 1st level, you will be proficient in Intelligence (History) and Intelligence (Religion). In addition, you receive a +1 bonus to all Intelligence and Wisdom checks.

TRUTHTELLER

Also at 1st level, you may cast the spell *zone of truth* once per day. You do not need to prepare this spell, nor do you need to expend a spell slot.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: FAITHFUL HOUND

Starting at 2nd level, you can use your Channel Divinity to summon an angelic spirit in the form of a war dog (90% of the time, it will appear as a black Labrador). The hound will obey your instructions, and will have an intelligence of 8. It will vanish once your concentration is broken, or an hour has passed, whichever comes first.

CONFUSION

Starting at 6th level, you can cast the spell *confusion* once per day, without needing to prepare it or expend a spell slot to do so.

TRUE SEEING

Starting at 8th level, you can cast the spell *true seeing* once per day, without needing to prepare it or expend a spell slot to do so.

DIVINE INSPIRATION

Starting at 17th level, you can seek the direct guidance of Delleb once per day. You may ask a question relating to some event that is happening at the moment, or which will happen within the next five minutes. You may also ask a general question, asking for guidance in how to proceed in the current situation. You may not ask about the outcome of a battle, and the answer you receive will be accurate, although it might be cryptic, couched in a rhyme or riddle, etc. As a rule, the answer received will be no more than ten words.

*True friend, faithful guide,
Guard of man and child,
Fierce brother, night howler,
Cousin of wolf that's wild.*

*Ward us well oh friend of man,
With naught but love and food
You ask in pay, yet every day
You brighten every mood.*

- Seventeenth Ode to Dogs



EHLONNA

"Ehlonna of the Forests"

Pantheon: Common

Alignment: Neutral good

Sphere: Forests, woodlands, plants, animals, fertility

Rank: Intermediate goddess

Symbol: Unicorn rampant, or a unicorn's horn

Fair Ehlonna of the Forests is the lesser goddess of fertility, flowers, woodlands, animals, and all those who earn their livelihoods from the woodlands and forests of Oerth. Her home is on the material plane, where she is often found walking through her beloved woodlands, sometimes accompanied by her planetar Novelee, who is said to be the purest of heart among all the angels. She is part of all the pantheons of the Flanaess.

She and her followers have a great enmity towards Obad-hai, whom they see as coddling those who despoil the woodlands. The followers of the Shalm disagree with this interpretation, naturally. On the other hand, she is fast friends with Beory, the Oerth Mother.

Ehlonna is depicted as a beautiful woman of human or elven race, with long dark hair in the former case and golden or coppery hair in the latter, and a gentle expression. Her eyes are the blue of a summer sky or a subtle violet, and can be seen wearing any sort of garb from traveling clothes to gossamer gowns. She wears bracers, and is often in the company of unicorns and other rare sylvan creatures.

WORSHIP AND WORSHIPERS

Worshipers of Ehlonna should be of any good, or true neutral, alignment. They include rangers, woodsmen, hunters, fishermen, etc., and she is venerated by humans, olve, noniz, and hobniz who dwell in the green woods. Her worship is common to all three human pantheons of the Flanaess. She is also a friend to the many sylvan races, such as brownies and faerie dragons, but olve, brownies, noniz, and hobniz in particular will come to aid her in whatever way they can, if asked. Her faith is strongest in the lands in and around the elven realm of Celene, although they are not unknown further afield. Services to her include the playing of pipes and flutes, the burning of herbs as incense, and her altars bear vessels of horn and wood.

PRIESTHOOD

Priests of Ehlonna (they can be either clerics or druids) are more likely to be female than male, and should be of neutral good or neutral alignment (always neutral in the case of druids). Her worshipers can be of any non-evil alignment, most often neutral good. They wear robes of pale green hue, and will select a particular species of plant that they specially revere. They should take it upon themselves to ensure that that species of plant prospers, although they need not take their veneration to the extreme of protecting each and

every individual plant of that type that they encounter. A sheaf of wheat serves no purpose if it is not turned into bread, after all... Most will carry a supply of seeds with them that they might help propagate the species on their travels.

Clerics of Ehlonna may choose either the life, animal, or nature domains, or the special domain of their deity.

Druids of Ehlonna may be of any circle.

EHLONNA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, stalk*</i>
3rd	<i>animal messenger, beast sense</i>
5th	<i>conjure animals, plant growth</i>
7th	<i>conjure woodland beings, dominate beast</i>
9th	<i>commune with nature, tree stride</i>

* Indicates new spell. See the "spells" section below for details.

TRACKING

When you choose this domain at 1st level, you have advantage when making a Wisdom (Survival) tracking roll.

DRUID CANTRIPS

Also at 1st level, you have access to the druidcraft and thornwhip druid cantrips.

CHANNEL DIVINITY: TURN UNDEAD

At 2nd level, you gain the ability to turn undead, but clerics of Ehlonna do not turn undead as effectively as other priests might. From level 1-3, undead making saving throws against attempts to turn them have advantage. The ability to destroy undead doesn't begin until 8th level, and then progresses as if the cleric were 3 levels lower than his actual level.

CHANNEL DIVINITY: SUMMON MOUNT

Starting at 2nd level, you can use your Channel Divinity to summon either a horse or a unicorn (if you are qualified to ride such) as long as there is one within 3 miles. The mount will serve you for 2 hours. If you can use your channel divinity more than once per rest, you can expend another to keep your mount, assuming you have it to use. The mount will not fight unless directly attacked and will not engage in obviously dangerous behavior (like charging towards an angry dragon), but will otherwise serve well.

WOODLAND STEALTH

Starting at 6th level, you have advantage when making any Dexterity (Stealth) checks when attempting to move silently in forest or wooded terrain.

WOODLAND HIDING

Starting at 8th level, you have advantage when making any Dexterity (Stealth) checks when attempting to hide in forest or wooded terrain.

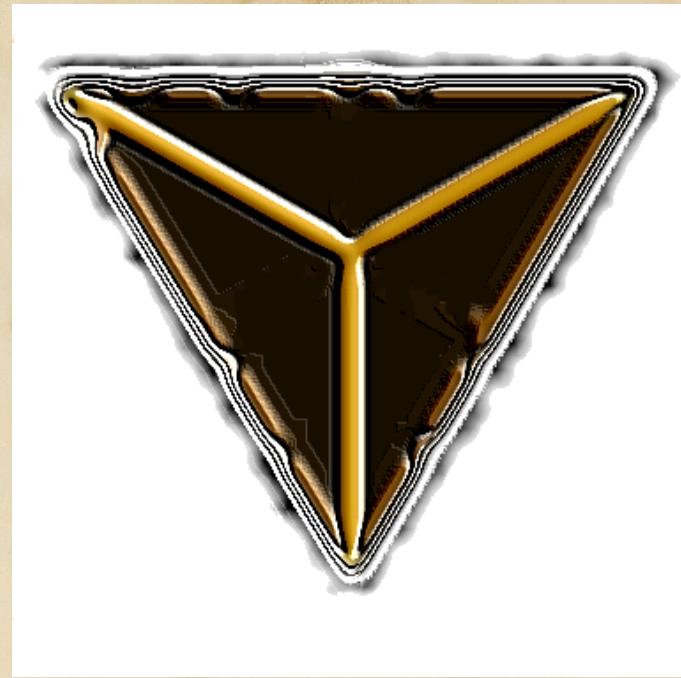
CHANNEL DIVINITY: ARROW OF BEAST SLAYING

Starting at 17th level, you can use an action to turn an ordinary arrow into an *arrow of slaying*. The arrow's target species must be specified at the time, and must be of the beast type. You can only have one arrow of slaying at a time; if you create another, your previous one(s) will revert back to ordinary arrows. If the indicated beast type is hit by such an arrow, it must make a DC 17 Constitution saving throw. Failure means it takes 30 (6d10) additional hit points of piercing damage. Success means it takes 15 (3d10) hit points damage.

*Respect the gifts of Nature,
take what is needed, no more;
no fear has he of some danger,
who holds the woods' interests at heart.*

*But woe betide the despoiler,
who takes what he wants unthinking;
be always a vigilant toiler,
in the service of the forest you love.*

- Sixth Hymn of Ehlonna, verses 4 and 5



ELDER ELEMENTAL GOD

Pantheon: Common

Alignment: Neutral evil

Sphere: Elemental evil

Rank: Greater god (imprisoned)

Symbol: Black metal triangle with an inverted Y within ("the elder elemental eye")

The Elder Elemental God is an immensely powerful alien being about which little is definitively known. Some say that it predates the very beginning of the multiverse itself, and the creator gods of the mainstream pantheons will not speak of it to their

followers. It has been imprisoned, although reports vary as to whether its prison lies on a distant star, or in some demiplane beyond the ken of sages. Its prison is imperfect, however, as it can manifest itself through weird anomalies in certain deep and forbidden areas of the material plane. Its most frantic goal is escape, so it can muster its full power to achieve whatever unguessable aims it might have. The demon-queen Lolth is particularly at odds with the Elder Elemental God because of the spread of its worship among a faction of her drow followers, and she is also said to have had some hand in imprisoning it back in the dawn of time. It is a fickle entity, capable of lashing out at those who attempt to placate it as well as those who actively work against it. It is rumored that the Elder Elemental God comes from a time before time, when great squid-like creatures with ten hairy tentacles ruled the universe, and served it. But it is unclear whether this is historical fact, or just the fevered dreams of some mad devotee of this enigmatic being.

If the Elder Elemental God has a true form at all, it is unknown. It can make its presence known on the material plane betimes, appearing as purple tentacles, a golden glowing eye, a pillar of pure elemental force, or other weird incongruous manifestations.

WORSHIP AND WORSHIPERS

Any evil or insane being may worship the Elder Elemental God, but whether it is even aware of such worship is a matter for debate. Those few shrines to the Elder Elemental God that remain are difficult to reach and dangerous when entered, but the cult seeks them out, hoping that it will hold the key to the eventual freedom of their deity. After that, the details get fuzzy, but it usually involves hope for their own power. Temples and shrines are built around those anomalies through which the Elder Elemental God can partly manifest itself; some will be more or less touched by its presence. They are usually deep underground or in other inaccessible places. In such places geometry itself becomes suspect, with distance distortion effects, fear, and a

general sense of unease and insecurity commonly reported. Purple, green, and red hues, as well as black, predominate, and weird electrical effects are also known to affect such haunted places. Services feature human (and demi-human, humanoid, etc.) sacrifices, and are punctuated by drumming, the ringing of chimes, and the striking of triangles. Incense is used that is at the same time sweet and disgusting, as decaying meat, with euphoric properties. Altar service is of bronze, usually of ancient provenance, and motifs of tentacles are commonplace in the iconography.

The largest organized cult dedicated to the Elder Elemental God is that of House Eilservs in the drow city of Erelhei-Cinlu, deep under the Hellfurnaces, but independent cults thrive here and there in isolated locations, almost always centered on one of the anomalies that allow the Elder Elemental God to contact, and bring power to, those insane or desperate enough to worship it.

PRIESTHOOD

Priests of the Elder Elemental God must be of evil alignment, and insanity among their ranks is not uncommon. Vestments consist of black underrobes, mauve cassocks, accented with caps and sashes of back with mauve embroidery.

This entity is so alien that clerics of the Elder Elemental God have access only to the special domain of their god. The “standard” divine domains are simply beyond its experience, or vice versa. Many of its priests will also have some levels as a warlock, with the Elder Elemental God as their patron. This makes them doubly dangerous.

THE ELDER ELEMENTAL GOD'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, fog cloud</i>
3rd	<i>crown of madness, gust of wind</i>
5th	<i>fly, water breathing</i>
7th	<i>conjure minor elementals, dig</i>
9th	<i>ebony tendrils, wall of tentacles*</i>

* Indicates new spell. See the “spells” section below for details.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you are proficient with all simple and martial melee and ranged weapons, as well as all armor and shields.

PARALYSIS IMMUNITY

Also at 1st level, you have advantage when making saving throws against any attack which would cause paralysis. At 6th level, you are completely immune to all paralysis effects.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of the Elder Elemental Eye do not turn undead as their Channel Divinity power, rather they command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: PROTECTION FROM GOOD

Starting at 2nd level, you can use your Channel Divinity to conjure a protective sphere similar to that of a *protection from evil and good* spell, but which effective only against aberrations, celestials, and fey creatures of good alignment. Invoking the protection requires an action.

ELEMENTAL AFFINITY

Starting at 6th level, you may either choose to follow one of the four elements; earth, fire, air, or water, or you may choose to follow all of the elements as a gestalt. Your choice will grant you the following effects relating to "elemental" damage. This includes such obvious things as fire damage (in the case of the fire element), but could also relate to

bludgeoning damage from a water elemental's attack, attempts to escape a djinni's *whirlwind*, or even "earth" damage from a rockslide. It naturally includes all attacks and spell-like effects from creatures native to the appropriate elemental plane (those that require a saving throw). Your Dungeon Master will be the final arbiter of what does and does not apply.

Element	Benefit	Drawback
All	Add proficiency bonus to all saving throws against elemental damage	None
Air	Advantage when making saving throws against air-based effects. Add proficiency bonus to all saving throws against fire and water effects.	Disadvantage when making saving throws against earth-based effects
Earth	Advantage when making saving throws against earth-based effects. Add proficiency bonus to all saving throws against fire and water effects.	Disadvantage when making saving throws against air-based effects
Fire	Advantage when making saving throws against fire-based effects. Add proficiency bonus to all saving throws against earth and air effects.	Disadvantage when making saving throws against water-based effects
Water	Advantage when making saving throws against water-based effects. Add proficiency bonus to all saving throws against earth and air effects.	Disadvantage when making saving throws against fire-based effects

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of necrotic damage. At 14th level, this will increase to 2d8 points of damage.

CONJURE ELEMENTAL

Starting at 17th level, you may conjure an elemental once per long rest by using an action. If you have chosen a particular elemental affinity at 6th level, you may only conjure the appropriate type of elemental, but it will have a CR of 10. If you chose to honor all elements, you may choose which type of elemental to conjure, and it will have a CR of 5.

When at last the enemies of the Elder Elemental God laid low their foeman, and imprisoned him on the distant star Algol, they created a lock and key with infinite cunning. It was formed of the very elements themselves, and only by bringing together the tokens of air, earth, fire, and water in the proper sequence, and in the proper place, would the door of the prison be opened fully. They did not wish to do so, but the Lords of Necessity had decreed that for every puzzle there must be a solution, and for every lock a key.

But they made a fundamental error in their plans, for who knows the ways of the Elements better than their Elder God? Thus can our master manifest himself betimes hither and yon, giving us solace in knowing that he still exists, and thus do we ever remain hopeful that the keys will one day fall into our hands, or at least the hands of those who do not realize what they are, and in their pride and foolishness, use them for their intended purpose.

- *Legend of the cult of the Elder Elemental God*



ERYTHNUL

"The Many"

Pantheon: Oeridian (common)

Alignment: Chaotic evil

Sphere: ugliness, hate, panic

Rank: Intermediate god

Symbol: Blood drop, or a bestial mask

Erythnul is the Oeridian lesser god of ugliness, hate, malice, and panic, but he has made his way into all the pantheons of the Flanaess. He dwells in Pandemonium, but stalks the battlefields of the material plane in order to revel in, and swell to bursting, the chaos, slaughter, and panic thereon. He is allied with Hextor and is an enemy of Heironeous.

Erythnul appears as a human, seven feet tall with fearful red features, a muscular hairy body, and wild green eyes that can cause fear. He wears red leather, fur, or a combination thereof. He carries a large stone mace with odd holes driven through the head. When swing in battle, the weapon creates a dire keening wail which saps the courage from those who hear it, during them to panicked flight until they pass out.

Once Erythnul enters into combat, his epithet of "the Many" becomes clear, as his visage changes from human to fell, to buchveer, to trulent, to eiger. If he is cut and bleeds while caught up in his battle-frenzy, his blood drops will form troops of the

relevant race which he can then command. When not in battle, he can change his form into any of those races at will.

WORSHIP AND WORSHIPERS

Worshipers of Erythnul are chaotic evil, and include many humanoids (kell and buchveers), trulents, and eigers, as well as humans. Services are designed to promote discord and include piercing reed instruments and gongs played atonally, with fire and human(oid) sacrifice for major celebrations. His places of worship are carefully hidden, for they are not welcome in most places, but his followers can usually be found in the seedier sections of most large towns, such as the thieves' quarter. His followers enjoy the blessings of their god for committing wicked and capricious acts.

PRIESTHOOD

Clerics of Erythnul must be of chaotic evil alignment. They wear either rust-colored robes or garments of white flecked with blood stains, and have masks that emulate each of their dark master's aspects. There is little formal hierarchy; progress in rank is achieved through assassination of one's superiors, and inferiors are held in line through fear. They are an impulsive lot, treacherous bullies and hateful killers.

Clerics of Erythnul have access to the war domain or the special domain of their deity.

EYTHNUL'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dissonant whispers, wrathful smite</i>
3rd	<i>alter self, scare*</i>
5th	<i>bestow curse, fear</i>
7th	<i>polymorph, stone shape</i>
9th	<i>dispel evil and good, dominate person</i>

* Indicates new spell. See the "spells" section below for details.

FELL CANTRIPS

When you choose this domain at 1st level, you add the *chill touch* and *true strike* cantrips to your spell list.

LANGUAGES

Also at 1st level, you can speak Giant, Gnoll, and Goblin.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Erythnul do not turn undead as their Channel Divinity power, rather they command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a

cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: ENFLAME EMOTIONS

Starting at 2nd level, you can use your Channel Divinity to take an action to increase negative emotions such as hate and jealousy in others. Each humanoid within a sphere 20 feet in radius from you must make a Charisma saving throw. Failure indicates they will feel either intense feelings of jealousy and envy, or raging hatred (your choice), directed at any creature or group of creatures in sight.

FEARFUL GAZE

Starting at 6th level, you can spend an action to cause fear (as per the spell) in an enemy with your gaze. You can do this once per short rest, to a maximum of three times per long rest.

CHANNEL DIVINITY: STRENGTH OF MALICE

Starting at 8th level, you can use an action to increase your Strength score by 4 (1d8), up to a maximum of 20. This increase will last for 10 minutes.

WEAPON OF WOUNDING

Starting at 17th level, you can use an action to turn any slashing or piercing weapon into a weapon of wounding for ten minutes. Wounds inflicted by such a weapon cannot be healed by magical means; only a short or long rest. Each wound inflicted by the weapon will inflict an additional 2 (1d4) hit points of damage on each turn. This bleeding will stop only when the creature wounded, or another creature

within 5 feet of it, spends an action to make a DC 15 Wisdom (Medicine) check to bind the wound, stopping the bleeding if successful. You can activate this power once per long rest.

*Bestriding the field of battle
Song of hate in his heart
Cutting down foes like cattle
Bodies get tossed on the cart.*

*Malice and envy he makes
Foemen to feel on the field
Calm and reason he takes
Soldiers go home on their shield.*

*Try not to evade or to thwart him
Nor slow down his progress at all
War renders life's flame quite dim
And panic he spreads like a pall.*

- *The Lay of the Many*



FHARLANGHN

“Dweller on the Far Horizon”

Pantheon: Oeridian (common)

Alignment: Neutral

Sphere: Travel, distance, horizons

Rank: Intermediate god

Symbol: Disk with a curved horizon line and a curved line above that

Fharlanghn, the Dweller on the Far Horizon, is the lesser god of horizons, distance, and travel. Originally an Oeridian deity, his worship has since spread to all the peoples of the Flanaess. Unlike most deities, who have grand residences in one of the Outer Planes, Fharlanghn dwells on Oerth, wandering endlessly as befits his nature. He can, however, travel to any of the Inner Planes at will, favoring that of Earth, and shunning those of fire and water, as a rule. He is the brother of Celestian, who travels in the sky as Fharlanghn travels on Oerth.

Fharlanghn is friendly with earth elementals and related creatures, and is himself immune to all earth-related magic. He can never be surprised, and those who gain his special displeasure will find themselves *cursed*, such that journeys will always take twice as long as they should.

Fharlanghn appears as a human with wrinkled, deeply tanned skin. His eyes are green, and he wears plain and practical traveling clothes of leather and homespun, bearing an iron-shod traveling staff. He bears with him the magical *Oerth Disc*, a magical circle of wood, jade, and turquoise, with a setting sun over the horizon, which is also the holy symbol of his clerics. The Disc can shoot forth magical beams of various powers, and can be used to *teleport* to any point in the world. Although he appears to move slowly, this is an illusion that covers the fact that he is actually moving much more quickly than the average human. He speaks all the languages of Oerth, and can leap out of the way of danger with a spryness that belies his appearance. Snares and traps rarely affect him.

WORSHIP AND WORSHIPERS

Individuals of any alignment can worship Fharlanghn, although those of true neutral bent are preferred. His followers are those who find it difficult to set down roots in any one place for long, such as adventurers, merchants, tinkers, and so forth. His followers are especially common in the central and southwest Flanaess, although they can be found

virtually anywhere, as befits their nature. Services to Fharlanghn are usually conducted outdoors, with the horizon visible, and consist of traveler's tales and blessings told over simple but hearty food and drink.

PRIESTHOOD

Those of neutral alignment can become clerics of Fharlanghn. There are two orders of priests that serve Fharlanghn. The urban priests wear robes of brown and tend the small chapels of the god found in various communities. The pastoral priests wear robes of green and wander across the land without any particular home base. They bless travelers they encounter on the road, perform blessings on departing caravans, maintain the many small shrines of Fharlanghn that dot the roads and tracks of the Flanaess, help build roads and bridges, and preach the virtue of expanding one's horizons (literally). Those clerics of Fharlanghn found in cities are usually retired, too old or infirm to maintain a wandering lifestyle.

Clerics of Fharlanghn may choose either the knowledge or trickery domain, or the special domain of their deity.

FHARLANGHN'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>endure temperature*</i> , <i>longstrider</i>
3rd	<i>locate animals or plants</i> , <i>locate object</i>
5th	<i>create food and water</i> , <i>tongues</i>
7th	<i>footsore*</i> , <i>freedom of movement</i>
9th	<i>quest*</i> , <i>tree stride</i>

* Indicates new spell. See the "spells" section below for details.

1st move rate increased 25%, 3rd +3 bonus to running checks, 5th dimension door, 9th wind walk

FAST MOVER

When you choose this domain at 1st level, you can dash as a bonus action in combat. Your base movement is also increased by 10 feet.

KNOW THE WAY

Starting at 1st level, you have advantage when making a navigation check (see Player's Handbook, p. 183).

CHANNEL DIVINITY: EARTH FRIEND

Clerics of Fharlanghn do not have the ability to turn undead. Instead, your Channel Divinity allows you to have advantage when making saving throws vs. earth-based magical attacks, such as attacks from earth elementals, *earthquake* spells, etc. You must use an action to invoke this protection prior to the attack; if you do not, you must make a successful Wisdom check to be so protected. The protection lasts for 1 minute.

CHANNEL DIVINITY: FAR TRAVELER

Starting at 2nd level, you can use your Channel Divinity to move at a fast pace without incurring a penalty to passive Wisdom (Perception) checks. This does not require an action, but only applies if you are moving for an hour or more.

STEALTHY TRAVEL

Starting at 6th level, you are able to use stealth no matter how fast you are traveling.

DIMENSION DOOR

Starting at 8th level, you can cast the spell *dimension door* once per long rest. Doing so does not use up a spell slot.

CONJURE ELEMENTAL

Starting at 17th level, you can cast the spell *conjure elemental* once per long rest without expending a

spell slot. Only earth, dust, mineral, magma, or mud elementals, quasi-elementals, and para-elementals can be so summoned.

Fharlanghn and his brother, Celestian, were debating whose travels were superior in terms of opening their minds to new things. While Fharlanghn traveled on Oerth exclusively, wandering over hills and dales, his brother traveled in the broad skies, exploring the stars and crystal spheres, seeing other worlds, determining the nature of comets and shooting stars, and so forth.

Celestian reached up, plucked a comet from the sky, and said, "Obviously my route is the more wondrous, dear brother. I have seen a thousand thousand worlds in all their glory, counted the passage of their moons, and seen them arrayed in their vast and intricate constellations."

Fharlanghn reached down, plucked a single flower, and replied, "I noticed the ant that is crawling on this tulip."

- *The Wanderer's Tales*

FORTUBO

"The Root of the Stones"

Pantheon: Suel

Alignment: Lawful good

Sphere: Stone, metal, mountains

Rank: Lesser god

Symbol: Warhammer with a glowing head

Fortubo is the Suel lesser god of stone, metals, and mountains. He has a great rivalry with most of the Suel gods, because of the Suel race's involvement in the creation of the derro from captive dwarves. He is now close to the dwarven gods, such as Morradin, and allied himself with the dwarven deities in combatting the humanoids who riddle the earth with tunnels like maggots through a cheese. He abhors theft, slavery, and murder, and has no

patience for those of evil bent. He is a brother of Jascar, and the two still maintain a friendship. He dwells in Bytopia in the Empyrean Delve.

Fortubo appears as a short human, almost dwarf-like in appearance. He bears the magic hammer *Golbi*, which always returns to his grasp after being thrown. He is completely at home underground, and invariably knows where he is, as well as the location of various sorts of stone-based traps and hazards, when beneath the surface. Stone cannot harm him, whether boulders, stone weapons, or crushing blocks of stone.



WORSHIP AND WORSHIPERS

Anyone of non-evil and non-chaotic alignment may worship Fortubo, and he is especially favored by miners, smiths, and the like. Many gnomes and dwarves follow Fortubo as well. On very rare occasions, he will grant one of his dwarven or

gnomish worshipers the same sorts of stone-lore that he has, for a duration of 36 hours. For great deeds done on his behalf, he will on the rarest of occasions increase the hero's constitution score to 19. Such gifts are never repeated, and those who desecrate his temples or otherwise cause enormous harm to him and his followers may find their constitution lowered to 3. Temples to Fortubo are underground, usually near to some sort of mining settlement. Rarely, in lands thick with dwarf or gnome populations, above-ground temples of stone may be found. Centers of worship include Irongate, the Flinty Hills, and Lendore Isle.

PRIESTHOOD

Priests of Fortubo must be either lawful good or lawful neutral, although the latter are very rare. Most of Fortubo's clergy are dwarves, although humans are not unknown (approximately 20% of his clergy are human). Men and women are both welcome, and indeed married couples are especially encouraged to join. Their role is primarily protective. There is but a single high priest, invariably a dwarf, at any given time. The current high priest is one Dobfur, who dwells in the enclave of Dwarfhaven on Lendore Island. He has the special power to *raise dead* (dwarves and gnomes only) once per week.

Clerics of Fortubo have access to the war domain or the special domain of their god.

FORTUBO'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>sanctuary, thunderwave</i>
3rd	<i>heat metal, spiritual weapon</i>
5th	<i>create food and water, meld into stone</i>
7th	<i>dig* (also affects stone as if it were dirt), stone shape</i>
9th	<i>awaken objects, wall of stone</i>

* Indicates new spell. See the "spells" section below for details.

STONE AND METAL AFFINITY

When you choose this domain at 1st level, you get a +1 bonus to hit and to damage when using any stone or metal weapon. Weapons that are predominantly stone or metal, but have a short wooden handle, such as a hammer, count for this bonus, but weapons with a long wooden handle, such as a pole arm, or which only have a small amount of metal, such as an arrow, do not.

AT HOME IN THE DARK

When you choose this domain at 1st level, you will have darkvision with a range of 60 feet. If you already have darkvision because of your race, the range will be increased by 50%.

You can also cast the spell *detect snares and pits* once per long rest without having to prepare it or spend a spell slot for it.

CHANNEL DIVINITY: DETECT METALS AND MINERALS

You do not have the ability to turn undead as do many clerics. Rather, starting at 2nd level you may use your channel divinity power to use an action to detect the presence of metals and mineral substances, with a 30 foot range. If you do not specify a specific type of metal or mineral, you will know the direction of the largest mass of metal within range. However, you can specify a particular type of metal or mineral, such as gold, platinum, diamond, ruby, etc. If no such metal or mineral is within range, you will know that as well. The detection field will last for 1 minute.

CHANNEL DIVINITY: STONewise

Starting at 2nd level, you can use your Channel Divinity to know about your surroundings when you are underground. You can automatically determine depth below the surface, the direction you're facing, sloping passages, and the rough age of stonework (less than 1 year, 1-10 years, 10-100 years, 100-1000 years, or older than 1,000 years). You also

have the choice to make a Wisdom check to detect traps within 20 feet of your position, as long as those traps are stone based (pressure plates, trap doors, deadfalls, loose stone ceilings, etc.).

STONE TELL

Starting at 6th level, you can make the very stones tell you their secrets. By using an action, you can elicit information from a section of stone 1 cubic yard in size. The stones will tell you who or what has touched them (including walking on them), and what lies beneath, within, or behind them. They will not know names of creatures, but will give exact descriptions. You can do this once per long rest.

STONE AFFINITY

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage. The creature in question must be made of stone, native to the elemental plane of earth, or one that has the *earth glide* power.

In addition, you may add your proficiency bonus to all saving throws against attacks and other effects that would render you petrified.

CONJURE EARTH ELEMENTAL

Starting at 17th level, you can conjure a CR 8 earth elemental once per week (as per the spell *conjure elemental*).

People extol the virtue and brilliance of warriors. But what is a warrior without his sword? What is a knight without his armor? The toil of the mines and the art of the forge are what make the valor of the warrior possible.

- Fortuban saying

GESHTAI

“Daughter of the Oasis”

Pantheon: Baklunish (common)

Alignment: Neutral

Sphere: Fresh water, rivers, wells

Rank: Lesser goddess

Symbol: Waterspout

Geshtai is one of the few Baklunish deities to receive widespread acknowledgement in the pantheons of the people of the Flanaess. She is the lesser goddess of fresh water; lakes, rivers, and wells. She dwells in the plane of Concordant Opposition, in a place known as Nature’s Rest. She abhors those who despoil water sources, such as by poison or disease. She does not get along well with those deities that favor fire or poison, such as Pyremius, or those who are of an unstable disposition. She herself is famed for her calm and understanding temperament.

Geshtai appears as a young Baklunish woman holding a clay water jug. She is accompanied by her pet fish Gumus, who can summon water-based creatures who will obey her. She can cause an enchanted spear to appear in her hand at will, should she find herself in need of such a weapon. The spear has a number of powers in combat, but can also cause a spring to spontaneously erupt from the ground, providing sweet fresh water.

WORSHIP AND WORSHIPERS

Although her faith grew out of the Baklunish lands, all those who value water, especially those in desert and near-desert areas, call upon her. Her faithful pray to her to avert the overflowing of rivers during flood times. The faith teaches that one should live their life like a river, flowing from birth to death with serenity. She is most commonly worshiped in the northwestern portions of the Flanaess where the Baklunish strain is strongest, but her worship can be found throughout the Flanaess, particularly in arid regions such as the Bright Desert. In her iconography, she is always shown standing in a pool

of water. Temples feature many pools and wells, and are often built at the site of natural springs.

PRIESTHOOD

Priests of Geshtai must be of neutral or lawful neutral alignment. They will often be found patrolling arid regions, directing travelers to nearby sources of water. They are guardians of springs, wells, and rivers, and will react quite violently when those have been despoiled. Some will explore and even “adopt” an entire river, to know its intricacies and eccentricities.

Clerics of Geshtai have access to the tempest domain or the special domain of their goddess.

GESHTAI’S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, detect poison and disease</i>
3rd	<i>animal messenger, protection from poison</i>
5th	<i>calm emotions, water walk</i>
7th	<i>control water, hallucinatory terrain</i>
9th	<i>spiritual guardian, wall of water*</i>

* Indicates new spell. See the “spells” section below for details.

WATERFRIEND

When you choose this domain at 1st level, you may add your proficiency bonus to all Charisma checks involving intelligent creatures native to fresh water, such as nixies, and including creatures native to the elemental plane of water.

ARID SURVIVAL

Also at 1st level, you have advantage on all Wisdom (Survival) checks made in arid and/or desert conditions.

CHANNEL DIVINITY: DETECT WATER

You do not turn undead as do many other clerics. Rather, starting at 2nd level, you can use an action to know the direction and distance to the nearest accessible source of fresh water. The water must be within 1 mile per experience level you have as a cleric.

CHANNEL DIVINITY: WEATHER WISE

Starting at 2nd level, you can use your Channel Divinity power to predict the weather in a three-mile radius from your position. Your prediction will be 100% accurate (although magical influences such as the spell *control weather* cannot be accounted for), and you will see the weather up to 1 hour into the future for each cleric level. Thus, when you use this power at 4th level, you will be able to see the weather 4 hours in advance. The process takes an action to complete.

WATER BREATHING

Starting at 6th level, you can breathe fresh water (not salt water) as if it were air.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

PURIFY WATER SOURCE

Starting at 17th level, you can clear a single source of fresh water of whatever pollution might be afflicting it and rendering it non-drinkable. Doing so requires 1 full minute. If the source of the pollution is magical, then you must make a DC 15 Wisdom check to be successful. The source of the water (and the pollution) must be within 120 feet of you. This spell will render an entire river, well, spring, or even a pond free of any poison, disease, or other taint. It

will not, however, slay living creatures larger than bacteria-sized, nor will it turn salt water into fresh.

Water is true wealth, for the rich man will die of thirst as easily in the desert as a beggar.

- Geshtan proverb



HEIRONEOUS

"The Invincible"

Pantheon: Oeridian (common)

Alignment: Lawful good

Sphere: Chivalry, justice, honor

Rank: Intermediate god

Symbol: Fist holding a silver lightning bolt

Heironeous is the son of Stern Alia and brother of both the evil Hextor and the slain god of war Stratis. He is the Oeridian lesser god of chivalry, justice, and honor, common across the Flanaess, and known as the Chivalrous Knight and the Archpaladin. He dwells in the Fields of Glory in the Seven Heavens, but visits Oerth often to assist the cause of lawful good. He loathes his brother Hextor, and the feeling is reciprocal; they, and their proxies and worshipers, will always seek to thwart the other. He is also an enemy of Erythnul and Kurell. He is an unflinching champion of law, but tempers this with an understanding of the importance of mercy.

Heironeous is depicted as tall with coppery skin, auburn hair, and eyes of amber hue. He wears a suit of enchanted chainmail with a very fine mesh. His copper skin was magically treated at his birth to deflect most weapons, whether they be enchanted or not. He can appear as a young boy, an old man, or a mercenary soldier, but will always have his enchanted mail suit. He wields a magical battle axe named *Gloryaxe* which can shift from its normal 5 foot length to but 3 inches, as he wills it. His body was coated in the enchanted meersalm by his mother at birth, which renders him invulnerable to most forms of attack.

Heironeous can hurl forth bolts of energy drawn directly from the positive material plane, which will do great harm to mortals and undead, as well as those creatures from the lower planes. He will sometimes manifest as a bolt of lightning, or wrap his followers in a *cloak of bravery*. He has been known to sprinkle entire military units with a coppery dust that improves morale and deflects fear-inducing magic. Those who displease him will find their weapons and armor rusting, or be subject to small (1 hit point of damage) electrical shocks.

WORSHIP AND WORSHIPERS

Worshipers of Heironeous are common throughout the Flanaess, particularly among soldiers and others in military professions. They must be lawful neutral, lawful good, or neutral good. Temples and

other shrines look like castles and are decorated in blue and silver, with stained glass windows showing the god victorious over some enemy (usually his brother Hextor). A statue of Heironeous made of copper, with seven silver bolts of energy radiating from the head, clad in silver mail with a silver axe, stands behind the altar. The Prelacy of Almor is ruled by the church of Heironeous, and they also lead the Knights of Holy Shielding, but his worshipers are found almost everywhere.

PRIESTHOOD

Heironeous' clerics are warlike and aggressive, and always wear chain mail, with blue robes with silver trim. They must be of lawful neutral, lawful good, or neutral good alignment. They are very well-organized, with armories and logistical bases around the Flanaess, and an excellent communications system. The priesthood is organized as a military order, with older priests taking on the roles of teachers and strategists. Novitiates are called the Blessed, while priests are called Glorious (the priesthood as a whole is called the Valorous Host). Enchanted chain mail or battle axes are a sign of great favor within the faith.

Clerics of Heironeous have access to the war domain or the special domain of their deity. Those who choose the latter are called Gloryaxes.

Many paladins name Heironeous as their patron. Those who do will take the Oath of Obedience, Oath of Devotion, or Oath of Vengeance.

HEIRONEOUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect breath*</i> , <i>shining blade of Heironeous*</i>
3rd	<i>shield of Heironeous*</i> , <i>vigilance*</i> ,
5th	<i>bless missile*</i> , <i>glyph of warding</i>
7th	<i>abstention*</i> , <i>staggering smite</i>
9th	<i>banishing smite</i> , <i>destructive wave</i>

* Indicates new spell. See the "spells" section below for details.

MARTIAL PROWESS

When they choose this domain at 1st level, clerics of Heironeous are proficient in all armor and simple and martial weapons.

FEARLESS

Also at 1st level, you get a +2 bonus to all saving throws and ability checks vs. fear.

CHANNEL DIVINITY: TURN UNDEAD

At 2nd level, you gain the ability to turn undead, but Clerics of Heironeous do not turn undead as effectively as other priests might. From level 2-3, undead making saving throws against attempts to turn them have advantage. The ability to destroy undead doesn't begin until 7th level, and then progresses as if the cleric were 2 levels lower than his actual level.

CHANNEL DIVINITY: RIGHTEOUS STRENGTH

Starting at 2nd level, you can use your Channel Divinity to increase your strength score by a number of points equal to your proficiency bonus. This will last for one hour.

DIVINE STRENGTH

Starting at 6th level, you are immune to all magical and other effects which drain or otherwise lower your strength score, whether permanently or temporarily.

CHANNEL DIVINITY: BOLT OF GLORY

Starting at 8th level, you are able to summon a bolt of divine energy to smite your enemies. It has a range of 60 feet, and can affect one creature, which is entitled to a Dexterity saving throw; if successful it will only take half damage. The bolt does not count as magical for purposes of being *dispelled*, crossing anti-magic barriers, etc. The amount of damage depends on the home place of the target creature:

- **Upper planes, Positive energy plane:** None
- **Astral plane, Ethereal plane:** 6 (2d6) hit points damage
- **Elemental planes, Plane of Shadow, Concordant Opposition, Mechanus, Limbo:** 9 (3d6) hit points damage
- **Material plane:** 12 (4d6) hit points damage
- **Lower planes and all undead:** 24 (8d6) hit points damage
- **Negative material plane:** 42 (14d6) hit points damage

HOLY WORD

Starting at 17th level, you can use the spell *holy word* once per long rest, without using a spell slot. The spell does not need to be prepared beforehand.

The world is full of peril, and life is ordeal for those who would protect the weak and innocent. Honor must be your watchword, and every word and deed must be directed at upholding justice, mercy, and chivalry, for these are the Three Virtues of Heironeous. Bravery and virtue must be your bywords, for the brave inspire the virtuous, and the virtuous inspire the brave. When danger beckons, courage and wisdom will be your greatest weapons, but never let down your guard, for it is in such times that evil will strike sixfold.

– *The Book of the Code*

HEXTOR

“Scourge of Battle”

Pantheon: Oeridian (common)

Alignment: Lawful evil

Sphere: War, discord, battle

Rank: Intermediate god

Symbol: Black gauntlet holding six arrows

Hextor is the brother of Heironeous and the dead god Stratis, and son of Stern Alia. He is the

champion of all evil, the Oeridian god of war, discord, and battle, who has made his way into all pantheons. His enmity towards his brother Heironeous, to whom Hextor has always been unfavorably compared, is legendary. He dwells in Acheron in a domain known as Avalas ("Scourge"), but can travel to the Nine Hells or Nirvana at will, but is most often found on Oerth stirring up war and bloody conflict. He is a rival of Erythnul, and mistrusts most other deities and considers them inferior.

When traveling incognito, Hextor appears as a handsome man with black hair, black eyes, and a charming demeanor. He can hold conversations with sages, wizards, and philosophers, while at the same time being a hale-fellow-well-met and quite the ladies' man. However, this is just a guise. Hextor's true form is ashen skinned, with red-rimmed eyes and greasy lank black hair. His six arms carry an array of weapons and shields, and he wears scale mail and greaves on his legs (he can cause his extra arms to temporarily fold back into his body when in disguise). In his true form, he lives only for death and rapine.

Hextor carries two great bows into battle, but in melee will have two spiked bucklers (can defend against 1 attack per round, and can also be used to attack as if it were a dagger), a military fork (treat as a war pick), scimitar, flail, and morningstar. His armor is bedecked with skull motifs, and around his throat he wears the *Symbol of Hate and Discord*; a six-armed arrow with fell magical powers that enable him to sow dissention and discord around him, turning allies against one another and bringing friends to blows. He also bears the *Trumpet of Acheron*, which will summon a squad of skeletal servants once every six days. Once every six years it can summon a veritable army of skeletons and zombies.

Hextor will sometimes indicate his presence on the material plane by turning one of his followers' arrows into six, in mid-flight, each targeting a

different foe. Much more rarely, he will turn an iron-pointed arrow into an *arrow of slaying*. He can also spontaneously cast a *battlearms* on one of his followers in battle, or a *mantle of Hextor* on one engaged in an assassination, for a period of six minutes. His displeasure is seen in the development of rust on armor and weapons, or sudden 6-minute periods of weakness or ill-health that result in disadvantage when making Strength or Constitution checks.



WORSHIP AND WORSHIPERS

Those who worship Hextor will be of lawful neutral, lawful evil, or neutral evil alignment, and include warriors, rulers, assassins, and the like. Hextor's temples are grim and somber affairs, with the larger ones being built on battlefields where casualties were high. They are often decorated with armor and weapons, which may be enchanted and serve as defenses in and of themselves. Ceremonies involve chanting and the discordant sounding of drums, pipes, and trumpets, as well as the striking of iron weapons on shields and stone. Offerings of broken weapons and armor of enemies are commonplace, but the offering of a mount belonging to a paladin of Heironeous is the highest one could give. Holidays include Blooding in the month of Growfest, featuring contests of strength and fitness, and the Fist of Eternal Malachite on Midwinter's Day, commemorating the ascendency of the church of Hextor over the Great Kingdom. He is especially popular within the Great Kingdom, and the See of Medegia is run by his church.

PRIESTHOOD

Clerics of Hextor are known as Discordians (collectively they are the Bloody Host), while those who aspire to be full-fledged priests are known as the Unblooded. The priesthood is organized like a military order. They must be of neutral evil or lawful evil alignment, and view life as a struggle in which the strong prey upon the weak. In such struggles, hardship builds up strength, and thus cruelty is justified in the cause of helping toughen people for the travails of life. They wear black robes with white skulls or gray scenes of slaughter. Lower level clerics wear Hextor's holy symbol (modeled after his own *Symbol of Hate and Discord*) in gray, while those 7th level and higher wear them in red. Like their god, priests of Hextor look down on other deities and their followers, making cooperation difficult at best.

Clerics of Hextor have access to the war domain or the special domain of their deity. Those who choose the latter are known as Battlescourges.

HEXTOR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>compelled duel, Hellish rebuke</i>
3rd	<i>mantle of Hextor*, ray of enfeeblement</i>
5th	<i>fear, lightning arrow</i>
7th	<i>battlearms*, staggering smite</i>
9th	<i>destructive wave, flame strike</i>

* Indicates new spell. See the "spells" section below for details.

VERSATILE FIGHTER

When you choose this domain at 1st level, you can use versatile weapons with one hand, but get the damage benefit as if you were using two hands.

MARTIAL PROWESSION

Also at 1st level, you are proficient in all armor and both simple and martial weapons.

CHANNEL DIVINITY: ENHANCE ABILITY

Clerics of Hextor do not have the ability to turn undead. Instead, their Channel Divinity allows them to *enhance ability* (as per the spell).

CHANNEL DIVINITY: VENGEFUL SMITE

Starting at 2nd level, you can use your Channel Divinity to cause double damage on a single blow in melee, as long as the target has caused you damage first. You may choose to use this power after you have rolled to hit, but before you have rolled for damage.

ASSASINATION

At 6th level, priests of Hextor gain the Assassinate proficiency, as per the Assassin rogue archetype.

CHANNEL DIVINITY: AROUSE DISCORD

Starting at 8th level, you are able to arouse suspicions, resentments, jealousies, and

disagreements among creatures within a 100 square foot area, centered on a point up to 100 feet away from you. All creatures within the area must make a Wisdom saving throw; all who fail immediately start to bicker, argue, and nearly come to blows; those affected must make a second Wisdom check or attack the nearest creature of a different alignment, race, or religion (in that order). Verbal arguing will last for 5d4 minutes, and physical fighting (if it breaks out) will last for 2d4 minutes.

DEATH STRIKE

At 17th level, priests of Hextor gain the Death Strike proficiency, as per the Assassin rogue archetype.

Having stalked off the field after choosing the path of strength when his brother chose the path of weakness, Hextor found himself visited by the Three, known also as the Lords of Evil. "Well have you chosen, young Hextor," said the First. "Now never will you wither in the shadow of your brother," said the Second. "Truly, you will outshine your sib by virtue of your own might and main," said the Third.

"But how shall I do those things?" asked the young Hextor. "I know in my heart I am better than my brother, and yearn to prove it, but my victories are hard-won, while his come as effortlessly as a gentle breeze. He knows not the value of his strength, and his victories have no savor."

"We are here to help with that very thing," said the First. "Behold, your tests of valor and strength have given you a true appreciation for the gifts we bring," said the Second. "And now you who have known hardship and still tasted victory, shall find those victories all the easier, but with no less savor," said the Third.

And with a wave of their six hands, Hextor found his body rending. The agony was more than anything a mortal had ever experienced, much less the mightiest god in the multiverse, but was over in an instant. And

when that instant was done, Hextor looked down at what the Lords of Evil had wrought, and smiled.

His two arms were now six, and each bore a separate weapon or shield. His cuirass was molded to his new form, and he felt the strength flowing through him.

Now his victories would come as easily as they had for his hated brother. And now it would be Hextor that conquered. – The Book of Hextor, chapter 2.

INCABULOS

"The Black Rider"

Pantheon: Common

Alignment: Neutral evil

Sphere: Plague, famine, nightmares

Rank: Greater god

Symbol: Red diamond with a green eye within

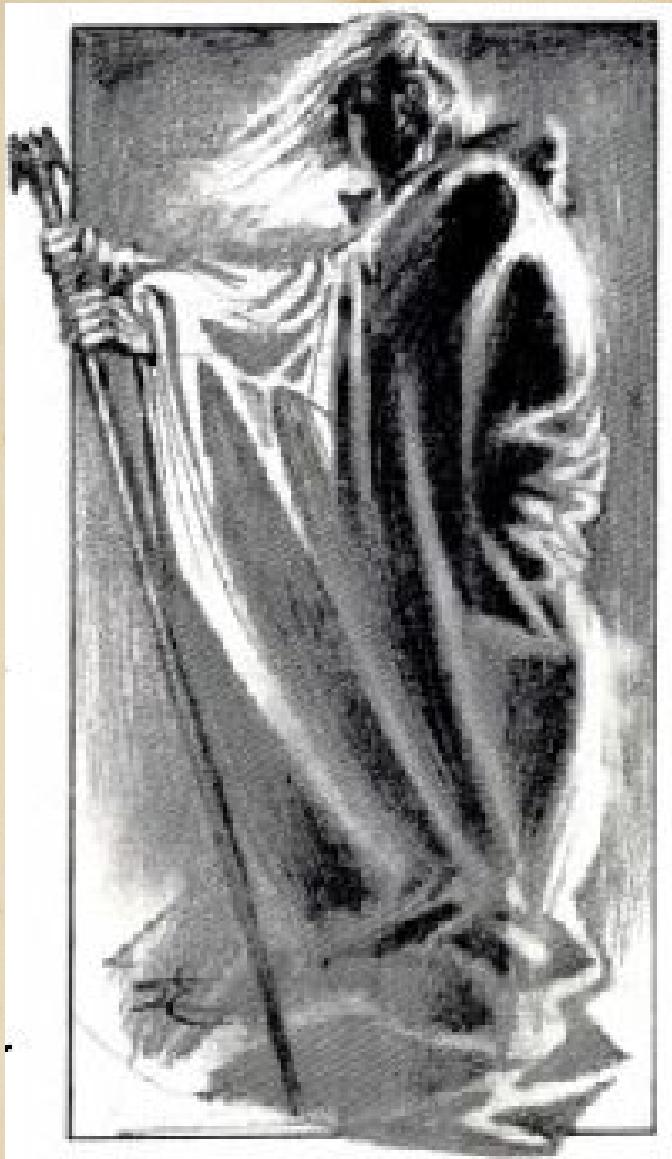
Incabulous is the greater god of plague, illness, famine, nightmares, and other such calamities. He can be found in the pantheons of all the peoples of the Flanaess. He haunts battlefields with unburied dead, plague-ravaged lands, and nations stricken by blight and famine. He is feared as much as he is revered by his followers, and can envelop mortals in an irresistible sleep, which he uses only after seeing the terror in the eyes of his victim at the prospect of being helpless before such a twisted and sadistic being. He dwells in Hades and is loosely allied with Nerull.

He is depicted as having skeletal hands, a twisted and hunched body, and a mien straight out of an evil dream. His skin is a sickly blue. He rides a nightmare and wears a cloak of black with orange lining and green trim.

WORSHIP AND WORSHIPERS

Worshipers of Incabulos will be of any evil alignment. Services to Incabulos involve humming, chants designed to induce a stupor, and darkness illuminated only by sacred black candles. His

devotees revel in the evil sendings of their master, and pray for the delivery of more calamities upon the world. Incabulos' temples are always underground and secret places, far from prying and vengeful eyes. Common folk will sometimes burn foul black candles in an attempt to appease him and cause him to pass them over when dealing out his evil sendings.



PRIESTHOOD

Clerics of Incabulos are few and far between, and their order is hated and feared by other priesthoods, even those of other evil deities. They can be of any evil alignment, and are secretive to the point of

paranoia. They revel in inflicting suffering and despair, and are known to intentionally spread disease and famine in the name of their fell deity. They Clerics wear black robes with details picked out in orange and acid green. Obedience and discipline of junior clerics are maintained through terror and threats.

Clerics of Incabulos have access to the death domain or the special domain of their deity.

INCABULOS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, hypnotism</i>
3rd	<i>spike growth, ray of enfeeblement</i>
5th	<i>bestow curse, dispel magic</i>
7th	<i>blight, plague*</i>
9th	<i>enervation*, insect plague</i>

* Indicates new spell. See the "spells" section below for details.

DISEASE RESISTANT

When you choose this domain at 1st level, you can add their proficiency bonus to all saving throws against disease and attacks from slimes, jellies, a mummy's *rotting fist* attack, violet fungi, and the like.

CANTRIPS

Also at 1st level, you may add 4 cantrips of your choice from the Sorcerer spell list to your own.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Incabulos do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement,

or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: SLEEP

Also starting at 2nd level, your Channel Divinity allows you to cause a deep sleep in any single creature within 90 feet by your gaze. The target is entitled to a Wisdom saving throw. The sleep effect will last for 30 minutes.

CAUSE NIGHTMARES

Starting at 6th level, all creatures within 100 feet except those you explicitly exclude must make a Wisdom saving throw when they sleep or be afflicted with terrible nightmares. Those who are affected cannot get the benefits of a long rest and must wait another 2 hours before they can try again. You only need to remain in range for 10 minutes for this effect.

DEATH SLEEP

Starting at 8th level, you can cause a deep sleep by touch as an action. It will affect only a single creature, but that creature will slumber until the effect is magically dispelled. Targets are entitled to a Dexterity saving throw. This is a special power and does not require any spell slots be used.

CAUSE CALAMITY

Starting at 17th level, you can cast either the spells *control weather* or *earthquake* once per long rest. This effect will not require any spell slots.

Life is Ordeal.

– Incabulan aphorism

ISTUS

“Lady of Our Fate”

Pantheon: Baklunish (common)

Alignment: Neutral

Sphere: Fate

Rank: Greater goddess

Symbol: Golden spindle with three strands

Istus is the greater goddess of fate, destiny, and predestination, known as the Colorless and All-Colored. Few worship her on an ongoing basis, but many call upon her when the future is in doubt, or when immediate succor is required. She is of Baklunish origin, but is revered all across the

Flanaess, especially where people are in especial need of good fortune to see them through dark times. Her home plane is unknown, but she can sometimes be found on Oerth in various forms.

Istus can appear in many guises; a dispassionate young girl, a shepherdess, a haughty noblewoman, or an old crone with a skein of thread representing the weaving of fate. No matter her form, she can use any object as a weapon, and can shoot forth magical strands of various effects from the spindle she carries; Strands of binding, cancellation, death, hostility, passage, sending, enmeshment, entropy, or stars. If this spindle is lost, she will instantly return to her home to create a new one (a process that takes a year, during which time her control over fate is lost), and the original will crumble to nothingness. Time-related magic is useless against her, and she is sometimes accompanied by a time elemental of most powerful size.



WORSHIP AND WORSHIPERS

Those who worship Istus can be of any alignment, but those who are neutral will be favored. Offerings to Istus consist of incense, candles, and similar things. Services to her include thick clouds of incense, the music of flutes and pipes, chanting and meditation. Her temples and shrines are adorned with gauzy hangings. Major temples to her are located in Dyvers, Greyhawk, Rauxes, Rel Mord, and Stoink.

PRIESTHOOD

Clerics of Istus are somewhat stoic in their outlook, and are scrupulously honest. They tend to be fatalistic, and offer abstract explanations of "the need of fate" rather than kindly words of support during tough times, although there are a minority who have been particularly blessed by fate and who wish to give back, so to speak. They wear robes of gray or (rarely) black, and those of 7th level or higher have spider web patterns on theirs. All members of the priesthood (the vast majority are women) have hair at least 6 inches long, and bear her holy symbol, the golden spindle with three strands. Priests of Istus are guided by divination and prophecy to a great degree. They can be of any alignment, but almost all are true neutral.

Clerics of Istus have access to the knowledge domain or the special domain of their deity.

ISTUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, predict weather*</i>
3rd	<i>augury, web</i>
5th	<i>bestow curse, commune</i>
7th	<i>compulsion, divination</i>
9th	<i>geas, reincarnate</i>

* Indicates new spell. See the "spells" section below for details.

DIVINATION SPECIALTY

When you choose this domain at 1st level, you can cast divination spells as a bonus action. You must still expend a spell slot as normal.

WEB WALKER

Also at 1st level, you can add your proficiency bonus to all saving throws involving webs, whether from magical means such as a *web* spell, or those spun by giant spiders and other creatures.

CHANNEL DIVINITY: CHANT OF DESTINY

Clerics of Istus do not have the ability to turn undead. Instead, at 2nd level your Channel Divinity allows you to chant in such a way that all friendly creatures within 60' will gain a +1 bonus to all to hit rolls, and enemies will have a -1 penalty. This will last for as long as you maintain concentration, as if casting a spell.

CHANNEL DIVINITY: TEMPORAL RESISTANCE

Starting at 2nd level, you can use your Channel Divinity to gain advantage on saving throws against all time-affecting magic for 1 hour.

AUGURY

Starting at 6th level, you can cast an *augury* spell once per long rest without expending a spell slot to do so.

CHANNEL DIVINITY: STRAND OF BINDING

Starting at 8th level, you can cast forth a *strand of binding*. It will have a 10 foot range and affects a single creature, who is entitled to a Dexterity saving throw. Failure means the target is trapped in the strand for a number of minutes equal to the level of the cleric. Once trapped, the victim has one chance to free itself by making a Strength check, at disadvantage. The strand cannot be cut.

CHANNEL DIVINITY: ENMESHMENT

Starting at 17th level, you can cause a web of sticky but thin strands to fill a cube 30 feet on a side. The strands will block sight but not movement, as they are flimsy. The mass of webby strands will last ten minutes. Any creature touching one of the strands must make a Wisdom saving throw with a -3 penalty. Failure indicates they are instantly teleported to a special demi-plane which takes the form of an infinite labyrinth, where vision is limited to but 10 feet, and the whole imposes a special feeling of dread on all within. Any creatures in the

labyrinth are 50% likely to attack anything they encounter, whether it be friend or foe. If not engaged in combat, those trapped can make a Wisdom check after having spent 1 minute in the labyrinth; success indicates they are returned to where they touched the web. All prisoners are similarly released when the 10 minute time limit is reached.

Once long ago when the world was young, the gods sat upon their mountain of power and contemplated that which they had wrought. They decided that to commemorate their creation, a marvelous tapestry would need to be woven, showing off for all time the power, skill, and talent of the gods. Istus, being most talented with the distaff and weaving of all sorts, was begged to create the tapestry, and she happily agreed and set off at once to begin.

As she began to weave her tapestry, however, things began to grow and move on the perfect world the gods had created. With each shift of the shuttle, new wonders appeared on Oerth, the currents of history were given form, and lives of mortals began to take shape.

The gods raced to Istus' palace to see what counsel she could give, and when they beheld the vast and intricate tapestry that she had been weaving, they understood at once. It was the very act of weaving which had given life to the perfect and timeless world the gods had created, and they saw that it was good. For without the skein of history coursing through it, the world would have been bereft of life, and time would have been for naught, and truly no one would have been able to behold the wonder that the gods had created. – Baklunish myth

Iuz

"The Old"

Pantheon: Flan (common)

Alignment: Chaotic evil

Sphere: Oppression, deceit, pain

Rank: Demigod

Symbol: Human skull with red highlights

Old Iuz (pronounced "eye ooze"), the lord of pain, has long been a bogeyman in the central Flanaess. The child of the demon lord Graz'zt and the witch-queen Iggwilv, between CY 505 and 570 this cambion-demigod was imprisoned beneath the ruins of Castle Greyhawk by the mad archmage Xagyg Yragrene in that one's own attempt to achieve apotheosis, and has earned the mad god the eternal enmity of the half-demon. He rules a domain in the Flanaess, steeped in wickedness and cruelty, and that is the center of his worship, although he has agents seemingly everywhere. Iuz cannot be slain permanently on Oerth, as he has a soul object secreted somewhere in the Abyss. He is allied with the demon queen of fungi Zuggtmoy, but has a great and abiding hatred for Saint Cuthbert as well as Rao.

Iuz appears either as a wizened old man leaning heavily on a staff, or as a 7 foot high demonic figure with red skin, pointed ears, and a horrible visage. In that form he fights with a massive two-handed sword, although he can also strangle with his long and iron-hard fingers. In his old man form, Iuz can spit out a sputum that causes any limb or body part it hits to wither, and his wrinkled visage causes revulsion in those who behold it. His cape provides a variety of magical protections.

WORSHIP AND WORSHIPERS

Any evil being can worship Iuz, and his worship is obviously centered on the land that bears his name, although he has hidden agents throughout the central and western Flanaess. Worship ceremonies include foul incense, drumming, and the ringing of

bell. Sacrifice of humans, humanoids, or animals is frequent. Altars dedicated to Iuz are decorated with skulls and have vessels of bone.

Iuz is known to have a cadre of fanatically loyal halflings as his personal servitors.

PRIESTHOOD

Clerics of Iuz wear garments of rusty black, or white with bloody rust-red stains. They must be of evil alignment, and are noted for their cruelty and never-ending scheming against one another. They are known to keep taxidermy trophies of fallen enemies; paladins, clerics of St. Cuthbert, etc. The topmost tier of the servants of Iuz are known as the Boneheart, although they are not exclusively clerics.



Clerics of Iuz have access to the death domain or the special domain of their deity.

Iuz' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>hex, spittle*</i>
3rd	<i>change self, heat metal</i>
5th	<i>blackhand*, turnbane*</i>
7th	<i>bonechain*, clawcloud*</i>
9th	<i>screaming skull*, venomous claws*</i>

* Indicates new spell. See the "spells" section below for details.

DEMONFRIEND

When you choose this domain at 1st level, demons and other beings from the Abyss will have an initially friendly attitude towards you.

CHANGE SELF

Also at 1st level, you can alter your external form to appear as 1' shorter or taller, make yourself thin or fat, and otherwise change your appearance (including your clothing, weapons, and equipment) to appear to be any sort of humanoid type within the height range of your normal appearance (thus, a human couldn't appear as a gnome, because they're too short). You cannot use this ability to appear as any specific individual, but rather as a generic representative, although you can repeat the same form. Note that this is an illusion, and as such no actual change in your physical form takes place. You can do this once per day.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Iuz do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage. From levels 1-3, you get a +1 bonus to your Wisdom check when attempting to command undead.

Starting at 4th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
4th	1/2 or lower
7th	1 or lower
10th	2 or lower
13th	3 or lower
16th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: INTIMIDATING FORM

Starting at 2nd level, you can use your Channel Divinity to change form whenever you attempt to use the Intimidation skill. When you do so, you assume an illusionary demonic guise, growing in height, sprouting horns and fangs, changing color to a deep red, and your voice changes to a threatening growl. You gain advantage on such Charisma (Intimidate) checks, but your form will be visible to all, and thus your nature may be revealed.

VEIL OF EVIL

Starting at 6th level, you can add your proficiency bonus to all saving throws made against spells cast by spellcasters of good alignment.

LIFE DRAIN

Starting at 8th level, you have the power to temporarily drain the life-energy from a creature once per long rest. By taking an action, you can point at a target within 250 feet and cast a bolt of purple-black energy at them. They are entitled to a DC 13 Dexterity check to avoid the blast. If they fail, they will lose 5 (1d6+2) hit points, which cannot be regained by any means until they take a long rest. If they are reduced to 0 hit points or lower by means of this attack, they will be rendered unconscious for 24 hours, at which time they will recover the hit points lost from this attack.

COMPEL FEY

Starting at 17th level, you can cast the spells *conjure woodland beings* or *conjure fey* without expending a spell slot three times per long rest, but the creatures that respond to the summons do so against their will. They are entitled to a Charisma saving throw; if successful, they will be hostile towards you as soon as they appear. If they fail, however, they will be compelled to obey your orders fully and completely for the duration of the spell, no matter how reluctantly they may do so.

When he was first freed from the Godtrap of the mirthful and unpredictable demigod Zagyg, Iuz attempted to fly straight home to the land that bore his name, as might be expected. He was disoriented, weakened, and full of hate not only for those who had imprisoned him, but also those who attempted to destroy him as he finally attained his freedom. He escaped the trap set, and made his way north and west to regain his kingdom.

But as he flew over the Cairn Hills to the west of the Selintan River, a pious cleric of St. Cuthbert, alerted to the sudden release of his god's most deadly foe, attempted to thwart his escape in one last desperate act. The priest was obliterated, of course, for he couldn't hope to match the evil and power of the now-freed cambion. But Iuz' wrath did not stop with him.

The village he tended as shepherd was laid to ruin, and the inhabitants transformed into apes of all sorts, their minds broken by their condition, and now hostile and insane. And so that village remains to this very day, mute but living witness to the malice and the power of Iuz the Evil.



JASCAR

"The Lofty"

Pantheon: Suel

Alignment: Lawful good

Sphere: Hills and mountains

Rank: Lesser god

Symbol: Snow-capped mountain peak

Jascar is the Suel lesser god of mountains and hills. His chief delight is in creating hills and highlands from flat plains, and stashing great mineral wealth

within for his followers to find and craft into things of beauty. He and Phaulkon are loosely allied in the cause of good, but he has an abiding hatred of Beltar, who perverts his favored mountains. He is a brother of Fortubo, and the two maintain a friendly rivalry. Jascar lives in the Twin Paradises, in a place known as Centerspire.

Jascar appears as a muscular human with a long brown beard and a magnificent silver breastplate. The breastplate is magical, and affords protection for his whole body. He wields a magic hammer that is a great enemy of all undead, and which no one other than Jascar himself can lift. He can move

through the earth as easily as a mortal walks upon its surface. Attacks relying on stone or earth, or attacks from creatures native to the elemental plane of earth, are harmless to him. Earth elementals themselves must obey his commands. In addition, he can take on the form of a pegasus, a great warhorse, or a xorn.

WORSHIP AND WORSHIPERS

Those who are lawful good or neutral good, and who love the hills and mountains, worship Jascar. Most of his followers are human, but he does have strong representation among the dwur and noniz communities. His worship is strongest in the hills and mountainous regions of Suel settlement, especially the Flinty Hills and the various lands of the Iron League. Temples to him are always made of stone, and those with a high priest of 9th level or higher, and which are dedicated to Jascar alone, will be magically protected against *earthquake* and *disintegration*. This protection will not function if the main altar is defiled.

PRIESTHOOD

Priests of Jascar must be lawful good in alignment. Vestments are earth-toned garments, and white hoods or white metal caps are worn during ceremonies.

Clerics of Jascar have access to the life domain or the special domain of their god.

JASCAR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>shield of faith, thunderous smite</i>
3rd	<i>lesser restoration, spiritual weapon</i>
5th	<i>daylight, meld into stone</i>
7th	<i>aura of life, stoneskin</i>
9th	<i>hallow, wall of stone</i>

* Indicates new spell. See the "spells" section below for details.

FAVORED ENEMY

When you choose this domain at 1st level, you must select a specific type of monster (usually one that is known to be a local menace) such as hill giants, bugbears, etc. When in combat against such creatures, you may add your proficiency bonus to all rolls to hit.

HILLWISE

Also at 1st level, you use your proficiency bonus on all History and Nature skill checks involving mountains, hills, and highlands.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: PROTECTION FROM EVIL

Starting at 2nd level, you can use your Channel Divinity to cast *protection from evil and good* on yourself or someone you touch. Doing so requires an action, but does not require you to have prepared the spell, or use a spell slot. The effect will last for 10 minutes, but does not require concentration.

SHAPESHIFT

Starting at 6th level, you can take an action and change your form into that of a warhorse for one hour, once per long rest. All of your equipment and other carried gear will change into tack and harness, bardings, etc., Only artifacts will not be so changed. While in warhorse form, your hit points and armor class will remain the same as they are normally, and you attack as per your normal strength modifier, but as if you were proficient. While in warhorse form, you cannot speak or cast spells.

Starting at 10th level, you have the choice to shapeshift into a pegasus rather than a warhorse.

You can still only shapeshift once per long rest, and only for one hour's duration. While in pegasus form, you can speak and cast spells up to 4th level, as long as they do not require somatic components, or material components that cannot be replaced by a spellcasting focus.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

In addition, you may add your proficiency bonus to all saving throws against attacks and other effects that would render you petrified.

COMMAND EARTH AND STONE

Starting at 17th level, you can choose to either cast the spell *move earth*, or turn a creature that has been petrified back into their fleshly state, once per day by using an action. Doing so does not require that you have prepared the spell or used a spell slot. The stone to flesh effect is permanent (see the description of the spell *flesh to stone* for particulars about the impact of damage taken while in a petrified state).

Men, orcs, even elves; all of these are fleeting. What are the lives of mortals compared to those of the very mountains, the bones of Oerth? These things are truly eternal. But what good are the eternal mountains if there are none to appreciate their majesty, to uncover their hidden treasures? This is the riddle we embody.

- Jascarán saying

JORAMY

"The Shrew"

Pantheon: Common

Alignment: Neutral

Sphere: Fire, volcanoes, anger

Rank: Lesser goddess

Symbol: Volcano

Joramý is the lesser goddess of fire and volcanoes, and relatedly violent quarrels and anger in general. She is, quite naturally, known for her violent temper. She is common to the Oeridian, Flan, and Suel peoples. She argues for the sheer joy of doing so, at first trying rational arguments, but if those fail moving on to purely emotional appeals, and finally descending into pure-blown rage to attempt to wear down an opponent's energy. She doesn't care for distant and tranquil gods such as Rao and Delleb, but was once the lover of Zodal (the two are now estranged). She does get on well with Pelor and Kurell, but is a mortal enemy of Erythnul and Beltar. She is deeply suspicious of Pyremius, whom she suspects is plotting to supplant her, as he did his predecessor, Ranet. She has no permanent dwelling, but is known to wander the Twin Paradises and Elysium.

Joramý appears as an ordinary woman with red hair. She doesn't carry any weapons, but can call forth various powerful fire-based magics at need. Her voice is also a potent weapon, and when she gets aggravated (which is just about all the time), she can use it to bend others to her will and point of view.

WORSHIP AND WORSHIPERS

Anyone can worship Joramý, although few do as a long-term matter. She is often called upon in the heat of anger, however; a momentary flash that calls upon the power of the goddess to smite an enemy, or at least to "get those idiots to understand that I am right and they are wrong." Those who dwell in the vicinity of volcanoes will often make sacrifices

therein to appease the anger of the goddess. In statues and other iconography, she is shown with one fist raised high, either making an important point, or about to strike an intransigent listener. Temples to her are few, but small shrines are many, usually raised to request or celebrate some intervention by the goddess. Services consist of angry excoriations of those who disagree with the church as a whole or the presiding priest in particular.

PRIESTHOOD

Priests of Joramy must be neutral in alignment. They wear robes of red and black, and are given to strenuous defenses of whatever their position happens to be, whether it be religious, political, or aesthetic. They are adept at politics, especially of a revolutionary or aggressive type, and can be found as advisors in such small but aggressive states as some of the bandit kingdoms, Ratik, the Iron League, and so forth.

Clerics of Joramy have access to the war domain or the special domain of their god.

JORAMY'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, faerie fire</i>
3rd	<i>flaming sphere, heat metal</i>
5th	<i>counterspell, fireball</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>cloudkill, flame strike</i>

FIERY TEMPER

When you choose this domain at 1st level, you get advantage on all Charisma (Intimidation) checks.

BONUS CANTRIPS

Also at 1st level, you add the following cantrips to your list of spells; *produce flame, vicious mockery*.

CHANNEL DIVINITY: SCREAM OF THE HARRADIN

You cannot turn undead as do many other clerics. Rather, starting at 2nd level, you can use your Channel Divinity power to cast the spell *thunderwave* by using an action. You do not need to prepare this spell or use a spell slot, and it will function as if you used a spell slot of the highest level available to you, thus inflicting extra damage at higher levels.

CHANNEL DIVINITY: FISTS OF FURY

Starting at 2nd level, you can use your Channel Divinity to cast the spell *burning hands* by using an action. You do not need to prepare this spell or use a spell slot, and it will function as if you used a spell slot of the highest level available to you, thus inflicting extra damage at higher levels.

FIRE RESISTANCE

Starting at 6th level, you are resistant to fire damage.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of fire damage. At 14th level, this will increase to 2d8 points of damage.

VOLCANIC ERUPTION

Starting at 17th level, you can cause a miniature volcanic eruption once per week. The eruption must be centered on a spot no further than 100 feet distant from you within your field of vision, must be on solid ground (not in any structure, in mid-air, etc.), and requires an action. Once triggered, the eruption cannot be stopped by any force short of a *wish* spell. At the center of the volcano a hole 5 feet in diameter will suddenly open up; any creature standing directly beneath it must make a DC 17

Dexterity check to avoid dropping into the crater and taking 20d10 points of fire damage.

- For the next 5 minutes, lava will flow out of the hole at a rate of 10 feet per minute, doing 20d10 points of fire damage to any creature it touches. The lava will then begin to cool, doing 2d10 less damage per minute until it is entirely cool after 10 minutes.
- At the time of the eruption, a cloud of noxious gas, equal to a *cloudkill* spell, will emerge atop the crater. It will last for 10 minutes, moving in a random direction each minute (the DM should roll a d8 to determine direction).
- Also at the time of the eruption, a shower of molten rock will burst forth from the crater. All creatures within a 30 foot radius will take 10d10 points of fire damage and 5d10 points of bludgeoning damage unless they make a successful Dexterity saving throw. Success indicates they only take half damage.

A contrary opinion is a challenge that must be met by physical force if necessary. To imply that I might be wrong is a mortal insult that cannot be tolerated.

- Joramian truism

KORD

"The Brawler"

Pantheon: Suel

Alignment: Chaotic good

Sphere: Strength, courage, brawling, athletics

Rank: Intermediate god

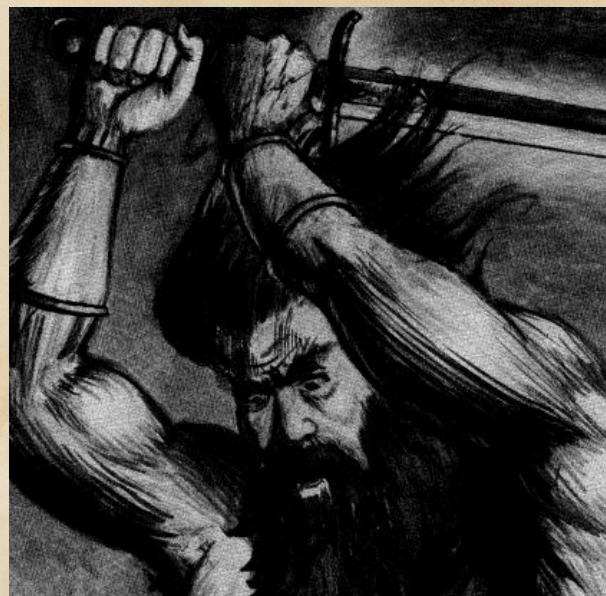
Symbol: Eight-pointed star made up of spears and maces

Kord is the Suel greater god of strength, struggle, courage, brawling, wrestling, and athletics. He is the son of Lendor and Syrul, but has surpassed both of them in his popularity. Only Lendor can control Kord when he is in one of his blood rages, which

enables him to deal even more damage in combat, but which makes him dangerous to enemy and friend alike. He dwells in Gladsheim, on the Plains of the Fallen.

Kord can appear in one of two forms; a powerful northern barbarian bedecked with arms and armor, or a muscular athlete stripped to the waist, always with a great beard of red and red hair. He wears a girdle, boots, and gauntlets of dragonhide, and bears his enchanted sword *Kelmar*, which is not only able to fight on its own, but also delivers powerful jolts of lightning as it strikes. *Kelmar* has an especial hatred of dragons, and is especially puissant against them. He also has an enchanted two-handed sword for use when *Kelmar* is dancing on its own.

Kord is noted for his attraction to pretty mortal women, and actually has quite a few offspring and other descendants in the Flanaess, which is relatively unusual for gods on Oerth. Although he favors humans and elves, he has had flings with women of almost every demihuman race, including some giants as well. See the "Blood of Kord" feat above, for those players who wish to count the god of strength as an ancestor. See also the "Demigod Offspring of Kord" optional rule below in the sidebar.



WORSHIP AND WORSHIPERS

Anyone of any alignment may worship Kord, and he is especially popular among warriors, wrestlers, barbarians, and the like. He is in particular the patron of berserkers. Kord is most popular in the northern barbarian kingdoms, although he has a strong following among the Suel humans in the northern Ulek states, Almor, Hepmonaland, Lendore Isle, and the Great Kingdom. His followers can be found anywhere the Suel traveled in numbers, however. Temples are great sprawling structures, often open to the sky and housing gymnasiums, athletic fields, wrestling rings, gladiator arenas, etc. Worship services are brief and ecstatic, usually done to celebrate victory in battle or the completion of some great test of strength. They involve rhythmic chants and dances.

PRIESTHOOD

Kord's clerics must have a strength of 16 or higher, and must be of either chaotic good or chaotic neutral alignment. Priests are raised from childhood, and either come from those who demonstrate great strength and are noticed by another cleric, or someone who is not himself strong, but is driven to improve his own strength. The colors allowed to the priesthood in their vestments depends on their level, but may never repeat the same colors that the god himself wears; blue boots, white girdle, and white gauntlets:

- **Level 1-3:** White robes
- **Level 4-6:** White and blue robes
- **Level 7-9:** Red, white, and blue robes
- **Level 10-15:** Red girdle with blue and white trim
- **Level 16 and above:** white boots, red girdle, blue trim

Only his true sons and daughters may wear dragonhide armor. Bravery and courage is the watchword of the priesthood, and any priest who displays cowardice will lose his spellcasting abilities immediately.

Clerics of Kord have access to the war domain or the special domain of their god.

KORD'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect law and chaos*, protection from law and chaos*</i>
3rd	<i>enlarge/reduce, enhance ability</i>
5th	<i>aura of vitality, lightning bolt</i>
7th	<i>freedom of movement, staggering smite</i>
9th	<i>destructive wave, greater restoration</i>

* Indicates new spell. See the "spells" section below for details.

WARRIOR'S WAY

When you choose this domain at 1st level, you are proficient in all armor and both simple and martial weapons. Fearless

Also at 1st level, you can add your proficiency bonus to all saving throws vs. fear, both magical and mundane.

CHANNEL DIVINITY: KORD'S FAVOR

You do not turn undead as do many other clerics. Rather, you can use your Channel Divinity power to heal 1d6 hit points of damage in any ally within 30 feet of you. You must use an action or reaction to do so, and the recipient must have taken damage within the last minute. If they took a critical hit, then 2d6 points will be healed.

CHANNEL DIVINITY: BURST OF STRENGTH

Starting at 2nd level, you can use your Channel Divinity to use an action to gain a temporary increase of your strength of 2 points, which will last for one minute.

VEIL OF CHAOS

Starting at 6th level, you can add your proficiency bonus to all saving throws made against spells cast by lawful-aligned spellcasters.

DIVINE STRIKE

Starting at 8th level, you can imbue your thews with divine power. Once per turn when attacking a creature with a melee weapon, you can inflict an additional 1d8 points of bludgeoning damage from the sheer force of your blow, even if the weapon is of

Optional Rule: Demigod Child of Kord

If a character has the *Blood of Kord* feat, and a score of 19 or higher in two out of three physical characteristics (Strength, Dexterity, and Constitution), there is a chance that the god will acknowledge him or her as a son or daughter, with the right to call themselves a demigod. This potential is determined at the time of character creation.

If a character has the necessary characteristics, on his or her 17th birthday, Kord himself will visit the character and present them with a test of strength and courage, almost always involving some great fight against a creature with a CR of 4 or higher. The DM and the player should play out the scenario during character creation. If the character is victorious, the god will return and bestow upon them 2-4 special gifts, as determined on the following tables. Roll a d8 for each table.

Roll (1d8)	Result
1	Advantage on all saving throws vs. poison
2	Advantage on all saving throws vs. paralyzation
3	Advantage on all saving throws vs. fear
4	Immune to <i>geas</i>
5	Advantage on all Dexterity (Stealth) checks
6	Immune to non-magical missiles
7	Immune to <i>sleep</i> , <i>hold</i> , and <i>fear</i>
8	Roll twice, re-rolling 8's and duplicates

Roll (1d8)	Result
1	Cast <i>heal</i> on yourself once per week
2	Cast <i>jump</i> or <i>levitate</i> once per long rest
3	Cast <i>enlarge</i> on yourself once per long rest
4	Climbing does not cost any extra movement
5	Proficient in all weapons
6	Cast <i>silence</i> on yourself once per long rest
7	Blood rage: If you take 50% loss of your total hit points, add 2 to your Strength attribute until everything within 60', friend or foe, is slain. You will kill everything in that radius in your berserk rage.
8	Roll twice, re-rolling 8's and duplicates

Note that these are the only powers a demigod offspring of Kord will receive; no further divine powers will be forthcoming. A child of Kord must never be lawful, and must be either a cleric (of Kord, naturally), fighter, ranger, or barbarian. Any child of Kord who does not, or who displays personal cowardice at any time, will be disowned, stripped of his or her powers, and have a 30% chance that the god himself will come to slay the "sniveling bastard."

piercing or slashing type. At 14th level, this will increase to 2d8 points of damage.

STRENGTH

Starting at 17th level, you can cast the spell *strength* on yourself once per long rest.

KURELL

“The Green-Eyed God”

Pantheon: Oeridian

Alignment: Chaotic neutral

Sphere: Jealousy, revenge, thievery

Rank: Lesser god

Symbol: Grasping hand holding a broken coin

Kurell is the Oeridian lesser god of envy, vengeance, and thieves, known as the Green-Eyed God, the Avenger, and the Lord of Thieves. He is constantly obsessed with those whom he thinks have wronged him, even in the most minor of ways, and is ever scheming the most elaborate revenges for these perceived wrongs. He and his followers believe themselves entitled to whatever they want, and their jealousy stems from being thwarted in that aim. He is intensely jealous of the other gods, fearing that somewhere, someone is having a good time without him, or, even worse, is making fun at his expense. The worst of all are those who are genuinely better than he is, at anything. He is the brother of Zilchus, and on good terms with (at least, as good terms as he can be) Syrul, Erythnul, and Xan Yae. He counts both Pholtus and Heironeous as enemies, and has never forgiven Sotillion for talking him into doing her harvest work for her. He tends to build himself up by belittling others, especially among his followers. He dwells in Limbo, in a fortress known as the House of Locks.

Kurell’s true form is short, slightly overweight, and plain to the point of unattractiveness, but he takes great pains not to be seen in this form. Those who do will be targets for his many revenges. He usually

appears as a tall, handsome human with striking green eyes. He almost never smiles, except when he has achieved some petty vengeance. He wears black clothing and leather armor. He favors easily concealable weapons, and has two daggers which are coated in never-ending sleep poison. He can change his appearance at will, and will usually do so in such a way as to make a calculated attempt to make others feel inferior. Occasionally, he will appear as a large black wolf with green eyes, hence his epithet “the Black Wolf of the North” among the Wolf Nomads.

WORSHIP AND WORSHIPERS

Thieves in particular favor this god, and many approach him to assist in avenging their own petty jealousies. He is particularly honored by the Wolf Nomads, who name him the Black Wolf of the North, and has a small following in the Hold of the Sea Princes. The city of Atirr in North Province contains the largest temple to the god, with deep ties to the College of Endings and Beginnings, which serves as the city’s Assassin’s Guild. There is also a cave complex in the Burneal Forest, east of the Fler River, which is known as the Black Wolf’s lair, and which stretches far beneath the earth with caves and caverns adorned with ancient and disquieting cave paintings. He has few other large temples, but shrines and chapels can be found wherever thieves are thick. Naturally, the lack of large temples is a source of great jealousy to the god and his followers. Any place that is the site of some great vengeance, or where revenge is regularly plotted, is considered holy.

Those who honor Kurell do so every night, and his high holy days are the winter solstice (the 4th day of Needfest), the longest night of the year, and Kurell’s Day, which falls on the 11th day of Goodmonth, when both moons are new. Thievery on these nights is considered to have Kurell’s blessing, and a cut of the proceeds is expected as a donation to the church, lest vengeance be sought out.

PRIESTHOOD

Clerics of Kurell must be of chaotic evil, chaotic neutral, or chaotic good alignment, although those of the latter persuasion are few and far between. They are exclusively male; this has, perhaps not accidentally, the effect of making the women worshipers of Kurell jealous of the men. Although they do not trust anyone at any time, they are themselves usually quite trustworthy, if only to prevent others from having an excuse to claim revenge against them. They believe the assassin's art is well justified, and consider it "professional vengeance." They tend to wear tight fitting black clothing, and hoods and half-capes are favored. As a rule, they will try to outdo one another in the finery of their vestments, in order to elicit the most envy amongst their compatriots.

Clerics of Kurell have access to the trickery domain or the special domain of their god. Those who do are called Quickfingers.

KURELL'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>fog cloud, sanctuary</i>
3rd	<i>enhance ability, see invisibility</i>
5th	<i>bestow curse, wraithform*</i>
7th	<i>freedom of movement, poison*</i>
9th	<i>dominate person, mislead</i>

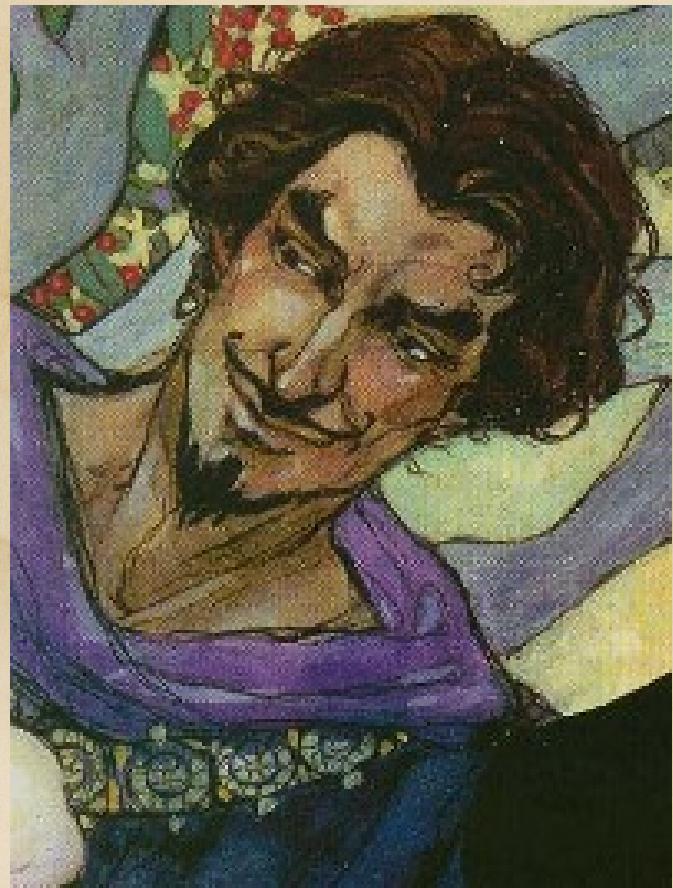
* Indicates new spell. See the "spells" section below for details.

BLINDFIGHTING

When you choose this domain at 1st level, you do not suffer any of the normal combat penalties for being blinded. You still fail ability checks that require sight (like reading).

STEALTH

Also at 1st level, you may add your proficiency bonus to all Dexterity (Stealth) checks.



CHANNEL DIVINITY: TURN UNDEAD

If you are of good or neutral alignment, you have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level. If you are of evil alignment, you can command undead. (Each set of clerics resents the fact that the other can do something they themselves cannot, of course.) As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: DARK SHROUD

Starting at 2nd level, you can use your Channel Divinity to cast the spell *darkness* without needing to prepare it or expend a spell slot to do so.

INVISIBILITY

Starting at 6th level, you may cast *invisibility* once per long rest, without needing to prepare it or spend a spell slot to do so.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power, causing it to drip with green acid. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of

acid damage. At 14th level, this will increase to 2d8 points of damage.

INDUCE ENVY

Starting at 17th level, you can project intense feelings of jealousy and envy onto others. Doing so requires an action, and can be done once per long rest. All creatures within a 40 foot radius of you must make a Wisdom saving throw. Success means they are only partially affected, while failure means they are fully affected. The effect will last for as long as you maintain concentration, up to 30 minutes.

Those partially affected will feel simmering resentment over past slights, begin to question the fairness of recent distributions of loot, look askance at their companions' magic items, resent differences in rank, and so forth. If the opportunity presents itself, they will pilfer magic items, "unilaterally redistribute" loot, and bring up their perceived grievances at the slightest provocation ("oh, showing off with your holy avenger that should have been mine, huh? Trying to rub it in?"), but will stop short of physical harm unless they themselves are attacked.

Those who are fully affected will feel the same things, and exhibit many of the same behaviors, but taken to another degree. If a higher-ranked companion turns their back, they might get a knife in said back; if the opportunity to leave a companion who is felt to have taken a magic item "rightfully" belonging to someone else, that person might leave them at the bottom of a pit, or close the door before they can escape the room full of ghouls. The DM should pick suitable actions for NPCs, and encourage similar behavior for PCs that are affected by this power.

Ironically, you will feel jealous of the fact that they are feeling a purer, magically induced, form of envy than you are. Bastards.

"Others may say that envy is a vice, or a sin. We know better. We know that envy, and jealousy, are the rungs on the ladder of success. Who ever achieved great things, or garnered great wealth, save that they were measuring themselves against their fellow men? No, for those pusillanimous slaves who claim to be content, to have all they desire, we say they are dead. Growth is the sign of life, and growth comes by seeing new things to desire, new achievements to make, new lands to conquer. To envy is to live."

- Kurellian sermon (excerpt)

LENDOR

"The Prince of Time and Tedium"

Pantheon: Suel

Alignment: Lawful Neutral

Sphere: Time, tedium

Rank: Intermediate god

Symbol: Crescent moon superimposed on a full moon surrounded by stars

Lendor is a very aloof being, the creator god of the Suel pantheon. As such, he is of greater godhood rank. He is obsessed with the proper flow of time and events on a multiversal scale. His chief interests are in making sure time is following its intended shape, and he will usually only intervene in mortal affairs if something has gone wrong with the plan for the multiverse he set down. To this end, he is able to banish any of the members of the Suel pantheon (whom he created, after all) to their home plane for a month, as a means of chastising them and bringing them to heel. He dwells in Nirvana, in the Wheel of Time.

Lendor appears as a muscular but elderly man with white hair and beard, but can change shape at will. His other favorite forms are a huge silver dragon and a female olive. He wears an enormous diamond ring on one hand, and carries the flaming sword *Afterglow* with him. As befits his nature, he has

mastery over the flow of time, and can make it reverse, slow to a crawl, or hasten at his whim. He dwells on Nirvana.

Whenever he is summoned to the material plane (by means of spell or magic item), he will send one of his servants first, to determine if his presence is truly warranted.



WORSHIP AND WORSHIPERS

Lendor has few worshipers. Those who do follow him are either wizards and sages interested in time and history, or those involved in particularly tedious and mind-numbing professions. The latter will seek his relief from their tedium. His temples are few, and those found only in large cities. The two most notable are in Irongate and Lo Reltarma.

PRIESTHOOD

Almost all of Lendor's priests are elderly, and services are rambling and (appropriately enough) tedious and exacting formulae, lengthy recitations, and picayune rituals involving a myriad of precise actions that must be done in exacting order and according to the most precise timing. They wear silver robes bearing a crescent moon surrounded by a circle, in turn surrounded by 14 stars, all in black.

They are devoted to the principles of the lawful neutral alignment.

Clerics of Lendor have access to the knowledge domain or the special domain of their god.

LENDOR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, precognitive sense*</i>
3rd	<i>augury, blur</i>
5th	<i>haste, slow</i>
7th	<i>temporal disjunction*, timejump*</i>
9th	<i>scrying, temporal wall*</i>

* Indicates new spell. See the "spells" section below for details.

QUICK SPELLS

When you choose this domain at 1st level, you move up 1 place in the initiative order when casting a spell that takes 1 action to cast. When casting a spell that takes longer than 1 action, it will take 10% less time to cast (so a ritual would only take 9 minutes longer than normal, an hour-long spell would take 54 minutes, etc.).

TIME MAGIC RESISTANCE

Also at 1st level, you have a +2 bonus to all saving throws against time-affecting magic of 5th level and below, such as the spells *haste* and *slow*. You have the option of allowing yourself to be affected by the magic, as usual. It will not function against spells cast by gods.

CHANNEL DIVINITY: SPELL ELONGATION

You do not turn undead as do many other clerics. Starting at 2nd level, you can use your Channel Divinity to increase the duration of your spells. If you make a successful Wisdom saving throw, the duration of your spell is doubled. This has no effect on instantaneous spells.

CHANNEL DIVINITY: TIMESIGHT

Starting at 2nd level, you can also use your Channel Divinity to glance ahead 2 seconds in time. If used in combat, it will give you a +2 bonus to your AC and a +2 bonus when rolling to hit, because you can see where your opponent will attack and defend. Since this only affords a single quick glimpse, the effect only lasts for a single round. Its utility is strictly limited in other uses, however, because of the time limitation. It could be used, for instance, to see the outcome of a coin toss in time to call the toss, but a trap would normally take too long to activate for the spell to be of any use to warn someone of its existence.

TIME FLIES

Starting at 6th level, you can gain the benefits of a long rest in only half the time, taking only 4 hours total, which must include at least 3 hours of sleep. In addition, other long and tedious activities only take half as long as they ordinarily would, such as crafting and researching. This doesn't have any impact on activities that require someone other than yourself, such as training, which requires a trainer. It also does not impact recuperating.

TIME MAGIC IMMUNITY

Starting at 8th level, you are immune to the effects of all time-affecting spells and spell-like effects (except those cast by deities). This includes spells such as *haste*, *time stop*, etc. If you wish, however, you can allow yourself to be so affected.

TIME STOP

Starting at 17th level, you can cast the spell *time stop* once per long rest as a bonus action.

And thus did Lendor finally finish his labors, and looked upon the history of the Suel folk laid out in all its glory throughout the multiverse and across all eons. In but a single glance which only His intellect could perceive without descending into madness, He

saw them rise and grow, and fall and contract, in a perfect harmonious flow of time and symmetry, ever-growing despite what to a single generation would seem a catastrophe. But perfect though His vision and His creation were, others still would seek to corrupt and destroy the beauty of that which Lendor had created, with the created being allowed to partake in such harmony and perfection being the ultimate gift beyond creation itself. And thus began His long work, to preserve that perfection against those who would mar its timeless and limitless beauty and symmetry that spans across time and space. – *The Book of the Beginning*

LIRR

“Lady Poet”

Pantheon: Common

Alignment: Chaotic good

Sphere: The arts

Rank: Lesser god

Symbol: Illustrated book

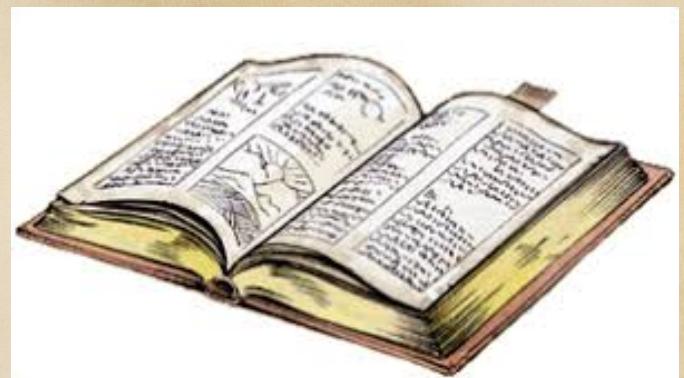
Lirr (rhymes with “near”) is the lesser goddess of the arts, including poetry, stories, and art in general, and is known as Lady Poet and the Lorekeeper. Her worship can be found across all of the Flanaess, and its main commandment is that all products of the arts should be protected. She dwells in Olympus, in a place called the Polykeptokon.

Lirr appears as a teenage Oeridian girl with a large and well-illustrated book of stories, which contains every poem, spell, bit of prose, or painting ever created. Her hair is black and her eyes a deep blue. She has a magical spear which can store magic spells for her use as needed, like a *ring of spell storing*.

WORSHIP AND WORSHIPERS

Anyone of non-evil alignment may worship Lirr, and her faithful tend to be artists, writers, poets, and scholars who value the written word. Many users of magic revere her as well, especially those who

dislike Delleb’s more reserved personality. They view writings of all sorts as essential for the maintenance of civilization, and will work hard to preserve them from those who would destroy them. They are similarly protective of all products of the arts, including music, paintings, sculptures, and the like. Her temples tend to be quite small, but are important centers of the arts. Many sport libraries and galleries where works of art and literature are displayed and maintained. One of her largest shrines is actually maintained within the Guildhall of Performing Artistes in the Free City of Greyhawk. Those who worship her can be found throughout the Flanaess, but particularly in areas of high Oeridian stock. Services include readings from obscure books and viewings of particularly significant pieces of art.



PRIESTHOOD

Priests of Lirr must be lawful good in alignment. They are bookish by nature, and initiates spend their first few years making copies of various books in scriptoria, and copies of other works of art, which are displayed for the enjoyment and edification of others. The priesthood will often go in search of rare or endangered books or art, especially into dangerous areas where such things are not valued and may be in peril. Some members of the clergy also take jobs as scribes, teachers, and librarians.

Clerics of Lirr have access to the knowledge domain or the special domain of their god.

LIRR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>identify, comprehend languages</i>
3rd	<i>magic mouth, zone of truth</i>
5th	<i>clairvoyance, tongues</i>
7th	<i>compulsion, divination</i>
9th	<i>legend lore, scrying</i>

* Indicates new spell. See the “spells” section below for details.

LANGUAGES

When you choose this domain at 1st level, you may choose three bonus languages in which you are proficient. No more than two of these can be exotic languages.

PERFORMANCE

Also at 1st level, you know how to recite written and dramatic works in front of an audience. You are proficient in Charisma (Performance).

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player’s Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: ABSORB KNOWLEDGE

Starting at 2nd level, you can use your Channel Divinity to learn the contents of a non-magical book simply by touching it. By spending 1 minute in physical contact with a book, scroll, or other written work, you will have knowledge of its contents as if you had read them in normal fashion. This will not work on magical books, scrolls, or spell books, but you will be able to identify the fact that they are, in fact, of a magical nature. If a work is of a mixed type (i.e., some mundane knowledge interspersed with magical spells or formulae) then you will learn the mundane parts while at the same time knowing there is something magical that is missing in your knowledge.

FAR SEER

Starting at 6th level, you have become expert at casting divination spells. Any divination spell you cast that requires a saving throw on your part is made with a proficiency bonus on the saving throw. If the target of a divination spell cast by you is entitled to a saving throw, the creature subtracts your proficiency bonus from its roll.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of psychic damage. At 14th level, this will increase to 2d8 points of damage.

INTELLECTUAL PROWESS

Starting at 17th level, your intellectual prowess has grown significantly. You get proficiency on all Intelligence saving throws.

Books, songs, statues, paintings; all are moments in time, captured forever to be relived throughout infinity. Thus, each is itself infinite. When one is destroyed, infinity itself is destroyed. - Lirrian koan

LLERG

“The Great Bear”

Pantheon: Suel

Alignment: Chaotic neutral

Sphere: Animals, strength

Rank: Lesser god

Symbol: Bear, snake, or alligator

Llerg is the Suel lesser god of animals and strength. He emphasizes the animal nature of man, and his followers embody the philosophy of strength and ferocity. He deliberately turns his back on civilization, reveling in the raw power of the animal kingdom, and expects his followers to do the same. He dwells in a part of Limbo known as Beasthaven.

Llerg appears as a great burly man with iron thews and shaggy hair, wearing a breechclout and his famous *girdle of cave bear strength*, which he sometimes lends to a follower in need. He fights with a massive enchanted broadsword, but prefers to fight in animal form. His preferred beast-forms are a cave bear, giant constrictor snake, or alligator, but he can choose to appear as any carnivore he chooses, even a dinosaur, but he will do so only if the region is appropriate to such a form. In such forms, he can call similar creatures to his aid from the surrounding area.

WORSHIP AND WORSHIPERS

Llerg is a popular deity, second only to Kord in popularity among the northern barbarians. Worshipers of Llerg will be of chaotic neutral or neutral alignment, and are often associated with some animal-based profession such as pack handlers, animal trainers, and the like. Lycanthropes are also drawn to him. His followers can be found across the Thillronian Peninsula, the Amedio Jungle, and Hepmonaland. Temples are large but simple buildings decorated with animal skins and trophies. Holidays include the first appearance of a large predator after winter, and another on the day of the first snowfall, but in warmer climes with no snow, this is celebrated on the first day of Sunsebb. As might be expected, his followers are few and far between in more civilized nations, as they not only eschew the trappings of civilization, but have active contempt therefore.

PRIESTHOOD

Priests of Llerg must be chaotic neutral (if a cleric) or neutral (if a druid) in alignment. They wear skins of bear, snake, or alligator hide, and prior to becoming 5th level must kill a bear with but a single weapon (their choice). If they fail to do so, all other priests of Llerg will instantly know upon meeting them, and will attempt to kill them for being weak.

Clerics of Llerg have access to the animal or war domains, or the special domain of their god. Those who choose the latter are called Ferals.



Some druids also honor Llerg. Those that do will be of the Circle of Celene, and care only for carnivorous animals; plants and other animals are beyond their interests. Even then, they will not protect such creatures from "fair" fights with humans; only those hunters who kill for sport, greed, or decoration will gain their ire. They will not, as a rule, use spells

associated with plants or wood. This is by choice, and is not a firm restriction.

LLERG'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>heroism, speak with animals</i>
3rd	<i>enlarge/reduce, locate animals or plants</i>
5th	<i>aura of vitality, conjure animals</i>
7th	<i>freedom of movement, staggering smite</i>
9th	<i>commune with nature, hold monster</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency in Animal Handling.

ANIMAL FRIEND

Also at 1st level, all beast-type creatures know you serve the Great Bear, and no beast will attack you. This does not apply to any other class of creature, nor to your companions. If you harm or hunt a beast, this feature will no longer apply to that creature.

CHANNEL DIVINITY: ANIMAL POWERS

You do not have the ability to turn undead as do many other clerics. Rather, you can use your channel divinity power to gain the following for a number of minutes equal to your level as a cleric. Doing so requires an action, and you can pick one of the following per use:

- **Keen Smell of the Bear.** You have advantage on Wisdom (Perception) checks that rely on smell.
- **Grasp of the Snake.** You may attack one creature with a +4 bonus to hit. If successful, it takes 6 (1d8+2) points of bludgeoning damage, and is grappled (DC 14 to escape). Until the grapple is ended (either

by you or the target), the target is restrained and you cannot attack any other creature.

- **Patience of the Alligator.** You can hold your breath for 15 minutes.

CHANNEL DIVINITY: STRENGTH OF LLERG

Starting at 2nd level, you can use your Channel Divinity to increase your strength by a number of points equal to your proficiency bonus. You must expend an action to do so, and the effect will last a number of minutes equal to your proficiency bonus.

WILD SHAPE

Starting at 6th level, you can transform yourself into a brown bear, crocodile, or constrictor snake once per long rest. You must use an action to transform, and the transformation will last for a number of hours equal to half your cleric level, rounded down. You may choose to transform back before then, by using an action, but cannot revert back until you have taken a long rest. This feature otherwise functions as the druid's Wild Shape ability, described in the Player's Handbook.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of bludgeoning, piercing, or slashing damage, as appropriate for the weapon you are using. At 14th level, this will increase to 2d8 points of damage.

IMPROVED WILD SHAPE

Starting at 17th level, you can use your Wild Shape feature to also turn into a cave bear, giant crocodile, or giant constrictor snake, as you choose. You may also change shape three times per long rest. It otherwise functions as the druid's Wild Shape ability, as described in the Player's Handbook.

Civilization is a trap, as sure as a bear pit in the woods. Avoid the comforts and conveniences of the men of the stone walls, for they will sap your strength as a leech. Forgo the lures of the cushioned couch, the perfumed harlot, and the silken doublet, for they are the playthings of the weak. Be not as the half-men who are half nothing, for you are a man who is half animal, and the world shall be yours. Never forget; you are strong, and they are weak.

- Coda of Llerg

LOLTH

“Queen of Spiders”

Pantheon: Demonic (common)

Alignment: Chaotic evil

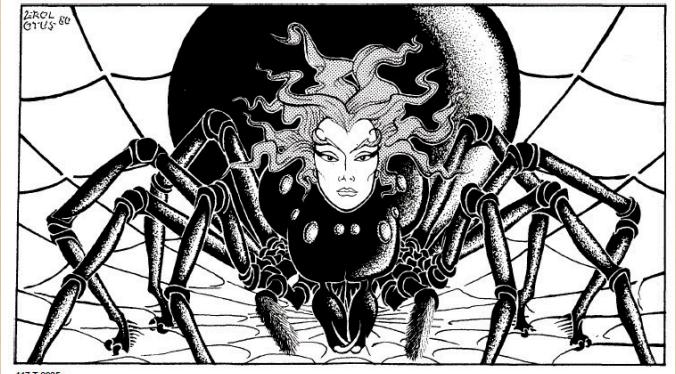
Sphere: Spiders, evil, darkness, drow

Rank: Lesser goddess

Symbol: Black spider with a female drow head

Lolth is the demon queen of spiders, also worshiped by many drow as a lesser goddess, patron of the drow race, spiders, darkness, and evil in general. At the dawn of time, she introduced evil into the then-innocent elvish society, and in the ensuing war that followed, the drow were driven underground (literally) and there established their empire under the ultimate rule of their queen. Lolth herself dwells on the 66th level of the Abyss, a place known as the Demonweb Pits, where she plots various invasions and schemes designed to increase her power.

Lolth manifests herself quite often on the material plane, appearing at great offerings in her honor, and also to administer the tests that all of her priestesses must go through in order to advance in power. She appears in one of two forms; a beautiful dark elf woman, or a monstrously large spider with a female drow head. She can transform from one form to the other in but a single action. In drow form, she will be well-armed and equipped with magical items, while in spider form she is able to



shoot forth webs from her spinnerets. She can use spells in either form.

Her personal servant is Morag, a Marilith of highest hit points and an uncommonly-organized bent, with the title of Matron of Lolth. She is in charge of making sure all of the various plots and schemes hatched by her queen are kept moving forward. Those demons known as Yochlol are also called Lolth's handmaidens, and serve her and her highest priestesses as faithfully as their demonic natures allow.

WORSHIP AND WORSHIPERS

Lolth is usually worshiped exclusively by the dark elves, but there are exceptions among wicked humans of chaotic evil alignment, who also worship the demon queen of spiders. Worship of Lolth is usually absolute in drow society; dissenters and followers of other faiths are not tolerated. The priesthood dominates, and services consist of human and demi-human sacrifices, taken from the large populations of slaves and occasional captives from the surface (surface elves are especially prized as sacrifices). Drow are rarely sacrificed themselves, unless they have failed or betrayed Lolth or some powerful ruler in some way. The sacrificial victims are drained of their life force as a spider drains a trapped fly of its bodily fluids, and the end result is a shadow, many hundreds of which will be found in the vicinity of a temple to Lolth. Temples are large and physically imposing structures, festooned with spider and demon motifs, with scenes of debauchery and torture being the primary decoration.



PRIESTHOOD

The priesthood exists not to serve the faithful, as in most other religions, but rather to act as the enforcers of Lolth's will in drow society, serving not only as clergy, but police, judges, and executioners as well. They are utterly ruthless and constantly scheming against one another; the surest way to rise in rank is to create a vacancy in the rank above you, and those who scheme against their superiors are constantly aware that those beneath them are doing the same.

Clerics of Lolth are invariably female and chaotic evil, and must undergo tests administered by the goddess personally in many cases. A test could be administered at any time between levels 7 and 15, and another will always be administered prior to reaching level 17. Success in these tests means the priestess could rise to the pinnacle of power within the loose hierarchy of drow society, while failure means transformation into a drider, and banishment to the fringes of society. The type of tests include:

- **Test of Loyalty.** A friend or ally of the drow being tested is attacked by that ally. The one being tested must kill the one who has turned on them; they will know they are being tested at the time of the attack.
- **Test of Strength.** The one being tested must defeat a rival or a monster of roughly

equivalent power. Defeat or showing mercy both mean failure.

- **Test of Lies.** The one being tested must spin a web of deceit aimed at convincing a specific target of a specific falsehood.
- **Test of Mettle.** The one being tested must escape a confined space filled with hundreds of venomous spiders, without harming any of them. Their immunity to spider venom is, of course, removed from them before the test.
- **Test of Doubt.** Without warning, the one being tested is shunned by Lolth. This can involve being reduced in level, stripped of her powers, and even being turned into a drider. If they manage to survive for weeks (or even longer) without giving into despair and turning on Lolth, they will be restored and honored.

Clerics of Lolth have access to the death or trickery domains, or the special domain of their goddess. Those who choose the latter are called Arachnes.

LOLTH'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cloak of dark power*</i> , <i>sanctuary</i>
3rd	<i>darkfire*</i> , <i>detect lie*</i>
5th	<i>conceal item*</i> , <i>nondetection</i>
7th	<i>confusion</i> , <i>divination</i>
9th	<i>spiderform*</i> , <i>summon spider*</i>

* Indicates new spell. See the "spells" section below for details.

INTIMIDATE MALES

When you choose this domain at 1st level, if you are female, you can add your proficiency bonus to all Charisma (Intimidate) rolls against humanoid males, whether they be drow or not.

SPIDER FRIENDSHIP

Also at 1st level, you are immune to all spider venoms. In addition, spiders of all sorts will not normally attack you (unless under some sort of magical compulsion, or by Lolth's command).

CHANNEL DIVINITY: SPIDEREYES

Clerics of Lolth don't have the ability to turn undead. Rather, starting at 2nd level, you can use your Channel Divinity to see through the eyes of any spider, regular or giant, within 60 feet of yourself, as long as it is within your line of sight. You do not have any control over the creature's movements or the direction in which it looks.

CHANNEL DIVINITY: SPIDER CLIMB

Starting at 2nd level, you can use your Channel Divinity to *spider climb*, as per the spell.

SPEAK WITH SPIDERS

Starting at 6th level, you can communicate with spiders of all sorts, as if you had cast the spell *speak with animals*. No actual casting of a spell is required, however, and there is no duration of this ability. It is simply always available if you need it.

CHANNEL DIVINITY: LOLTH'S BOON

Starting at 8th level, you can use an action to create a burst of divine energy in a sphere 60 feet in diameter, centered on you. Every arachnid and spider-like creature in that radius (including driders, ettercaps, camel spiders, etc.) in that radius will immediately get a temporary boost of hit points equal to twice its challenge rating. In addition, they will get a +1 bonus on all to hit rolls. This effect will last for one minute; at the end of that time any remaining bonus hit points are lost.

SPIDER FORM

Starting at 17th level, your Wisdom score will be raised to 19 by Lolth herself if it is not that or higher

already. In addition, you can take on the form of a giant spider by expending an action. Your equipment and other possessions will meld into your new body, and you will have the various physical attributes of the giant spider, including hit points, ability to crawl in webs, venom, etc. You will retain your mental capacity, personality, memory, etc. Because of the limitations of the arachnid vocal apparatus, spellcasting will be impossible. You can retain the spider form for up to an hour, and can use this power twice per long rest.

*Test me, O Lolth, terrible queen
Make me prove my worth in Thy sight
That I might be unto you an instrument worthy.
O Lolth, I beg and beseech thee,
Give unto me a trial, that my might and main
Can be shown, that I can prove my worth as your
tool.
Your slave implores you, O Lolth,
Dark Mother of All Drow, Weaver of Chaos, the
Hunted,
Test me that I might be worthy of you.*

- *The Amethyst Liturgy of Lolth*

LYDIA

"The Bright Mother of Song"

Pantheon: Suel (common)

Alignment: Neutral good

Sphere: Music, knowledge, daytime

Rank: Lesser goddess

Symbol: Spray of colors springing forth from an open hand

Lydia is the Suel goddess of music, knowledge, and the day. She is another of the Suel deities who managed to find a place in the other pantheons of the Flanaess. She revels in knowledge for its own sake, and shares this knowledge freely in the form of song. This places her somewhat at odds with the god Pholtus, whose light is blinding, rather than illuminating. She lives in Elysium in a realm known



as the Release from Care, and does not venture forth to visit the material plane.

Lydia appears as an elderly human woman, white of hair but with an energetic mien. Her eyes are piercing blue, and she wears a white robe with gold and silver trim. She bears no weapon or armor, but relies on her magical powers in combat exclusively.

With her clear and powerful voice, her singing can

overcome any sound-based magic. Her knowledge of magic, humanity, and demi-humans is encyclopedic, and it is a rare question indeed to which she does not know the answer.

WORSHIP AND WORSHIPERS

Followers of Lydia must be of good alignment, and usually consist of musicians, scholars, savants, professors, and the like. Those followers who are neutral good and who complete some specific task in her service will be granted the answer to a single question. Overly-broad questions will not be answered, as such are seen as greedy. Too, if an answer would reveal information which she feels would be dangerous for the questioner to know, she will withhold that portion. Answers will never last

longer than two minutes, in any case. There are few large churches dedicated to Lydia; those that do exist are in large cities such as Gryrax, Lo Reltarma, Nellix, Niole Dra, and Pitchfield.

PRIESTHOOD

Clerics of Lydia must be of good alignment. Their vestments are white with gold and silver trim. Many of her priests travel across the Flanaess spreading knowledge with song and story; they will sometimes do so in the company of priests of Fharlanghn. They are especially charged with teaching women and girls, and will often teach them how to read and write in remote villages. When preparing spells for the day, they must spend an additional 30 minutes in private communion with their goddess, reporting new information about goings-on on the material plane.

Clerics of Lydia have access to the light or knowledge domains, or the special domain of their goddess.

LYDIA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>chromatic orb, comprehend languages</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<iclairvoyance, daylight<="" i=""></iclairvoyance,>
7th	<i>arcane eye, divination</i>
9th	<i>commune, scrying</i>

* Indicates new spell. See the "spells" section below for details.

TRAINED PERFORMER

When you choose this domain at 1st level, you may add your proficiency bonus when making any Charisma (Performance) rolls.

BONUS SPELL

Also at 1st level, you may either cast the spell *detect magic* or *comprehend languages* without needing to prepare it or use a spell slot, once per long rest.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: GIFTS OF LYDIA

Starting at 2nd level, you can use your Channel Divinity to cast the spell *augury* or *color spray*. If you can use your channel divinity power more than once per day, you may mix and match which spells you use. This does not require that you prepare the spell, nor do you have to use a spell slot.

BONUS SPELLS

Starting at 6th level, you may cast the spells *divination* or *rainbow pattern* without needing to prepare it or use a spell slot, once per long rest.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of radiance damage. At 14th level, this will increase to 2d8 points of damage.

BONUS SPELLS

Starting at 17th level, you may cast the spells *commune* or *true seeing* once per long rest, without needing to prepare it or use a spell slot.

The greatest happiness is to teach another.

- Lydian motto

MERIKKA

"Lady of the Calendar"

Pantheon: Oeridian

Alignment: Chaotic good

Sphere: Agriculture, farming, home

Rank: Demigoddess

Symbol: Basket of grain and a long scroll

Merikka (rhymes with "eureka") is the Oeridian demigoddess of agriculture, and is generally a very pleasant and benign goddess towards all. She gets along especially well with Wenta, Atroa, and Berei, but is not especially fond of gods who seem inimical towards the regular cycle of the agricultural year, such as Telchur, who would wrap the world in winter, if he could wend his will. She was, for a time, trapped beneath the ruins of Castle Greyhawk, but has since been freed by a group of explorers. She currently dwells in Olympus, but can often be found wandering the material plane, pitching in with farm work as an ordinary field hand.

Merikka appears as either a beautiful young woman or a handsome older one, depending on the time of year; she is as energetic as ever, regardless of her appearance of age. She carries a sickle at her waist, and dresses in oranges, tans, and blues. She can summon a huge draft-horse named *Stout*, who, it is said, can plow or clear an entire field in but a day.

WORSHIP AND WORSHIPERS

Anyone of non-lawful and non-evil alignment may worship Merikka, and she is especially favored by those of Oeridian extraction who work the land. Pregnant women also look to her for solace during hard pregnancies. Temples to Merikka are usually simple structures, surrounded by sturdy stone walls. The sanctuary will feature mosaics, frescoes, or tapestries depicting the various seasons and the agricultural activities that go with each. A statue of the goddess will dominate the sanctuary, often of some semi-precious stone such as jade. Services are held weekly, on Godsday, and consist of songs in

honor of the goddess and the bounty of orchard, farm, and field. She is sometimes worshiped together with Atroa, Berei, Telchur, Velnius, and Wenta as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

Benign though she may be, Merikka is still willing to lash out at those who harm or steal from her favorites among the laity, particularly the elderly and infirm who have been faithful to her throughout their lives. If such are harmed or stolen from, the perpetrators will be inflicted with a *curse* from the goddess, having a -2 penalty to all rolls to hit, for damage, saving throws, initiative, and surprise rolls. This will last for 3 days, or until a *remove curse* spell is cast by a cleric of 12th level or higher. An even more drastic curse will befall those who defile the traditional images of the crops for which she especially cares and which adorn her temples; images of wheat, potatoes, oats, corn, carrots, turnips, grapes, barley, and beans worked in precious metals or other works of art. The penalty for such sacrilege is for the offender to suffer the effects of a *bestow curse* spell (determine effect randomly) until a *remove curse* spell is cast by a cleric of 12th level or higher. If a DC 15 Wisdom saving throw is successful, the offender will instead suffer the same sort of curse as those who rob from the faithful, as described above.

PRIESTHOOD

Clerics of Merikka must be of chaotic good alignment. Their chief occupation is in helping guide farmers through the various tasks, especially those that require long-term planning. Thus, they serve as a sort of "living almanac", letting farmers know when best to plant particular crops, when to begin the shearing of sheep, when to bring in the winter hay, and so forth. In this, they will often work hand in hand with clerics of Wenta and Atroa. Clerics of Sotillion are more than happy to let Merikka's clerics take on the duties of helping organize summer farming activities. The priests of Merikka don't mind. Their vestments are various combinations of orange, tan, brown, and/or blue.

Clerics of Merikka have access to the life domain or the special domain of their goddess.

MERIKKA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>entangle, predict weather*</i>
3rd	<i>animal messenger, locate animals or plants</i>
5th	<i>plant growth, speak with plants</i>
7th	<i>blight, grasping vine</i>
9th	<i>tree stride, wall of stone</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCY

When you choose this domain at 1st level, you may select one set of artisan's tools with which you are proficient. You may not choose alchemist's or calligrapher's tools.

TIME SENSE

Also at 1st level, you have a well-developed internal clock. Without any sort of natural or mechanical aid, you will know the correct time within 1d10 minutes. You can also "program" yourself to awaken from sleep at a pre-determined time by making a successful DC 8 Wisdom check. Failure means you oversleep by a number of hours equal to how badly you failed your roll (i.e., if you missed the roll by 2, you oversleep by 2 hours).

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: MAGIC WEAPON

Starting at 2nd level, you can use your Channel Divinity to enchant the weapon in your hand, temporarily making it for all intents and purposes a +1 weapon. You must be proficient with the weapon,

it must have some component of wood in its construction (even something as simple as a handle, which disqualifies most swords), and you must take an action to so enchant it. The enchantment will last 1 minute.

PLANT FRIEND

Starting at 6th level, you exude an aura that plants, including intelligent plant-type creatures, recognize as being benign. Intelligent plant creatures (those with an Intelligence of 6 or more) will automatically begin with a friendly attitude towards you, unless you or your companions have already committed violence or other overtly unfriendly acts towards it and its fellows. Unintelligent plants (those with an Intelligence of 5 or less) must make a successful Intelligence check before attacking you; they will attack your companions first. If you attack the plant or its companions, you lose this protection.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of radiant damage. At 14th level, this will increase to 2d8 points of damage.

DANCING SICKLE

Starting at 17th level, you can enchant a sickle so that it behaves as if it were a dancing sword for 1 minute per your experience level as a cleric. You can only do this once per long rest.

In ancient times, there was a young woman named Merikka, an ordinary peasant girl on a farm. One day it came to pass that her village was burned, and all its inhabitants put to death and eaten. All but one, that is, for her father returned from hunting in the nearby woods to find his family destroyed. Weeping inconsolably, he gathered up the charred and gnawed bones of his only daughter and placed them in the skin of the family workhorse, thinking to carry them off for a decent burial.

As he reached the spot where she was to be buried, he set down the horse-skin and spoke wailing prayers of grief to Velnius, the god of the sky, wishing that simple farmers could just live their lives in peace and not bother anyone else, and digging the grave for his daughter as he did so. Suddenly he heard a horse's whinny from behind him, and whirled around. There, before his startled eyes, was his own daughter, bright and beautiful and very much alive, along with the family horse. Both were apparently completely unharmed.

Merikka smiled warmly at her father and spoke. "Your words of grief and simple desire for the safety of the farm have been heard, father. Thanks to you, I have been reborn, now a goddess, and I will try to keep the simple peace that is your due and the due of all farm-folk." And with that she and the horse vanished, and her father became the first disciple of the goddess of agriculture. He lived a long and peaceful life thereafter, spreading the tale of his daughter's rebirth.

- *The Miracle of the Bones*

MYHRISS

"The Thrice-Kissed Maid"

Pantheon: Common

Alignment: Neutral good

Sphere: Love and beauty

Rank: Lesser goddess

Symbol: Lovebird

Myhriss is the lesser goddess of love and beauty, worshiped across the Flanaess. She is known both as the Thrice-Kissed Maid and the Maid of Light and Dark. Wee Jas has taken a dislike to the lovely Myhriss, but the goddess of love herself is fond of the Suel goddess, because of her great beauty. Myhriss avoids those gods who are wicked or who are unattractive, but is on good terms with all of the more benign, beautiful, or friendly deities. She is an especial enemy of Eythnul, who stands for

everything she opposes; hate and ugliness. She dwells in Elysium, in a palace on the banks of the River Amiel.

Myhriss has two forms; a lovely but approachable young Flan woman with flowers in her blonde hair or a raven-haired seductress with fair skin and smoldering good looks. In the former form, she bears a shortbow whose arrows can make anyone fall in love, while in the latter form she bears a whip. When on Oerth, she delights in bringing young lovers together, reuniting lost flames, and seeking out places and things of especial loveliness. She will sometimes manifest by a sudden rekindling of love between long-married couples, or with the final fulfilment of unrequited love, or with the scent of roses in the air seemingly from nowhere.

WORSHIP AND WORSHIPERS

Anyone of non-evil alignment may worship Myhriss, and she is called upon by young lovers, those seeking to be married, and artists craving her blessing to create works of special beauty. Temples to her are constructed with their aesthetic qualities foremost in mind, and rich tapestries, fine sculptures, and marble often with golden inlays of cherubs and roses. There are always places for lovers to rendezvous, and gardens are often maintained for this explicit reason. Services consist of the burning of incense, music, and recitations from the *Book of Love*, the holy scripture of the goddess.

PRIESTHOOD

Priests of Myhriss must be of neutral good or chaotic good alignment. They tend to be dreamers who see the beauty in everything, sometimes to the point of being Pollyannaish. They bless marriages and other unions, sometimes work as artists or diplomats, and often travel in search of new beautiful sights to delight the mind and honor their goddess.

Clerics of Myhriss have access to the life domain or the special domain of their god.



MYHRISS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, command</i>
3rd	<i>enthall, suggestion</i>
5th	<i>daylight, revivify</i>
7th	<i>compulsion, confusion</i>
9th	<i>dominate person, dream</i>

* Indicates new spell. See the "spells" section below for details.

USE YOUR LOOKS

When you choose this domain at 1st level, you may use either Wisdom or Charisma as your spellcasting ability, whichever is greater.

PERSUASIVE MIEN

Also at 1st level, you are proficient in all Charisma (Persuasion) skill checks.

CHANNEL DIVINITY: TURN UGLINESS

You do not have the ability to turn undead as other clerics do. Rather, you can turn those creatures which are disgustingly ugly. Such creatures must have an Intelligence of 6 or more, a Charisma of 9 or less, and must be able to understand your words. As an action, you present your holy symbol and speak a prayer censuring the ugly creature(s). Each creature within 30 feet of you must make a Charisma saving throw. If the creature fails, it is turned for 1 minute or until it takes damage.

Turned creatures will spend their turns moving as far away from you as possible as a result of their shame, and will not willingly move within 30 feet of you. Turned creatures cannot take reactions. A turned creature will always take the Dash action or try to overcome some other effect that prevents movement. If movement is impossible, it will use the Dodge action.

CHANNEL DIVINITY: LOVING GLANCE

Starting at 2nd level, you can use your Channel Divinity to cause a creature to temporarily fall in love with you with a look. Any creature with an intelligence of 6 or more is susceptible to this effect, except those that are immune to charm. When a creature that can see your eyes comes within 30 feet of you, you can use an action to cast a loving glance upon them. They must make a Wisdom saving throw. Failure means they are charmed until the end of your next turn, and you can cast *suggestion* upon them by using an action or bonus action, without needing to prepare the spell or use a spell slot.

NATURAL CHARMS

Starting at 6th level, all creatures making saving throws against enchantment spells cast by you do so with disadvantage.

DIVINE CHARISMA

Starting at 8th level, you know how to make the most of what you've got, when it comes to your charisma. For any Charisma ability check that would allow you to add your proficiency bonus, you treat a d20 roll of 9 or lower as a 10.

WORDS OF LOVE

Starting at 17th level, you know the secret 14 words that will make anyone fall in love with you, and the special 7 words to make them leave and not feel the anguish of rejection. You may speak the 14 words of love using an action, directed at a single creature which must then make a Wisdom saving throw. Creatures that are immune to being charmed, or who cannot understand your spoken words, will automatically be successful. Success means the creature is charmed for the next 24 hours, and thus will not harm you willingly. In addition, the creature acts as if it is under a *suggestion* spell for the entire duration of the effect whenever you speak to it. No further saving throw is allowed.

Before the end of the 24-hour duration of the effect, you must use another action to speak the 7 words of leaving. No saving throw is allowed. If you fail to do so, the jolt of losing the love felt will be so profound that the creature will have an automatically hostile reaction towards you. If it fails an Intelligence roll, the creature will actively seek you out to get its revenge upon you for breaking its heart.

You may use this power once per week.

The law of Myhriss is love and beauty. What cause could anyone have to break such a law?

- *The Book of Love*

NERULL

“The Reaper”

Pantheon: Flan (common)

Alignment: Neutral evil

Sphere: Death

Rank: Greater god

Symbol: Skull and scythe

Nerull is the greater god of death, originally a Flan deity but now common to all peoples. He is the Reaper of Flesh, the Foe of All Good, the Hater of Life, King and Bringer of Darkness, and King of all Gloom. This is not a god of gently passing from this life to the next; he is a whirling slaughterhouse, and sees bloody rapine as an end unto itself. He dwells in Tarterus, but can travel to any of the outer or inner planes at will, but as a rule he will only leave his home to work ill on Oerth. He is loosely allied with Incabulos.

Nerull appears as a skeletal humanoid of rust-red hue, with a skull-like head covered with writhing green hair, and eyes, nails, and teeth of green. He rides cloaked in black, and is known to fly, bearing his reaper's scythe *Life Cutter* to strike down all those living (and undead!) who stand in its way; the

scythe normally appears as a normal staff, but he can summon a red-hued blade of energy at will. He can summon a blob of darkness whence black tendrils will issue, searching out living things to destroy; they can be thwarted only by holy water, being blessed, or dispel evil. No living mortal can withstand his withering touch, and he can summon fiends and darkness to aid his cause. He can see through any sort of darkness with impunity. He is served by three demodands of greatest strength.



WORSHIP AND WORSHIPERS

Any creature of evil alignment can worship Nerull. Services to Nerull take place in complete darkness, with a litany that praises death and pain, and offerings (most often human sacrifices) made at rust-red stone altars. Those altars are most often rust-colored stone, with vessels and other altar implements of malachite or copper. Curiously, the litany is always spoken in the past tense, even when referring to things that have not yet happened, and

the sheer variety of funerary rites that fill the liturgy of the god of death is astounding. His temples are found underground in evil lands such as the Great Kingdom, and some are rumored to even be hidden in more peaceful and wealful lands. Undead are common within his unholy places. His followers are comfortable desecrating ancient (and recent) tombs and burial places looking for lost or forbidden knowledge and treasure. Common folk do not worship or even seek to appease him, for fear of attracting his fell attention.

In the far west of Oerik, in the region known as the Sundered Empire, there is a cult of Nerull known as the Red Scythe. They are forced to remain in the shadows, eschewing any open symbols of their dread god, and hunted in places such as Ravilla and Thalos. His worship is also known in the Celestial Imperium to the west of the Baklunish lands and the Sea of Dust, but details remain few.

PRIESTHOOD

Clerics of Nerull are dedicated to death and rapine, and are as cruel and murderous as their master. They may be of any evil alignment. They tend to secrecy, but while engaged in his foul rites will wear black-red or rust red garments and carry staves; somewhere on their person they will carry his unholy symbol at all times. As a rite of initiation, they are all buried alive, and must crawl out to prove their worth. There is no overall hierarchy, but individual cells form small Nerull cults throughout the Flanaess, except in certain wicked lands where more organized worship takes place semi-openly.

Clerics of Nerull have access to the death domain or the special domain of their deity.

NERULL'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>command, sanctuary</i>
3rd	<i>pass without trace, obscurement*</i>
5th	<i>hold person, dispel magic</i>
7th	<i>black tentacles, blight</i>
9th	<i>ebony tendrils*, geas</i>

* Indicates new spell. See the "spells" section below for details.

ALERTNESS

When you choose this domain at 1st level, you gain a +1 bonus to your surprise rolls.

FAVORED WEAPON

Also at 1st level, you are proficient in scythe (treat as a glaive).

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Nerull do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: LIFE DRAIN

Starting at 2nd level, you can use your Channel Divinity to suck the life force from everyone around you. By expending an action, all creatures within 10 feet of you, be they friend or foe, will lose 1 hit point. When you reach 10th level, the radius increases to 20 feet.

IMMUNITY TO DISEASE

Starting at 6th level, you are immune to all diseases, plagues, and infections. However, you are fully capable of being infected and spreading disease to others, even if you do not suffer from the affliction personally.

SWARM OF RATS

Starting at 8th level, you can spend an action to summon a swarm of rats (as per the Monster Manual) once per long rest. The swarm will attack any enemy you point out, as long as you are able to retain concentration, up to 5 minutes, after which time it will scatter. In addition to the swarm's

normal attributes, the rats also bear *sewer plague* (see the Dungeon Master's Guide for details) and can infect others by their bite.

DESTRUCTION

Starting at 17th level, you can destroy an enemy by touch once per week. If you make a successful unarmed attack, your enemy will simply crumble into dust. Your foe may attempt to avoid your touch, but no other saving throw is permitted. Once used, you cannot cast any spells or use any channel divinity powers until you have taken a long rest.

Grieve not for the dead, for they are relieved of the greatest burden of all, and what could be better than to shed such a burden? Be joyous that the blasphemy of life has finally been shunned by them. – Nerullian aphorism

NOREBO

“God of Gambles”

Pantheon: Suel

Alignment: Chaotic neutral

Sphere: Luck, gambling

Rank: Lesser god

Symbol: Pair of eight-sided dice

Norebo is the Suel lesser god of luck and gambling. He has a marked distaste for overtly lawful deeds, but favors advanced planning for intricate jobs of thievery and the like. He is staunchly neutral when it comes to good and evil; despite his evil tendencies, he is not wicked in the sense of some gods. His lover is Wee Jas, and the two are sometimes found together.

Norebo appears as a totally average human, completely unremarkable. In other words, an ideal thief. He can blend into crowds effortlessly, and can take the shape of any animal up to the size of a horse, but usually prefers the form of a mouse, raven, or cat. He could also change his appearance



to anything in size from a hobniz to a bugbear. He bears a magical sling and dagger, and strikes much more swiftly in combat than most mortals. He will often be found in disguise in some gambling house or tavern on the material plane, using his powers to fix the game.

Unfortunately, when he becomes intoxicated, his powers fail him, and he wins only as often as he loses. He dwells in Pandemonium.

WORSHIP AND WORSHIPERS

Norebo is the second-most popular Suel god, after Kord. Many gamblers and rogues call Norebo their patron, and those can be of any

alignment. The only exception are those who follow the arcane trickster archetype and those who gain some spellcasting ability by multi-classing; Norebo is not fond of those who use magic to kill or injure a target in a way he considers "unsporting." One example is casting the spell *sleep*, and then bashing their head in with a rock. Should one of his followers do so, Norebo will take steps to prevent any spellcasting by that person in the future. Those who

please him in some particular way may find their Dexterity score increased by 1, permanently. Those who displease him may find it decreased by the same amount. On very rare occasions, he will alter a mortal's dexterity by as many as 3 points, but such effects are invariably temporary.

His temples are known as the Church of the Big Gamble, and are found most prominently among the northern barbarians and other areas of heavy Suel migration, such as Lendore Island. As natural settings are preferred for such places, they are usually found in somewhat out-of-the-way locales, such as the outskirts of a town, or in the countryside. Services feature drinking and gambling, of course.

PRIESTHOOD

Clerics of Norebo must be of any non-lawful alignment, but cannot be neutral evil. They dress in robes of brown or hunter green. Approximately one in ten members of Norebo's priesthood will be druids, and they can belong to any druid circle, but will most likely belong to the Circle of Celene.

Clerics of Norebo have access to the trickster domain or the special domain of their god.

NOREBO'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, sanctuary</i>
3rd	<i>enhance ability, suggestion</i>
5th	<i>feign death, meld into stone</i>
7th	<i>freedom of movement, polymorph</i>
9th	<i>mislead, seeming</i>

THIEVES' TOOLS

When you choose this domain at 1st level, you gain proficiency in thieves' tools.

STEALTHY

Also at 1st level, you are also able to add your proficiency bonus to all Dexterity (Stealth) checks.

CHANNEL DIVINITY: LAUGH AT LOCKS

Unlike many other clerics, you do not have the ability to turn undead. Rather, you may use your Channel Divinity power to either cast the spell *knock* without needing to prepare it or spend a spell slot to do so, or gain advantage when attempting to use thieves' tools to pick a lock. This requires an action.

CHANNEL DIVINITY: GAMBLER'S LUCK

At 2nd level, you also use your channel divinity power to gain advantage on any Gambling skill check. This will not function if you are intoxicated.

BLEND INTO THE CROWD

Starting at 6th level, when making a Dexterity (Stealth) check to blend into a crowd of creatures of similar size and shape to yourself, you have advantage, in addition to adding your proficiency bonus. If you need to change your height by more than 20% (for instance, a human trying to blend into a crowd of hobniz), you still have advantage, but cannot add your proficiency bonus.

DEXTEROUS WAYS

Starting at 8th level, you may add your proficiency bonus to all Dexterity checks. You may also attack with a dagger or sling as a bonus action.

ELUSIVE

Starting at 17th level, your dexterity is so well-honed that no creature can have advantage when attacking you unless you are incapacitated.

None for you, two for me, you can't catch what you can't see. What's mine is mine, what's yours is mine, and on your lunch I'll surely dine. The mouse flies, the raven creeps, all that's pilfered that it keeps.

- Noreboan folk-rhymes



OBAD-HAI

"The Shalm"

Pantheon: Flan (common)

Alignment: Neutral

Sphere: Nature, hunting, animals, freedom

Rank: Intermediate god

Symbol: Oak leaf and acorn

Obad-Hai is a lesser god of nature, woodlands, hunting, animals, and freedom in general. He and his followers do not get along well with those of Ehlonna or Phyton, due to their differing opinions on the proper relationship between nature and the intelligent races that dwell within it. He was originally a Flan deity, but has been incorporated into the Oeridian and Suel pantheons over the years. He is of neutral alignment, as are his followers. He dwells on the material plane in a place known as the Hidden Wood.

Obad-Hai appears as a lean, weatherbeaten old man dressed in a hermit's simple brown and russet robes, but can appear as nearly any sort of race or woodland creature, from giant lynx to gnome, giant owl to dwarf. He bears a magical staff known as the *Shalmstaff*, and the oboe-like musical instrument whence he takes his title. His symbol is an oak leaf and an acorn. His race is mutable; humans will depict him as human, elves will show him as an elf, etc.

WORSHIP AND WORSHIPERS

Those who follow Obad-Hai are neutral in alignment. Temples to Obad-Hai are in natural settings, and will be made of rough-hewn wood if structures, or simple oak groves carefully tended over the course of centuries. Decorations will be (living) wildflowers, earth, water, and fire. Services are usually quick and simple with a minimum of ritual, and are not based on a rigid calendar, but rather natural cycles such as the first snowfall, the first robin of spring, etc. Services involve hymns and poems that start with a theme of birth or renewal and end with a theme of death and completion. He tends to be most popular in more isolated lands, such as those in the barbarian north, underpopulated border regions, etc.

PRIESTHOOD

Most of Obad-Hai's priesthood are druids. They are almost always male, and get along well with both rangers, many of whom venerate Obad-Hai themselves. He does have some clerics, but they are few and spend their lives as wandering souls. They must be of neutral alignment. His priests view themselves as the protectors of nature, although they endorse and even encourage reasonable hunting, as that too is a lesson that nature teaches through example. The hunt culls out the weaker members of the herd, allowing the stronger to flourish. Those who harm nature outside of its normal balancing mechanisms, however, are dealt with surely and swiftly. All wear clothing of russet hue and carry staves, and tend to spend their days in the wild places, apart from their fellow men. There

is no real hierarchy within Obad-Hai's priesthood; all are treated equally regardless of level, but deference is paid to those who are older.

Clerics of Obad-Hai have access to the nature or animal domain, or the special domain of their deity. Note that whatever their domain, the 5th level spell *raise dead* is replaced by the 5th level spell *resurrection* in the cleric's spell list. Clerics of Obad-Hai will not use metal armor or shields, and begin the game with leather armor.

Druids dedicated to Obad-Hai will belong either to the Circle of the Land, Circle of Luna, or the Circle of Celene, and begin with proficiency in all simple weapons.

OBAD-HAI'S DOMAIN

CLERIC DOMAIN SPELLS

Cleric Level	Spells
1st	<i>goodberry, speak with animals</i>
3rd	<i>barkskin, pass without trace</i>
5th	<i>call lightning, speak with plants</i>
7th	<i>conjure woodland beings, grasping vine</i>
9th	<i>commune with nature, tree stride</i>

* Indicates new spell. See the "spells" section below for details.

DRUID SPELLS

Starting at 1st level, you can substitute two druid cantrips of your choice to your spell list, in return for removing two cleric cantrips. At third level, you can substitute one first-level druid spell for one cleric spell. At sixth level, you can substitute one second-level druid spell for one cleric spell. And at ninth level, you can substitute one third-level druid spell for one cleric spell. The substitutions you make are permanent, and can only be altered once when you reach third, sixth, and ninth level. They cannot be changed again once you pass ninth level.

DRUIDIC

Also at 1st level, you know the Druidic language, normally limited to members of the druid class. You can speak this language fluently, and can use it to pass hidden messages to other speakers. Others can detect such hidden messages with a successful DC 15 Wisdom (Perception) check, but will remain ignorant of the meaning unless they use magic to decipher it.

CHANNEL DIVINITY: WILD SHAPE

Clerics of Obad-Hai do not have the ability to turn undead. Instead, your Channel Divinity allows you to change shape into an animal. See the druid ability Wild Shape in the Player's Handbook for details, but rather than using this ability twice between rests, you may use it as often as the normal channel divinity rules allow, and references to druid level should be replaced with cleric level.

CHANNEL DIVINITY: WOODCRAFT

Starting at 2nd level, you can use your Channel Divinity to identify plant types, animal types, and pure water. You can also invoke this power to pass through woodland areas without leaving any tracks (as per the *pass without trace* spell), and at normal speed, for 1 hour.

FRIENDLY TERRAIN

Starting at 6th level, any difficult terrain caused by trees, brambles, or other plants is treated as normal terrain for you.

FEY RESISTANCE

Starting at 8th level, you have advantage when making saving throws against spells and other magical effects from fey creatures, such as a dryad's *fey charm* action.

BEAST SPELLS

Starting at 17th level, you can cast spells while in beastial form, as long as those spells only have verbal and somatic components. You still can't provide material components.

DRUID BONUS SPELLS

Starting at 1st level, clerics of Obad-Hai may add one druid spell of his or her choice to his domain spell list. He may do this every time he gains the ability to cast a new level of spell.

WILD SHAPE

At 12th level, clerics of Obad-Hai get the druidical Wild Shape ability, with the ability increasing in power from that point (thus, a 14th level cleric of Obad-Hai can change into a 1/2 CR creature with no flying speed).

Nature is balance. Man and elf, gnome and halfling, all can live in harmony with Nature. Those who do will know the blessing of peace. Those who do not will know Nature's vengeance. But be not lulled into thinking that harmony with Nature means immunity from its laws. Even as the doe is in harmony with nature, so can it be taken down by the wolf. So too can any person be brought into Nature's final harmony, that of life and death. – Lessons from the Shalm

OLIDAMMARA

"The Laughing Rogue"

Pantheon: Common

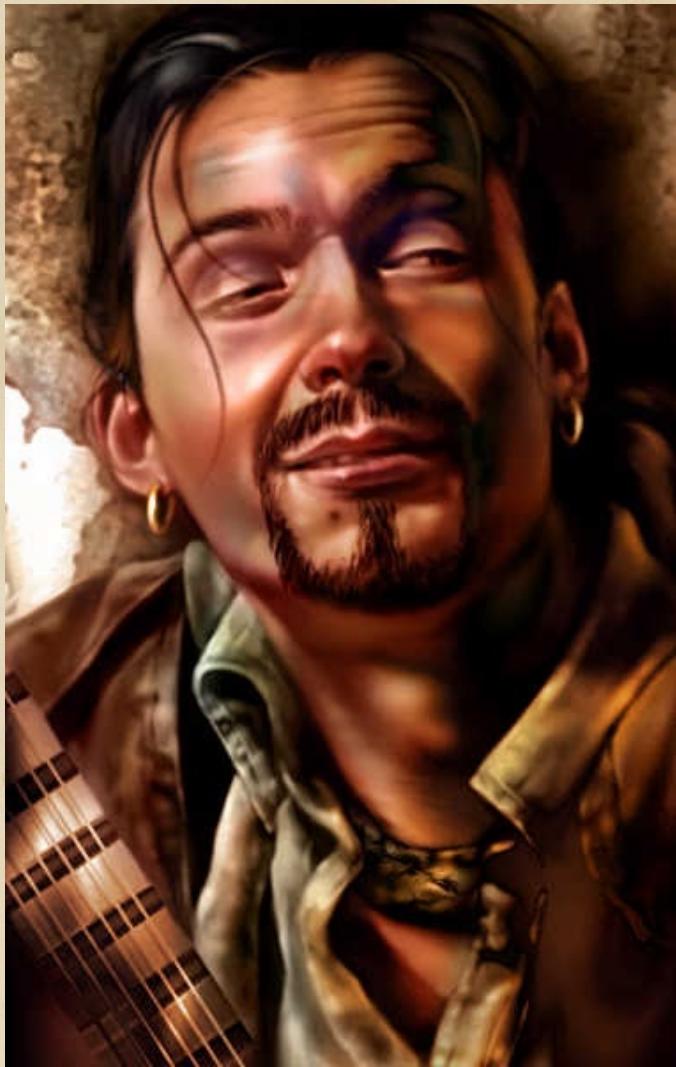
Alignment: Chaotic neutral

Sphere: Music, revelry, wine

Rank: Intermediate god

Symbol: Grinning mask

Olidammara is the lesser god of music, revelry, trickery, and drink, common to all the races of the Flanaess. He dwells on the material plane,



wandering hither and yon, stealing from the wealthy, the presumptuous, or the wicked. His “liberated” wealth is distributed to the needy, often through the hosting of enormous revels to give the small folk a needed respite from their toils. He can usually be found either in rustic woodlands or in the dreariest of city slums, and is noted for his merry disposition, performing minor tricks, singing songs, and telling bawdy jokes to delight barmaids and tavern patrons alike.

Thanks to his enchanted mask, Olidammara appears in any guise he desires, but it is thought his true form is that of a slender young man of common appearance, with brown hair and a rakish beard, wearing a leather vest and buckskins. He has the olive skin of an Oeridian, and merry green eyes. He

wears gold and green most of the time. He bears the *Kanteel of the Oldest*, a powerful enchanted stringed instrument that can enchant those who hear its music, create or dispel illusions, and several other effects.

As a result of his entrapment by Zagyg, he now possesses a terrapin’s shell, which he can summon at will to protect himself against attack by spell or weapon from behind, leaving it behind to block pursuit, or fusing it to the ground to form an invulnerable safe space where he can heal, plan, or just teleport away leaving his enemies to believe he is still within.

WORSHIP AND WORSHIPERS

Worshipers of Olidammara must be either neutral, chaotic neutral, chaotic good, or neutral good in alignment. Many rogues honor him, as do jesters, bards, beggars, and other light-hearted folk. He has few temples, but shrines to the god are often found in either poorer city quarters or isolated rustic locales. Places such as inns and taverns, theaters, concert halls, and the like will often have a small shrine to the god of wine and song. The priests of Olidammara do maintain a pair of hostels for travelers; one on the Wild Coast and one in the Kron Hills, where travelers and those who call the Laughing Rogue friend can find rest and safety, if needed.

Services to the god involve much singing, music, laughter, chanting, feasting, and drinking. The Great Escape is observed on a random Godsday in the spring, and celebrates the escape of Olidammara from Zagyg with song, feasting, and a play recounting the adventure. The Feast of the Doubling Dare happens right after the new year, and consists of the faithful challenging one another with seemingly-impossible, but not necessarily dangerous, dares, such as stealing from a shrine of Incabulous, or kissing the daughter of the High Priest of the Pale); once no one can top a dare, the one who made the challenge has to do it. If successful, they are the Hero of the Doubling Dare.

for the next year, and given a position of honor within the faithful. The Taste of a Hundred Years is a more solemn affair that occurs around the grape harvest, wherein a cask of the best of the vintage is laid down, and a cask from 100 years before is opened and shared with the winemakers and others. It's a rare time to reflect on the past year and anticipate the future. But there are also very minor rituals as well, such as the Ceremony of the Cork, which is completed when a particularly fine vintage is opened. There are also the traditional New Moon Follies, which involve farce and comedy performances in three acts.

PRIESTHOOD

Clerics of Olidammara must be either neutral, chaotic neutral, chaotic good, or neutral good in alignment. Their garb is either green, brown, green and brown, or green and black. Since there are so few true temples to the god, most of his clergy are itinerant, stopping by shrines and the like and tidying up as needed. They see their role as being to demonstrate by example that life should be a merry affair whenever possible, and that good cheer, good food, and good wine are more important than the hoarded gold of a miser living alone. Those who are good will usually spend their time helping the needy, not being above a "rob from the rich to aid the poor" attitude. Those who are neutral will emphasize improving the lives of individuals whom they deem too dull, dreary, or greedy and attempting to show them the error of their ways and the delights life has to offer. Above all, they crave adventure and the chance to take the evil and greedy and overly-regimented down a peg.

Clerics of Olidammara have access to the trickery domain or the special domain of their deity.

OLIDAMMARA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>purify food and drink, Tasha's hideous laughter</i>
3rd	<i>enthral, festival feast*</i>
5th	<i>feign death, nondetection</i>
7th	<i>confusion, Olidammara's bard spell*</i>
9th	<i>mislead, passwall</i>

* Indicates new spell. See the "spells" section below for details.

HIDE IN SHADOWS

Starting when you choose this domain at 1st level, you may add your proficiency bonus to all Dexterity (Stealth) checks when trying to hide in shadowy conditions.

MUSICAL SKILL

Also at 1st level, clerics of Olidammara are proficient with one musical instrument of their choice.

CHANNEL DIVINITY: DISGUISE SELF

Clerics of Olidammara do not have the ability to turn undead. Instead, their Channel Divinity allows them to change their appearance, as per the spell *disguise self*.

CHANNEL DIVINITY: HALE FELLOW WELL MET

Starting at 2nd level, you can use your Channel Divinity to create an aura of affability and good humor within a 30' radius of yourself. If you are in a social setting where food and drink are available, such as a tavern, inn, or royal feast, the effect has a 60' radius. Unwilling targets (but not unwitting ones) are entitled to a Charisma saving throw, and those who are already actively hostile will not be affected. The effect will last for as many minutes as you have points of proficiency bonus. During this time, tempers will be tamped down, fights will not erupt, insults will be passed off as jokes, and so forth.

THE BEST MEDICINE

Starting at 6th level, you can cast the spell *Tasha's hideous laughter* once per day, without using a spell slot. Doing so will also cure 1d3 hit points of damage on the target.

DISGUISE SELF

Starting at 8th level, clerics of Olidammara are able to magically alter their appearance. By means of this power, they can change their outward form (including clothing and equipment), their height up to 1' taller or shorter, make themselves fat or skinny, and turn themselves into any human or humanoid form within those guidelines. This effect will last for 1 hour, and can be used once every long rest.

TERRAPIN SHELL

Starting at 17th level, you can call into being a ridged horn shell on your back, similar to the one that Olidammara himself bears. You must take an action to invoke the shell, and can do so but once per long rest. The shell will last for one hour. During that time, you have an armor class of 20 against all attacks against you from the rear. In addition, as long as there is a relatively flat stone surface, you can hide under the shell, causing it to fuse with the stone and become utterly immobile. During this time you may cast spells while so protected. No effort to move the shell will prove effective, but it can be destroyed if it takes 50 hit points of bludgeoning, force, radiant, or thunder damage. No other damage type will harm the shell.

Once upon a time, Olidammara the Laughing Rogue thought it would be a fine adventure if he were to rob the demigod Zagyg of some of his baubles and trinkets. So he snuck past the Mad Archmage's many tricks and traps, and guards and wards, into the deepest and most well-protected of his treasure rooms. Sifting through the assortment of powerful magical items, which were so much junk to

Olidammara, he was suddenly struck from behind by a bolt of magical energy. Sure enough, there stood Zagyg himself, with a wand of polymorph in his hand. No sooner did Olidammara realize what had happened than he found himself in the form of a terrapin! The Mad Archmage scooped him up and put him in a glass bowl.

"You will look fine as a desk ornament!" he chortled to himself, tucking the bowl under his arm and carrying the terrapin-god to his study.

For a few days, Zagyg amused himself by occasionally turning the terrapin-god upside-down and watching him struggle to regain his feet. He would often do this when he left his study, to make sure Olidammara didn't get into any mischief in his absence. But the Laughing Rogue was clever. He had indeed figured out the trick of righting himself, but was careful not to do so in the presence of the Mad Archmage.

So when Zagyg set Olidammara on his back and left one morning, Olidammara set to work, rocking back and forth, until he could grasp the edge of the bowl with one claw. Flipping himself over and out of the bowl, he was able to regain his shape and stealthily made his way back to the treasure-room, for he couldn't very well leave empty handed after such treatment!

Again Olidammara was in the treasure room, and again Zagyg caught him from behind. But this time, as a magical bolt raced towards the god of wine, something happened that not even the mirthful archmage could have expected. Just as the bolt of magical energy was about to strike, a great terrapin shell appeared on Olidammara's back and bounced off harmlessly. Laughing with glee, Olidammara grabbed the nearest treasure from the archmage's hoard and quickly ran away, straight into the wall, laughing mightily as the demigod cursed and tried to rain down magical attacks on him, all of which bounced off the shell.

Soon Olidammara hunkered down under the shell to hide from the attacks, and Zagyg in his fury pounded it to splinters to get at the god of rogues. But when the shell was finally cracked open, the god was gone, and all that was within was a note, which read, "Thank you so kindly for the hospitality and fine gifts. I will be certain to make great use of them in the future! – O"

- How Olidammara Got His Shell, a common folktale in the Flanaess

OSPREM

"Mistress of Waters"

Pantheon: Suel

Alignment: Lawful neutral

Sphere: Water voyages, sailors, ships

Rank: Lesser god

Symbol: Sperm whale, or three barracuda

Osprem is the Suel lesser goddess of sea, river, and lake voyages. She protects those who venture across the water, and can control bodies of water, and storms thereupon, calming them or causing them to churn as she wishes. She has been known to send terrible ice storms against fishing settlements that displease her. She is loosely allied with Xerbo, and will make common cause with him against threats to safe travel over the seas. Outside of those shared interests, they are not particularly friendly. She dwells in Nirvana, in a place known as the Whirlcurrents.

Osprem appears as a beautiful woman, clad in a gown of blue-green seaweed. She can assume the form of any sea creature (although she will not take the form of a dragon turtle, in deference to Xerbo), but favors that of a dolphin, barracuda, or sperm whale. She bears a magical trident, and can also summon sea creatures to her aid if needed.



WORSHIP AND WORSHIPERS

Sailors and fishermen of any lawful alignment can follow Osprem. Her worship tends to be concentrated on the eastern and southern coast of the Flanaess, especially in heavy areas of Suel settlement and along the coast of the Azure Sea. The Foaming Tower in Gradsul is the grandest temple to the god found in the Flanaess, but she has a strong center of worship on Lendore Isle as well. She is but rarely worshiped by the northern barbarians, and those in the western portion of the Flanaess are

generally land-locked, with a few shrines along prominent river courses.

PRIESTHOOD

Priests of Osprem must be of lawful neutral alignment. They wear blue robes decorated with ships, dolphins, barracuda, and whales, and when battle is joined, they wear brass or gold-chased armor decorated with similar motifs. Although the goddess herself eschews fire-based magic, she does not deny it to her priests.

Clerics of Osprem have access to the tempest domain or the special domain of their goddess. Druids do not honor her.

OSPREM'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, fog cloud</i>
3rd	<i>gust of wind, rope trick</i>
5th	<i>sleet storm, water breathing</i>
7th	<i>bless vessel*, curse vessel*</i>
9th	<i>commune with nature, hold monster</i>

* Indicates new spell. See the "spells" section below for details.

WATER'S PROTECTION

When you choose this domain at 1st level, whenever you are on or in the water, you get a +2 bonus to your armor class and all saving throws.

SEAMANSHIP

Also at 1st level, you have proficiency with navigation tools and vehicles (water).

CHANNEL DIVINITY: WEATHER WISE

You do not have the power to turn undead as do many clerics. Rather, you may use your Channel Divinity power to predict the weather in a three-mile radius from your position. Your prediction will be 100% accurate (although magical influences such as the spell *control weather* cannot be accounted

for), and you will see the weather up to 1 day into the future for each cleric level. Thus, when you use this power at 4th level, you will be able to see the weather 4 days in advance. The process takes an action to complete.

CHANNEL DIVINITY: CHANGE FORM

Starting at 2nd level, you can use your Channel Divinity to polymorph (as per the spell) into the form of a barracuda by taking an action. Doing so will last for up to 2 minutes per your level as a cleric, but does not require concentration.

At 4th level you can change into either a dolphin or a barracuda for up to 4 minutes per level as a cleric.

At 6th level, you can change into the form of a sperm whale, dolphin, or barracuda for 8 minutes per your level as a cleric.

WATER BREATHING

Starting at 6th level, you can breathe water as easily as air. You cannot pass this ability on to anyone else, however.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

CONJURE ELEMENTAL

Starting at 17th level, you can conjure a CR 8 water elemental (as per the spell) once per long rest, by using an action. You can also dismiss a similarly-powered water elemental by using an action.

*Our anchor's aweigh and our sails are all set
 Bold Osprem, oh, boom-a-lem
 The folks we are leaving, we'll never forget
 Bold Osprem, please, never condemn
 Goodbye, me darling. Goodbye, me dear, oh
 Bold Osprem, oh, boom-a-lem
 Goodbye, me darling. Goodbye, me dear, oh
 Bold Osprem, please never comdemn.
 Wake up Mary Ellen and don't look so glum
 By Ready'reat time you'll be drinking hot rum
 The rain it is raining now all the day long
 And the northerly wind, it does blow so strong
 We're outward and bound for Relmor bay
 Get bending, me boys, it's a hell of a way*

- Ospremish Shanty



in populated areas, in order to more effectively aid the poor and needy. Temples double as orphanages, as they will accept newborns left on their doorstep as a matter of course. Such children are raised by the Church and usually end up becoming priests, paladins, and temple attendants themselves. Those places which are sacred to Pelor but remote are sights of miracles and the like, and usually consist of a small shrine tended by a hermit-priest, who serves to tend the needs of pilgrims.

Midsummer Day is an especially sacred day for the church of Pelor, and consist of services lasting from dawn to noon (good weather is assured through the use of weather-controlling magic, if possible), followed by communal feasting intended to benefit the needy especially. The celebrations end with a procession of yellow-clad priests and laymen offering food and healing to any and all comers; those who need special care may be brought back to the temple. Some zealots take it upon themselves to hunt evil lycanthropes at night, when both moons are full. The equinoxes and winter solstice are also honored as holy days, as is the Blessing of the Sun-Kissed Field come planting time.

PRIESTHOOD

Pelor's clerics can be of any good alignment, and wear yellow robes, those of 7th level or higher have gold trim. They tirelessly labor to help the poor, sick, and injured, providing food, medicine, and other

PELOR

"The Sun Father"

Pantheon: Flan (common)

Alignment: Lawful good

Sphere: Sun, goodness, light, healing

Rank: Greater god

Symbol: Sun with face

Pelor (pronounced PAY-lor) is the sun god, patron of goodness, weal, light, and healing. Largely a peaceful and gentle deity, he heals the sick and relieves the suffering of the afflicted, although he is quite capable of smiting evil with blasting rays of sunlight. Originally a Flan god, he is now found in the religions of Flannae, Oeridians, and Suel people. He is a greater god.

Pelor rides a mighty ki-rin named Star Thought, and can summon convocations of eagles, giant eagles, and associated creatures from the upper planes.

WORSHIP AND WORSHIPERS

Good folk of all sorts worship Pelor, while many poor and indigent follow him in hopes of succor. Services involve singing, prayer, and the collection of funds, clothing, food, and other resources from the wealthy to distribute to the poor. Temples are always located

necessities. They are constantly raising funds from the rich to aid the poor, and in so doing have earned goodwill in some unlikely places, as well as grumbling among the wealthier classes. They will even arrange for the very wealthy to donate entire works of infrastructure in poor neighborhoods, such as sewers, aqueducts, and the like. They are kindly and gentle, but take their roles as protectors of the less fortunate very seriously, and have an inner core of strength that belies their tender exteriors. They tend to favor maces and staves, as the metal heads can be fashioned into the form of a sunburst.

Clerics of Pelor may choose either the life or light domains, or the special domain of their deity. They avoid spells involving darkness or which channel negative energy, if at all possible. Spells which create or aid undead creatures are strictly forbidden, and their use will result in excommunication.

There are very few paladins dedicated to Pelor, who is generally a god of peace.

Some druids serve Pelor as well, emphasizing his role as a sun god. They will usually be active in some human or demi-human settlement, rather than wandering in the wilderness, and will be members of the Circle of the Sun. They worship on hilltops or in forest clearings, where the sun is visible. Circles of stones or ancient trees sometimes mark such spots, which can serve as the physical center of these communities.

PELOR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cure wounds, healing word</i>
3rd	<i>aid, lesser restoration</i>
5th	<i>create food and water, daylight</i>
7th	<i>aura of life, guardian of faith</i>
9th	<i>dream, greater restoration</i>

* Indicates new spell. See the "spells" section below for details.

MARTIAL PROWESS

When you choose this domain at 1st level, you are proficient in martial weapons and light armor.

HEALING POWER

Also at 1st level, all healing spells you cast cure at least the median amount of hit points.

CHANNEL DIVINITY: TURN UNDEAD

Clerics of Pelor have the turn (and destroy) undead ability described in the Player's Handbook, but whenever a priest of Pelor attempts to turn or destroy undead, he adds his proficiency bonus to his Wisdom check. You can also destroy undead at 5th level.

CHANNEL DIVINITY: PELOR'S RADIANCE

Starting at 2nd level, you can use your Channel Divinity to cause a light to emanate from your body. This light will act as a bright light with a 20 foot radius, and all creatures attempting to hit you in melee will get a -1 penalty on their rolls to hit, but missile attacks from more than 20 feet away will get a +1 bonus to hit against you. All undead within range of the light will take $1d12 + \text{your Wisdom modifier}$ in radiance damage, when the radiance first takes effect. This effect will last for one minute, and requires an action to activate.

BLINDNESS IMMUNITY

Starting at 6th level, you are immune to magical blindness and automatically make saving throws against any spell or magical effect that would otherwise rob them of their sight. Areas of magical darkness will still be in effect and will block sight, as long as they are not personally centered on you.

FLY LIKE THE SUN

Starting at 8th level, you can fly (as per the spell) twice per long rest. This requires an action to activate.

CHANNEL DIVINITY: SUNBURST

Starting at 17th level, you can use an action to generate a burst of energy from your body, which will function as the spell *sunburst*, but must be centered on yourself. Note that this will not differentiate between friend and foe; all creatures in the area of effect will be affected.

Once upon a time, long ago in the time of the first mortals, when most men were still good and truly wicked men were few, there lived a family of truly wicked humans. So evil were they that they shunned the Sun Father, and delved beneath the earth and in the deeps of night-haunted woods and fens, seeking the ancient baneful magicks that demon lords had left to tempt and corrupt mortals.

So consumed were they with hate that they unsealed the ancient magic in the dead of night, deep in tombs that had held the bones of the dead. Singing the incantations, they drank the blood of an innocent in silver goblets, cursed the name of the Sun Father, and shunned him. And from that day forth was the race of vampires created, who cannot stand the light of the sun, and whose hearts are filled with hate and malice, and who drink the blood of others to survive.

But Pelor is benevolent and without malice. He bears even those ones no grudge, and shows them no anger; only a deep and abiding sorrow for them, grief at what they have chosen to give up. And should the day ever come when they lose the madness which has come over them and ask for his forgiveness, it shall be there, and all shall be right with the world.

- *The Punishment of the Undead, from The Light of Pelor*

PHAULKON

"Birdfriend"

Pantheon: Suel (common)

Alignment: Chaotic good

Sphere: air, wind, clouds, birds, archery

Rank: Lesser god

Symbol: Winged human silhouette

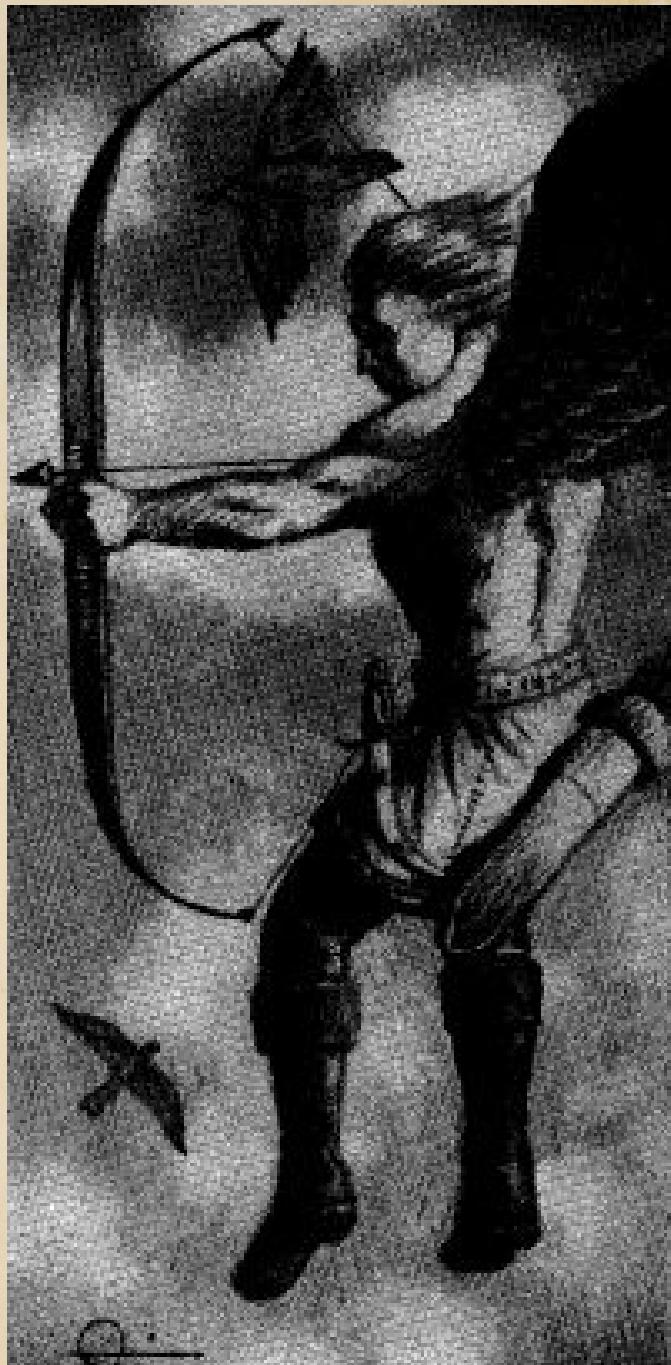
Phaulkon is the Suel lesser god of air, wind, clouds, birds, and archery. All things that happen under the sky are of interest to him, and he is fond of sending omens and signs to his worshipers. With Syrul, he is the father of Kord, and is closely allied with the elven sky deity Aerdrine Faenya, as well as Jascar, with whom he shares an interest in promoting good. He wanders the skies of Olympus and the Elemental Plane of Air, but enjoys traveling on the material plane, and will often be found in the company of men and elves. He is a great warrior, and is counted as second only to his son Kord in fighting prowess among the Suel gods. He also has a specific power over artifacts, and can deactivate their major powers for up to 36 hours. He also knows much of their lore, including how to destroy them.

Phaulkon appears as a muscular young man, bare-chested, with short hair and clean shaven. His girdle gives him the power of flight, and he fights with longbow and dagger, both of which have powerful enchantments. He can also change form into any bird (normal or giant), as well as an elf or sprite, whose company he enjoys. Powerful creatures of the air, such as elementals, djinn, rocs, and giant eagles will answer his summons and serve him. No creature that bears feathers can harm him.

WORSHIP AND WORSHIPERS

Any person of good alignment may worship Phaulkon. He is popular with warriors, particularly bowmen and leaders who rely on bowmen. Those who please him greatly, or are in need of his divine assistance for some mission on his behalf, may rarely find their Strength, Dexterity, or Constitution

score raised to 15 (if not there already) or by an additional 1 point, to a maximum of 19. He is especially venerated on Lendore Isle, Keoland, Ulek, the Yeomanry, and among the humans living in Celene. He is not particularly popular in the barbarian north or Hepmonaland.



PRIESTHOOD

Priests of Phaulkon must be of chaotic good alignment. Priests wear headdresses of feathers during ritual, with one feather for every level of experience, and always wear at least one feather on their person. Ceremonial garb is white, but everyday clothing is various shades of blue. They spend much of their time observing omens and protecting flying creatures, much as druids might, even though Phaulkon has no druids among his priesthood. They are also accomplished fletchers and bowyers, and instruct both hunters and warriors in the art of the bow. On those rare occasions where such is needed, they can also give advice on dealing with and disposing of powerful evil artifacts.

Clerics of Phaulkon have access to the tempest domain or the special domain of their god.

PHAULKON'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, fog cloud</i>
3rd	<i>augury, cordon of arrows</i>
5th	<i>fly, wind wall</i>
7th	<i>divination, polymorph</i>
9th	<i>conjure volley, swift quiver</i>

* Indicates new spell. See the "spells" section below for details.

At 5th level his clerics can speak with birds on an unlimited basis (this does not include giant birds of any type). At 8th level they can fly once per day as an 8th level magic-user. At 11th level they can control winds once per day as an 11th level druid. At 16th level they can summon an 8 HD air elemental (that will be totally friendly) once per week.

STARTING PROFICIENCIES

When you choose this domain at 1st level, you gain proficiencies in long bow, short bow, and dagger.

FEATHER FALL

Also at 1st level, you can cast the spell *feather fall* once per long rest without having to prepare it or spend a spell slot to do so.

CHANNEL DIVINITY: BIRDFRIEND

Unlike many other clerics, you do not have the ability to turn undead. Rather, you may use your Channel Divinity power at 2nd level to generate an aura about your immediate person for 1 hour. No non-giant or non-magical bird will willingly attack you during this time, but could be compelled to do so magically.

At 5th level, you can use this power to speak with non-giant and non-magical birds (as per the *speak with animals* spell). Activating either power requires an action.

CHANNEL DIVINITY: SURE SHOT

Starting at 2nd level, you can use your Channel Divinity to gain advantage while firing a long bow or short bow. This does not require an action, but will count against your total number of channel divinity attempts.

CONTROL WINDS

Starting at 6th level, you have the power to control the strength and direction of the wind. By spending an action, you may increase or decrease the wind speed by 20 miles per hour, and may choose the direction whence it comes. This effect will occur in a sphere 250 feet in diameter, with a 40 foot radius "eye" centered on you, wherein the wind is calm. The effect lasts for 1 hour or until you decide to end it, and requires an action to create. Once created, the wind speed will increase by 3 miles per hour until it reaches the desired speed, and will decrease at the same rate once the effect ends.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

CONJURE ELEMENTAL

Starting at 17th level, you can spend an action to conjure an air elemental, which will be entirely friendly and follow your instructions without the usual reluctance and surly attitude of their race.

*Shaft and fletching, head and knock,
The bird flies south behind the flock.
Mist and fog, haze and cloud,
The bird flies east within the crowd.
Wind and draft, gust and breeze,
The bird flies south with supple ease.
Back and grip, string and face,
The bird flies west with gentle grace.*

- Phaulkonite prayer

PHOLTUS

"Pholtus of the Blinding Light"

Pantheon: Oeridian (common)

Alignment: Lawful good

Sphere: Light, law

Rank: Intermediate god

Symbol: Silver sun with crescent moon in lower-right

Pholtus of the Blinding Light, lesser god of light, resolve, law, order, rigidity, the sun, and the moons, is an Oeridian god whose worship has spread to the Flan and Suel pantheons. His is a stern and rigid faith, the One True Way, and his followers are noted for their inflexibility and intolerance of others' beliefs. Compromise is the same as defeat in his faith. He and his followers are great rivals of Saint Cuthbert, but the four Oeridian wind gods—Atroa,

Sotillion, Telchur, and Wenta—are especially held as enemies. He is lawful good with strong neutral tendencies, but his worshipers tend to be of lawful alignment (he even has some followers of lawful evil alignment, which followers of his rival Saint Cuthbert holds up as proof of Pholtus' degeneracy, but which his clerics claim demonstrates the redemptive power of his faith). Pholtus claims to be the originator and guardian of the ordered movement of the cosmos and Law itself. He dwells in Arcadia on what is known as the Path of Law, but can travel to the material, ethereal, and positive planes at will.

Pholtus is depicted as a tall thin man with fair hair and skin, and blue eyes, wearing a white robe of silk and a cassock embroidered with suns and moons. His eyes shine with fire, and he carries the *Staff of the Shimmering Sun*, made of ivory clad in silver and topped by an electrum sun-disk. The Staff has a variety of magical effects, focusing on light and sight. He himself can dispel any darkness by touch, imbuing objects and creatures with a sunlike glow, and the ability to reflect any radiation, visible and invisible. His holy symbol is the full white moon Luna partially eclipsed by a crescent aquamarine moon, Celene.



WORSHIP AND WORSHIPERS

Worshipers of Pholtus must be of any lawful alignment, and tend to be stern and simple folk, unwavering in their routine as they are in their devotion. Judges and lawyers are drawn to him, and noted for their rigid adherence to the written law. Temples and shrines to Pholtus are gleaming white, and most often found in urban areas. The anthem of the faithful is "O Blinding Light" (see sidebar). Services involve a multitude of burning candles and long sermons on the folly of disbelief, in gleaming white temples and shrines.

PRIESTHOOD

Clerics of Pholtus must be of lawful good or lawful neutral alignment and are paragons of virtue and righteousness. Clerics of Pholtus are expected to go forth and bring the Light of the One True Way to the nonbeliever, especially, but not exclusively, in cities and towns, where they can reach the most people with the least wasted effort. Argument, no matter how politely offered or reasonable in its approach, is not accepted, with those who do not immediately heed the call shown the error of their ways. They will never be without some light source if they can possibly avoid it. The Theocracy of the Pale is ruled by the church of Pholtus, leaning more towards his lawful neutral side, and temples of the god are ubiquitous, doubling as government institutions.

The priesthood of Pholtus is divided into three ranks:

Level	Rank	Vestments
1-4	Glimmering	White
5-8	Gleam	White and silver
9+	Shining	White and gold

Clerics of Pholtus have access to the light domain or the special domain of their deity.

PHOLTUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>dispel darkness*</i> , <i>produce flame</i>
3rd	<i>moonbeam</i> , <i>pyrotechnics*</i>
5th	<i>dispel magic</i> , <i>glow*</i>
7th	<i>aura of purity</i> , <i>guardian of faith</i>
9th	<i>reflect*</i> , <i>sunburst*</i>

* Indicates new spell. See the “spells” section below for details.

1st dispel darkness, 5th flow, 9th reflect, 12th holy word

BONUS CANTRIP

When you choose this domain at 1st level, you automatically gain the *light* cantrip, if you don’t already have it.

DISPEL DARKNESS

Also at 1st level, you can cast the spell *dispel darkness* once per long rest, without needing to have it prepared or using a spell slot.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player’s Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: REBUKE UNBELIEVERS

Starting at 2nd level, you can use your Channel Divinity to explain the folly of disbelief to the heathen through the admonition of a quick but thunderous sermon. This power will only work on creatures with an intelligence of 6 or higher, will not work on fiends, constructs, or undead, and they must speak whatever language you are using for your rebuke. Everyone within 30 feet of you who does not worship Pholtus must make a Charisma saving throw. Clerics may add their proficiency bonuses to the saving throw. Failure means they are shamed for one minute or until they take damage.

Shamed creatures will hang their heads in disgrace, not moving and unable to take actions or reactions.

If you rebuke unbelievers twice in a row (as you are able to use your Channel Divinity twice between rests at 6th level, and three times at 18th level), no new saving throw is needed for the continuation.

Starting at 5th level, when a creature fails its saving throw against your Rebuke Unbelievers feature, the creature will convert to the faith of Pholtus if its challenge rating is at or below the following threshold:

Cleric Level	Converts Unbelievers of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

They will remain converted for a number of days equal to your Charisma score. At the end of that time, they are entitled to a final Wisdom saving throw. If they succeed, they will revert to whatever faith they had before. If they fail, they will convert fully and completely, including any necessary alignment changes.

DETECT CHAOS

Starting at 6th level, you can detect emanations of chaos by concentrating. You may take an action, and for as long as you can maintain concentration, to a maximum of 5 minutes, you can detect anything with a chaotic alignment, be it a creature or magic object, in a path 10 feet wide and 120 feet long, in whatever direction you happen to be facing. You can determine the degree of chaos (faint, moderate, strong, or overwhelming) by making a successful DC 10 Wisdom saving throw. Thus, a farmer who happens to be of chaotic neutral alignment might come up as faint, while a slaad or demon would come across as overwhelming.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon with divine energy from the sun and moon. Once per turn, you can cause one successful attack to inflict an extra 1d4 radiant and 1d4 fire damage. When you reach 14th level, this increases to 2d4 radiant and 2d4 fire damage.

THE UNCONQUERED SUN

Starting at 17th level, you can summon a burst of radiant energy from the sun itself. You must take an action to invoke this power, and it can be done but once per week. All creatures within 60 feet of you will take 24 (8d6) hit points of radiant damage if they fail their Constitution saving throw. They will take half damage if they succeed in their saving throw. Any undead or fiends in the radius of effect will have disadvantage when they save, but any creatures (except fiends or undead) with damage immunity to fire will have advantage. Any highly flammable substances or objects, such as oil, will ignite.

Oh blinding light, I trust thy glare

My trust is thy fair share.

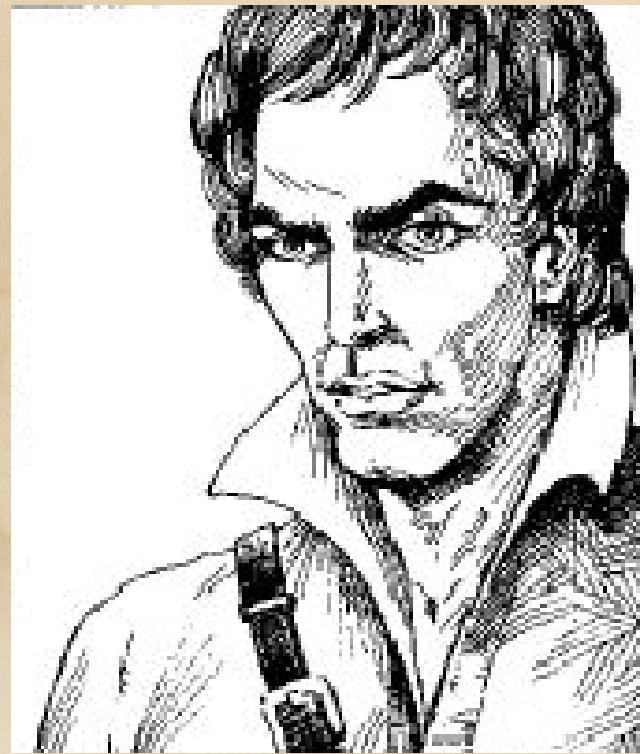
Without thy light, I cannot see,

Thy truth has blinded me.

Oh blinding light, come take my hand

Lead me to the promised land.

- "Oh Blinding Light"



PHYTON

"The Woodshaper"

Pantheon: Suel (common)

Alignment: Chaotic good

Sphere: Nature, beauty

Rank: Lesser god

Symbol: Scimitar in front of oak tree

Phyton is the Suel lesser god of nature, farming, and beauty. He represents nature being put to productive use, and thus represents a different aspect of nature from that embodied by Obad-hai or Ehlonna. To him, a well-tended field and a well-stocked trout stream are as beautiful natural wonders as a wild meadow or trackless moor. He and Jascar are loose allies. He lives in Gladsheim.

Phyton normally appears as a slender human with pale skin and a youthful cast. However, he is able to change his form to appear as any forest-dwelling creature, from sprite to faerie dragon. He bears a magic scimitar that he can turn *invisible*, and bears to rings of shocking grasp on his hands. If he

touches the rings together, they will create a globe of *lightning* about him. Plant-based poisons have no effect on him, and any treants or other woodland beings in his vicinity will answer his summons and obey his commands. No item made from wood can harm or even touch him without his leave, including weapons with wooden handles and metal heads, such as spears, arrows, and hammers.

WORSHIP AND WORSHIPERS

Anyone of any non-evil alignment may worship Phyton, particularly farmers and rangers. Some elves also revere him. Shrines and temples to Phyton can be found in almost any rustic or farming locale, usually in wooded glades. The god has been known to bless those who save large woodlands from destruction if they are 9th level or higher; such blessings will span the next growing season and will ensure a bountiful harvest and protection from fires and similar hazards for a mile around his farm.

PRIESTHOOD

Druuids of neutral alignment as well as clerics of chaotic good alignment form the priesthood of Phyton. The priesthood shepherds the faithful in their agricultural dealings, helping with planting, harvesting, and animal husbandry, as well as advising on how to clear woodlands for farming responsibly and not recklessly. During most of the year they will wear robes of brown or green, but this changes for higher-ranked clergy in the autumn. Those with levels 7-9 wear robes of yellow in autumn, while those of levels 10-11 wear orange during the season. Those of level 12 or higher wear red robes during this time.

Clerics of Phyton have access to the nature domain or the special domain of their god.

Some druids are also counted amongst his priesthood. These can belong to any of the druidical circles.

PHYTON'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>entangle, speak with animals</i>
3rd	<i>locate animals or plants, warp wood*</i>
5th	<i>call lightning, tree*</i>
7th	<i>conjure woodland beings, grasping vine</i>
9th	<i>commune with nature, tree stride</i>

* Indicates new spell. See the "spells" section below for details.

FOREST FRIEND

When you choose this domain at 1st level, you may add your proficiency bonus to all Charisma (Persuasion) checks made in connection with forest-dwelling creatures, such as sprites, treants, etc.

POISON RESISTANCE

Also at 1st level, you may add your proficiency bonus to all saving throws involving plant-based poisons. If in doubt, assume a poison is plant-based, unless the description explicitly states it comes from some animal or mineral source (a phial of giant scorpion venom, for instance).

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: LIGHTNING

Starting at 2nd level, you can use your Channel Divinity to cast the cantrip *shocking grasp*. At 5th level, you can cast a *lightning bolt* using this power, instead.

AUTUMNAL POWERS

Starting at 6th level, you may use the spell *warp wood* up to three times per long rest, without

needing to prepare it or expend a spell slot. At 9th level, you have the choice of casting the spell *tree* and/or *warp wood*, as long as you do not cast them more than three times per long rest, total. At 12th level, you add *transport via plants* to the list of spells that may be cast during the autumn, again no more than three times per long rest, for all three combined.

DIVINE STRIKE

Starting at 8th level, if you are wielding a scimitar, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of electricity damage. At 14th level, this will increase to 2d8 points of damage.

CONJURE TREANT

Starting at 17th level, you can use an action once per long rest to conjure a woodland spirit in the form of a treant. You must be in a wooded area, and the creatures will arrive 1 minute after you issue your summons. It will remain for 1 hour, and obey your commands, but not to the point of suicide (they will attack enemies if it seems there is a reasonable chance of success). When the hour is over, or you dismiss it, the spirit will simply leave, and the treant will turn back into an ordinary tree.

Farmers are the true nobility of the world.

- Phytonian saying

PROCAN

"The Storm Lord"

Pantheon: Oeridian (common)

Alignment: Chaotic neutral

Sphere: Sea, weather, salt, navigation

Rank: Intermediate god

Symbol: Gold and coral trident with a cresting wave

Procan is the greater god of the sea, weather, salt, and navigation. He was originally a god of the Oeridian folk, but his worship has become common across the peoples of the Flanaess. He is stormy and tempestuous by nature, which fits his mastery of the great storms of the sea, and is known for his greed, as all treasures that sink beneath the waves or are born in the sea, he considers his own.

Procan appears as a large and muscular human with blue-green skin. His eyes are gold and his hair green. His usual weapon is a great spear, whence hangs strands of seaweed.



WORSHIP AND WORSHIPERS

Those who follow Procan will be either chaotic neutral or true neutral in alignment. They are usually fisherfolk and sailors, and others who make their living from the sea. He also has a following among the merfolk, aquatic elves, and locathah. Shrines to Procan can be found in just about any port, particularly around the Azure Sea. Services are held at or near the sea, where offerings of gold and pearls are made by dropping them in the ocean. Fish and bread are then eaten, and prayers for safe

travels on the water are received by those assembled. Services are simple and to the point.

PRIESTHOOD

Priests of Procan must be chaotic neutral. They dress in practical garb, and are usually quite direct in their actions and speech. It is considered good luck to have a cleric of Procan aboard ship on a journey.

Clerics of Procan have access to the tempest domain or the special domain of their god.

PROCAN'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>purify food and drink, thunderwave</i>
3rd	<i>gust of wind, rope trick</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, fabricate</i>
9th	<i>hold monster, scrying</i>

* Indicates new spell. See the "spells" section below for details.

CREATE WATER

When you choose this domain at 1st level, you can create water (as per the spell create or destroy water) three times per long rest. In addition, you may choose whether the water is fresh or salt (ocean) water.

STRONG SWIMMER

Also at 1st level, you have advantage when making any Strength (Athletics) rolls involving swimming, and swimming does not cost any extra movement. In addition, you can hold your breath 50% longer than normal.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. However, you are only fully effective against sea-based undead such as lacedons, drowned ones, etc. When

attempting to turn other undead creatures, they get advantage on their saving throw. You can also destroy undead at 5th level, with the same caveat.

CHANNEL DIVINITY: RAGING TEMPER

Starting at 2nd level, you can use your Channel Divinity to enter a state similar to that of a barbarian's rage. You can do so as an action or bonus action, and the temper will last for one minute. During that time, you have advantage on Strength checks and saving throws, get a +2 bonus to damage done by successful melee attacks, and have resistance to bludgeoning, slashing, and piercing damage. If you begin a round while still under the effect of the raging temper with no enemies within 10 feet of you, you must make a successful Wisdom check in order to avoid attacking the nearest friend or neutral creature, as long as they are also within 10 feet.

WATER BREATHING

Starting at 6th level, you can breathe underwater without needing a spell or magic item. This is a magic ability, and can be temporarily disabled by a *dispel magic* spell, which will cancel it out for 1 hour.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

WATER BUBBLE

Starting at 17th level, you can use an action to create an air-filled bubble 20 feet in diameter, or a hemisphere 30 feet in diameter. The bubble will follow you as you move, and will push away any swimming creatures, although intelligent creatures can deliberately enter the bubble with you (thus, creatures such as sahuaghin, who can survive out

of water, can enter the bubble, but a shark would not). The bubble can move at your normal swimming rate, and will remain in effect for 1 hour.

*Oh the ocean waves may roll,
And the stormy winds may blow,
While Procan's fav'rites go right out to sea
And the land lubbers stay home abed, abed, abed
And the land lubbers stay home abed.
- Procan shanty*

PYREMIUS

"The Hideous Assassin"

Pantheon: Suel (common)

Alignment: Neutral evil

Sphere: Fire, poison, murder

Rank: Lesser god

Symbol: Demonic face with bat wing-like ears

Pyremius is the Suel lesser god of fire, poison, and murder. He was originally of demigod rank, but ascended to a higher rank of divinity by slaying the former Suel goddess of fire, Ranet. His mastery of fire emphasizes only its destructive aspects, but none of its beneficial ones. He is loosely allied with Syrul, but distrusts all other gods, and constantly fears that some other being will supplant him the same way he supplanted his predecessor. Pyremius teaches retribution and gaining every advantage in combat; the notion of a "fair fight" is completely alien to him and his followers. Pyremius is well pleased by the activities of the Scarlet Brotherhood, and has been known to favor some of their various enterprises and projects. He dwells in Hades, in a realm known as the Black Volcano.

Pyremius appears as a particularly ugly human or tiefling, bald and with pointed ears, and could be mistaken for a tiefling. He wears brass bracers that

he can use to deflect blows, and bears the enchanted broadsword *Red Light of Hades*, and the magical whip *Viper of Hades*. Both fire elementals and yugoloths are his allies, and can be summoned by him at need. He is said to be vulnerable to cold-based magic, however. He will sometimes manifest to worshipers as a face of flame or flaming runes (which turn into a deadly poison once they burn out) that spell out a message.

WORSHIP AND WORSHIPERS

Any creature of evil alignment may worship Pyremius, and his followers include many humanoids and those who are assassins by trade. Pyremius' followers believe that the world will end in a fiery holocaust, and that all one's enemies have weaknesses that can, and should, be exploited. His temples, well concealed, can be found in the larger cities of the Flanaess with a significant Suel population, and he has some followers among the northern barbarians and savages of the Amedio Jungle and Hepmonaland. Temples are constructed of mortared stone, preferably a volcanic type, with red and orange images adorning the walls, and done in lacquer and enamel to better reflect the light. The start of winter, spring, and low summer are



holidays, featuring human sacrifices killed by poison, being stabbed in the back, and then burned while they are still barely alive.

PRIESTHOOD

Clerics of Pyremius must be of evil alignment. Many clerical members of the Scarlet Brotherhood hold him as their patron. Their vestments are red and orange with yellow flame-like decorations, making them seem like they are living flame, when viewed from afar. Note that priests of Pyremius will never be granted spells that involve cold, such as *wall of ice*.

Clerics of Pyremius have access to the war domain or the special domain of their god. Those who choose the latter are called Firedraughts.

PYREMIUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, detect poison and disease</i>
3rd	<i>protection from poison, pyrotechnics*</i>
5th	<i>fireball, nondetection</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>cloudkill, flame strike</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCY

When you choose this domain at 1st level, you are proficient with a *poisoner's kit*.

FIRE AFFINITY, COLD VULNERABILITY

Also at 1st level, you add your proficiency bonus to all saving throws against fire damage. You also take one point less fire damage for each point of your proficiency bonus. However, you also have an equal penalty when making saving throws against cold damage, and take additional damage from cold-based attacks equal to your proficiency bonus.

CHANNEL DIVINITY: AFFECT FIRES

You cannot turn undead as do other clerics. Instead, you can use your channel divinity power to change non-magical fires, making them larger or smaller at your will. The fire in question must be within 20 feet, be no more than 3 feet in diameter, and be non-magical in nature. You may then make the fire go as small as a match, to as large as a bonfire (producing light equal to a *light* spell) for 2 minutes. This has no impact on the heat generated by the fire, but will impact fuel consumption, either reducing it to 50% of normal or doubling it, depending on whether you make the fire larger or smaller.

CHANNEL DIVINITY: POISONED BLADE

Starting at 2nd level, you can use your Channel Divinity to instantly cause your weapon to be coated in basic poison. Doing so requires an action, but once done, your weapon will inflict an extra 1d4 points of poison damage the next time it hits; the poison will only work once. The poison will last for 1 minute, after which time it will evaporate, and may only be applied to a slashing or piercing weapon.

PYROTECHNICS

Starting at 6th level, you may cast the spell *pyrotechnics* once per day. You do not need to prepare this spell, nor does it require a spell slot to cast.

DIVINE STRIKE

Starting at 8th level, you can cause your weapon to burst into flames. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of fire damage. At 14th level, this will increase to 2d8 points of damage.

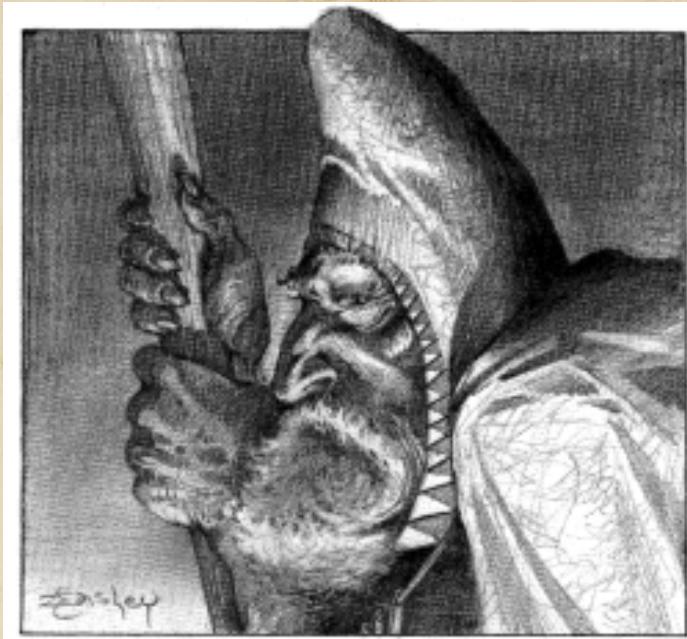
METEOR SWARM

Starting at 17th level, you can summon forth a *meteor swarm* (as per the spell) once per long rest.

You do not need to prepare or use a spell slot to activate this feature, but it will require an action to activate.

Fighting fair is a sport for players of games. Fight to win at any cost, gain every advantage you can. Let the dead boast about their honor and chivalry. You will boast about your victory.

- Pyremian motto



RALISHAZ

“The Unlooked-for”

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Randomness, bad luck, insanity

Rank: Lesser god

Symbol: Three bone sticks

Ralishaz is god of randomness, bad luck, misfortune, and insanity. It is he who throws unforeseen obstacles in the way of the most carefully laid plains, and he who finds winning streaks abhorrent. He dwells in Limbo, but wanders the material plane in mortal guise as an ancient

man or woman, begging or entering gambling games against unwitting foes, who suddenly realize that everyone has managed to lose, even the mysterious stranger who is now no longer among them. He is a lesser god, and can be found in all the pantheons of the Flanaess.

If Ralishaz has a true form, it is unknown. He appears in an ever-changing guise; one minute a pretty maiden, the next a scab-ridden beggar, the next a haughty courtesan, the next a scar-faced mercenary. The variety is endless and random, and that is, perhaps, the most disquieting thing about him. He carries a wooden weapon that also changes shape, sometimes being a staff, sometimes a club, sometimes a wooden mallet. It is said he can curse mortals, cause rapid aging with a touch, or induce magical sleep with but a look.

WORSHIP AND WORSHIPERS

Anyone can worship Ralishaz, although few hold him as a patron, and those who do are usually of chaotic alignment. He is the patron of gamblers and risk-takers, although such usually look for his absence rather than his attention, hence his byname. There are few shrines to this god, but those that do exist are either in large cities or in distant wild places. Ceremonies in his honor involve random notes of music, words strung together as if by chance as liturgy, the casting of lots and other forms of divination using random devices, and sudden transitions between extremes; light and dark, cold and heat, silence and cacophony. He is sometimes invoked in an attempt to appease him, especially by those suffering bad luck, or those undertaking an especially risky enterprise.

PRIESTHOOD

Priests of Ralishaz may be of any chaotic alignment and wear multicolored patchwork robes. They are normally taciturn and almost fatalistic, but can switch at a moment's notice to being wild and nearly frantic. Clerics of Ralishaz generally enjoy good luck, but when their luck does turn, it is usually

catastrophic. They will not themselves take risks, as “Tempt not Chance” is one of their commandments.

Clerics of Ralishaz have access to the trickery domain or the special domain of their deity.

RALISHAZ' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bane, Tasha's hideous laughter</i>
3rd	<i>crown of madness, vicissitude*</i>
5th	<i>bestow curse, nondetection</i>
7th	<i>fumble*, protection from misfortune*</i>
9th	<i>commune, reincarnate</i>

* Indicates new spell. See the “spells” section below for details.

STUMBLE

When you choose this domain at 1st level, you can cause someone to stumble by taking an action or reaction and pointing at them. The target must be within 20 feet, and is entitled to a Dexterity saving throw (DC 10). If they fail, they will stumble and will lose 5 feet of movement distance if walking or running. They also must make another Dexterity saving throw (DC 12) to avoid dropping whatever they are carrying in their hand. This only works on bipedal creatures, and may be done once per long rest.

SNEEZE

Also at 1st level, you can cause someone to sneeze by taking an action or reaction and pointing at them. The target must be within 20 feet, and is entitled to a Constitution saving throw (DC 10). If they fail, they will violently sneeze. If you use this ability as a reaction to the target casting a spell with a verbal component, they also must make another Constitution saving throw (DC 12) to avoid spoiling it and causing it to have no effect (the spell slot will be used regardless). You may use this ability once per long rest.

CHANNEL DIVINITY: YOU ARE FEELING SLEEPY...

Clerics of Ralishaz do not have the ability to turn undead. Instead, your Channel Divinity allows you to put others into a magical *sleep* once you reach 2nd level. It requires an action, and functions as the spell *sleep*, with the exception that the effect has a random duration of 5d6 minutes (reflecting the fickle nature of your god), and affects a single individual, who is entitled to a DC 12 Constitution saving throw. Success indicates the target has avoided your gaze.

CHANNEL DIVINITY: WHAT JUST HAPPENED?

Starting at 2nd level, you can use your Channel Divinity to use a reaction to attempt to reflect an attack back on the attacker. The attack in question can be a spell directed at you specifically (it doesn't work on area effect spells like *fireball*), or a melee or missile attack, but you must announce your intention to use this ability before damage is rolled. When you use this power, roll 1d20 to determine the effect:

Die Roll (1d20)	Effect
1	Both you and the attacker suffer the same damage
2-19	You suffer damage normally
20	Only the attacker takes damage

UNLUCKY BLOW

Starting at 6th level, once per short rest you can pick a single blow done to you by an enemy, before damage is determined. You will take half the normal damage that the strike would normally have caused. This is usable only against melee and missile attacks; spells and spell-like effects are unaffected.

LUCKY DEVIL

Starting at 8th level, you get a saving throw against spells that normally do not allow a saving throw. The DM will determine which specific type of saving

throw is most appropriate. This reflects your freakish luck.

CHANNEL DIVINITY: ABILITY SWAP

Starting at 17th level, you can cause one person you touch to swap the two of their ability scores that are the farthest apart for one hour (if there are two or more equally-apart abilities, roll randomly). Doing so requires a successful unarmed strike against an unwilling target, but you ignore armor when calculating the needed roll to hit. Example: You successfully hit a paladin with STR 17, DEX 11, CON 15, INT 9, WIS 14, and CHA 18. For the next hour, he would have an Intelligence of 18 and a Charisma of 9.

Never stop counting your ill-fortune. Because if you do, Ralishaz will keep up the tally for you. And he is quite generous when he sees a light ledger.

- Popular saying

RAO

“The Mediator”

Pantheon: Flan (common)

Alignment: Lawful good

Sphere: Peace, reason intellect

Rank: Greater god

Symbol: Heart-shaped mask with benign expression, or a white heart

Rao (pronounced RAH-oh) is the Flan greater god of peace, reason, and intellect, whose worship has spread throughout the Flanaess. He himself is lawful good in alignment, as are his clerics and worshipers; he dwells in the Seven Heavens, in a palace known as Sweet Reason. He is called the Mediator and the Calm God. Rao is noted for being somewhat aloof and remote; he does not directly intervene in the material plane, but is thought to be the source of several powerful magical artifacts that have been used to thwart the rise of evil. He does,

however, have a particular enmity towards Iuz. He and Zilchus are allies.

Rao is depicted as an old man with dark skin, white hair, slender hands, and a smile that exudes serenity and contentment. He wears a blue robe, and is usually carrying a shepherd's crook, usually identified as the powerful artifact the *Crook of Rao* (also called the *Serene Staff of Rao*). His holy symbol is either a white heart made of metal or wood, or else a heart-shaped mask with a serene expression.



WORSHIP AND WORSHIPERS

Those who follow Rao will be of lawful good alignment. The worship of Rao is rather sedate, as might be expected, and his worshipers are more common among nobles, diplomats, scholars, etc. than among the common folk. Temples are large, grand, and open-air affairs, with much incense and the sound of chanting in the air. Places are set aside for thoughtful discussion of great and weighty philosophical issues. Libraries are not uncommon. Services usually involve intellectual and theological discussions and group meditation. Seventeen is a significant number in the faith of Rao, considered both sacred and lucky.

PRIESTHOOD

Clerics of Rao must be of lawful good, lawful neutral, or neutral good alignment. Although clerics of Rao are contemplative and philosophical in nature, they are by no means completely passive; once they have

decided to act, they will do so efficiently and with great vigor. They wear white robes until they reach 16th level. At that time, they are entitled to wear the same blue robes as the god himself.

Clerics of Rao have access to the knowledge domain or the special domain of their deity.

Some monks worship Rao as well. Those who do will follow the Way of the Hand, or rarely the Way of Shadow.

There are relatively few paladins of Rao, but those who do exist will take the oaths of Devotion or Obedience. They are, naturally, somewhat less martial in outlook than most other paladins, but do make excellent negotiators, diplomats, and are quite nuanced strategists.

RAO'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, identify</i>
3rd	<i>calm emotions, zone of truth</i>
5th	<i>beacon of hope, remove curse</i>
7th	<i>aura of purity, guardian of faith</i>
9th	<i>legend lore, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

BONUS CANTRIPS

When you choose this domain at 1st level, you add the cantrips *friends* and *dancing lights* to your spell list. You may cast *friends* as a bonus action once per day.

INTELLECTUAL

Also at 1st level, you may choose to be proficient in one of the following three skill checks; Arcana, History, and Religion.

CHANNEL DIVINITY: TURN UNDEAD

At 2nd level, you gain the ability to turn undead, but clerics of Rao do not turn undead as effectively as other clerics do, due to their non-confrontational nature. From level 2-5, undead making saving throws against attempts to turn them have advantage. The ability to destroy undead doesn't begin until 9th level, and then progresses as if the cleric were 4 levels lower than his actual level.

CHANNEL DIVINITY: AURA OF SERENITY

Starting at 2nd level, you can use your Channel Divinity to use an action to create a bubble 30 feet in diameter around you for 1 minute. All who enter that bubble will feel calming emotions flowing through them. While this will not stop most creatures from attacking, it will have the following effects:

- All those who are raging must make a DC 15 Wisdom check or lose their rage as soon as they enter.
- Beasts must make a DC 10 Wisdom check or become calm, unwilling to attack, for as long as they remain in the area of the aura.
- The Savage Attacker feat may not be used within the area of the aura.
- All creatures within the area of the aura making a saving throw vs. the spell *calm emotions* do so at disadvantage.

DISCIPLINED MIND

Starting at 6th level, you add your proficiency bonus to all checks and saving throws against illusions and mind-affecting spells.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to hit points healed by any spell.

TRUE SEEING

Starting at 17th level, you can pierce all illusions with your gaze. By taking an action, you can cast the spell *true seeing* without needing to have it prepared, and without using up a spell slot. You may do this once per short rest.

There is a time to think, and more rarely a time to act; but in that time, action is wisdom.

- Raoian motto

RUDD

"The Card Shark"

Pantheon: Oeridian (common)

Alignment: Chaotic neutral

Sphere: Chance, good luck, games of skill

Rank: Demigoddess

Symbol: Bullseye target

Rudd (rhymes with "flood") is the Oeridian demigoddess of change, good luck, and games of skill, and is known as Blue Eyes, Cheater, or Card Shark. Originally an Oeridian deity, her cult can be found in all the religions of the races of the Flanaess. She has wandered Oerth for nearly a thousand years, sampling every game of chance possible. It is said she knows the rules and strategies for every card game ever invented, but prefers games where strategy and chance are mixed, such as plaques and backgammon, eschewing pure strategy games such as chess, as well as pure luck games such as knucklebones. Norebo, Trithereon, Zuoken, and Zagyg are all her friends, while Iuz and Ralishaz despise her. She and Istus do not get along well, due to their differing philosophies on fate and chance. She dwells in a place known as the House of Cards on Ysgard, but spends most of her time on the material plane, mostly visiting gaming houses in search of new sport.



Rudd appears as a pretty young woman with short black hair and perfect teeth. She is always smiling, and she seems to be a mix of Oeridian and Suel stock. She dresses well, preferring pants to dresses, and affects a rather swashbuckling air. Rudd is armed with an enchanted rapier named *Needle* and a magic stiletto, although she rarely resorts to fighting, and when she does, she prefers to use improvised weapons, which she can wield with her impeccable sense of balance. She also carries an enchanted deck of cards that she can throw as missile weapons. Her most effective weapon, however, is her incredible luck, having advantage on every roll, and this also applies to her gambling efforts. She is often found among mortals, and many have claimed to have met her at some gambling house or other, especially along the Wild Coast and the city of Greyhawk. She will sometimes appear to her followers by animating a face card and speaking through it.

WORSHIP AND WORSHIPERS

Anyone of chaotic alignment may worship Rudd, and although he has few devotees, many who rely on luck and gambling can be found among their ranks. She has no actual temples, but shrines to her can be found near gambling establishments throughout the central Flanaess in the lands around the Nyr Dyv, as well as the Wild Coast, Bissel, Ull, and Ekbir. The grandest shrine is located in the city of Peacekeep, in southern Bissel, in the Crossed Blades Gambling Hall, which is run by the priesthood.

The central idea of her worship is that people should rely on skill and preparation as much as chance. Cheating is frowned upon, unless it is done perfectly, in which case it falls under the heading of “making your own luck.” The tenth day of Planting is celebrated as Rudd’s birthday, but this is not official, and is honored mostly in Bissel (where the goddess is said to have been born).

PRIESTHOOD

Priests of Rudd must be of chaotic neutral or chaotic good alignment. They will sometimes be found in gambling houses, although they are not particularly welcome there, as it is felt they have an unfair advantage. Sometimes, however, such establishments will encourage such priests, as long as they stick to ferreting out cheats. Others dedicate themselves to teaching others games of skill and chance, while still others wander the Flanaess looking for local games, and entertain the rare hope that they might encounter their goddess someday. They are constantly practicing their skills at their preferred games, with an almost fanatic devotion. They will wear fashionable clothes as flashy and colorful as possible, with broad-brimmed hats, knee boots, wide sleeved shirts, and the like. In general they tend to try to dress as the goddess does herself.

Clerics of Rudd have access to the trickery domain or the special domain of their goddess. Those who choose the latter are known as luckdealers.

RUDD’S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>silent image, expeditious retreat</i>
3rd	<i>calm emotions, hold person</i>
5th	<i>conjure barrage, haste</i>
7th	<i>compulsion, luck*</i>
9th	<i>conjure volley, seeming</i>

* Indicates new spell. See the “spells” section below for details.

STARTING PROFICIENCIES

When you choose this domain at 1st level, you are proficient in all finesse weapons and light armor, as well as gaming set. You do not have proficiency in simple weapons, medium armor, or shields. You also begin with the Deception skill.

SWASHBUCKLER

Also at 1st level, you gain a +2 bonus to your armor class when wearing light armor. You also get a +1 bonus to hit with any finesse weapon, and a +1 bonus to all Charisma (Persuasion) checks against members of the opposite sex.

CHANNEL DIVINITY: RUDD’S LUCK

You do not have the ability to turn undead as do other clerics. Rather, at 2nd level you may use your Channel Divinity ability to gain advantage when making a proficiency roll to use gaming set. This does not require an action.

CHANNEL DIVINITY: 52-PICKUP GAMBIT

Starting at 2nd level, you can use your Channel Divinity to use your gaming set as a weapon, using the gaming pieces, cards, or plaques as simple ranged weapons. Once you have used an action to invoke this ability, for the next five minutes you may throw the elements of the gaming set at enemies, as if they were +1 weapons. Dice and backgammon tokens will do pummeling damage, cards and plaques will do slashing damage, etc. Each weapon

does 1 hp of the appropriate type of damage, and are treated as finesse thrown weapons (range 10/20). The number of potential weapons in the gaming set will depend on its nature; a deck of plaques would have 78, playing cards would have 52, a backgammon set would have 34 (including the dice), etc.

ROLL THE DICE

Starting at 6th level, once per long rest you can attempt to cast a spell that is in your spell lists, but which you do not have prepared. This involves building up a burst of magical energy, and requires an action to accomplish. You announce the spell, and roll on the following table:

Die Roll (d100)	Result
01	Spell affects random target within 60' of the caster
02	Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
03	Spell reversed, if reverse is possible
04	Spell functions; any applicable saving throw is not allowed
05	Spell appears to fail when cast, but occurs 1-4 rounds later
06	Spell is cast; material components and memory of spell are retained
07	Spell effect has 60' radius centered on target (all within radius suffer the effect)
08	Spell has a minimum duration of 1 turn (i.e., a fireball creates a ball of flame that remains for 1 turn, a lightning bolt bounces and continues, possibly rebounding, for 1 turn, etc.)
09	Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%
10-59	Spell functions normally
60-00	Roll on the Wild Magic Surge table in the Player's Handbook (re-roll 99 or 00 on that table)

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a

creature with a weapon, you can inflict an additional 1d8 points of slashing, piercing, or bludgeoning damage (as appropriate to the weapon type), but only when using a finesse weapon. At 14th level, this will increase to 2d8 points of damage.

LUCKY STREAK

Starting at 17th level, once per long rest you can cause you or some other within 10 feet to have a lucky streak. When making rolls using a gaming set, you or the designated beneficiary add 1 to your roll for each successful win. Thus, the first time you win, the next roll will have a +1 bonus. After the second win, the next roll will have a +2 bonus. And so on. You do not need to use an action to invoke this power.

"Full house, knaves over aces. I guess I win again!"

- Attributed to "that girl who always wins" at the Lucky Basilisk Gambling Parlor, Narwell

SOTILLION

"Queen of Ease"

Pantheon: Oeridian (common)

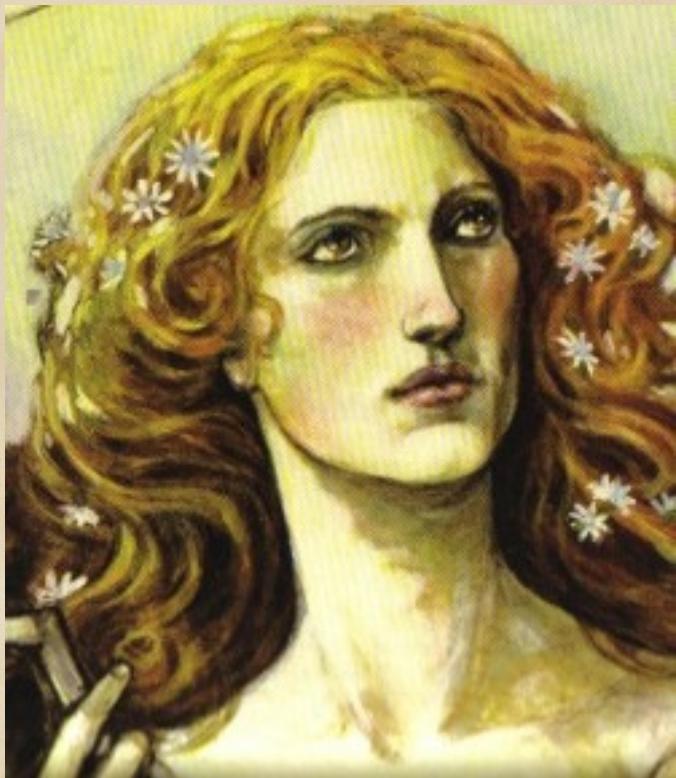
Alignment: Chaotic good

Sphere: Summer, south wind, ease, comfort

Rank: Lesser goddess

Symbol: Winged orange tiger or scythe cutting wheat

Sotillion is the Oeridian lesser goddess of summer, the south wind, and ease and comfort. Her worship can be found in the various religions of the Flanaess, like her siblings. She dwells in Ysgard, in a place known as the Green Fields. She does not get along well with her brother Telchur at all, to put it mildly, and Kurell is also counted among her foes, because she managed to trick him into doing her farm work when she was first born. Although she and her sister Atroa disagree (mainly about Sotillion's love of ease and comfort, as opposed to



the well-known work ethic of both Atroa and Wenta), they are not enemies.

Sotillion appears as a lovely young woman of some twenty-five summers, with unkempt shoulder-length red hair. She usually appears wearing a toga or other loose-fitting, comfortable clothing. She wears a sickle at her waist and always has a scythe *Helper* nearby, but rarely carries it herself; if she is walking, it will float along behind her. *Helper* is both intelligent and fiercely loyal to its mistress, and will protect her from all dangers. Both implements look brand new and never used. She rarely fights, preferring others do her fighting for her. Her powers to both charm others and put them to sleep are extraordinary, even for a goddess. She can also make her presence known by the appearance of a pillow or particularly comfortable place where none should be, or a warm southerly breeze that makes odd ripples in fields of wheat or grass. Statues of the goddess always depict her in a reclining position.

WORSHIP AND WORSHIPERS

Those of chaotic good or chaotic neutral alignment worship Sotillion, and many halflings, and some

elves, are drawn to her. Her worshipers are generally more interested in ease and comfort than with heavy loads of manual labor, and some of their (and her) detractors say she should be known as the goddess of laziness. She is said not to care about such opinions, especially when they come from her sister, Atroa. Her faith is strongest along the route of the Oeridian migration; Ket, Keoland, Bissel, the County of Urnst, and the Great Kingdom. Small shrines protecting statues of her predominate, and inns that sport such are said to be particularly known for their comforts. Temples are built for comfort, with padded chairs or cushions and thick rugs on the floor for sitting or reclining, rather than the hard benches the faithful of Pholtus endure. They are well ventilated in the summer to take advantage of the warm summer breezes, and have abundant fireplaces to ward off winter's chill. Niole Dra sports the finest temple, which was actually built by the church of Telchur and later bought at a bargain price by the church of Sotillion. Having their finest temple been built and paid for by the greatest enemy of their goddess delights the worshipers of Sotillion no end, and adds yet another layer of resentment to the worshipers of her brother Telchur.

Services consisting of light prayers and music are held every Godsday. Reaping and Richfest are sacred due to the harvest, but the faithful tend to be more interested in celebrating than in actually pulling in the harvest itself, but take great pains to make sure those who are performing the work are as comfortable as can be.

PRIESTHOOD

Those who are chaotic good or chaotic neutral may be priests of Sotillion. They champion the notion of helping others without necessarily discomfiting oneself in the process. This philosophy extends to the harvest; priests of Sotillion will assist their flocks as they can, but in such a way as to maintain the level of comfort to which they (and the faithful) are accustomed. Vestments are, as one might

expect, as comfortable as possible, usually robes of blue and green in bright hues.

Clerics of Sotillion have access to the light domain or the special domain of their goddess. Those who do are known as luxuriates, a term which was originally derogatory, but which they have embraced.

SOTILLION'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, unseen servant</i>
3rd	<i>calm emotions, gust of wind</i>
5th	<i>create food and water, plant growth</i>
7th	<i>compulsion, dominate beast</i>
9th	<i>animate objects, dominate person</i>

* Indicates new spell. See the "spells" section below for details.

WELL RESTED

When you choose this domain at 1st level, you sleep very soundly, and your sleep is more productive than that of others (although you still enjoy sleeping in!). A long rest only takes 6 hours for you, 4 hours of sleep plus 2 hours of light activity.

CHARMING PERSONALITY

Also at 1st level, when casting a *charm person* or *dominate* spell, your proficiency bonus is doubled when calculating the CR needed for the target to save.

CHANNEL DIVINITY: DANCING WEAPON

Unlike other clerics, you do not have the power to turn undead. Instead, starting at 2nd level you can use your Channel Divinity power to cause any melee weapon (simple or martial) to dance as if it were a dancing sword (see the Dungeon Master's Guide for details). Doing so requires an action or bonus action, and lasts for as long as you maintain concentration, up to 5 minutes.

CHANNEL DIVINITY: SLEEP

Starting at 2nd level, you can use your Channel Divinity to cast a special version of the *sleep* spell that affects a number of hit points of creatures equal to $5d8$ plus an additional d8 for every point of proficiency bonus you have. Example: if you have a proficiency bonus of 3, you affect $8d8$ hit points of creatures with the spell. Doing so does not require that you have the spell prepared, nor do you need to expend a spell slot. You do need to use an action.

HOT WIND

Starting at 6th level, once per day you can bring forth a sudden very strong gust of very hot wind, by using an action. The wind will travel in a straight line up to 60 feet, and be 10 feet wide, but must always travel from the south to the north, northeast, or northwest (within a 60-degree arc of true north). All creatures within the area of the wind must make a CR 13 Dexterity saving throw or take 1d8 bludgeoning damage and 1d4 fire damage.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of radiant damage. At 14th level, this will increase to 2d8 points of damage.

MAGIC SCYTHE

Starting at 17th level, you can assist farmers in a one-mile radius with the harvest. For as long as you concentrate (up to 8 hours), farmers' scythes will never need sharpening. This will increase their productivity by 50%. You may do this once per long rest. You also have the option to focus this power on a more local level, and increase the sharpness of all slashing weapons within a 60 foot radius, so that they have a de facto +1 bonus to hit and damage, but will still not harm creatures resistant to non-magical damage unless the weapons were magical to begin with.

What Atroa plants, Sotillion ripens and Wenta reaps.

- Aphorism

STERN ALIA

“The Shield Mother”

Pantheon: Oeridian

Alignment: Lawful neutral

Sphere: Law, motherhood

Rank: Demigoddess

Symbol: Female Oeridian face

Stern Alia is the Oeridian demigoddess of law and motherhood. She is chiefly noted as the mother of Hextor, Heironeous, and Stratis. It was she who coated her son Heironeous in the *meersalm* which renders him invulnerable; her failure to do the same with Hextor led to the great hatred between the two, fueled by Hextor's jealousy. She dwells in a fortress in Gladsheim, but often can be found on the material plane.

Stern Alia appears as a motherly figure of Oeridian stock, wearing chainmail and carrying a mace. Her armor renders her immune to many forms of attack, particularly lightning. She also has the power to remove any pain of childbirth, and she can also cure children of any illness at will. She will often travel the material plane disguised as a midwife, to ease troubled pregnancies.



WORSHIP AND WORSHIPERS

Anyone of lawful alignment may worship Alia. Her church is known as the Temple of the Correct and Unalterable Way. The faith of Stern Alia is somewhat small in the Flanaess, centered in the southeastern Great Kingdom and Medegia, particularly the city of Pontylver. She is widely worshiped in the far west of Oerik by Oeridian colonists, and her worship is the official faith of Thalos. Services consist of readings from texts of law, exhortations to obey lawful authority, and celebrations of births and coming-of-age ceremonies of children among the congregation.

PRIESTHOOD

Priests of Stern Alia must be of lawful neutral alignment, and are overwhelmingly female. Their raiment is silver and blue, and they are uniformly grim and punctilious about honoring the letter of the law and respect for the chain of command. They are highly organized, and deference to the authority of the ecclesiastarchy is absolute. There is no contact or organizational attachment between the church in Medegia and that in Thalos, however.

Clerics of Stern Alia have access to the knowledge or war domains, or the special domain of their god.

There are a number of paladins sworn to the service of Stern Alia, particularly in the Oeridian-colonized far west of Oerik. They will take the Oath of Devotion or the Oath of Obedience.

STERN ALIA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect law and chaos*</i> , <i>protection from law and chaos*</i>
3rd	<i>branding smite</i> , <i>zone of truth</i>
5th	<i>calm emotions</i> , <i>detect lie*</i>
7th	<i>aura of purity</i> , <i>staggering smite</i>
9th	<i>circle of power</i> , <i>geas</i>

* Indicates new spell. See the “spells” section below for details.

BONUS SKILLS

When you choose this domain at 1st level, you get a bonus proficiency in Wisdom (Medicine) and all are also proficient in all Intelligence checks involving knowledge or application of the law.

MOTHERLY MIEN

Also at 1st level, you have advantage on all Charisma checks involving humanoid children.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: MOTHER'S RAGE

Starting at 2nd level, you can use your Channel Divinity to erupt in a paroxysm of rage-fueled protective ardor, as if your very child were threatened by some enemy. Doing so requires an action. At the time you invoke the mother's rage, all enemies within 20 feet must make a DC 13 Wisdom saving throw or be frightened until the end of your next turn. Until the end of your next turn, you also inflict 2 points of additional bludgeoning damage when using a melee weapon.

INTIMIDATING PRESENCE

Starting at 6th level, when wearing medium or heavy armor, you gain advantage on all Charisma (Intimidate) checks.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of radiant damage. At 14th level, this will increase to 2d8 points of damage.

VITALITY OF YOUTH

Starting at 17th level, you are able to draw strength from the children in your vicinity. This process in no way harms or weakens them. By using an action, you gain 1 temporary hit point for every humanoid child (friendly or otherwise) within 60 feet. These temporary hit points last for 1 hour, or until they are used up by damage you have taken.

Do not believe that law is in the hands of men, for this is a great heresy. Law is the binding force of the community as a whole, and must reflect the needs and will of the community. When men think their word is law, then law has departed from the land.

- The First Commandment of Alia

STRATIS

"Lord of War"

Pantheon: Oeridian

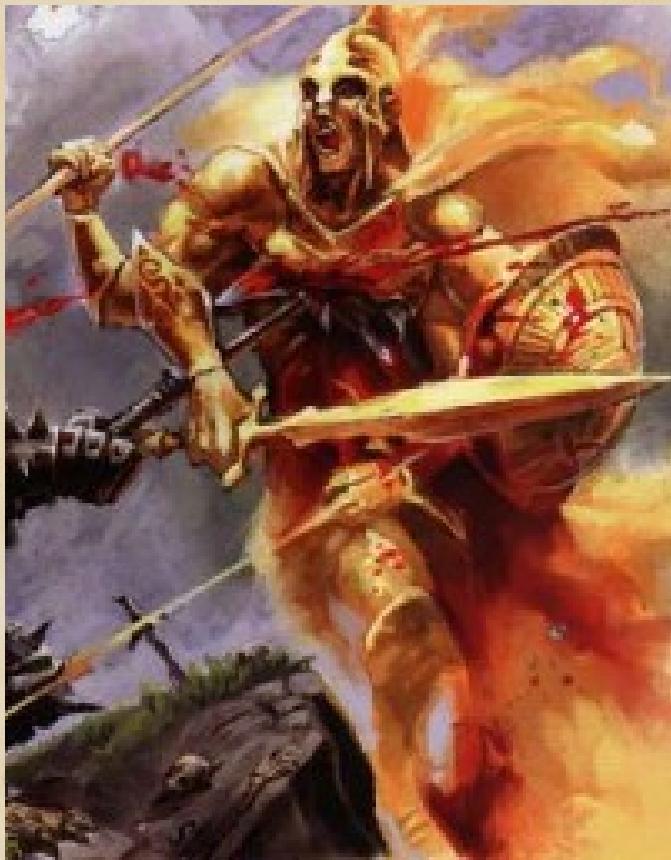
Alignment: Lawful neutral

Sphere: War

Rank: Lesser god

Symbol: Four mailed fists grasping each other by the wrist

Stratis is an Oeridian god of war, a son of Stern Alia and therefore a brother of both Hextor and Heironeous. Where Heironeous chose the path of chivalry and good, and Hextor picked rapine and evil, Stratis chose a middle ground, reveling in war for its own sake. He embodies war in all its forms, from a just crusade against tyranny to a war of imperialistic conquest and genocide. War is an end unto itself according to his credo, and the purity of warfare and conflict is the path to glory. He ignores his brothers' eons-old feud, but gets along well with the Suel god Kord. Despite his alignment, he dwells in Arcadia, and thrives on the conflict that doing so generates.



Stratis appears as a handsome young man with four muscular arms, wearing shining platemail and carrying an assortment of weapons and armor, which together are known as his *Panoply*. His weapons include the following:

- *The Axe of Stratis*: An enchanted battleaxe.
- *Bonebreak*: A massive club, this was the god's first weapon, used to slay giants when he was but a newborn.
- *Breastplate of Stratis*: Provides great protection to the wearer, as well as shining so brightly as to blind opponents.
- *Darts of Stratis*: A magical throwing dart which transforms into a cloud of such weapons once thrown.
- *The Ebon Glaive*: An intelligent enchanted pole-arm that is particularly effective against dragons.
- *The Flail of Stratis*: A heavy flail that can strike multiple targets in a single turn, as

well as spewing forth red-hot meteors when spun.

- *Grieves of Stratis*: When worn, not only provides protection in battle, but also allows for leaping and jumping enormous distances.
- *The Helm of Stratis*: Protects from all mind-affecting magic and divination.
- *The Longsword of Stratis*: This weapon combines the effects of a sword of sharpness and a dancing sword.
- *The Shield of Stratis*: A gift from his mother, which bears her likeness.
- *The Spear of Stratis*: A terrible weapon that crackles with necrotic energy, and which can drain life energy from those it strikes.

Stratis can make any of his weapons or shield appear in any hand in an instant. He can also appear as any sort of soldier, mercenary, or the like. He will sometimes walk the material plane seeking conflict in which he can serve and test his mettle, as well as judging the abilities of his fellow soldiers.

WORSHIP AND WORSHIPERS

All those who fight for a living may worship Stratis, regardless of alignment. His followers are almost unknown in the Flanaess, however; his faith is strongest in the distant west of Oerik, which was colonized by Oeridian explorers centuries ago. His worship was once more common, but has since become completely overshadowed by his two brothers, who offer more polarized visions of warfare which appeal to a wider audience. In the Flanaess, a few pockets of his worship survive in the southeast of the Great Kingdom, and his largest temple is in Rel Astra. Services consist of blessings of weapons and warriors prior to battle, prayers for victory, and offerings of the broken weapons and sundered armor of one's enemies, in thanks for winning in war. Temples are walled fortresses or fortified manor houses, while his shrines are found in most castles where his worship is commonplace.

PRIESTHOOD

Stratis' priests are, for obvious reasons, organized along the lines of a military order. All must be lawful neutral in alignment, and all are given ranks as in an army. Military drills are common, and Stratis' priests are often called upon as captains and strategists in time of war. Some specialize as regular soldiers might specialize; thus there are those who are experts in siege warfare, logistics, training and education of recruits, and the like.

Clerics of Stratis have access to the war domain or the special domain of their god.

Dead God

In CY 586, Stratis was slain by a particularly daring, powerful, and deluded party of adventurers, who apparently believed that by slaying the god of war, they could end conflict in western Oerik. To the contrary, the slaying of the god and the scattering of his divine Panoply only bathed western Oerik in blood, as factions arose to claim his mantle.

STRATIS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>compelled duel, wrathful smite</i>
3rd	<i>cordon of arrows, magic weapon</i>
5th	<i>blinding smite, revivify</i>
7th	<i>fire shield, staggering smite</i>
9th	<i>destructive wave, raise dead</i>

* Indicates new spell. See the "spells" section below for details.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you are proficient with martial weapons and heavy armor.

INSPIRING LEADER

Also at 1st level, you can use an action to give an inspiring speech prior to, or during, battle. All friendly humanoids within 30 feet who can hear

you, will have a +2 bonus on all rolls to hit for the next 10 minutes. This is not a magical effect.

CHANNEL DIVINITY: WEAPON SWAP

You do not have the ability to turn undead as do many other clerics. Rather, starting at 2nd level, you may use your Channel Divinity power to change one weapon or shield for another without using an action to do so. You may do this no more often than once per round, and may strike with the weapon as long as you have an action or reaction with which to do so.

CHANNEL DIVINITY: BLESSING OF STRATIS

Starting at 2nd level, you can also use your Channel Divinity to touch one friendly creature using an action. Until the end of your next turn, that creature will get a +10 bonus to hit on all attack rolls.

CHANNEL DIVINITY: BANNER OF WAR

Starting at 6th level, you can use your Channel Divinity power to imbue a war-banner with an aura of divine power. Once you use an action to touch the banner with your holy symbol, it will radiate an aura 60 feet in radius. All friendly creatures within that radius will get advantage on all morale rolls, all rolls to hit, and all saving throws vs. fear. The effect lasts for 1 minute, or until the banner is destroyed or touches the ground, whichever comes first.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d10 points of thunder damage. At 14th level, this will increase to 2d10 points of damage.

PRIEST-CHAMPION OF STRATIS

Starting at 17th level, you have advantage on all rolls to hit with martial weapons.

In the time before time, Alia's sons had their final falling-out. The brave and chivalrous Heironeous, who had but two arms and boasted that he needed no others, chose the path of war that served the good, and which was fought with honor. The evil and rapacious Hextor, who had been gifted with six arms by the Lords of Evil, chose the path of war that caused the most destruction and death, and which was an opportunity and excuse for cruelty, deceit, and rapine. Torn by anguish, his mother turned to Stratis, who, looking at his two brothers, one on the right and the other on the left, silently walked between them and spoke. "I choose war."

"What do you mean?" asked those assembled. "Do you choose war for the ends of good, like your brother Heironeous, or war for the ends of wickedness, like your brother Hextor?"

Stratis merely repeated his answer. "I choose war."

- The Thrice-Made Choice



Syrul appears as a filthy hag dressed in rags, but this is an illusion she maintains; no one has ever seen her true form. In addition, she can change her form to anything from the size of a fly to that of a bear, but need not take the form of a living creature; if she appears as an unliving object, it will be a plain one. When on the material plane she rides a nightmare of strongest nature and able to project fear, named Flamedevil. On rare occasions, she will be accompanied instead by a cadre of hags, wyverns, or black dragons. She wears a magic cloak and bears a *dagger of venom* named *Small Lie* and a magic rod named *Harsh Truth* that she can use to either magically age or *charm* an enemy. She can see through any lie or illusion in an instant. Most neutral evil monsters, especially those from the outer planes, will not attack her, including hags, nightmares, black dragons, etc. She can also appear as black smoke or fog, a black horse, or a great ringing sound. She can cause fields to blight as a sign, or cause fruit to be rotten and maggot-ridden beneath a normal exterior.

WORSHIP AND WORSHIPERS

Syrul is honored by many evil creatures, including humanoids, but her support is strongest in the barbarian nations, Lendore Isle, and the Scarlet Brotherhood. There are a few large temples in the

SYRUL

"The Forked Tongue"

Pantheon: Suel

Alignment: Neutral evil

Sphere: Deceit, false promises, lies

Rank: Lesser goddess

Symbol: Forked tongue

Syrul is the Suel lesser goddess of false promises, lies, and deceit. She maintains that reality itself is an illusion, and truth is merely a web of lies agreed to by society. The only way to protect the value of the true knowledge you do have is to surround it with lies. Needless to say, this does not make her particularly popular with the powerful. She is loosely allied with Pyremius, and dwells in Hades in her Castle of Ugly Truth, but is often found in Gehenna. With Phaulkon, she is the mother of Kord.

thieves' quarters of other large cities across the Flanaess, such as Niole Dra, Leukish, and Stoink, but most feature outré artwork that looks like one thing, but turns out to be something else on closer examination. She is also particularly interested in the Scarlet Brotherhood, and approves of their activities. If one of her followers is a member the Brotherhood, plus is a rogue, wizard (illusion tradition), or monk, and reaches 9th level, she will grant that follower a permanent +1 bonus on all to hit rolls. This is known as the "evil luck." The 11th day of each month is regarded as sacred, and her followers must never say anything truthful. It is regarded as a great test of one's ability to spin falsehoods, and those who fail have their legs broken and set slightly wrong as a warning to others.

PRIESTHOOD

Clerics of Syrul wear golden yellow robes decorated with her symbol; a forked tongue in red. Many cleric members of the Scarlet Brotherhood serve Syrul. They also bear ornate wooden staves that serve to conceal a dagger. Priests 4th level and above are called perjurors, 6th level and above fabulists, and 10th level and above equivocators.

Clerics of Syrul have access to the knowledge or trickery domains or the special domain of their god.

SYRUL'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, false life</i>
3rd	<i>alter self, zone of truth</i>
5th	<i>detect lie*, nondetection</i>
7th	<i>confusion, polymorph</i>
9th	<i>mislead, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

SILVER TONGUE

Starting when you choose this domain at 1st level, you can add your proficiency bonus to all Charisma

(Deception) and Charisma (Persuasion) checks. This also applies when making a saving throw vs. the *zone of truth* spell.

You are also proficient in the special cant of Syrul's clergy, allowing you to communicate *sub rosa* in front of others, using words that mean different things to you than they do to others.

PERCEIVE ILLUSION

Also at 1st level, you get a +1 bonus to all saving throws you make dealing with seeing through illusions.

CHANNEL DIVINITY: DETECT DIVINATION

You do not turn undead as do many other clerics. Instead, you can use your channel divinity power to set up an invisible field that will warn you when you are the target of any divination spell. The effect will last for one hour, and will only inform you of the spell; it will not prevent it or otherwise interfere with it. Only you will know it is in effect, and only you will know if it is triggered. Doing so requires an action.

CHANNEL DIVINITY: OBSCURE ALIGNMENT

Starting at 2nd level, you can use your Channel Divinity to completely mask your alignment from all forms of detection, magical or divine in nature. You must take an action to do so, and can extend this obscuring effect to up to 10 creatures, as long as they are within 10 feet of you when you when the action is taken. The effect will last for 10 minutes total, divided by the number of creatures affected. Thus, if you just obscure your own alignment, it will last for 10 minutes, but 2 people will last for 5 minutes, etc.

CHANNEL DIVINITY: UNDETECTABLE LIE

Starting at 6th level, you can use your Channel Divinity power to ensure that any falsehood you present will be completely undetectable, even by

magical means. You must take an action, and with a successful saving throw, the next falsehood you speak aloud will be completely undetectable (automatic success for a Charisma (Deception) check). If your Channel Divinity check is successful, even a *zone of truth* spell will not compel you to speak truthfully, and in addition the person who cast it will not know you are not bound by it. If you do not speak a falsehood until your next long rest, the effect will dissipate.

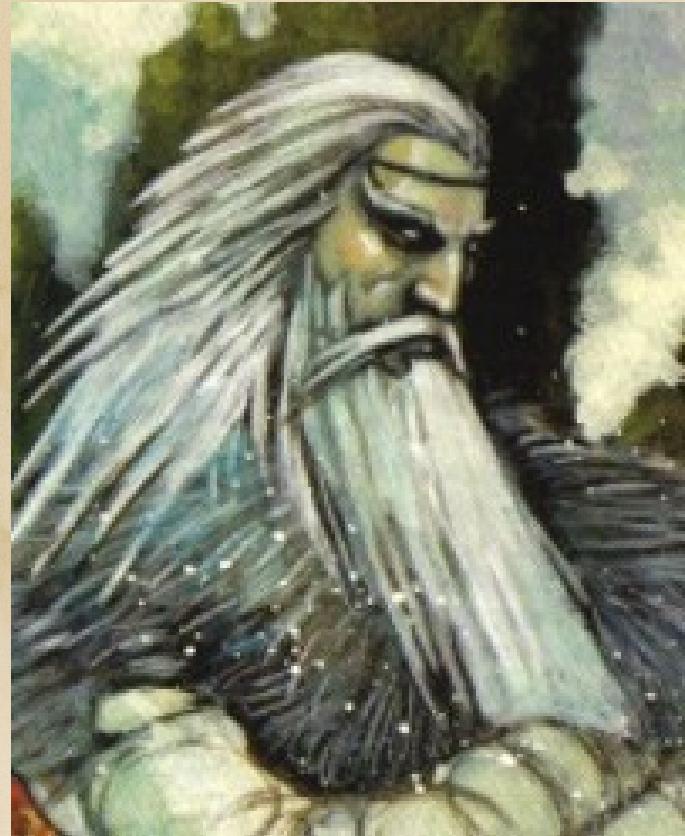
SKILLED PERFORMER

Starting at 8th level, you may add your proficiency bonus when making Performance skill checks.

SUMMON STEED

Starting at 17th level, you can summon a nightmare (see the Monster Manual for details) once per month. The process takes 1 hour, and requires a set of special platinum chips in the shape of oats (costing 100 gp), to be offered as a reward to the beast. If such is not forthcoming, the nightmare will attack you. The nightmare will serve you for 72 hours.

Never forget that truth itself is an illusion. That which is of the most absolute certainty to one is the most farcical fantasy to the other. The world in which mortals dwell is a web of carefully-maintained illusions and lies, stories that mortals tell one another to make sense of and maintain order in an otherwise senseless and chaotic universe. From the loftiest king to the lowliest serf, we build up layer upon layer of illusion and shared lies to maintain our existence. Why is the king the king rather than the serf? Because everyone agrees he is. Why is the serf the serf rather than the king? Again, because everyone says he is. Why do they do so? Because those are the lies that everyone has agreed to tell each other, from the dawn of history. There is no truth save lies, no reality save illusion. Such is the ultimate truth of Syrul. – From the First Litany of Syrul.



TELCHUR

“Father Frost”

Pantheon: Oeridian (common)

Alignment: Chaotic neutral

Sphere: Winter, north wind, cold

Rank: Lesser god

Symbol: Leafless tree in a snow field

Telchur (TELL-churr) is the Oeridian lesser god of winter, the north wind, and cold, and his bynames include Father Frost, the Frostbite Lord, the Wanderer of the Wastes, the Ice Man, and the Master of the North Wind. He is the son of Velnus, and it was his freezing of Oerth in eternal winter in his father's absence that led to the creation of his three siblings - Atroa, Sotillion, and Wenta - each of whom governs a particular season. Because of this, Telchur grew bitter and takes great pleasure in the destruction of crops with early frosts, and the destruction of stores and animals with bitter cold.

Telchur and his priests managed to imprison the Suel god of winter, Vatun, in a magical sleep on another plane some seven centuries ago, in a bid to become the sole god of winter. The priesthoods and followers of the two (and their allies) have been understandably strained since. His siblings Atroa and Sotillon are also his enemies; only his sister Wenta gets along with him, because she understands his love of cooler weather, even if she disagrees with the degree to which he takes it. He dwells in Pandemonium, in a place known as the Icicle Palace.

Telchur appears as a tall muscular man with ice-encrusted beard and mustache that cracks and refreezes as he speaks. His skin is an odd gray-white, as if he were suffering from severe frostbite. He wears ice-covered furs and fur boots, and his eyes are sky blue. He bears a huge axe of solid ice named *Frigid*, a bronzewood club named *Snow*, and a broadsword on his left hip named *Ice*. All bear magical powers of cold and frost, and Telchur himself has many powers relating to cold, as one might expect. His very breath can freeze his enemies, and he himself is immune to cold. He has also been known to appear on Oerth as a winter storm, an early frost, or freak snow shower. He can also make his face appear on a frosty window or patch of snow, to speak to his followers.

WORSHIP AND WORSHIPERS

Anyone of chaotic alignment can worship Telchur. Both those who hold an abiding love of the winter season, as well as those seeking to appease the bitter god of winter, will make offerings and prayers to him. His worship is strongest in the northern latitudes of the Flanaess, such as Blackmoor and the nomad tribes, but the Suel barbarians of the Thillronian peninsula only pay token worship to him, still resenting the imprisonment of the god they deem the real lord of winter, Vatun. Large and imposing temples to Telchur exist in Blackmoor and North Province, which feature fireplaces, furs, rugs, and tapestries to keep out the cold. During the winter, an enormous ice sculpture of the god is

crafted and placed over the main entrance. The majority of his places of worship, however, are simple rustic shrines, windbreaks in the wilderness, and other natural places exposed to the chill. They are seasonal, but the Land of Black Ice is said to have some of this type that endure year-round, due to conditions there. Holy days include the first week of Fireseek, but blizzards are also considered holy, and special rites are celebrated at their height. Evil priests of Telchur will go out into such storms in search of sacrificial victims. They justify this by claiming such deaths are a mercy, compared to being left to the storm.

He is sometimes worshiped together with Atroa, Berei, Merikka, Velnus, and Wenta as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

PRIESTHOOD

Priests of Telchur must be of any chaotic alignment. Those of good and neutral alignment teach that Telchur can be appeased, and have erected permanent temples in civilized areas to avoid his destructive side. They advocate preparing for the deprivations of winter by storing up fuel and food. Those of evil (and some of neutral) alignment are much more prevalent among those who use more primitive and natural places of worship, and exalt in his primal fury and force. They hold that the cold is what separates the weak from the strong, and is revered therefor. They are usually reserved emotionally, and are not displeased when the weak are weeded out by their inability to survive the elements. They wear white furs in winter and white robes in warmer months, and will have long hair and beards (if applicable).

Clerics of Telchur have access to the tempest domain or the special domain of their god. Those who choose the latter are relatively new to the faith, having been born in 294 CY when a devotee of Telchur walked out of the Land of Black Ice with strange powers he said had been granted him by the

god himself. They are known as Guardians of the Cold.

TELCHUR'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	fog cloud, predict weather*
3rd	gust of wind, snowball*
5th	fly, sleet storm
7th	control weather, ice storm
9th	commune with nature, cone of cold

* Indicates new spell. See the "spells" section below for details.

SKILLS

When you choose this domain at 1st level, you are proficient in Survival and Nature, in addition to any other skills you may have.

COLD IMMUNITY

Also at 1st level, you are completely immune to the effects of non-magical cold. In addition, you get a +1 bonus to all saving throws made against magical cold effects (*cone of cold*, white dragon breath, etc.).

CHANNEL DIVINITY: TURN UNDEAD OR COMMAND UNDEAD

If you are of chaotic good or chaotic neutral alignment, you have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

If you are of chaotic evil alignment, you do not have the ability to turn undead. Instead, your Channel Divinity allows you to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: FROST BREATH

Starting at 2nd level, you can use your Channel Divinity to use an action to breathe out a cloud of super-cold breath in a cone 10 feet long and 3 feet wide at the base. All creatures within the area must make a Dexterity saving throw or take 1d8 points of cold damage.

WALL OF ICE

Starting at 6th level, you can create a *wall of ice* (as per the spell) once per long rest. Doing so requires an action.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of cold damage. At 14th level, this will increase to 2d8 points of damage.

UNCONTROLLED WEATHER

Starting at 17th level, you can change the weather in a 5 mile radius, lasting a total of 3 hours. Doing so requires an action, after which the weather will begin to change for an hour. During this time, you can halt and reverse the effect. After the first hour, however, the effect must be allowed to run its course. The effect will be determined randomly by the Dungeon Master, but will be dramatic. Temperatures will drop dramatically, great storms or even hurricanes can blow, sleet and ice storms will cover everything in a coating of ice, blizzards will suddenly appear, etc. You can invoke this power but once per long rest, and only during spring, low and high summer, and fall.

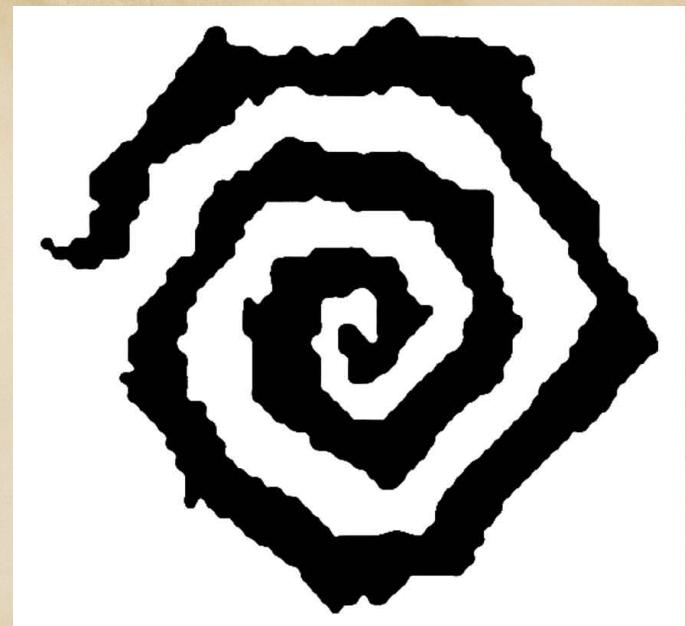
Once, at the dawn of the world, when Velnius saw what he and the other gods had created and knew that it was a good thing, he decided to explore the rest of the crystal sphere in which Oerth rests, he left his son Telchur in charge of the seasons in his stead. Cruel and greedy as he was, Telchur would not release the grip of winter on the world, which froze solid under his millennium-long care.

When Velnius returned, he waxed wroth, as he said he knew what his son did not, that a balance was needed between cold and warm, snow and rain, for the world to prosper. But poor Velnius did not understand what he had done wrong, or why his father was angry with him for gifting the world with

his beloved cold and snow. Velnius created three more children, Atroa, Sotillion, and Wenta, and set them as rulers of their respective seasons and winds, which made Telchur grow sullen and resentful. He hated Atroa for melting his ice and frost, and hated Sotillion even more for the scorching heat, but at least his sister Wenta would eventually let him rule the skies once more. But he hates his father, who punished him for no reason, and his siblings who take the world away with spring and summer.

He'll show them. He'll show them all.

- The Freezing of the World



THARIZDUN

“The Eternal Darkness”

Pantheon: Common

Alignment: Neutral evil

Sphere: Evil, darkness, decay

Rank: Greater god (imprisoned, so *de facto* intermediate)

Symbol: Dark spiral rune, or two-tiered inverted ziggurat (obex)

Tharizdun, greater god of darkness and decay, is an oddity. His provenance is unknown; some say he and the Elder Elemental God are one, but these are surely wrong, despite their surface similarities, although (like Iuz and Zuggtmoy) Tharizdun has used the Elder Elemental God as a cover for his own activities in the past. It is known that he was imprisoned in distant ages past, and that only the faintest emanations of his dark dreams can yet penetrate to the material plane, but even these are enough to give his fanatical followers hope that he might someday be freed, and thus bring his darkness once and for all over the entire multiverse. Because of this, all other deities, even those of evil bent, will attempt to thwart his return by any means necessary. His name is rarely spoken aloud, as it is said to be an ill omen. He holds the rank of greater god, but much about him is unknown, and this might actually underestimate his power.

WORSHIP AND WORSHIPERS

The cult of Tharizdun endures, and his worshipers may be of any evil alignment. Their entire purpose is to free their dark master, if such is even possible after so long. Services consist of never-ending attempts to free the imprisoned god, despite the fact that repetition over eons has proven ineffective. Such, after all, is the definition of madness. They believe that their efforts will be rewarded with positions of great power in the new universe their dark master will create once the current one is overturned. Temples are few and far between, in ancient forgotten places, served by degenerate cults who might not even realize what it is they are honoring with their ancient and debased rites.

PRIESTHOOD

Priests of this long-forgotten god are rare in the extreme, and may be of any evil alignment. They are most often insane, power-mad, or both. Many of his devotees believe they are actually serving some other dark god, and would be shocked to realize the true source of their powers and spells. This pleases Tharizdun, for it weakens his enemies by subverting their own clergy, while increasing his own strength

by adding to the ranks of those who rely on him for power.

Clerics of Tharizdun have access to the knowledge or death domains, or the special domain of their god. Those who choose the latter are called doomdreamers.



THARIZDUN'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>mage armor, magic missile</i>
3rd	<i>crown of madness, darkness</i>
5th	<i>blight, fear</i>
7th	<i>confusion, phantasmal killer</i>
9th	<i>modify memory, wall of force</i>

* Indicates new spell. See the "spells" section below for details.

CLARITY OF MADNESS

When you choose this domain at 1st level, you can see with the clarity of mind that only true insanity can provide, and add your Charisma modifier to any single spell roll you make. You must decide whether to use this power before the roll is made.

COSMIC COLD

Also at 1st level, the following spells and cantrips are added to your spell list, but must be prepared and cast normally: *chill touch, ray of frost, sleet storm, ice storm, cone of cold, Otiluke's freezing sphere, and wall of ice*. You may not cast these spells until you are of the necessary level.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Tharizdun do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
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Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: COSMIC DESTRUCTION

Starting at 2nd level, you can use your Channel Divinity to manipulate the cosmic forces of destruction themselves. This allows you to re-roll any damage roll, either inflicted by you or against you, caused by any source (spell, weapon, etc.). You may choose which of the rolls to apply.

IMPROVED SUGGESTION

Starting at 6th level, once per day you can cast the spell *suggestion* without needing to prepare it or expend a spell slot. In addition, the creature affected will see whatever visual illusion is appropriate to complement the suggestion, if applicable.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of necrotic damage. At 14th level, this will increase to 2d8 points of damage.

THARIZDUN'S MADDENING SCREAM

Starting at 17th level, once per day you can touch a victim (requiring an action), throwing them into an uncontrollable fit of madness. The victim will leap about, gibbering and screaming, laughing and moaning, rolling about on the ground, completely incapable of controlling themselves. This will last for 5 minutes, during which time spellcasting, magic item use, and attacking of any sort is impossible, the victim has a -4 penalty to their armor class, makes the use of shield impossible, and any Dexterity rolls require a natural 20 to be successful.

Snuff out the light, decay that which is perfect, dissolve order, fragment minds.

- Commandments of Tharizdun



TRITHEREON

"The Summoner"

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Freedom, retribution, individualism

Rank: Intermediate god

Symbol: Triskeleon (rune of pursuit)

Trithereon is the lesser god of freedom, retribution, and individuality. His worship is common to all three human pantheons of the Flanaess. He is disdainful of those who are Good who sap individuality and freedom just as he is of those who

are Evil who do so, so he and his followers are not highly regarded by lawful faiths such as Pholtus and St. Cuthbert. The feeling is mutual. He dwells in Gladsheim, on the Forking Road.

Trithereon is depicted as a tall, handsome young human male with red-gold hair and slate grey eyes. His clothing is of blue and/or violet hue, and his golden mail shirt is sometimes visible beneath. Trithereon carries a spear called *Krelesto* ("Harbinger of Doom") which returns to his hand once thrown, a longsword called *Freedom's Tongue* that causes fear in his enemies, and keeps the *Baton of Retribution*, which allows him to locate foes, travel to any plane, and summon allies, tucked in his girdle of red leather with gold studs. His symbol, the "rune of pursuit", is a reference to his unrelenting pursuit of those who oppress others.

He is called "the Summoner" because of his ability to summon his three faithful companions to help him in his mission of liberation; Nemoud the Hound, Harrus the Falcon, and Ca'rolk the Sea Lizard. There is a wealth of stories, many quite humorous, featuring Trithereon and one or more of his companion animals freeing some oppressed people from an evil tyrant. His servants obey him willingly, of course. Nemoud the Hound can track prey without fail, and his jaws will not let go of an enemy short of death. Harrus the Falcon's sight is superior to any mortal bird, and its claws and beak can deliver savage wounds. Ca'rolk the Sea Lizard is a crocodile-like creature whose massive tail can destroy or overturn ships. Each can be summoned by their master once per day, and if slain, will reform a week later on Gladsheim.

WORSHIP AND WORSHIPERS

Those who worship Trithereon must be of either chaotic good or chaotic neutral alignment. His worship is especially popular in places where individuality is considered a virtue, such as the Yeomanry and the Shield Lands, and can be found in large towns and cities elsewhere. Services feature flames and bells, the display of weapons, and his

altars bear vessels of iron and strange symbols that have meaning to those initiated into the sect's inner mysteries. A procession of new converts is sometimes the highlight of a ceremony.

PRIESTHOOD

Clerics of Trithereon wear robes of dark blue or purple usually, but also wear cassocks of gold-red emblazoned with the rune of pursuit for ceremonial reasons. Services involve flames, bells, and iron bowls and cauldrons. Priests of Trithereon are inveterate individualists, and encourage others to express their own liberty, even when such involves the overthrow of some existing order; many act as spies or even more active opponents of tyrants and despots. They will train commoners in both the use of weapons and tactics in the field, identify especially oppressive nobles and landowners, as well as keeping a steady eye on the growth of Lawful faiths (whether they be Good, Evil, or Neutral), in order to undermine and limit their expansion. They often make common cause with rangers and rogues who share their aversion to what they see as arbitrary authority.

Clerics of Trithereon have access to the war domain or the special domain of their deity.

TRITHEREON'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>heroism, hunter's mark</i>
3rd	<i>suggestion, pass without trace</i>
5th	<i>conjure animals, nondetection</i>
7th	<i>freedom of movement, locate creature</i>
9th	<i>awaken, teleportation circle</i>

SNEAK ATTACK

When you choose this domain at 1st level, you can take advantage of a distracted or surprised foe. Once per turn, one of your attacks will inflict an extra 1d6 points of damage when you are using a finesse or ranged weapon and have advantage on

the attack. If the enemy is within 5 feet or incapacitated, you do not need to have advantage to inflict the extra damage, as long as you don't have disadvantage. The amount of extra damage increases by 1d6 every 2 levels, so you do 2d6 extra at 3rd level, 3d6 extra at 5th level, etc. (This ability is identical to the Sneak Attack feature of the Rogue class described in the Player's Handbook.)

MARTIAL PROWESS

Also at 1st level, you start with proficiency in martial melee weapons. At 4th level, you get a +1 bonus to hit when using a spear. At 8th level, you get a +1 bonus to hit when using a longsword.

CHANNEL DIVINITY: WEAPON OF RETRIBUTION

Clerics of Trithereon do not have the ability to turn undead. Instead, their Channel Divinity allows them to take an action to enchant either a spear or longsword for one minute. If the weapon is a spear, it can be used as a simple ranged weapon (range 30/90) which will automatically return to the caster's hand. If the weapon is a longsword, all enemies within 30 feet must make a successful DC 12 Wisdom check or be frightened for the duration of the sword's enchantment.

CHANNEL DIVINITY: SUMMON AID

Starting at 2nd level, you can use your Channel Divinity to use an action to summon a hawk (see Monster Manual for details), which will obey your commands for 30 minutes. At 6th level, you may summon either a mastiff or a hawk. At 10th level, you may summon a giant lizard, mastiff, or hawk. The creature will simply pop into existence in any open space within 20 feet of you, and will wink out of existence when its hit points are reduced to 0, the half hour time-limit is reached, or you consciously dismiss it using an action.

TRACKING

Starting at 6th level, you become proficient with Wisdom (Survival) checks when tracking.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

YOU CANNOT HIDE

Starting at 17th level, you can cast a much more powerful version of the spell *locate creature*. You must still cast the spell normally (spending a spell slot to do so), but you may choose to cast it with the following changes:

- It has a range of 1,000 miles
- It will only function if you are tracking a specific individual known to you
- Running water will not foil the detection, but if the target is in some magically or lead-shielded structure, it will not function

Freedom is for everyone except those who deny it to others. For them, there is only vengeance.

- Tritherean saying

ULAA

“The Stonewife”

Pantheon: Common

Alignment: Lawful good

Sphere: Mountains, hills, gems

Rank: Intermediate goddess

Symbol: Mountain with a ruby within

Ulaa is the greater goddess of hills, mountains, and gems. She is married to Bleredd, the god of mining and smiths, and has dwellings both in the Seven

Heavens and the Elemental Plane of Earth, but also has dwellings on the material plane which she frequents. She loves the hills and mountains, deep tunnels and deeper caverns, and has an enormous collection of gems and jewels, including representative samples of every type of enchanted gemstone, whose powers include almost every sort of influence over earth and stone one can think of, in addition to her own innate powers in that regard, which are considerable. She is able to see and pass through earth and stone as if it were air. All creatures associated with elemental earth, even those of evil alignment, respect her; those of good alignment will serve her, while those of evil alignment will flee rather than face her. None know where her worship originated, but it can be found across the Flanaess today.

Ulaa appears as a curious mix of human, noniz, and dwur, with the height of the first, the features of the second, and the breadth of the third. Her skin is hard as granite. She can, however, alter her form to appear as any sort of creature, or any sex, she desires. She wears mail of adamantine adorned with gems, carries an enchanted war pick, as well as the mighty hammer *Skull Ringer*, which can slay numerous enemies with but a single throw.



WORSHIP AND WORSHIPERS

Those who worship Ulaa must be of lawful good, lawful neutral, neutral good, or true neutral alignment. She has worshipers among all the human and demi-human races (except the olven folk, with very rare exceptions); all those who work

or live in or under hills and mountains pay her at least some homage. Services to her are always in settings of stone, set in hills, highlands, and mountains, and are often subterranean, with gems glittering prominently. They consist of beating on stone with hammers to produce rhythmic tones, accompanied by deep, rumbling chants.

PRIESTHOOD

Those who worship Ulaa must be of lawful good, lawful neutral, neutral good, or true neutral alignment, although most are lawful good. They wear clothing of green and brown until 7th level, at which time they wear grey and/or brown, and finally at 14th level they wear all grey.

Clerics of Ulaa may choose either the life or war domain, or their deity's special domain.

ULAA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>magic stone*</i> , <i>thunderwave</i>
3rd	<i>darkvision</i> , see <i>invisibility</i>
5th	<i>meld into stone</i> , <i>sunlight</i>
7th	<i>dig*</i> , <i>stone shape</i>
9th	<i>animate object</i> , <i>wall of stone</i>

* Indicates new spell. See the "spells" section below for details.

FAVORED ENEMY

When you choose this domain at 1st level, you must select a specific type of monster (usually one that is known to be a local menace) such as hill giants, bugbears, etc. When in combat against such creatures, you may add your proficiency bonus to all rolls to hit.

SEE INVISIBILITY

Also at 1st level, you can *see invisibility* (as per the spell) once per long rest. You do not need to use a spell slot to activate this ability.

CHANNEL DIVINITY: EARTHFRIEND

Clerics of Ulaa do not have the ability to turn undead. Instead, their Channel Divinity allows them to interact with creatures who dwell in the deep earth. Intelligent creatures from the Elemental Plane of Earth will have a friendly reaction to you.

CHANNEL DIVINITY: STONEWISE

Starting at 2nd level, you can use your Channel Divinity to know about your surroundings when you are underground. You can automatically determine depth below the surface, the direction you're facing, sloping passages, and the rough age of stonework (less than 1 year, 1-10 years, 10-100 years, 100-1000 years, or older than 1,000 years). You also have the choice to make a Wisdom check to detect traps within 20 feet of your position, as long as those traps are stone based (pressure plates, trap doors, deadfalls, loose stone ceilings, etc.).

STONE TELL

Starting at 6th level, you can make the very stones tell you their secrets. By using an action, you can elicit information from a section of stone 1 cubic yard in size. The stones will tell you who or what has touched them (including walking on them), and what lies beneath, within, or behind them. They will not know names of creatures, but will give exact descriptions. You can do this once per long rest.

PASSWALL

Starting at 8th level, you can use an action to cast the spell *passwall* once per long rest. This does not require the use of a spell slot, nor does the spell have to be prepared.

EARTH GLIDE

Starting at 17th level, you can burrow through earth and stone and leave no disturbance behind you, as long as the soil is not magical and is unworked. Thus, you couldn't move through a carved stone and

mortar wall, but you could move through the wall of a natural cavern, or sink into the earth beneath a meadow. You can earth glide once every long rest, and up to 30 minutes. You move at a rate of 30 feet when earth gliding, and can see through the earth up to 60 feet as if it were dimly lit.

Someone once quipped that in order to turn a block of stone into a statue, one only needs to chip away the things that don't look like the statue you see in your mind. The same can be said of a life, as well. – Ulaan saying



VATUN

“The North God”

Pantheon: Suel

Alignment: Chaotic neutral

Sphere: Winter, cold, arctic beasts, northern Barbarians

Rank: Lesser god (imprisoned)

Symbol: Sun setting on a snowy landscape

Vatun (pronounced VAY-tun) is the Suel god of winter and cold, who was imprisoned by the agents of Telchur (the Oeridian god of cold) approximately 700 years ago. He normally dwells in Limbo, but is currently imprisoned and asleep in some unknown demiplane. He inspires his followers to raid the

southern nations, and encourages war whenever possible. He sees the coming of winter as a time to cull out the weak, and an opportunity to demonstrate courage and valor in battle, fighting the elements as well as one's enemies. His clerics teach of the coming of the Great Winter, which will cover the land, wherein only those who have grown strong by their efforts in fighting off the cold will survive and thrive. Legend has it that the Five Blades of Corusk, forged in the heart of the Corusk Mountains, can free the god from his imprisonment if brought together. His brother Dalt has spent the last centuries trying to discover the location of his prison, and the means to open it.

Vatun appears as a hulking northern barbarian, with hair and beard made out of ice, wearing polar bear skins and wielding an enormous magical battle-axe named *Winter's Bite*. Frozen mist comes from his mouth as he breathes and speaks. He is sometimes accompanied by a pair of wolves.

WORSHIP AND WORSHIPERS

Anyone of non-lawful alignment can worship Vatun. His worship is very popular with warriors, despite the fact that he is not immediately available due to Telchur's machinations. Because of this, his followers will attack those of Telchur on sight. His faith, while popular among the Suel barbarians of the Thillronian Peninsula, was never practiced in the ancient Suel Imperium. Services are held outdoors, in the elements, and consist of the recitation of intricate poetry accompanied by drumming and the banging of weapons on shields.

Impostery

In CY 582, the evil demigod posed as the returned god Vatun, in a bid to unite the Suel barbarians of the Thillronian peninsula to serve his own ends. The ruse was quickly discovered, however, and now worshipers of the true Vatun, as well as a goodly number of Schnai, Fruzii, and Cruztii, have a great animus towards Iuz and his servants.

PRIESTHOOD

Priests of Vatun must be chaotic neutral. Their time is spent leading raids against the southern lands, striking out against the followers of Telchur, and searching for the Five Blades of Corusk and ways to free their god. During winter, their efforts are spent in strengthening their tribes and healing the sick and injured.

Clerics of Vatun have access to either the tempest or war domains, or the special domain of their god. Note that because their deity is imprisoned, they can neither prepare nor cast any clerical spells unless they are within 10 feet of a lit torch or larger fire.

Druids dedicated to Vatun will belong to the Circle of the Land.

VATUN'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>compelled duel, fog cloud</i>
3rd	<i>locate animals or plants, enhanced ability</i>
5th	<i>elemental weapon, meld into ice*</i>
7th	<i>ice storm, staggering smite</i>
9th	<i>cone of cold, frostbite*</i>

* Indicates new spell. See the "spells" section below for details.

BONUS CANTRIPS

When you choose this domain at 1st level, you have access to the *chill touch* and *ray of frost* cantrips.

FRIEND OF WINTER

Also at 1st level, you gain a +2 bonus to all Wisdom checks during the months of winter (the months of LacySnows and DiamondDice, as well as the festival of Needfest), or whenever the ambient temperature is below freezing.

CHANNEL DIVINITY: TURN FIRE

You do not have the ability to turn undead as do many clerics. Rather, starting at 2nd level, you can use your Channel Divinity power to take an action to turn any creature which has damage immunity to fire, including all those native to the elemental plane of fire. Each fire-based creature within 30 feet must make a Wisdom saving throw. Failure means it is turned for 1 minute or until it takes damage. Creatures must be able to see and/or hear you in order to be turned.

Turned creatures will spend their turns moving as far away from you as possible, and will not willingly move within 30 feet of you. Turned creatures cannot take reactions. A turned creature will always take the Dash action or try to overcome some other effect that prevents movement. If movement is impossible, it will use the Dodge action.

CHANNEL DIVINITY: SNOW WALKING

Starting at 2nd level, you can use your Channel Divinity to move through difficult terrain that is icy, snowy, etc., as if it were normal. In addition, you can take Dash as a bonus action when moving in such terrain. Once you leave the snow/ice terrain, your movement returns to normal. This effect will last for 1 hour, and requires an action to activate.

ICESKIN

Starting at 6th level, you can use an action to encase your skin, or the skin of some creature you touch, with a thin protective covering of ice. This has the effect of granting an AC of 16 minimum (it may be increased by wearing armor). The effect will last for 1 hour, and can be done up to 3 times per long rest. Doing so requires an action.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional

1d8 points of cold damage. At 14th level, this will increase to 2d8 points of damage.

AVALANCHE

Starting at 17th level, once per week you can summon an avalanche of ice and snow that will appear in mid-air over your enemies. The avalanche can be centered on a point anywhere you can see within 200 feet, and will appear some 10 feet above the ground; the snow spills out from mid-air and sweeps away from the center point in a roaring rush of snow and ice. All creatures within 20 feet of the center point will take 10d8 points of bludgeoning damage plus 8d6 points of cold damage. They must make a Strength check at disadvantage or be pushed to the edge of the avalanche's effect, 40 feet from the center point. Creatures within 20 and 40 feet of the center point will take 5d8 points of bludgeoning damage and 4d6 points of cold damage. They must make a Strength check or be pushed to the edge of the avalanche.

All small items will be swept along with the avalanche, which will also extinguish all fires. Structures will take 10d6 points of bludgeoning damage, and small trees, etc. will be uprooted and dragged to the outer edge of the avalanche's effect.

The snow will remain as long as it would normally take for snow to melt; the exact time will depend on the temperature and weather. In a hot desert, it will melt within a few hours. In the dead of winter, it could last until spring. If the spell is cast on ground with a natural slant, the pushing effect of the avalanche will likely go further, and bludgeoning damage might be increased, at the DM's discretion. It is possible for the avalanche to push things and creatures off a cliff, if it is centered appropriately, in which case falling damage is added to the spell's regular effect.

Creating an avalanche requires an action, but need not be prepared, and does not use up any spell slots.

Fight the cold with the cold's weapons.

- Vatunian saying

VELNIUS

"The Rainshroud"

Pantheon: Oeridian

Alignment: Neutral

Sphere: Weather, the sky

Rank: Lesser god

Symbol: Bird perched atop a cloud

Velnus is the Oeridian lesser god of the sky and weather. He is known as the Rainshroud or the Elder Breeze. The son of Procan and father of the four Oeridian wind-gods, Velnus is on good terms with all of the Oeridian gods save Kurell, and often fills in if any of the wind-gods are absent or in need of assistance. All weather is under his purview; not just rain and storms, and his power is unaffected by the direction of the wind or the season. He wanders Elysium and the material plane, with no permanent dwelling.

Velnus appears as a tall, white-haired Oeridian man wearing a feathered cloak from which rain falls and on which lightning can be seen constantly crackling. The lightning from his cloak can be directed at enemies with great precision, or can envelop a large area with crackling lightning. He is impervious to all weather-related magical effects, and has great immunity to most elemental magic. He can also appear as a particularly strong bolt of lightning in a storm, an unexpected rain shower, or a rainbow.

WORSHIP AND WORSHIPERS

Anyone may worship Velnus, but his followers are especially strong among farmers and others who depend on the land for their livelihood. His temples tend to be round stone towers, often built in clusters, and which feature prominent lightning rods and weather vanes. Services consist of prayers

for rain or the end of rain, depending on the need, punctuated by beating on large sheets of copper with muffled hammers to emulate the sound of thunder. He is sometimes worshiped together with Atroa, Berei, Merikka, Telchur, and Wenta as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

PRIESTHOOD

Priests of Velnius must be of neutral alignment. They are chiefly concerned with being mediators for rain and storms; when there is a drought, they pray for rain, and when there are floods, they pray for relief. As a rule they favor a balanced pattern of weather, with neither rain nor shine predominating beyond its prescribed measure. They tend to be mediators and prefer talking to fighting, but once provoked they are formidable warriors. They will sometimes wander the land helping with anomalous or magically-induced weather, especially if it is destructive in nature.

Clerics of Velnius have access to either the nature or tempest domains, or the special domain of their god.

Some druids worship Velnius as well. Those that do will be of the Circle of the Land.

VELNIUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, thunderwave</i>
3rd	<i>gust of wind, misty step</i>
5th	<i>cloudburst*, wind wall</i>
7th	<i>control water, greater invisibility</i>
9th	<i>destructive wave, passwall</i>

* Indicates new spell. See the "spells" section below for details.

BONUS CANTRIP

When you choose this domain at 1st level, you also have access to the *shocking grasp* cantrip.

WEATHER-WISE

Also at 1st level, you can predict the weather in a three-mile radius from your position. Your prediction will be 100% accurate (although magical influences such as the spell *control weather* cannot be accounted for), and you will see the weather up to 2 hours into the future for each cleric level. Thus, when you use this power at 4th level, you will be able to see the weather 8 hours in advance. You can do this as often as you wish, but the process takes a full minute to complete.

CHANNEL DIVINITY: WINDHAMMER

You do not have the ability to turn undead as many clerics do. Rather, starting at 2nd level, you may use your Channel Divinity power to create a powerful wind blast which will act as the spell *gust of wind*, in addition to inflicting 1d8 points of bludgeoning damage to those creatures which are affected. Those who make their Strength saving throw (as per the normal use of the spell) will take half damage. This requires an action, but no spell preparation or the use of a spell slot is necessary.

CHANNEL DIVINITY: WEATHER RESISTANCE

Starting at 2nd level, you can take an action to use your Channel Divinity to enjoy advantage on all saving throws against weather-related magic, as well as resistance to all damage from such sources, until the end of your next turn. This includes spells such as *gust of wind*, *call lightning*, and *storm of vengeance*, as well as the effects of magical items such as a *wind fan* or *staff of thunder and lightning*. The DM has the final decision as to whether a particular effect is weather-related. Mundane weather is also affected by this power.

CALL LIGHTNING

Starting at 6th level, you can *call lightning* (as per the spell) once per long rest. This requires an action, but doesn't require that you prepare the spell or use any spell slots.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of lightning damage. At 14th level, this will increase to 2d8 points of damage.

STORM OF VENGEANCE

Starting at 17th level, once per long rest you can cast the spell *storm of vengeance* without needing to prepare it or spend a spell slot to do so.

*Wind and rain,
sun and snow,
each in its proper measure.*

*Let no man
interfere
with Oerth's greatest treasure.*

- Velnian Book of Prayer

WASTRI

"The Hopping Prophet"

Pantheon: Common

Alignment: Lawful neutral

Sphere: Amphibians, bigotry, human supremacy

Rank: Demigod

Symbol: Gray toad

Wastri, the Hopping Prophet, the Hammer of Demihumans, preaches human dominance over all other creatures. Humanoids can serve as slaves and servants to humanity, but the hated demi-humans are suitable for nothing but genocide. He and his servants hunt them when possible. Wastri dwells on Oerth, in the heart of the Vast Swamp, in his Sacred Polystery, a temple-fortress of impressive mien. He is a demigod, and his origin remains a mystery.

The Hopping Prophet appears human, with distinctive batrachian features. He walks with a



shuffling-hopping step that belies the speed with which he can move if needed, including hopping like an enormous bullfrog. He dresses in yellow and gray motley, and wields an enchanted glaive. He can croak to confuse enemies, cause huge warts to cover their bodies, and exudes a damp miasma that diminishes fire in his presence. He can summon and command bullywugs and various sorts of toads, and when found outside his fortress will usually be accompanied by four of his highest-ranking priests and a pair of monstrous giant toads.

WORSHIP AND WORSHIPERS

Those who worship the Hopping Prophet are of lawful neutral or lawful evil alignment. He has few followers, but it is rumored that his dank faith is spreading from the Vast Swamp to other marshy lands across the Flanaess, such as the Hool Marshes and the Mistmarsh outside of Greyhawk. Services consist of demi-human sacrifices, outré musical instruments, and chants that resemble the croaking of frogs and toads, with thundering sermons constantly stressing the credo of human

supremacy and the sub-human nature of elves, dwarves, halflings, and gnomes. Temples and shrines are dank, moist, and cool.

PRIESTHOOD

Clerics of Wastri must be either of lawful neutral or lawful evil alignment. Those hoping to become his clerics are known as Hopefuls and wear robes of dull brown, while the lowest-ranking clerics are Lesser Servants, who wear gray robes. His three Greater Servants are of level 9 and higher, while a singular Immaculate Image leads the cult, a level 15 cleric and 6th level monk. All help to maintain the breeding of monstrous toads, with dark rumors hinting at amphibian-human hybridization.

Clerics of Wastri have access to the war domain or the special domain of their god.

There are quite a few monks who follow Wastri, and they will take either the Way of the Open Hand or the Way of Shadow tradition.

WASTRI'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, ray of sickness</i>
3rd	<i>hold person, shatter</i>
5th	<i>bestow curse, conjure animals</i>
7th	<i>control water, hallucinatory terrain</i>
9th	<i>dominate person, hold monster</i>

SPEAK WITH AMPHIBIANS

When you choose this domain at 1st level, you can speak to, and be understood by, amphibians of all sorts, at will, as per the *speak with animals* spell.

FROG JUMP

Also at 1st level, your jump distance is doubled. At 5th level, it is tripled.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: CROAK

Starting at 2nd level, you can use your Channel Divinity to take an action to utter forth a vast barking croak. Any creature within a sphere with a 20 foot radius must make an Intelligence saving throw as if you were casting a spell. Failure means they are confused (as per the spell) for 1d6 rounds.

UNARMED COMBAT

Starting at 6th level, you may make unarmed melee strikes that inflict 1d4 points of bludgeoning damage. At 10th level this increases to 1d6 points, and at 16th level it increases to 1d8 points of bludgeoning damage.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a demi-human (elf, dwarf, halfling, or gnome) with a weapon, you can inflict an additional 1d8 points of psychic damage from the sheer force of hatred you project into the weapon. At 14th level, this will increase to 2d8 points of damage.

CHANNEL DIVINITY: DAMPNESS

Starting at 17th level, you can use an action to bring into being a damp and dank miasma in a 50' radius about your person, for as long as you can maintain concentration, up to 5 minutes. Within that area, light conditions are one step darker, normal (non-magical) fires smaller than a bonfire will be extinguished, and those making saving throws against fire-based attacks (including magical attacks) do so with advantage.

"We swear we are not going to abandon the struggle until the last dwur, noniz, hobniz, and olve in the Flanaess has been exterminated and is actually dead. It is not enough to isolate the demi-human enemy of mankind-the demi-human has got to be exterminated, for they are not even suitable for life as servants to humanity, as are the more tractable uruz, jebli, and their ilk. Those latter, at least, can be trained as suitable servants. But the demi-human deserves naught but the gallows, or the quick knife in the back."

- Excerpt from a Wastrian sermon

WEE JAS

"The Ruby Sorceress"

Pantheon: Suel

Alignment: Lawful neutral

Sphere: Magic, death

Rank: Intermediate goddess

Symbol: Skull in front of a fireball, or a red skull

Wee Jas is the Suel greater goddess of magic and death, and is also known as the Witch Goddess, the Stern Lady, and Death's Guardian. She protects the departed soul of the dead, and is unconcerned with the body, thus does she have no issue with spells that animate dead bodies, but places grave restrictions on spells which actually raise the dead back to life. She has great enmity towards those other Suel gods that are of chaotic alignment, but gets along well with the lawful Suel gods. She is quite vain, however, and can be touchy when reminded of the beauty of other goddesses. Paradoxically, she and Norebo are lovers; it is unknown whether she associates with the chaotic god of thievery and gambling despite of his chaotic nature, or because of it. Opposites attract, even among the gods. She dwells in Acheron, in a place known as the Patterned Web.

Wee Jas appears as an incredibly beautiful woman wearing an expensive gown and some sort of skull-



themed jewelry. It seems that she changes her garments minute by minute, and one has but to look away and she will use her magic to conjure yet another beautiful garment. She eschews weapons or armor, preferring to deal with enemies solely by use of her magical powers, which are considerable. She can also summon any sort of adult lawful dragon, as well as lawfully-aligned undead. She can also appear to mortals in the guise of gems, speaking skulls, dancing magical items, and the like. She can also cause statues to animate and attack those who displease her.

Those who have done an extraordinary service in her favor will be gifted with an increase of wisdom, intelligence, or charisma of up to 4 points total. Those who thwart her or otherwise cause her great harm will be likewise punished by having their ability scores lowered. Such changes are permanent, and even she cannot change the abilities of the same individual more than once.

WORSHIP AND WORSHIPERS

Wee Jas has few actual worshipers, and those must be of lawful neutral or lawful evil alignment. Necromancers and wizards find her suitable for worship. Her cult has not expanded outside of areas of Suel settlement, but she is honored at Suel funerals, where offerings are made to protect the soul of the deceased. Services feature magical fire, icons of the goddess (for she is vain), and offerings of gems and other items of luxury.

She has prominent temples in Lo Reltarma, the Scarlet Brotherhood, and surprisingly in the Theocracy of the Pale, where she is honored by those non-Flan who yet dwell there. There is a large cathedral to the goddess, as well as a major scriptorium, in Pontylver, Medegia. There is no little tension between her church and that of Pholtus, but she is tolerated because of her dedication to the cause of law. Temples are designed like a wizard's tower, and are decorated with subtle skull motifs. Some have permanent magical fires on the roof. All

serve as repositories for legal documents, contracts, and especially wills, so they have extensive libraries.

Nights of the waxing moon are sacred to Wee Jas, as they are beautiful but not so much so as to anger the jealous goddess. The 4th day of Coldeven is a high holiday, known as the Goddess' Blush, and the most exquisite of jewelry is offered to her on such nights. On a monthly basis, they celebrate the Rites of Accumulated Lore, wherein magical knowledge is read aloud. Funerals are also sacred to her.

PRIESTHOOD

Priests of Wee Jas must be of lawful neutral or lawful evil alignment, and almost all are humans. A few half-elves will pay her homage as well. They wear gray or neutral robes, respectively. Often clerics of Wee Jas will be full-time funerary workers and officiants, as well as students of magic and related subjects. They are rigidly organized and the hierarchy brooks no disobedience. At 9th level priests assume the title of magus, and the head of a temple is referred to as the high magus.

Clerics of Wee Jas have access to the death domain or the special domain of their goddess. Those who choose the latter are known as Karuths.

WEE JAS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect magic, false life</i>
3rd	<i>enhance ability, magic mouth</i>
5th	<i>animate dead, magic circle</i>
7th	<i>arcane eye, dimension door</i>
9th	<i>antilife shell, flame strike</i>

* Indicates new spell. See the "spells" section below for details.

STARTING PROFICIENCIES

When you choose this domain at 1st level, you do not have the normal clerical proficiencies. Rather, you begin with the following:

- **Armor:** None
- **Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows
- **Tools:** None
- **Saving Throws:** Intelligence, Wisdom, Charisma
- **Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

FAST SPELLCASTING

Also starting at 1st level, your initiative roll is increased depending on your level and the spell level:

	1st & 2nd Cleric Level	3rd & 4th Level Spells	5th Level Spells
1-5	+1 initiative	n/a	n/a
6-10	+2 initiative	n/a	n/a
11-15	+2 initiative	+1 initiative	n/a
16+	+2 initiative	+2 initiative	+1 initiative

At all levels, you also win ties in initiative, but only when casting a spell.

CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Wee Jas do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. However, in order to do so they must seek her approval to do so (by *augury*, *commune*, etc.), and approval is only rarely given (15% chance for chaotic undead, 50% for neutral undead, and 80% for lawful or mindless undead). Failure to ask permission before attempting to command undead will result in the immediate loss of a cleric level, until an *atonement* can be completed (as per the spell).

If you are given permission, then as an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead

that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

CHANNEL DIVINITY: ABILITY SCORE ALTERATION

Starting at 2nd level, you can use your Channel Divinity to alter the ability score of others. By successfully touching a target, you can cause one of their ability scores to increase or decrease by 1 for a number of rounds equal to your level as a cleric.

Ability scores cannot be raised higher than 18 or lower than 3 by this power.

WIZARD SPELLS

Starting at 6th level, you add 1st and 2nd level enchantment and illusion spells from the wizard spell lists to your own spell lists, allowing you to prepare them as if they were ordinary cleric spells.

Starting at 9th level, you may include 3rd and 4th level spells, and include those of appropriate level from the invocation school, as well. At 9th level you can also use magic items usable only by wizards.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of necrotic damage. At 14th level, this will increase to 2d8 points of damage.

SUMMON PSYCHOPOMP

Starting at 17th level, you can summon a being from one of the outer planes to help guide the soul or spirit of someone who has died within the last hour. The psychopomp will attack any creature attempting to restrain the soul of the deceased from leaving the material plane, prevent the deceased from having a proper funeral, or (especially) creatures and objects which feed on the souls of the deceased. The type of creature summoned depends on the alignment of the recently deceased:

Alignment	Summoned Psychopomp
LG	Deva
NG	Deva
CG	Titan
CN	Red Slaad
CE	Vrock
NE	Mezzoloth
LE	Barbed Devil
LN	Pentadrone
N	Elemental (determine type randomly)

Hear the word and know wisdom, know that magic is the key to the multiverse. From a study of magic comes the ultimate control over your fate; personal power, security, and order. But it all begins with magic.

- First Aphorism of Wee Jas

WENTA

"The Alewife"

Pantheon: Oeridian (common)

Alignment: Chaotic good

Sphere: Autumn, west wind, harvest, brewing

Rank: Lesser goddess

Symbol: Large mug of beer

Wenta is the Oeridian goddess of the autumn, the harvest, and the west wind. She is a lesser goddess, and her worship, like that of her siblings, is common across the Flanaess. She is known as the Alewife and the Harvest Daughter, and is the youngest of the Oeridian wind-deities. She is the only one of her siblings that gets along with their brother, Telchur, as she yields her position to him when winter begins. To her, the blessings of the ale-cup are a just reward for hard work and industriousness. She dwells in Olympus.

Wenta appears as a zaftig maiden with rosy cheeks and straw in her hair. She is always carrying a large mug of beer or ale, and exudes a contagious good cheer. Whenever she is present, alcoholic beverages become much stronger in effect, and she can induce drunkenness in enemies, clouting them with her enchanted club *Masher* if needed.

WORSHIP AND WORSHIPERS

Anyone of non-evil alignment may worship Wenta. The festival of Brewfest is her high holy days, and is observed with much merriment, feasting from the harvest, and drinking. Brewing contests are a highlight of the celebration. The time immediately preceding sundown is also a time for prayer and

thanks for the blessings the day has brought. Her worship is particularly strong in those areas with strong agricultural ties and thick Oeridian settlement, such as Veluna and Nyrond. Her temples are famous for the beers and ales which are brewed therein, which they sell to nearby taverns and inns to sustain themselves. She is sometimes worshiped together with Atroa, Berei, Merikka, Telchur, and Velnus as a member of the Velaeri, the collective term for the Oeridian gods of agriculture.

PRIESTHOOD

Priests of Wenta must be of chaotic good alignment. They are a merry lot, given to sampling the blessings of their goddess (sometimes to the point of blacking out), and happy to speak with strangers and share hospitality. They are also quite industrious, and will often organize harvest activities to ensure that the work is carried out quickly and efficiently, and, in the best situation, finished ahead of schedule. They are accomplished brewers themselves, and holy water is actually blessed ale or beer. They wear vestments of browns, oranges, and tans.

Clerics of Wenta have access to either the life or tempest domains, or the special domain of their god.

WENTA'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, heroism</i>
3rd	<i>crown of madness, gust of wind</i>
5th	<i>plant growth, wind wall</i>
7th	<i>blight, confusion</i>
9th	<i>commune with nature, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

BREWING SKILL

Starting at 1st level, you are proficient with brewer's supplies. At 5th level, you have advantage when using brewer's supplies.

WHISPERS ON THE WIND

Also at 1st level, you can cast the spell *dissonant whispers* once per day, without needing to prepare it or spend a spell slot.

CHANNEL DIVINITY: WEATHER WISE

You do not have the power to turn undead as do many clerics. Rather, you may use your Channel Divinity power to predict the weather in a three-mile radius from your position. Your prediction will be 100% accurate (although magical influences such as the spell *control weather* cannot be accounted for), and you will see the weather up to 1 day into the future for each cleric level. Thus, when you use this power at 4th level, you will be able to see the weather 4 days in advance. The process takes an action to complete.

CHANNEL DIVINITY: CAUSE DRUNKENNESS

Starting at 2nd level, you can use your Channel Divinity to cause a single creature to become instantly intoxicated by touching them. If used against an unwilling target, you must score a successful unarmed combat hit, if the target is unsuspecting, you can simply use an action to touch them. Once touched, the target becomes instantly drunk for 1 hour, with disadvantage on all Wisdom saving throws and all ability checks.

WEST WIND

Starting at 6th level, once per day you can bring forth a sudden very strong gust of cold wind, by using an action. The wind will travel in a straight line up to 60 feet, and be 10 feet wide, but must always travel from the west to the east, northeast, or southeast (within a 60-degree arc of due west). All creatures within the area of the wind must make a CR 13 Dexterity saving throw or take 1d10 bludgeoning damage be pushed back 5 feet.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of fire damage. At 14th level, this will increase to 2d8 points of damage.

WEATHER CONTROL

Starting at 17th level, once per day you can cast the spell control weather without needing to prepare it or

Brewers should treat your brews as you would your lover. Lavish attention on it, give it warmth when it needs, know when to leave it alone. And then drink deeply from its bounty.

- From the Book of the Brewer

XAN YAE

“Lady of Perfection”

Pantheon: Baklunish (common)

Alignment: Neutral

Sphere: Mental mastery, bodily control, shadows, stealth

Rank: Lesser goddess

Symbol: Black lotus blossom

Xan Yae is one of the few Baklunish deities to gain even a somewhat wide acceptance in the Flanaess. She is the lesser goddess of mental mastery, the perfection of control over the body, twilight, shadows, and stealth. She dwells on the plane of Concordant Opposition, but can travel to any of the Inner Planes, the Astral, and of course the material. She and her followers believe that perfection and balance are one, and once one has achieved true balance, one will merge with the ever-growing consciousness of the multiverse itself.

Xan Yae can appear as any age or race and either sex, but always chooses a human form. She is



always, however, slender and moves with incomparable grace and finesse, and favors clothing of light gray, pale red, or golden orange. She wields a pair of falchions (treat as scimitars) that can grow from their normally-unnoticed length of knives to full length in but an instant, and their enchantment is such that their power gradually shifts from her right to her left, and back again, in combat, thus demonstrating her mastery of balance. She is immune to any sort of hostile environment not of magical origin (thus, vacuum, freezing cold, blistering heat, etc. are ignored).

WORSHIP AND WORSHIPERS

Xan Yae's worshipers can be of any neutral alignment (neutral good, lawful neutral, etc.). They include monks of course, but also those who favor twilight for their activities pay her homage; young lovers, thieves, spies, and the like. The faith teaches that answers to mysteries are inevitably hidden, so the faithful are encouraged to explore ancient ruins to seek out mysteries to be solved. Her temples are secluded but large, and those in urban settings will be innocuous from the outside, not revealing their nature as a temple or monastery. Lighting within such places is always dim and restful, with wind chimes and bells in the background. Services include meditation, martial arts, chants and prayers, and readings from books designed to foster enlightenment. One of her notable monasteries in the Flanaess is the Twilight Monastery, located in the Cairn Hills, near Crystal Lake.

PRIESTHOOD

Clerics of Xan Yae wear gray cloaks over brilliant yellow-red robes. Like the rest of the faithful, the priests are encouraged to explore ancient places of mystery, in order to unlock whatever secrets may be hidden within.

Clerics of Xan Yae have access to the knowledge, trickery, or war domains, or the special domain of their goddess.

Many monks are adherents of Xan Yae's faith. They will follow the Way of the Open Hand or the Way of Shadow. The latter is much more common, due to the goddess' emphasis on the value of remaining unseen.

XAN YAE'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, sleep</i>
3rd	<i>enhance ability, invisibility</i>
5th	<i>feign death, nondetection</i>
7th	<i>freedom of movement, stoneskin</i>
9th	<i>dominate person, telekinesis</i>

MARTIAL ARTS

When you choose this domain at 1st level, you gain the ability to fight using martial arts, the same as a monk (see the Player's Handbook for details). You begin with 1d4 martial arts damage, and can use 1d6 at 7th level, and 1d8 at 13th level.

STEALTHY

Also at 1st level, you may add your proficiency bonus to all Dexterity (Stealth) checks.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: BODY EQUILIBRIUM

Starting at 2nd level, you can use your Channel Divinity to use an action or reaction to adjust the weight of your body so as to enable you to walk on water, quicksand, etc. You can also use this ability to fall up to 60' without taking damage. The effect lasts for one minute.

CELLULAR ADJUSTMENT

Starting at 6th level, you can use psychic energy to heal yourself and others. By using an action, you can cure a number of hit points of damage equal to $4 \times$ your level as a cleric. Doing so to another requires that you touch the creature. You cannot heal disease, insanity, or severed limbs with this ability.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine mental power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of psychic damage. At 14th level, this will increase to 2d8 points of damage.

ELEMENTAL BALANCE

Starting at 17th level, you can absorb damage of certain types and project it back out as a different, opposite type, thus reducing your own damage taken, and gaining the ability to inflict damage on an attacker. If the attack is an area effect attack, all those within the area of effect take half damage, as you absorb the remaining energy to reflect upon the attacker, which will have an identical range and area of effect. You may do this as a reaction, twice per long rest, and it requires that your hands are free (as if you were casting a spell with a somatic component).

When you take damage of the type indicated in the table below, you will take half the normal damage (round up). The remaining half (round down) is projected back in the same form, but inverted, at the attacker. Thus, a *fireball* becomes a ball of ice, punishing winds become a shower of stones, etc.

Damage Type	Reflected Back As...
Cold	Fire
Fire	Cold
Force	Psychic
Lightning	Thunder
Necrotic	Radiant
Psychic	Force
Radiant	Necrotic
Thunder	Lightning

The best people are alloys. They temper anger with calm, action with reflection, and body with mind.

- From the Sayings of Xan Yae

XERBO

“The Sea Dragon”

Pantheon: Suel

Alignment: Neutral

Sphere: Sea, water travel, merchants

Rank: Lesser god

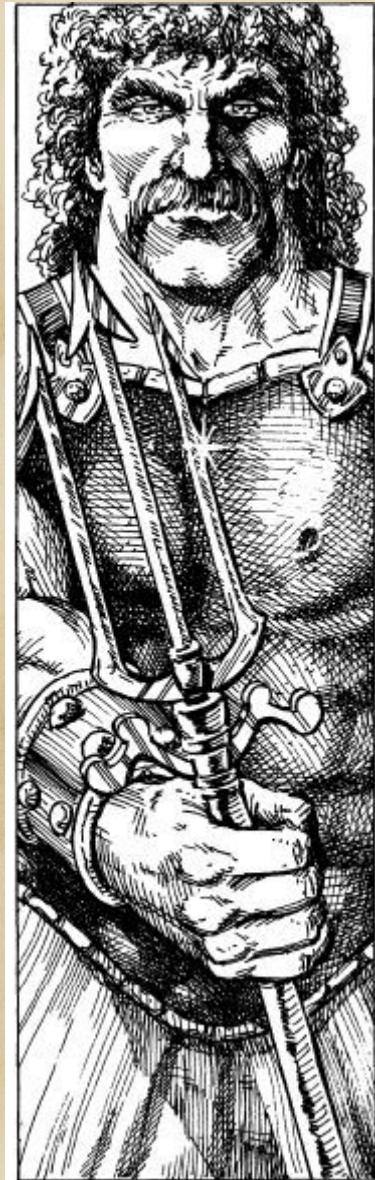
Symbol: Dragon turtle

Xerbo is the Suel lesser god of the sea, merchants, sea travel, and commerce. He has complete and perfect knowledge of what goes on under and on the waves, unless it is purposefully masked from scrying by some magic. His philosophy holds no place for humans, demi-humans, or other land-based creatures in the sea, and he will only help those that are themselves trying to assist some sea-creature or the oceans in general. He has a loose alliance with Osprem.

Xerbo appears as a large muscular man with hair and mustache like brown kelp. He wears armor of dragon turtle hide and carries a magic trident named *Murky Deep*, with a myriad of powers of control over the sea, in addition to being a puissant weapon in its own right.

WORSHIP AND WORSHIPERS

Anyone of any alignment may worship Xerbo, as long as they are associated with the sea in some way, such as sailors, fishermen, shipwrights, etc. Merchants will also honor him, especially those whose commerce relies on the sea to get from seller to buyer. His worship is most often seen on the eastern seaboard of the Flanaess, from the northern barbarians, through the Great Kingdom, and down



to Lendore Isle. He also has a strong following in the Hold of the Sea Princes. A great cathedral dually dedicated to him and Osprem can be found in the city of Greyhawk.

PRIESTHOOD

The vast majority of Xerbo's priesthood are druids, but some few clerics exist as well. All must be neutral in alignment. They are forbidden from *reincarnating* anyone slain while traveling on the sea, unless they were slain by some other land creature. Vestments are blue with green trim, often cut and embroidered so as to resemble sea vegetation waving in a current. Regardless of class, clergy of Xerbo will never be granted spells associated with fire of any sort, save for those which reduce its effects or extinguish it outright. They must remain at or on the sea as much as possible; lengthy land-based excursions, especially into dungeons and other land-based ruins, are forbidden.

Clerics of Xerbo have access to the knowledge or tempest domains, or the special domain of their god. Note that in their spell list, the spell *raise dead* is replaced by *resurrection*.

Druids of Xerbo will never belong to the Circle of the Land.

XERBO'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create or destroy water, thunderwave</i>
3rd	<i>protection from fire*</i> , <i>zone of truth</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, wall of water*</i>
9th	<i>legend lore, dominate person</i>

* Indicates new spell. See the "spells" section below for details.

WATER MAGIC

When you choose this domain at 1st level, all spells you cast that affect water (*water breathing, water walk*, etc.) are cast as if you had used a spell slot one level higher than the actual spell slot used, if applicable. If casting a spell with a higher spell slot would not alter that spell's effects, the duration is doubled.

SEAMANSHIP

Also at 1st level, you have proficiency with navigation tools and vehicles (water).

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: SPEAK WITH SEA CREATURES

Starting at 2nd level, you can use your Channel Divinity to speak with any creature native to the sea (akin to the spells *speak with animals* and *comprehend languages*, for a duration of 30 minutes.

DOMINATE BEAST

Starting at 6th level, you can cast the spell *dominate beast* once per long rest without needing to prepare it or use a spell slot. The spell can only be used on creatures that are native to the water. Starting at 12th level, you can cast *dominate monster* instead, with the same sea-creature-only limitation.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional 1d8 points of thunder damage. At 14th level, this will increase to 2d8 points of damage.

CHANNEL DIVINITY: FISH STRIDE

Starting at 17th level, you can use your Channel Divinity power to touch a fish and instantly be transported adjacent to another fish of the same species within 500 feet. Both fish must be living, and you will instantly know the location of all suitable fish within a 500 radius. You appear in a spot of your choice adjacent to the destination fish. Doing so requires 5 feet of movement.

If a shark fights a sea lion, Xerbo shall take no sides, for the Law of the Sea must prevail, and victory go to the stronger. If a creature of the land invades the sea, however, Xerbo shall hold no mercy for him, and the victory shall go to the creature whose home was invaded. For that, too, is the Law of the Sea.

- Xerbo's Law of the Sea

ZAGYG

"The Mad Archmage"

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Magic, humor

Rank: Demigod

Symbol: Two parallel zig-zag lines (rune of insanity)

Zagyg, almost certainly the god-risen form of the long-ago archmage Zagig Yragerne, is the demigod of humor, eccentricity, the unexpected, and magic. He is the only creature that Boccob, god of magic, tolerates as a servant, but Zagyg serves only for his own purposes. He only seems insane to others because none can follow his intricate thought-patterns to discern the mirth and the motive behind it. He dwells on the plane of Concordant Opposition, and can travel to all planes of existence, but is often found on the material plane as well. Wherever he goes, he spreads unpredictability, served with his own unique brand of humor and whimsy.



Zagyg appears as a typical wizard, with white hair and a balding pate, normally, but not exclusively, wearing blue and silver robes. He can, however, appear in any guise he chooses, appropriate to the moment. In battle, he wields a *wand of wonder* in one hand and a *vorpal sword* in the other. His caprice knows no bounds, and he is as likely to cast a spell to help an opponent as to blast him to flinders, but somehow always manages to come out on top.

WORSHIP AND WORSHIPERS

Few worship the Mad Archmage, and those that do must seek him out personally beneath the ruins of Castle Greyhawk and undergo many tests, and must then periodically return to prove their continued worth. Some few spellcasters have done so. There are no shrines or temples to him, and no rituals in his honor, and he seems quite content with this state of affairs.

PRIESTHOOD

There is no organized priesthood of Zagyg. Indeed, it is uncertain whether there are any clerics of Zagyg at all, considering he barely has a following at all.

Clerics of Zagyg, if they existed, would have access to the trickery domain or their deity's special domain.

ZAGYG'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>magic missile, Tasha's hideous laughter</i>
3rd	<i>crown of madness, rope trick</i>
5th	<i>magic circle, protection from energy</i>
7th	<i>confusion, polymorph</i>
9th	<i>animate objects, mislead</i>

* Indicates new spell. See the "spells" section below for details.

WIZARD SPELLS

When you choose this domain at 1st level, you may choose one 1st level wizard spell to add to your spell list. As you gain access to a new spell level, you may add one wizard spell of the newly accessed level. Thus, when you become 3rd level, you may add one 2nd level wizard spell to your spell lists. Such spells must still be prepared and cast using a spell slot, as any other spell.

STARTING PROFICIENCIES

Also at 1st level, you are proficient in martial melee weapons and the Arcana skill.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: WAND OF WONDER

Starting at 2nd level, you can use your Channel Divinity to turn any wand touched into a *wand of wonder* for the next single use (see Dungeon Master's Guide for details on the *wand of wonder*). Doing so does not require an action. If the wand

being transformed requires attunement, it must be attuned to the user as normal, but if it does not, then attunement is not necessary to activate the *wand of wonder* effect. The physical form of the wand being transformed is not changed, only the functioning. Only one wand can be so altered at a time.

CRACKED VIEW OF THE WORLD

Starting at 6th level, you are immune to all forms of insanity, confusion, rage (including the spell *crown of madness*), and you may add your proficiency bonus to all saving throws against enchantments. However, you also subtract your proficiency bonus from all saving throws against illusions as long as they are incongruous to their surroundings, because seeing a giant talking dandelion in the middle of a dungeon makes perfect sense to you...

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional $1d8$ points of damage, the type of which is determined randomly (see table below). At 14th level, this will increase to $2d8$ points of damage.

Die Roll (d8)	Damage Type
1	Cold
2	Fire
3	Lightning
4	Necrotic
5	Psychic
6	Radiant
7	Thunder
8	Healing (all damage done by the blow, including the additional $1d8/2d8$ points of damage, heals rather than injures the target; whoops!)

MAGICAL UNCERTAINTY

Starting at 17th level, spells cast at you, or by others within a 10 foot radius of you, might go a little wonky. This is a permanent effect that cannot be

deactivated, and does not require concentration or an action to activate. It will not affect

Die Roll (d10)	Spell Effect
1	Spell reflects back on the caster if personally targeted, or on a spot centered on the caster if an area effect spell. If the spell was meant to affect the caster, it will affect a random creature within 20 feet of the caster.
2-4	Normal spell effect
5-9	Normal spell effect, but area effect spells will not have any affect on you (fireballs, for instance, would scorch the ground around you, but leave you completely unscathed).
10	Spell effect is doubled (double damage if applicable, or double duration if not; permanent spells will have a 1 hour duration instead).

"Please pass the apple butter, I feel an earthquake coming on."

- Zagygian koan (or just gibberish; I can't tell the difference)

ZILCHUS

"The Money Counter"

Pantheon: Oeridian (common)

Alignment: Lawful neutral

Sphere: Power, prestige, money, commerce

Rank: Intermediate god

Symbol: Pair of hands with bag of coins

Zilchus is the Oeridian greater god of merchants, business, power, influence, and wealth. He is the god of honest merchants who don't put a thumb on their scales, and wealthy burghers who pay fair wages for honest work. Those who shave their coins and wet their cotton before weighing it look elsewhere for divine assistance. He is known as the Money Counter and the Great Guildmaster. He gets along well with Rao, as do his priests, despite a good-natured disagreement about the perils of

"worldliness." He is the brother of Kurell. Although he is of Oeridian origin, his faith has spread across the Flanaess. He dwells on the plane of concordant opposition, in a section of the Marketplace Eternal known as the Seat of Luxury. It is said he gets along well with several other mercantile deities from other crystal spheres.

Zilchus appears as a middle-aged human with thick curly brown hair, tanned skin, and a dignified but pleasant visage. His garb is fine, but not the ostentatious sort of those who feel the need to prove themselves to others. His purse is ever-full, but he also bears a flail, which he uses to punish cheats and others who sully the good name of capitalism.



WORSHIP AND WORSHIPERS

Zilchus' faithful will be lawful neutral, lawful good, neutral, or neutral good. The vast majority of Zilchus' worshipers are those who are wealthy and powerful; merchants, noblemen, guild masters, and so forth. His faith is widespread, and centered on trade hubs and along caravan routes. It is strongest in the central Flanaess, which is the crossroads for trade across the entire continent, and is indeed the state religion of Dyvers and Ahlissa (South Province), although both also tolerate many other faiths. In Kalstrand, capital of Ahlissa, the Grand Cathedral of Zilchus is a wonder, costing more than half a million gold pieces to construct and decorate. Perrenland, Rel Astra, Irongate, and North Province are all strongholds of his faith. Services consist of exhortations about the need for fairness in business, and offerings of incense and trade goods.

PRIESTHOOD

Clerics of Zilchus must be lawful neutral. They have a generally good reputation, both for their honesty and their reputation as fair negotiators and mediators. They tend towards wealth themselves; such is seen as a vindication of their faith and a sign of favor from their god. They can come across as aloof, but this is more an affectation so as to be less easily “read” during a negotiation. They themselves are often merchants, or work for merchant houses.

Clerics of Zilchus have access to the knowledge or trickery domains, or the special domain of their god.

ZILCHUS' DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, identify</i>
3rd	<i>detect thoughts, zone of truth</i>
5th	<i>sending, tongues</i>
7th	<i>compulsion, fabricate</i>
9th	<i>mislead, scrying</i>

* Indicates new spell. See the “spells” section below for details.

STRONG-MINDED

When you choose this domain at 1st level, you get a +2 bonus to all checks against mind control or mind-reading. You do not get a check if the method being used does not usually allow one.

BONUS SKILLS

Also at 1st level, you are counted as proficient when making Intelligence (Appraisal) checks as well as being proficient in Charisma (Persuasion).

CHANNEL DIVINITY: SHREWD EYE

Clerics of Zilchus do not have the ability to turn undead. Instead, their Channel Divinity allows them to know the value of any item within 5% of its true worth. Only items that are somehow magically obscured (such as a worthless piece of junk covered

by an illusion) cannot be so appraised. Doing so requires an action.

CHANNEL DIVINITY: SEAL THE DEAL

Starting at 2nd level, you can use your Channel Divinity to give you a bonus of +4 to a single Charisma (Persuasion) check. Doing so requires an action.

SKILLED HAGGLER

Starting at 6th level, you can choose to spend 1 minute to haggle when purchasing any good or service. At the end, you will pay 10-40% less than the list price. When you are selling, you can use this ability to get 10-40% more than the real value of the item. This is a magical ability, and those affected are entitled to a Wisdom check.

TRUE SEEING

Starting at 8th level, you can cast the spell true seeing once per day without needing to prepare it or use a spell slot to do so.

GLIBNESS

Starting at 17th level, you can cast the *glibness* spell once per day without needing to prepare it or use a spell slot.

A reputation for honest business dealings is the most valuable thing one can own. It is also the one thing people seem to be willing to give up for the tiniest of short-term gains.

- Zilchian saying

ZODAL

"The Gentle Hand"

Pantheon: Flan (common)

Alignment: Neutral good

Sphere: Mercy, hope, charity

Rank: Lesser god

Symbol: Human hand partially wrapped with gray cloth

Zodal is the Flan lesser god of mercy, hope, and benevolence, although like all the gods of the Flannae, his worship has found its way into the Oeridian and Suel pantheons as well. Known as the Gentle Hand and the Gray Son, he is a chief servant of the great god Rao. His philosophy is centered on the idea that nothing and no creature is irredeemable, and that by demonstrations of compassion and kindness even the most wicked can be turned to the path of righteousness. He and the fiery Joram were once lovers, but have since become estranged, due to their very different natures and outlooks on life. He dwells in Elysium, in a place known as Morninglory.

Zodal appears as a nondescript older man with large hands. He wears simple grey robes and bears no weapons. He does carry a staff which exudes a powerful aura of peace and charity; those within its range will find themselves compelled to benevolent and kindly acts.



WORSHIP AND WORSHIPERS

Anyone of any good alignment may worship Zodal. His worship is especially prominent in Perrenland

and Tenh, although his followers can be found in most lands that are not lost to wickedness. His temples double as hospitals, soup kitchens, and centers for the distribution of donated clothing and other goods to the needy. Services are held daily, and include sermons on the righteousness of charity and benevolence, with practical application as the poor and needy are ministered to by the entire congregation.

PRIESTHOOD

Zodal's priests must be of neutral good alignment. They wear simple grey robes in emulation of their god, and never acquire large sums of wealth themselves; whatever they do get is used for charity and to aid those who are suffering. They will visit battlefields and lands striven by war, in order to comfort the injured, sick, and dispossessed. They will often wander the land in search of powerful artifacts of good, and seek to destroy those objects of power aligned to evil.

Clerics of Zodal have access to the life domain or the special domain of their god.

ZODAL'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>cure wounds, shield of faith</i>
3rd	<i>calm emotions, lesser restoration</i>
5th	<i>create food and water, daylight</i>
7th	<i>aura of life, guardian of faith</i>
9th	<i>dispel evil and good, greater restoration</i>

* Indicates new spell. See the "spells" section below for details.

HEALING SKILL

When you choose this domain at 1st level, you can stabilize a creature at 0 hit points without needing to make a Wisdom (Medicine) check, and without needing to use a Healer's Kit.

HOPE TO THE HOPELESS

Also at 1st level, you can inspire those friendly creatures within 30 feet of you by taking an action to give a brief inspirational speech. All those within range will get a +1 bonus on their next roll to hit, until the beginning of your next turn. They will also get a +1 bonus on all saving throws vs. fear during that time.

CHANNEL DIVINITY: TURN UNDEAD

You have the ability to turn undead at 2nd level, as described in the Player's Handbook. You can also destroy undead at 5th level.

CHANNEL DIVINITY: INSPIRE TO BENEVOLENCE

Starting at 2nd level, you can use your Channel Divinity to move a single creature in such a way as to incite an overtly benevolent or charitable act on its part. The creature is entitled to a Wisdom check. Failure means you have successfully convinced the creature, who will then perform some act of charity, benevolence, or kindness that you suggest. This could include giving money to the poor, releasing a prisoner, allowing an enemy to escape, etc. The benevolent act cannot be something that would render the subject powerless or change its life completely (such as giving away **all** its money). The kind act must also not benefit you. In order to be successful, the target creature must be within 20 feet, and must be able to understand you. This power requires an action.

HEALER

Starting at 6th level, you have advantage on all Wisdom (Medicine) checks.

DIVINE HEALING

Starting at 8th level, you can call down divine healing energy once per turn. Using an action, you can cause your hand, or an object gripped in your hand, to glow with a golden healing light. Any

creature touched will instantly heal 1d8 points of damage. When you reach 14th level, this healed damage increases to 2d8.

AURA OF MERCY

Starting at 17th level, any creature within 30 feet attempting to attack another must make a Wisdom saving throw. Failure means they "pull their punch", inflicting the minimum possible damage if they do hit. This only applies to melee attacks, and applies both to friendly and non-friendly creatures. You may intentionally turn off this ability for 1 hour by using an action, otherwise it is always on. If you do deactivate it, you cannot reactivate it before the hour is up.

Through the constant example of the Good, even the most wicked may be shown the path to redemption.

- First Commandment of Zodal

ZUOKEN

"Servant of the Lady"

Pantheon: Baklunish (common)

Alignment: Neutral

Sphere: Physical and mental mastery

Rank: Demigod

Symbol: Fist

Zuoken is the Baklunish demigod of mastery, both in the physical and mental sense. His cult, while small, can be found among the Suel, Oeridians, and Flan as well. He was once a mortal follower of Xan Yae, but achieved apotheosis due to his perfect balance and mastery of himself. In CY 505 he disappeared, and magical investigation has indicated he is imprisoned somewhere in the vicinity of the Nyr Dyv. One of the prime duties of his followers today is to discover the exact location where their god is being held and free him.



Zuoken appears as an ordinary Baklunish man. He bears no weapons or armor, and relies exclusively on his unarmed combat skills (a special art imported from the Celestial Imperium to the Baklunish lands, known as "da'shon") and mental powers ("edel", or "gift of fate").

WORSHIP AND WORSHIPERS

Zuoken's worshipers may be of neutral or lawful neutral alignment. They are few, but those who strive for the perfection of their own bodies, and the strengthening of their own mental powers, will often revere him. There are no worship services *per se*, and shrines are few and far between. Several monasteries have been established to teach those who would follow Zuoken's example, and monks dedicated to him will invariably follow the Way of the Fist. Harmony in mind and body is a constant refrain of his teachings, which will lead to perfection.

PRIESTHOOD

Priests of Zuoken must be neutral or lawful neutral in alignment. They tend to be wanderers, using new experiences to help them achieve the mental and physical development they believe will lead to

spiritual perfection and ultimate harmony and balance. Priests harden themselves through privation and stark tests of their physical and mental prowess. Their quest to discover the location and key to their god's prison has been a primary activity for the last 70 years or so, and they are staunch foes of the Scarlet Brotherhood, whom they believe have perverted and debased the arts of da'shon for their own evil purposes.

Clerics of Zuoken have access to the war domain or the special domain of their god.

ZUOKEN'S DOMAIN

DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, heroism</i>
3rd	<i>enhance ability, lesser restoration</i>
5th	<i>feign death, water walk</i>
7th	<i>freedom of movement, dominate beast</i>
9th	<i>awaken, modify memory</i>

* Indicates new spell. See the "spells" section below for details.

DA'SHON DEFENSE

When you choose this domain at 1st level, you learn special methods of blocking incoming attacks. When you wear no armor, your armor class is equal to your Dexterity modifier + Wisdom modifier + 10.

DA'SHON ATTACK

Also at 1st level, when making unarmed attacks, you roll 1d4 for damage. Starting at 5th level, you may add your proficiency bonus to the damage roll as well.

CHANNEL DIVINITY: PHYSICAL MASTERY

You do not have the ability to turn undead as many clerics do. Rather, starting at 2nd level, you may choose to not roll a die when rolling for damage when making a melee attack (armed or unarmed). Rather, you may opt to simply inflict the average

possible damage (rounded down, so $1d4 = 2$, $1d6 = 3$, etc.). Bonuses still apply normally, after the die roll(s) have been averaged. This effect does not require an action, and lasts for 10 minutes. You may deactivate it at any time, but reactivating it will count as another use of your Channel Divinity power.

CHANNEL DIVINITY: MENTAL MASTERY

Starting at 2nd level, you can use your Channel Divinity to become resistant to psychic damage, as well as having advantage when making saving throws against all enchantment spells and charm-like magical effects, such as a dryad's *fey charm* action, or a vampire's *charm* action.

HARMONY OF MIND AND BODY

Starting at 6th level, your mind and body are almost perfectly in balance. If a roll calls for you to use your Wisdom or Constitution bonus, you may use either one. This **does** apply to rolling new hit dice when you gain a level, as well.

DIVINE STRIKE

Starting at 8th level, you can imbue your weapon with divine power. Once per turn when attacking a creature with a weapon, you can inflict an additional $1d8$ points of psychic damage. At 14th level, this will increase to $2d8$ points of damage.

MASTERY OF BALANCE

Starting at 17th level, you have achieved mastery of balance between mind and body. For any given roll, you may use the bonus for any of your ability scores. However, you may not do so more than once per ability score, per long rest. Example: You could use your Wisdom bonus when making a roll involving Strength. However, you could not substitute your Wisdom bonus for any other ability bonus, without taking a long rest first. You may still use the Wisdom bonus for Wisdom rolls, of course.

If balance and harmony are desirable, what balances out harmony, and what harmonizes with balance?

- Zuokenist koan

SPILLS

Greyhawk is famed for its mighty wizards and exotic gods. It is therefore natural that a great number of spells native to Oerth should have evolved over the years. The following list is by no means exhaustive,

but does provide some level of variety for those who wish to dip into the magical stew native to the world of Greyhawk.

Those spells which are limited to specific deities are indicated with an asterisk.

SPELL LISTS

CLERIC SPELLS

1ST LEVEL

*Advance Image** (evocation)
*Cloak of Dark Power**
(evocation)
*Delay Image** (evocation)
*Detect Breath** (divination)
*Detect Law and Chaos**
(divination)
Detect Snares and Pits
(divination)
*Dispel Darkness** (abjuration)
Magic Stone (transmutation)
*Precognitive Sense** (divination)
Predict Weather (divination,
ritual)
*Protection from Fire** (abjuration)
*Protection from Law and Chaos**
(abjuration)
*Shining Blade of Heironeous**
(transmutation)
*Snowball** (evocation)
*Spittle** (transmutation)

2ND LEVEL

*Beguiling** (enchantment)
*Darkfire** (transmutation)
*Festival Feast** (conjunction,
ritual)
*Mantle of Hextor**
(transmutation)
Obscurement (transmutation)
Pyrotechnics (alteration)

*Scare** (enchantment)
*Shield of Heironeous**
(evocation)
*Stalk** (transmutation)
*Vicissitude** (conjunction)
*Vigilance** (evocation)

3RD LEVEL

*Banner of the Saint**
(enchantment)
*Blackhand** (abjuration)
*Bless Missile** (conjunction)
Cloudburst (transmutation)
*Conceal Item** (illusion)
Detect Lie (divination)
*Glow** (enchantment)
Meld into Ice (transmutation,
ritual)
*Tree** (transmutation)
*Turnbane** (abjuration)
*Warp Wood** (transmutation)
*Wraithform** (transmutation)

4TH LEVEL

Abstention (transmutation)
*Battlearms** (transmutation)
*Bless Vessel** (enchantment)
Boccob's Rolling
*Cloud** (evocation)
*Bonechain** (necromancy)
*Clawcloud** (conjunction, ritual)
Cloak of Bravery (conjunction)
*Curse Vessel** (enchantment)
Dig (transmutation)

*Footsore** (enchantment)
Fumble (enchantment)
*Luck** (evocation)
Meteors (evocation)
*Olidammara's Bard Spell**
(transmutation, ritual)
*Plague** (necromancy)
*Poison** (transmutation)
*Protection from Misfortune**
(conjunction)
Sunburst (evocation)
*Temporal Disjunction**
(transmutation)
*Timejump** (transmutation)

5TH LEVEL

Atonement (abjuration, ritual)
*Conjure Spiders** (conjunction)
*Ebony Tendrils** (conjunction)
Enervation (necromancy)
Frostbite (evocation)
*Reflect** (abjuration)
*Screaming Skull** (conjunction)
*Spiderform** (transmutation)
*Temporal Wall** (evocation)
*Venomed Claws**
(transmutation)
Wall of Iron (evocation)
*Wall of Tentacles** (evocation)
*Wall of Water** (evocation)

6TH LEVEL

*Bastion** (evocation)
Stone Tell (divination)

7TH LEVEL

Chariot of Sustarre (conjuration, ritual)

Holy Word (conjuration)

Unholy Word (conjuration)

DRUID SPELLS

1ST LEVEL

Magic Stone (transmutation)

Predict Weather (divination, ritual)

2ND LEVEL

Obscurement (transmutation)

3RD LEVEL

Meld into Ice (transmutation, ritual)

4TH LEVEL

Dig (transmutation)

Meteors (evocation)

Sunburst (evocation)

5TH LEVEL

Frostbite (evocation)

Wall of Iron (evocation)

6TH LEVEL

Stone Tell (divination)

PALADIN SPELLS

4TH LEVEL

Cloak of Bravery (conjuration)

Enervation (necromancy)

Sunburst (evocation)

5TH LEVEL

Atonement (abjuration, ritual)

RANGER SPELLS

1ST LEVEL

Magic Stone (transmutation)
Predict Weather (divination, ritual)

2ND LEVEL

Obscurement (transmutation)

3RD LEVEL

Meld into Ice (transmutation, ritual)

4TH LEVEL

Dig (transmutation)
Fumble (enchantment)

5TH LEVEL

Frostbite (evocation)

SORCERER SPELLS

1ST LEVEL

Magic Stone (transmutation)

2ND LEVEL

Obscurement (transmutation)
Pyrotechnics (alteration)

4TH LEVEL

Fumble (enchantment)
Meteors (evocation)

5TH LEVEL

Wall of Iron (evocation)

6TH LEVEL

Stone Tell (divination)

SPELL DESCRIPTIONS

ABSTENTION

4th level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Permanent

This spell is used as a punishment for those who have committed great sins. With this spell, you create a repulsion effect between the target and all living creatures, if the target fails a Charisma saving throw. Once that happens, no living creature can come within 30 feet of the pariah without making a Charisma saving throw themselves. The effect is permanent, but can be removed by a *dispel magic* spell.

ADVANCE IMAGE

1st level evocation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

This spell is unique to clerics of Cyndor, but might be found on a scroll. It allows you to slightly bend the flow of time so that the image of the creature touched is a few seconds in advance of where it actually is. This has the effect of decreasing the subject's armor class by 2, as well as giving it a -1 penalty to all saving throws against magical attacks aimed at it directly. Area of effect attacks are unaffected by the spell. When cast upon an unwilling subject, you must make a successful unarmed attack against it, and it is entitled to a Wisdom saving throw if your attack is successful.

ATONEMENT

5th level abjuration (ritual)

Casting Time: 10 minutes

Range: touch

Components: V, S, M (burning incense, prayer book)

Duration: Permanent

This spell allows the cleric to atone for some misdeed, whether committed by himself or another. The spell will work to remove the stain of actions which were done unwillingly or unwittingly, including magical alignment change. The subject must either be sincere in his desire to repent, or unable to control his own will, such as a being who is *possessed*. It will not function for actions which were deliberate or otherwise intentional.

BANNER OF THE SAINT

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (100 gp blessed cloth)

Duration: 1 minute

This spell is normally only available to clerics of St. Cuthbert. It allows you to imbue a banner bearing the likeness or symbol of the saint with an aura of divine power and protection. Once you touch the banner with the blessed cloth, the banner will radiate an aura 60 feet in radius. All friendly creatures within that radius will get a +2 bonus to all morale rolls, all rolls to hit, and all saving throws vs. fear. The effect lasts for 1 minute, or until the banner is destroyed or is allowed to touch the ground, whichever comes first.

BASTION

6th level evocation

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: 12 hours

This spell is uniquely available to clerics of Heironeous, but others might find it on magic scrolls. By means of this spell, you create a stone tower, 20 feet in diameter and between 10 and 20 feet tall (your choice). There is a door of stone; the door acts as if it is *wizard locked*, but you and your companions may use it normally. There are arrow slits every 3 feet, through which you may cast spells or shoot missiles, and a ladder reaches to the roof through a trap door. The top is crenelated, affording three-quarters cover. The stone of the *bastion* itself

has advantage when making saving throws against magical attack, with the exception of the spells *dispel magic* and *disintegrate*, either of which will affect the bastion normally.

BATTLEARMS

4th level level transmutation

Casting time: 1 action

Range: Self

Components: V, S, M (two or four arm bones from a humanoid creature; see below)

Duration: 1 minute per level of the caster

This is a spell uniquely available to clerics of Hextor, although others might find it written on magic scrolls and thus usable in that way.

This spell allows the caster to emulate his fell god and grow extra two limbs from his torso, known as battlearms. Each battlearm can be used to hold and use a weapon or shield without penalty, and enjoys the same Strength bonus that the caster would normally have. Each extra arm cannot attack more than once per round, however. Armor and clothing will automatically magically adjust to conform to the extra limbs.

The spell ends after the duration ends, or if the caster's armor or clothing is removed. Each arm can also be attacked individually, with 8 hit points each (these are extra hit points which don't affect the caster's total hit points). When the arm or arms disappear, anything carried by that arm will be dropped automatically.

At higher levels. When you cast this spell using a spell slot of 5th level of higher, you can grow four battlearms instead of two. You will need four bones as the material component, naturally.

BEGUILING

2nd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a club of bronzewood or oak)

Duration: Three minutes plus one minute per level of the caster; charm effect lasts 2d10 minutes

This is a spell uniquely available to clerics of Saint Cuthbert, although others might find it written on magic scrolls and thus usable in that way. This spell allows the caster to charm a target creature by touching it with his bronzewood or oaken cudgel (which is not destroyed when the spell is cast). The casting cleric has two choices; a damaging or non-damaging attack.

If the caster opts to make a damaging attack with the club, the target creature has advantage when saving against the spell's effect. If not, the target creature saves normally (unless it has some other resistance to charm). Failure to save mean the target creature is charmed for 2d10 minutes (see Conditions in the PHB).

If the club used to touch the target is affected by a Shillelagh cantrip, the victim of the spell has disadvantage when saving against the spell. Disadvantage from a Shillelagh will be cancelled out by advantage from a damaging attack.

BLACKHAND

3rd level abjuration

Casting Time: 1 action

Range: 180 feet

Components: S

Duration: Concentration, up to 10 minutes

This spell is unique to clerics of Iuz, although it could be found on magic scrolls. It negates the effect of a *protection from evil and good* spell. Your hands will become suffused with a dark glow. Once per round, you may take an action to point your hands at one creature. If that creature is protected by the *protection from evil and good* spell, that protection is removed. If a paladin's *purity of spirit* ability is in effect, the paladin is entitled to a Wisdom saving throw. Failure means the *purity of spirit* is negated for 10 rounds. Success means the *purity of spirit* protection is negated for 5 rounds.

BLESS MISSILE

3rd level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 30 minutes

This spell is normally unique to clerics of Heironeous, but could be found on scrolls. This spell allows you to imbue ordinary or magical missile ammunition (arrows, crossbow bolts, sling bullets, etc.). Blessed missiles get a +1 bonus to hit, and if they do strike their target, will inflict an additional 8 (2d8) hit points of radiance damage. The missile is destroyed on impact, but if the spell fades before it is fired, the missile will remain intact. Up to 4 missiles can be so enchanted.

At higher levels. If you use a higher-level spell slot to cast this spell, 4 additional missiles can be enchanted for every spell level above 3rd.

BLESS VESSEL

4th level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprinkling of holy water)

Duration: Special

This spell is normally unique to clerics of Osprem, but could be found on scrolls. A vessel so blessed will have half the normal likelihood of suffering some disaster; a damaging storm, men overboard, becoming becalmed, etc. It will last for the duration of one voyage from one port to another.

BOCCOB'S ROLLING CLOUD

4th level evocation

Casting Time: 1 action

Range: 0

Components: V, S, M (red, blue, violet, and gold stones)

Duration: Instantaneous

This spell is normally available only to clerics of Boccob, but it could be found on magic scrolls. It creates a churning cone-shaped cloud 10 feet high,

50 feet long, and 10 feet wide at the base, emanating out from your position. The cloud is filled with red, blue, violet, and gold sparks and flashes. All creatures in the area of effect will take 9 (3d6) hit points each of fire, lightning, necrotic, and radiant damage. In addition, they must make a Constitution save. Those who fail are stunned for 1 round.

BONECHAIN

4th level necromancy

Casting Time: 1 action

Range: Special

Components: V, S, M (bones; see below)

Duration: Special

This spell is unique to clerics of Iuz, but could be found on scrolls. You can pre-arrange up to 7 bones from 7 different human(oid) creatures, each no more than 20 feet from the next one; they can be hidden or placed in plain sight, but substantial impediments (such as being placed under a huge boulder) would prevent the skeleton from arising. You cannot use more than one bone from the same creature, or the spell will fail at that point. Fingers and ribs are favored, but any bone will suffice. You must be within 20 feet of one of the bones in order to cast the spell. Once you do, a skeleton will spring up where the closest bone was placed. Thereafter, at the beginning of every round a new skeleton will spring up, working their way further and further outward until all the bones are used up. The spell is intended as an aid to setting up ambushes.

At higher levels. If you cast this spell with a 5th level or higher spell slot, you may add 2 additional skeletons for every level above 4th.

CHARIOT OF SUSTARRE

7th level conjuration (ritual)

Casting time: 10 minutes

Range: 10 feet

Components: V, S, M (small piece of wood, holly berries, lit torch or larger fire)

Duration: 3 hours

This spell brings into being a large chariot engulfed in flame, drawn by two horses made of living fire,

which appears suddenly with a clap of thunder. The chariot will move 60 feet on the ground and 80 feet while flying, and is controlled by your verbal command. The chariot can carry you and up to 8 passengers; although it is so fiery hot as to cause 20 (5d8) hit points of fire damage to all creatures within 5 feet, you and your passengers do not feel the heat at all. The horses and the chariot itself all have 30 hit points, and are physical objects that can be wounded and damaged (1 pint of water will cause 1 hit point of damage, and all are resistant to non-magical damage).

CLOWCLOUD

4th level conjuration (ritual)

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (raven feather)

Duration: 12 hours

This spell is normally exclusive to clerics of Iuz, but could be found on a magic scroll. It allows you to summon a swarm of ravens (see Monster Manual for details), which will obey simple instructions. You could, for instance, order them to “attack the first humans they come upon in that direction”, or “follow them and report to me where they went”, but not something abstract or complex.

CLOAK OF BRAVERY

4th level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (eagle feather)

Duration: 8 hours or first use

With this spell, you can touch up to four willing creatures, and provide them with a bonus to their saving throws vs. fear. If a single creature is affected, the bonus will be +4. If two creatures are affected, the bonus is +3, three creatures get a +2 bonus, and four creatures get a +1 bonus. The spell lasts until the creature needs to make a saving throw versus fear, or until 8 hours have passed, whichever comes first. The spell only works for one save, and multiple spells cannot be “stacked” on the same creature.

CLOAK OF DARK POWER

1st level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 4 rounds

This spell is normally available only to clerics of Lolth, although it could be found on scrolls. It allows you to create a cloak of black magical energy that swirls around your body. The cloak will completely protect you from the effects of full sunlight, including drow armor and weapons. In addition, any attempt to turn or command undead will be done as if you were 1 level higher while the cloak is in effect, and spiders will have a -3 penalty on all rolls to hit you. A *continual light* spell will dispel the *cloak of dark power*.

CLOUDBURST

3rd level transmutation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M

Duration: 1 minute

This spell will condense all of the moisture in the air into a small cloud, up to 50 feet away from you, which will immediately begin to pour drenching rain down on anyone beneath it. The cloud itself can be up to 60 feet above the ground, and will be 30 feet in diameter. Anything under it will be completely soaked, as an inch of water will fall in the single minute the *cloudburst* exists; this will ruin any unprotected magic scrolls and other papers. Small fires will be instantly put out, medium-sized fires (campfires, large braziers, etc.) will be extinguished after half a minute, and large fires under the cloud will be extinguished by the end of the round. Even magical fires will be affected, but permanent magical fire (such as a *flame tongue* sword) will reignite once the *cloudburst* is over. Large magical fires (*fireballs*, *flame strikes*, *walls of fire*) will generate large clouds of steam as they are extinguished, four times as large as the magical fire’s normal area of effect. Lastly, if this spell is cast in hot, arid conditions, the spell will only last half

as long, and will not put out large magical fires. If cast in very cold conditions, 3 inches of snow will fall in but a single minute, with much the same effect as the rain described above.

CONCEAL ITEM

3rd level illusion

Casting Time: 1 action

Range: 1 item

Components: V, S, M (small handful of powdered gemstone, any type)

Duration: 1 hour

This spell is normally available only to clerics of Lolth, although it could be found on scrolls. It allows you to render invisible to all viewers, except you, one inanimate object of your size or smaller, such as a sword, magic wand, holy symbol, etc. Even *true seeing* will only reveal that something is being concealed, not what that thing is.

CONJURE SPIDERS

5th level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M

Duration: concentration, up to 1 hour

This spell is normally only available to clerics of Lolth, but it could be found on magic scrolls. You summon minor demonic spirits in the form of either 4 giant wolf spiders or 2 giant spiders (you may choose). They appear in unoccupied spaces that you can see within range. The spiders will obey your mental commands, and will remain until reduced to 0 hit points, you dismiss them, or you lose concentration. The DM has the creatures' statistics.

CURSE VESSEL

4th level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a sprinkling of holy water)

Duration: Special

This spell is normally unique to clerics of Osprem, but could be found on scrolls. A vessel so cursed will

have double the normal likelihood of suffering some disaster; a damaging storm, men overboard, becoming becalmed, etc. It will last for the duration of one voyage from one port to another.

DARKFIRE

2nd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (fire or fuel)

Duration: 5 minutes

This spell is normally available only to clerics of Lolth, although it could be found on scrolls. It allows you to convert a normal fire, or the fuel to make one, into *darkfire*. *Darkfire* gives off no visible light, although those with darkvision will see it as a brightly burning flame. Contact with a container of *darkfire* will inflict 8 (2d8) hit points of fire damage. You can also choose to ignite a fuel source in your hand. Doing so will not harm you, but you can then either strike with the hand as an unarmed attack, doing an additional 6 (1d12) hit points of fire damage, or hurl the *darkfire* up to 10 feet, inflicting 3 (1d6) hit points of damage if it hits. You can throw 1 such handful per round. *Darkfire* is often used in rituals to Lolth instead of conventional fire.

DELAY IMAGE

1st level evocation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 5 rounds

This spell is unique to clerics of Cyndor, but might be found on a scroll. It allows you to slightly bend the flow of time so that the image of the creature touched is a few seconds delayed. This has the effect of increasing the subject's armor class by 2, as well as giving it a +1 bonus to all saving throws against magical attacks aimed at it directly. Area of effect attacks are unaffected by the spell.

DETECT BREATH

1st level divination

Casting Time: 1 action

Range: self

Components: V

Duration: 1 minute

This spell is unique to clerics of Heironeous, but might be found on a scroll. It allows you to hear the breathing of every creature within a 60 foot radius. You cannot determine the exact sort of creatures or their location, but can determine the relative size of each.

DETECT LAW AND CHAOS

1st level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell is unique to clerics of Kord and Stern Alia, although it could be found on magic scrolls. This spell allows you to know the location of any aberration, celestial, elemental, fey, fiend or undead within 30 feet, as long as they have some element of law or chaos in their alignment. You will also know whether it has law or chaos as part of its alignment.

This spell can detect such creatures through solid objects, but is blocked by 3 feet of soil or wood, 1 foot of stone; 1 inch of iron, steel, copper, etc.; or a thin layer of lead.

DETECT LIE

3rd level divination

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (gold dust)

Duration: 5 rounds

This spell enables you to tell when someone is telling an untruth. When the spell is cast, you may select any individual within the spell's range; whenever that person is lying, you will sense it. Note that if a creature says something they believe to be true, it

will seem to you as if they are telling the truth, even if what they believe is incorrect.

DETECT SNARES AND PITS

1st level divination

Casting Time: 1 action

Range: 40 feet

Components: V, S

Duration: 5 rounds

This spell enables you to detect the presence of any mechanical snares, pits (even those hidden with trap doors), tripwires, pressure plates, and the like. The detection beam forms a cone 40 feet long and ten feet wide at the base.

At higher levels. If cast with a spell slot greater than 1st level, the spell's duration will be increased by 5 rounds per level above 1st. Thus, if cast with a 3rd level spell slot, the spell will last 15 minutes.

DIG

4th level transmutation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (tiny shovel and bucket)

Duration: Concentration, up to 7 rounds

This spell enables you to scoop out 125 cubic feet (a cube 5' on a side) of material per round. This material can be earth, sand, or mud, but the spell will not be effective against solid stone, brickwork, etc. Material excavated will form an even pile around the edges of the hole. If the hole is dug deeper than 5 feet, there is a chance the pit will collapse:

- Earth, dirt – 15% chance of collapse
- Sand – 35% chance of collapse
- Mud – 55% chance of collapse

Note that the chances for collapse are for every 5 feet of depth after the first 5 feet; thus, if a hole 15 feet deep is dug in earth, there will be a 45% chance of collapse. Creatures within 1 foot of the edge of the hole being dug must make a Dexterity check to avoid falling into the hole. If a pit is dug directly underneath a creature, that creature will

automatically fall in (unless size makes that impossible, of course).

DISPEL DARKNESS

1st level abjuration

Casting time: 1 action

Range: Touch

Components: V, S

Duration: 8 minutes

This spell is uniquely available to clerics of Pholtus, although others might find it written on magic scrolls. The spell allows the caster to dispel any area of magical darkness by touch. If the duration of the darkness exceeds the duration of this spell, the darkness will reappear once the spell's duration expires.

EBONY TENDRILS

5th level conjuration

Casting time: 1 action

Range: 30 feet

Components: V, S, M (small, rusty iron sphere)

Duration: concentration, up to 5 rounds

This spell is unique to clerics of Nerull and the Elder Elemental God, but could be found on scrolls. It summons into being a black sphere some 2 feet in diameter, which floats in the air, from which emanate four tentacles which drip ichor. Each attacks as if you were attacking, and if it hits, will grab the victim and cause 7 (1d10+2) points of bludgeoning damage from constriction, as well as 7 (1d10+2) points of acid damage each round. Creatures which are grabbed are entitled to a single Strength check to break the tendril and escape. Failure means the victim is carried to the central sphere; contact with the sphere requires a Constitution saving throw or the victim will die instantly. If the throw is successful, the tendril will continue to hold the victim (even after death), causing constriction and acid damage each round until the spell ends. Once broken by a successful Strength check, a tendril will simply retreat into the central mass, and will not re-emerge.

ENERVATION

5th level necromancy

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

This spell enables you to cast forth a beam of negative energy that sucks the very life force from the one it hits. The target must make a Dexterity saving throw. If the save is successful, the target takes 2d8 points of necrotic damage; if the save is unsuccessful, the target takes 4d8 points. If the target fails its saving throw, you can maintain the link, draining 4d8 points of necrotic damage on each of your turns, as long as you maintain concentration. The spell will end at the end of 1 minute, if your concentration is broken, if you use your action for some other activity, if the target has total cover, or if the target moves out of range. You regain half as many hit points as the target loses, at the time they are lost.

At Higher Levels. When cast with a spell slot of 6th level or greater, the spell inflicts an additional 1d8 points of damage for each spell slot above 5th.

Note: This spell is included in *Xanathar's Guide to Everything*, and is included here only for those DMs who do not have access to that publication.

FESTIVAL FEAST

2nd level conjuration (ritual)

Casting time: 10 minutes

Range: 30 feet

Components: V, S

Duration: 2 hours (but see below)

This spell is usually used only by clerics of Olidammara, but could be found on scrolls. It creates a tasty and nutritious meal for 9 people, including drink (but the drink will not cause drunkenness). If not consumed within 2 hours the food and drink will spoil instantly, but a *purify food and drink* spell will keep it edible for 24 hours.

FOOTSORE

4th level enchantment

Casting time: 1 action

Range: 60'

Components: V, S, M (pinch of dust or mud from the road)

Duration: 1 day per level of the caster

This spell is available to clerics of Fharlanghn exclusively, although it could be found written on a scroll. This curse will cause the victim to take twice as long to make any journey of three miles or longer, as the victim can't seem to walk straight, trudges along as if his legs were made of lead, and is simply intransigent when someone tries to move him faster or rouse him from a rest. The duration required for a short rest is doubled, and a long rest is increased by 50%. A mount will be similarly affected. A *remove curse* spell will remove the spell's effect, as long as it is cast by a cleric of higher experience level than the one who cast the *footsore* spell in the first place.

FROSTBITE

5th level evocation

Casting time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell encases up to four target creatures in a thin layer of frost. The targets are entitled to Dexterity saving throws. Failure means they take 18 (6d6) points of cold damage and lose 6 (2d6) points of Dexterity. If their dexterity is brought to 0 or lower, the target is paralyzed, encased in ice and unable to do anything but shiver until the end of your next turn. Lost Dexterity points will return after 5 minutes.

FUMBLE

4th level enchantment

Casting time: 1 action

Range: 70 feet

Components: V, S, M (pinch of solidified milk fat)

Duration: 7 minutes

This spell causes a single affected creature within the spell's range to suddenly become extremely clumsy. Items held in the hands, including weapons, will be dropped, simple walking will cause them to trip and fall, and so forth. Anything dropped will require an action to recover. All Dexterity bonuses will be canceled for the duration of this spell, movement is at half the normal rate, and attack is functionally impossible, as it is nearly impossible to even hold a weapon, let alone aim it at an enemy. If the target makes a Wisdom saving throw, it will move at half speed, with no other ill effects.

GLOW

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute per caster level

This spell is uniquely available to clerics of Pholtus, although others might find it written on magic scrolls. The spell allows the caster to cause any living creature within 80 feet to glow with a bright radiance equal to full daylight. Targeted creatures get no saving throw.

HOLY WORD

7th level conjuration

Casting time: 1 action

Range: 0

Components: V

Duration: See below

This powerful spell invokes the power of a deity to create an enormous thunderclap of power, in a 30' radius from the caster. This wave of holy energy is sufficient to instantly hurl evil creatures from other planes back to their planes of origin; only the most

powerful of such creatures such as archdevils and demon lords will be immune to this effect. Other types of creatures will suffer effects depending on their challenge rating value (if a PC or NPC is affected, use their experience level rather than CR rating):

CR Level	Condition
3 or less	Dead
4-7	Paralyzed 10-40 minutes
8-11	Stunned 1-4 minutes
12 or more	Deafened 1-4 minutes

All creatures in the area of effect will suffer these effects, and no saving throw is allowed, unless the creature is resistant to radiant damage, in which case they get a wisdom saving throw.

LUCK

4th level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (four leaf clover)

Duration: 10 minutes

This spell is unique to clerics of Rudd, but could be found on scrolls. It allows you to create a temporary warp in the very fabric of probability around one creature visible within range (which can be yourself). Any die roll involving the character is made with advantage. This applies to combat, skill checks, saving throws, reaction checks, etc.

MAGIC STONE

1st level transmutation

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: 6 minutes or until used

This spell allows the caster to cast a magical aura around a non-magical stone. It is treated like a +1 weapon, does 5 (2d4+1) hit points of bludgeoning damage, and has the properties light and thrown (range 20/40). A hit from the magic stone will automatically disrupt a spellcaster's concentration. The stone need not be thrown by the caster, but it

can be used as ammunition for a sling. If it is not thrown within 6 minutes, it will become an ordinary stone again. Once thrown, the enchantment will leave, even if it misses its target.

At higher levels. If a 3rd level spell slot is used to cast this spell, 2 stones will be created. A 5th level slot will create 3 stones, a 7th level slot will create 4 stones, and a 9th level spell slot will create 5 stones.

MANTLE OF HEXTOR

2nd level transmutation

Casting time: 1 action

Range: Self

Components: V, S, M (handful of paste made from blood and flesh)

Duration: 30 minutes

This is a spell uniquely available to clerics of Hextor, although others might find it written on magic scrolls and thus usable in that way. Your visage will become shrunken and your skin ashen, your eyes red and your hair lanky, emulating your grim deity. This has the effect of enemies' in melee with you having a -2 penalty to all morale checks, as well as giving you the ability to command undead.

As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you.

Starting at 5th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

Finally, you will have advantage on all Dexterity (Stealth) checks, and are immune to any sort of magically-induced pain.

MELD INTO ICE

3rd level transmutation (ritual)

Casting time: 1 action

Range: touch

Components: V, S

Duration: 8 hours

This spell works just like the spell *meld into stone*, but allows you to meld your body into an appropriately-sized chunk of ice rather than stone. It will not work on snow, only ice.

METEORS

4th level evocation

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration (8 minutes maximum)

This spell calls into being 3 hot bits of meteoric rock that shoot out from the outstretched finger of the caster and impact up to 60 feet away. Any target selected by the caster must make a Dexterity saving throw; failure indicates the meteor hits (if the range is closer than 30 feet, the target has a -2 penalty on its saving throw). Each meteor does 8 (2d4+4) hit points of damage. The caster may shoot all of the meteors at once, or one or two at a time, but unless they are all fired off within 8 minutes, the remainder will be lost.

OBSCUREMENT

2nd level transmutation

Casting time: 1 action

Range: 0 feet

Components: V, S

Duration: 10 minutes

This spell brings into existence a veil of misty vapor in a cylinder 10 feet in diameter and 10 feet high, centered on the caster. The mists obscure all vision (including darkvision), reducing visibility to 5'. Strong wind will cause the vapor to blow away in but 2 minutes.

At Higher Levels. If the spell is cast using a higher-level spell slot, the cloud will increase in size. A 3rd level slot will cause it to be 20' in diameter and 20' high, a 4th level slot will produce a cloud 30' in diameter and 30' high, etc.

OLIDAMMARA'S BARD SPELL

4th level transmutation (ritual)

Casting time: 10 minutes

Range: Self

Components: V, S

Duration: Instantaneous

This spell is unique to clerics of Olidammara, but could be found on scrolls. It allows you to prepare spells from the bard spell list as if they were on the cleric spell list. Up to a total of 3 spell levels can be so prepared (i.e., three 1st level spells, one 1st and one 2nd level spell, one 3rd level spell, etc.); cantrips count as half a spell level. You may cast this spell multiple times, as long as you have enough spell slots to swap with bard spells. The bard spells remain prepared until you cast them or replace them with other spells, as normal.

PLAQUE

4th level necromancy

Casting time: 1 action

Range: 30 feet

Components: S, M (flask of rat intestines with plague victim fluids)

Duration: 1 hour

This spell is only available to clerics of Incabulos, but could be found on scrolls. It will infect one person visible to you within 30 feet, with a deadly and highly contagious plague for one hour. During that time, the victim is weak and disoriented, losing 2 points each of Strength and Constitution, and having a -2 penalty to saving throws, attack rolls, damage rolls, and armor class. In addition, all creatures within 10 feet of the infected creature must make a Constitution check or be similarly afflicted (and infectious) for one hour. The same creature cannot be re-infected until the spell wears off. At the end of the hour, 5% of all infected creatures will die of the plague. Survivors will not regain lost Strength and Constitution for 1d6 days, but all other penalties will be removed immediately.

POISON

4th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Permanent

This spell is unique to clerics of Kurell, but could be found on scrolls. It allows you to make an unarmed melee attack against one creature. If you hit, the victim must make a Constitution saving throw or take 6d6 points of poison damage.

PRECOGNITIVE SENSE

1st level divination

Casting time: 1 minute

Range: 0

Components: V, S, M (rose quartz crystal)

Duration: Instantaneous

This spell is unique to clerics of Lendor, but could be found on scrolls. It allows you to get a sense of a single event yet to come, as long as that event affects you (events that affect you indirectly, such as the death of someone whom you rely on for your own protection, also count). The spell will give knowledge of the most important qualifying event in the next 6 hours. Some examples could include “visiting that castle will bring great wealth” or “crossing that river will be the cause of much sorrow.” There is a 10%

chance that the information will be outright incorrect, and even if correct it is frequently misleading, as such precognitive flashes aren’t necessarily comprehensive. In the examples above, visiting the castle could lead to death as well as wealth, and crossing the river could cause nothing more than a fight with one’s spouse where harsh words were used.

PREDICT WEATHER

1st level divination (ritual)

Casting time: 1 minute

Range: 0

Components: V, S

Duration: 2 hours

This spell allows you to know with 100% certainty what the weather will be like two hours in the future, in an area three miles in diameter, centered on your position.

At higher levels. The time-frame of weather knowledge will be extended by 2 hours for each spell slot level above 1st. Thus, if a 4th level slot is used you will know the weather for the next 10 hours

PROTECTION FROM FIRE

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dab of aloe salve)

Duration: 5 minutes

This spell is unique to clerics of Xerbo. The spell allows you or a single creature you touch to enjoy protection against natural and magical fire damage. You have advantage when making any saving throws against non-magical fire damage. When making saving throws against magical fire damage, you add your Wisdom bonus to the roll.

PROTECTION FROM LAW AND CHAOS

1st level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (holy water)

Duration: Concentration, up to 10 minutes

This spell is unique to clerics of Kord and Stern Alia. It functions much the same as a *protection from evil and good* spell, with the exception that it only operates against creatures that have a lawful or chaotic alignment (you decide which upon casting the spell). Once cast on a willing creature by your touch, all lawful (or chaotic) aberrations, celestials, elementals, fey, fiends, and undead will have disadvantage when attacking the creature touched. In addition, the creature protected by the spell cannot be frightened, possessed, or charmed by such creatures. If the target is already frightened or charmed by a lawful (or chaotic) creature, the target gets advantage on any subsequent saving throws, but does not get a new saving throw.

In addition, however, it provides a -1 penalty to hit from any lawful (or chaotic) creature attempting to strike the protected creature. If the protected creature has a spell cast by a lawful (or chaotic) spellcaster, they will also have a +1 bonus to any saving throws. This penalty applies to all creatures, not just aberrations, celestials, elements, fey, fiends, and undead.

PROTECTION FROM MISFORTUNE

4th level conjuration

Casting time: 1 action

Range: Self

Components: V

Duration: Special

This spell is normally available only to clerics of Ralishaz, but could be found on a scroll. It allows you to protect yourself from bad luck for a random number of times. The DM rolls a d8 and subtracts 1 from the result, keeping the result secret. That is the number of times you can re-roll one of your saving throws or damage roll made against you. You may only re-roll once, and may not re-roll other

types of rolls, such as attacks. If, on the re-roll, you roll a natural 1, you will suffer the worst possible outcome (maximum damage, etc.).

PYROTECHNICS

2nd level transmutation

Casting time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

This spell allows you to create one of two different effects, fireworks or smoke, which you choose at the time the spell is cast. Each requires a nonmagical fire 5' in diameter or smaller within range of the spell, which is extinguished as the spell is cast.

Fireworks. A brilliant shower of light and sparks erupts from the fire. All creatures within 10 feet are blinded until the end of your next turn, unless they make a successful Constitution saving throw.

Smoke. A dense cloud of thick smoke emerges from the fire in a 20-foot radius (it will move around corners to fill up the required space). Everything within the cloud of smoke is heavily obscured for 1 minute, or until it is disbursed by a strong wind.

Note: This spell is included in *Xanathar's Guide to Everything*, and is included here only for those DMs who do not have access to that publication.

REFLECT

5th level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

This spell is uniquely available to clerics of Pholtus, although others might find it written on magic scrolls. This spell will temporarily make the caster's body completely reflective; all forms of radiation will simple bounce off. Anyone looking at the caster with darkvision will be struck blind for 2d8 minutes unless they successfully make a Dexterity saving throw. While your skin is reflective, you are

resistant to cold, fire, force, lightning, psychic, and radiant damage types. The reflective property will remain until the end of your next turn.

SCARE

2nd level enchantment

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (piece of skeleton, zombie, ghoul, ghast, or mummy bone)

Duration: 5 rounds

This spell is unique to clerics of Erythnul, but could be found on a scroll. It will cause a single creature with fewer than 6 levels or hit dice to experience a mild fear that induces shaking and trembling. The creature is not frightened (as per the condition), but will have a -1 penalty on rolls to hit, for damage, and all saving throws. A Charisma saving throw will negate the spell's effect. Scared creatures will not attack unless cornered, and creatures immune or resistant to fear will be similarly protected against this spell. It is also not effective against clerics.

SCREAMING SKULL

5th level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (humanoid, human, or demihuman skull)

Duration: Concentration, up to 15 rounds

This spell is unique to clerics of Iuz, but could be found on magic scrolls. It allows you to animate a human(oid) skull, enabling it to fly, bite, and scream. The skull may be attacked, and has an AC of 20 and 28 (6d8+4) hit points. It flies with a speed of 40 ft. Those bitten by the skull must make a Wisdom saving throw; failure means they are affected as if by the spell *fear*. The skull can also use a bonus action and scream. When it does so, all creatures within 10 feet must make Wisdom saving throws or be affected by *fear*, as per the spell.

SHIELD OF HEIRONEOUS

2nd level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 12 rounds

This spell is unique to clerics of Heironeous, but might be found on magic scrolls. It invokes a shimmering shield with the symbol of Heironeous emblazoned upon it. The shield is proof against the spell *magic missile*, and provides a +2 bonus to the creature touched when you cast the spell (which could be yourself). The shield will move sufficiently to allow you to attack and cast spells, but can only offer its own protection in one quadrant per round (front, back, left, right). If it is not otherwise in use, it will automatically protect the bearer from sneak attacks from the rear, negating any special bonuses that might otherwise accrue from such an attack.

SHINING BLADE OF HEIRONEOUS

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Number of rounds equal to Proficiency bonus + Charisma bonus

This spell is unique to clerics of Heironeous, but might be found on scrolls. It allows you to imbue any one slashing or piercing weapon in your hand with divine energy. During this period, the blade will do an additional 1d6 hit points of electricity damage. The spell remains in effect until a number of rounds pass equal to your proficiency bonus plus your Charisma bonus, or until the weapon leaves your hand, whichever comes first.

At higher levels. If you cast this spell with a 3rd level spell slot, your weapon will inflict an additional 2d6 hit points of radiance damage against evil creatures. Non-evil creatures will still receive an additional 1d6 hit points of electricity damage. If you cast this spell with a 5th level spell slot, your weapon will inflict damage as above, but in addition

will glow with a light equal to a torch, and will ignore all non-living matter, including armor and shields.

SNOWBALL

1st level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of cotton and a crystal chip)

Duration: Instantaneous

This spell is normally only available to clerics of Telchur, although it could be found on scrolls. It allows you to summon forth a ball of ice which streaks from your outreached hand to a point you choose within range (it can turn corners). Once it reaches this target, it explodes in a shower of ice and magical cold. All creatures within a 20-foot radius of the blast must make a Dexterity saving throw. Those who fail take $8d6$ cold damage, while those who make their saving throw only take $4d6$ points of cold damage.

At higher levels. When you use a higher-level spell slot to cast this spell, the damage done increases by $1d6$ for every slot level above 3rd.

SPIDERFORM

5th level transmutation

Casting Time: See below

Range: Touch

Components: V, S, M (small spider)

Duration: Concentration, up to 15 rounds

This spell is unique to clerics of Lolth, although it could be found on magic scrolls. It enables you to turn one or more small animals (dog sized or smaller) into giant wolf spiders (see Monster Manual for statistics). Each animal so transformed will require an action; you may transform as many as you have available actions, as long as all are transformed within a single round. The spiders will obey your commands as long as you maintain concentration, or 15 rounds elapse, whichever comes first. At the end of the spell's effect, they will revert to their normal form and most likely scamper away.

SPITTLE

1st level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: 1 turn

This spell is normally only available to clerics of Iuz, although it could be found on scrolls. It allows you to spit a vile sputum that has a paralyzing effect. You must make a successful roll to hit (at close range, as long as you are within 30 feet; no longer range attacks are possible with this spell); if you hit, the target is entitled to a Dexterity saving throw to avoid the spittle. If it fails, roll to see where your spittle strikes, and what effect it has (all effects last for 3 (1d4+1) rounds):

Die Roll (d8)	Strikes	Effect
1	Head	Unconscious
2-4	Body	Paralyzed
5	Dominant arm	Unable to attack
6	Non-dominant arm	Unable to use shield or 2nd weapon
7-8	Leg	Half movement, no dexterity score modifier to armor class

STALK

2nd level transmutation

Casting time: 1 action

Range: Touch

Components: V, M (a piece of dried chameleon skin)

Duration: 5 minutes plus 5 minutes per spell slot expended

This spell is exclusively available to clerics of Ehlonna. While the spell is in effect, the creature touched is nearly undetectable in natural surroundings. Sound, sight, and scent are all masked. If the subject is moving, any Wisdom (Perception) checks made against him are at disadvantage. If the subject is standing still, only magical detection will prove efficacious beyond 30'. The spell ends when the duration is reached or if the subject makes an attack.

STONE TELL

6th level divination

Casting time: 1 turn

Range: Touch

Components: V, S, M (a drop of mercury and bit of clay)

Duration: 10 minutes

This spell allows the caster to briefly animate up to one cubic yard of stones or rocks, which will then tell him what has touched them, what lies beneath or behind them, etc. They will relay complete and accurate descriptions, although they will not be able to interpret what those descriptions might mean (i.e., an answer might be "a humanoid as tall as you are with pointed ears" rather than "an elf").

SUNBURST

4th level evocation

Casting time: 1 action

Range: 90 feet

Components: V, M (crystal bead)

Duration: 1 turn

This spell creates an intense flash of light for just an instant, but that is long enough for it to have its desired effect. All undead within the spell's range will take 24 (6d8) hit points of radiance damage. All other creatures except the caster must make a Constitution save or be blinded for 2d6 rounds. Any magical darkness in the spell's area of effect will be dispelled, as long as it was cast by someone of a lower level than the caster of the sunburst spell.

TEMPORAL DISJUNCTION

4th level transmutation

Casting Time: 1 action

Range: 180 feet

Components: V, S

Duration: 1d10+5 days

This spell is normally unique to clerics of Lendore, but could be found on magic scrolls. It allows you to completely remove a creature's sense of time. Once the spell is cast, the target is entitled to an Intelligence saving throw. Failure means it has lost all sense of time, will be perpetually late, fail to make

rendezvous and appointments, and so forth. Once affected by the spell, the victim will always lose initiative, and will always be surprised if attacked from behind or by a concealed enemy. If cast on a creature for whom coordination and timing are essential – for instance, the commander of a detachment of troops, or a guard on patrol – it could be catastrophic.

TEMPORAL WALL

5th level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (spiderweb)

Duration: 20 minutes

This spell is unique to clerics of Lendore, but could be found on spell scrolls. It creates a barrier up to 900 square feet in size that consists entirely of temporal energy. Viewed from either side, the wall presents a distorted image of the other side, showing time alternating faster and slower. Any creature crossing the barrier must make two Wisdom saving throws or be affected by two *slow* spells with a cumulative effect. They must also make an Intelligence saving throw or be affected as if a *temporal disjunction* spell had been cast upon them (see above). A dispel magic spell will not be effective against the *temporal wall*, but spells such as *passwall* and *teleportation circle* will bypass it.

TIMEJUMP

4th level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M

Duration: Instantaneous

This spell is unique to clerics of Lendore, but could be found as a scroll. It essentially removes a single creature from all reality for ten minutes, at the end of which time it will return to the exact position it started, with no sense of time having passed at all. If the space it started in is occupied, it will be displaced slightly. When the spell is cast, both you and the target must make Wisdom checks; the target is penalized by 1 for every point by which you

succeed, to a maximum of 4. If you fail or the target succeeds, you are the one propelled forward in time.

TREE

3rd level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (twig)

Duration: 2 hours

This spell is unique to clerics of Phyton, but could be found on a magic scroll. This spell allows you to take on the form of a living tree or shrub, or a dead tree trunk, for the duration. All of your clothing and possessions are transformed with you. While so transformed you are aware of that is going on around you, and are able to see and hear as if you were your normal self. You may cancel the spell at any time, instantly returning to your normal state.

TURNBANE

3rd level abjuration

Casting Time: 1 action

Range: 30 feet

Components: M

Duration: 5 rounds or 15 rounds; see below

This spell is unique to clerics of Iuz, but could be found on a magic scroll. It allows you to provide protection against attempts to turn undead, to those undead creatures under your command. The spell can be cast in two ways.

The first option will last for 5 rounds. Any undead skeletons and zombies controlled by you cannot be turned or controlled (by anyone but you) as long as they remain in range. The second option will last for 15 rounds. Any undead skeletons and zombies controlled by you will have advantage on their saving throws against being turned or controlled, as long as they remain in range.

If the undead are turned while out of range of the spell, turnbane will have no effect on them even if they come back into range. The spell can be cancelled by a *dispel magic*, *dispel evil and good*, or *holy word* spell.

UNHOLY WORD

7th level conjuration

Casting Time: 1 action

Range: 0

Components: V

Duration: See below

This powerful spell invokes the power of a deity to create an enormous thunderclap of power, in a 30' radius from the caster. This wave of unholy energy is sufficient to instantly hurl good creatures from other planes back to their planes of origin; only the most powerful of such creatures such as deities will be immune to this effect. Other types of creatures will suffer effects depending on their challenge rating value (if a PC or NPC is affected, use their experience level rather than CR rating):

CR Level	Condition
3 or less	Dead
4-7	Paralyzed 10-40 minutes
8-11	Stunned 1-4 minutes
12 or more	Deafened 1-4 minutes

All creatures in the area of effect will suffer these effects, and no saving throw is allowed, unless the creature is resistant to radiant damage, in which case they get a wisdom saving throw.

VENOMED CLAWS

5th level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (snake fang or venom sac of a spider)

Duration: 9 rounds

This spell is unique to clerics of Iuz, but could be found on magic scrolls. It allows you to transform yourself and up to 3 other creatures in range, so that your fingers sport venomous claws (it will work on any hand-like appendage a creature might have). A successful unarmed strike will then inflict 10 (5d4) hit points of poison damage; a successful Dexterity saving throw will cut damage done in half.

VICISSITUDE

2nd level conjuration

Casting Time: 1 action

Range: Special

Components: S, M

Duration: Special

This spell is unique to clerics of Ralishaz, but could be found on a magic scroll. It allows you to bend the laws of probability and fate to your advantage. When the spell is cast, you get a 2 bonus to any saving throw. A natural 1 will still always fail, but if a natural 20 is rolled, catastrophe strikes and you will receive maximum damage from whatever it is you are rolling to save against. There is always a 5% chance that the spell will backfire and you will get a -2 penalty on the saving throw in question.

VIGILANCE

2nd level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 30 minutes

This spell is normally unique to clerics of Heironeous, but may be found on magic scrolls. It allows you or someone you touch to see up to 35 feet in otherwise obscured conditions; darkness, fog, murky water, etc. It can also be used to see through magical darkness, fog, etc., but every minute of doing so counts as 10 minutes when calculating the spell's duration.

WALL OF IRON

5th level evocation

Casting Time: 1 action (or 5 minutes – see below)

Range: 50 feet

Components: V, S, M (small sheet of iron)

Duration: Permanent

This spell allows you to create a permanent wall of solid iron, 2 inches thick and up to 125 square feet in size. The *wall* will vary its shape to fill any gap, as long as it does not exceed its maximum size; such walls are often used to seal corridors and caves, for instance. It can also be used as a bridge, again as

long as the overall size constraints are maintained. The *wall* can be as skinny and long, or square, as desired, again as long as the total area does not exceed the maximum. If you maintain concentration for 5 minutes, you can make the wall half as thick and twice as large in area, if desired. The wall is permanent unless a *dispel magic* spell is cast upon it, but is only normal iron and subject to rust, very high temperatures, physical damage, etc.

If the wall is unsupported, it will topple over, crushing those beneath it (inflicting 10d6 points of bludgeoning damage on any unfortunate enough to be beneath it when it falls when in a square configuration; other configurations may inflict less damage, at the DM's discretion); choose the direction of the fall randomly, 50% chance of falling in either direction.

At higher levels. For every spell slot used above 5th to cast the spell, the *wall* will be an additional ½ inch thick, and up to 25 additional square feet in size. The range also increases by 10 feet.

WALL OF TENTACLES

5th level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 30 minutes

This spell is unique to clerics of the Elder Elemental God, and allows you to create a wall, some 20 feet in length, which at first appears to be solid stone of brownish-purple hue. The wall has 200 hit points, and has immunity to non-magical weapon damage. It can only be harmed by the spells *dispel magic* (inflicts 50 points of damage) or *disintegrate* (does 100 points). Those who worship the Elder Elemental God can pass through the wall without incident, as can anyone if a *symbol* (insanity) spell is cast upon it.

If the wall is attacked in any way, it will erupt with ten tentacles, which attack thusly:

Tentacle. Melee Weapon Attack: +8 to hit, reach 20 ft., one target each (up to 4 per target). Hit: 6 (1d10) bludgeoning damage.

If attacked, the wall will also emit a loud hissing noise, which can be heard up to 60 feet on either side of the wall. If brought to under 100 hit points, or if attacked with a spell, it will generate a *darkness* spell on the side facing where the damage first came from, some 15 feet from its center.

WALL OF WATER

5th level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Concentration, up to 1 minute

This spell is unique to clerics of Xerbo, but could be found on magic scrolls. This allows you to create a steady wall of water, either a straight wall up to 60 feet long by 20 feet high by 1 foot thick, or a ring up to 20 feet in diameter, 20 feet high, and 1 foot thick. The water contained therein is in constant violent churning motion, like a perpetually breaking wave. Entering the wall of water requires an extra 10 feet of movement. Any creature that does so much make a DC 17 Strength saving throw or be tossed about by the churning water and unable to leave. Drowning thus becomes a distinct possibility.

Any creature that is resistant to fire damage will take 3d8 bludgeoning damage in addition to the risk of drowning. Any creature that is immune to fire damage will take 6d8 bludgeoning damage.

Note: This spell is included in *Xanathar's Guide to Everything*, and is included here only for those DMs who do not have access to that publication.

WARP WOOD

3rd level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Permanent

This spell is unique to clerics of Phyton, but could be found on scrolls. You can cause wood to bend, warp, and shift, becoming useless. A volume of wood 5 feet long and 1 inch in thickness can be affected, such as a spear, arrows, an axe handle, etc. Planks and boards can also be affected, such as the hull of a ship, a door, chest, etc. A weapon thus affected is useless, and will break on impact.

At higher levels. For every spell slot level above 3rd used to cast this spell, an additional 3 feet of wood can be affected.

WRAITHFORM

3rd level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (bit of gauze, wisp of smoke)

Duration: 10 rounds

This spell is unique to clerics of Kurell, but could be found on scrolls. It allows you and all you are wearing and bearing to become incorporeal, like a wraith. For the duration of the spell, the following apply to you:

- Resistance to acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
- Immune to necrotic and poison damage
- Immune to the conditions exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

In addition, you can use *incorporeal movement*, and are able to pass through solid objects and living beings as if they were difficult terrain. If you end your turn, or if the spell wears off while you are inside an object or creature, you will take 5 (1d10) hit points of force damage.

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