

PLAYER'S GUIDE TO GREYHAWK 576

CAMPAIGN SUPPLEMENT

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**Everything a player needs to create intrepid characters suitable for exploring the
World of Greyhawk Fantasy Setting**

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INTRODUCTION

If the World of Greyhawk Fantasy Setting could be summed up in a single word, that word would be “balance.” The pendulum may swing so that evil seems to be on the verge of final triumph, and then back the other way so that the shining forces of law and good will rule forever, but, invariably, the pendulum swings the other way.

Indeed, there are powerful forces at work within the Flanaess and beyond that actively move the pendulum, and who strive to make sure that when it does swing, it doesn’t swing too far in either direction. The Archmage Mordenkainen and the Circle of Eight, as well as the higher echelons of the druidical hierarchies, are actively engaged in the pursuit of Balance, and will often work behind the scenes to scuttle the ascendance of either Good or Evil.

The Flanaess, a continent on the world of Oerth, which is the self-defined “major center of the world” and “the center of enlightened humanity,” has gone through many such swings of the pendulum. As of the Common Year 576, it is a land very much on the edge. In the central Flanaess, the evil demigod-king Iuz rules from his demon-haunted capital Dorakaa, and the devil-worshipping Horned Society lies on his southern flank, while the fractious Bandit Kingdoms lie to their east. Opposing these are the good lands of Furyondy and Veluna in the west, and Urnst and Nyronnd in the east.

In the eastern portion of the Flanaess, the Great Kingdom groans under the tyrannical (and, many say, both insane and demon-possessed) Overking, who sends forth his vassals in brutal and ultimately fruitless campaigns to retake those lands which have broken away over the years. Nyronnd and Almor in the north, and the alliance of smaller states known as the Iron League in the south; all stand as defiant bastions of good against the evil of the Great Kingdom.

In the southwestern Flanaess, in what is known as the Sheldomar Valley, all appears peaceful on the surface, but there are troubling stirrings of evil things in the Crystalmist Mountains and Hellfurnaces, the piratical Sea Princes rule to the south, and the humanoid tribes of the Pomarj are more and more aggressive and organized to the northeast.

And everywhere skulk the monks of the Scarlet Brotherhood, a mysterious order whose very existence went unsuspected until a few years ago, but whose members are now found in more and more royal courts as advisors and counselors.

All can sense that the pendulum is about to swing again, but in which direction?

Geographical Nomenclature

Greyhawk is the name of one of the major cities in the campaign setting, often but not exclusively used as the center for campaigns; it is not the name of the world as a whole.

Oerth is the name of the planet on which the City of Greyhawk can be found. There are four continents.

Oerik is the name of the continent on which the City of Greyhawk can be found. It is home to various cultures, including ones similar to Europe, China, Japan, India, Egypt, and more.

The Flanaess is the easternmost portion of Oerik. It can be thought of as analogous to Europe’s position on the Eurasian continent (although on the opposite end, geographically speaking). Almost all of the published material regarding the setting to date has been set somewhere in the Flanaess. The Flanaess is considered the “enlightened center” of culture on Oerth, especially by those who dwell in the Flanaess.

LANDS OF THE FLANAESS

The following represent common knowledge about the various lands of the Flanaess. Of course, characters will know much more about their homeland, and the surrounding territories, than these brief snippets; it is up to the Dungeon Master to provide players with an appropriate level of more in-depth information, as he deems fit.

ALMOR: A good-aligned clerical state allied with Nyrond against the Great Kingdom. The state religion is the worship of Heironeous. Almorians are generally a peaceful, friendly folk.

BANDIT KINGDOMS: A collection of petty states, constantly at war with each other, that raid the lands around them. They tend to live up to their name, and people hailing from here are generally shifty types.

BISSEL: A military state that acts as a bulwark against the Baklunish to the west. Bisselites are disciplined, good fighters. Famed for its Border Companies which watch constantly for enemies.

BLACKMOOR: A mysterious land. Few people have even heard of it, and fewer still know anything about it. It is a land of weirdos and witches.

BONE MARCH: Formerly a northern outpost of the Great Kingdom, it was recently overrun by humanoids. All the people left alive there are either slaves or collaborators.

CELENE: A reclusive elvish realm. They keep to themselves and don't like outsiders. Their green wine, however, is said to be exquisite.

DULLSTRAND: A tiny backwater, home to exiles, pirates, and landless men. A good place to go to disappear.

EKBIR: A Baklunish state. A great rival of their neighbor, Zeif, for dominance in the Baklunish regions.

FROST BARBARIANS: One of the three Suel barbarian nations in the far north, both the southernmost and the weakest of the three, having been conquered by the Snow Barbarians. They still raid the lands to the south every year, however.

FURYONDY: A bastion of good and justice in the western Flanaess, closely allied with Veluna and the Shield Lands, and a staunch enemy of the evil lands of Iuz and the Horned Society.

GEOFF: A small and isolated land in the western Flanaess, known for the constant menace from humanoids and particularly giants coming in from the mountains to the west.

GRAN MARCH: Ruled by a military knightly order, the Gran March is highly regimented, but produces fighters of superior quality. They are a bastion against the Baklunish peoples to the west.

GREAT KINGDOM: Once the Great Kingdom of Aerdy dominated most of the Flanaess outside the Sheldomar Valley, but while it has shrunk over the centuries, it still commands a huge territory in the east. Its leaders are evil and decadent, and its people are oppressed. Nonetheless it is still incredibly powerful.

GREYHAWK, FREE CITY OF: The Gem of the Flanaess, a large trading city in the central Flanaess just south of the Lake of Unknown Depths. A rich and diverse city, filled with just about anything anyone could desire.

HARDBY: A city-state dominated by women, where men are second-class citizens.

HIGHFOLK: An isolated, peaceful realm in the shadow of the Zatil Mountains, with a large olven population.

HORNED SOCIETY: An evil land, ruled by the Heirarchs, whose realm is filled with evil men, humanoids, and devil-worshippers. They threaten all of the lands around them, except Iuz, with whom they have a tentative alliance.

ICE BARBARIANS: The northernmost nation of barbarians, who raid either their barbarian cousins or the fatter lands further south, with impunity.

IDEE: One of the members of the Iron League, this small county is under constant threat from South Province, but has a large army and string of stout castles to defend itself.

IRONGATE: A wealthy seaport and member of the Iron League, it is continually menaced by South Province, but is protected by tall walls and dwarven allies.

IUZ: An evil, despondent land ruled over by a half-demon demigod, Iuz the Old. His realm is one of pain and suffering and oppression, and he has designs on creating an empire.

KEOLAND: A large and peaceful realm in the Sheldomar Valley, it was once a haughty imperialistic power, but stepped back from the brink and is now a bastion of good.

KET: At the gateway into the Baklunish realms to the west, Ket is a sort of hybrid of cultures both East and West, but politically it can be counted in the Baklunish camp.

LENDORE ISLE: Technically part of the Spindrift Isles, this is a bustling place, with towns and ports open to trade. It was settled by Suel humans centuries ago.

LORDSHIP OF THE ISLES: Another member of the Iron League, these islands are great rivals of the Sea Barons, and compete with them for trade and booty on the high seas.

MEDEGIA: An evil clerical state and a vassal of the Great Kingdom, Medegia's population is ground down by both the priesthood of Hextor and the nobility of the land.

NORTH PROVINCE: Another vassal state of the Great Kingdom, North Province is very strong and quasi-independent. The Herzog is continually occupied with dealing with the northern barbarians who raid its coasts and humanoid tribes who threaten its borders.

NYROND: Located in the eastern Flanaess, this kingdom is a powerful force for good and law, and serves as a counterweight to the ambitions and power of the Great Kingdom.

ONNWAL: A member of the Iron League, this free state boasts a large navy, which it uses to protect itself from regular raids by South Province. Its marines are noted as excellent soldiers.

PAYNIMS: A group of nomadic Baklunish tribes in the west, with reputations as fierce warriors and excellent horsemen.

PERRENLAND: A quiet but rich land in the foothills of the Yatil mountains, Perrenland is noted for its mercenary companies that are loaned out across the Flanaess.

POMARJ: Previously a wealthy but loose collection of petty lords, the Pomarj was overrun by humanoids driven out of the Lortmil Mountains. It is now an oppressed and occupied land.

RATIK: A hardy barony caught between humanoids in the Bone March and barbarians in the north. Recently, Ratik has made peace overtures with the barbarians, and seeks to unite with them against the humanoid threat.

ROVERS OF THE BARRENS: Once the nomadic tribes of the dog-people were powerful and feared, but their power has been broken in battle, and they are now a shadow of their former selves. Individually they are powerful warriors, but their neighbors now infringe on their territory with impunity.

SCARLET BROTHERHOOD: A secretive order of monks and advisors that only recently made themselves known. They have agents and advisors in many of the royal courts of the Flanaess.

SEA BARONS: A far eastern naval outpost of the Great Kingdom.

SEA PRINCES: A land of former pirates who now command the strongest war fleet, and the largest merchant fleet, in the Azure Sea. Slavery still exists within their lands, and it's rumored that they haven't completely given up their piratical past.

SHIELD LANDS: Ruled over by the Knights of Holy Shielding, a military order who protect the west-central lands of the Flanaess from incursion by the Bandit Kingdoms and the Horned Society.

SNOW BARBARIANS: The most powerful of the three barbarian kingdoms in the north, the Snow Barbarians regularly harass the rich lands to the south; North Province, the Great Kingdom proper, and even the Sea Barons.

SOUTH PROVINCE / AHLISSA: Once the most powerful satrapy in the Great Kingdom, when the lands of the Iron League revolted against the Great Kingdom, all that was left was the Herzog's home fiefdom of Ahlissa. He would do anything to regain his lost territories, wealth, and reputation.

SPINDRIFT ISLES: A mysterious group of islands to the east, controlled by the olvenfolk who do not welcome visitors.

STERICH: Nestled between Keoland and the Crystalmist Mountains, this land is constantly harassed by humanoids and giants coming out of the mountains.

STONEFIST: A collection of outcasts, nomads, and barbarians clinging to the northern shore of the Flanaess. They raid their neighbors, particularly into Tenh.

SUNNDI: One of the members of the Iron League, this large county lies between South Province, Medegia, and the Great Swamp.

TENH: A prosperous, orderly Flan realm. Its proximity to both the northern nomads and the Bandit Kingdoms makes it a prime target for raids, but its armies are strong.

THEOCRACY OF THE PALE: An unforgiving theocratic state who worship Pholtus, they are threatened by the Bandit Kingdoms to the west and monsters from the mountains to the east.

TIGER NOMADS: Wild barbarians whose nomadic wanderings cover a large swath of the northern Flanaess.

TUSMIT: A Baklunish country in the northwest, they survive by playing one neighbor off the others to maintain their own independence.

ULEK, COUNTY OF: A humanoid realm dominated by gnomes and halflings, but there are a number of humans who live peacefully under their rule as well.

ULEK, DUCHY OF: An elvish realm, but one which has a number of human subjects as well. They are allied with Celene and are at peace with their former masters in Keoland.

ULEK, PRINCIPALITY OF: A dwarven realm that broke away from Keoland with the rest of the Ulek states.

ULL: A small Baklunish nation, in the west outside the Flanaess, made up of semi-nomadic tribes.

URNST, COUNTY OF: A small land on the eastern shore of the Nyr Dyv. It is a small but prosperous land that contributes to Nyrond's efforts to keep the Great Kingdom in check.

URNST, DUCHY OF: The "sister state" of the County of Urnst. This land has many demi-humans and is rich in precious metals and gems, in the hills to the south.

VALLEY OF THE MAGE: A mysterious place in the Barrier Peaks. It is rumored to be ruled by a mighty wizard, and to have wealth in untold amounts, but little is actually known.

VELUNA: A clerical state closely allied with Furyondy, and as such a bastion of good.

WILD COAST: A collection of free towns and petty lords, known for its lawlessness and chaotic nature.

WOLF NOMADS: Wild barbarians in the northern reaches of the Flanaess, their tribal totem is the wolf and can be found in various forms (standards, flags, etc.).

YEOMANRY: A free land organized semi-democratically, with warriors and other prominent citizens voting for the members of the ruling council.

ZEIF: A Baklunish country on the fringes of the Flanaess, in the West. Its traders will sometimes be found in the Flanaess, as far east as the Nyr Dyv (Lake of Unknown Depths).

RACES

DRAGONBORN

Dragonborn are native only to Dragons Island, far to the southwest of the Flanaess. They are rare enough in the Celestial Imperium, which is the closest civilized land to the island; dragonborn who have ventured as far as the Flanaess are exceedingly rare and will certainly be objects of curiosity and/or hostility, often being mistaken for cambions (half-demons).

There is a draconic ancestry that is unique to Oerth, however; the Greyhawk dragon. They differ from other sorts of dragonborn clans in the following ways:

- Their Intelligence score is increased by 2 instead of Strength. They receive the same Charisma increase of 1 as do other dragonborn.
- Dragonborn tend to be neutral and try to remain aloof in the struggles between good and evil dragonkind, although they can be of any alignment.
- Their breath weapon damage type is poison, and forms a 10 ft. cone.
- They can *polymorph* themselves once per day, with unlimited duration and without the need to concentrate.

DWARF

Dwarves as described in the Player's Handbook can be found in many regions of the Flanaess, where they are also known as *dwur*. In some cases, dwarven nobles rule over regular states rather than simply hill- or mountain-based enclaves, such as the Principality of Ulek, and either way they are regarded as fully the equal of their human or elven counterparts. Both hill dwarves and mountain dwarves can be found.

ELF

Elves can be found both in secluded communities deep within forested fastnesses as well as major states where they rule over others, including tens of thousands of humans. In the Flanaess they are often known by the Flan name, *olve*. The elven realms of Celene and the Duchy of Ulek are prominent examples of elven-led states. Elves of various sorts can be found throughout the woodlands and cities of the Flanaess.

HALF-DROW

The drow of Oerth are both fecund and degenerate, and are not above mating with human slaves (or non-slaves) from time to time. The result of such unions are universally despised by both the drow and human communities, and while they are not uncommon in drow communities, they are exceedingly rare on the surface. Half-drow do not have the magical or training benefits of full-blooded drow.

Ability Score Increase. Your Constitution score increases by 1.

Darkvision. Your darkvision has a radius of 60 feet.

Sunlight Sensitivity. You have the same weakness in sunlight as a full-blooded drow.

HALF-ELF

Half-elves are common in the Flanaess, owing to the relatively high degree of contact between the elven and human communities.

SNOW ELF

Snow elves are almost only found in the snowy Crystallist Mountains, although a few tribes have made their way into the Barrier Peaks and the Jotens. There are unconfirmed rumors of snow elf tribes in the distant Griff and Corusk Mountains as well. They are close-knit and fairly isolated from the rest of elvish society, and are known for their scorn of “lowlanders” with the exception of the Valley elves (below) whom they find tolerable and occasionally admirable. They have an abiding hatred of drow that exceeds all the others of their race. They are taller than other elves (and most humans), but rail-thin, with white hair, tanned skin, and silver eyes.

Ability Score Increase. Both your Dexterity and Constitution scores are increased by 1, but when dealing with anyone other than snow or Valley elves, your Charisma is effectively 2 less than it would normally be, owing to your condescending attitude. You may remove this penalty any time you would normally be able to increase an ability score or add a Feat. By doing so, you may not also take the increase or Feat.

Natural Trapper. While in a woodland environment, you can set snares and deadfalls. You may add your proficiency bonus to any ability checks you make to set a snare, deadfall, etc.

Friend of Cold. You get a +1 bonus on all saving throws vs. cold-based damage.

VALLEY ELF

Valley elves are found in only one place on Oerth, known as the Valley of the Mage. Their exact relationship with the Mage of the Valley is unknown, but what is known is that they are implacably loyal to the Mage, and those who venture outside of their Valley are rare indeed. They function as the main core of the army of this strange and reclusive realm, and little is known about their culture. Other elves will shun them, not considering them to be truly elvish, which they consider a fine arrangement, as they have largely eschewed elvish culture as a whole. They are taller than regular elves, some being equal to human height.

Ability Score Increase. Your Intelligence score increases by 1.

Language. You are proficient in gnomish.

Elf Weapon Training. You are proficient with longsword, shortsword, longbow, and shortbow.

WILD ELF (GRUGACH)

Wild elves, as the name implies, dwell in isolated bands, nearly feral, shunning any contact with outsiders, even those of other elvish strains. As a wild elf, you will feel great unease around strangers, and will be completely unfamiliar with civilization and its many social restrictions.

Ability Score Increase. Your Strength score increases by 2.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Fleet of Foot. Your base movement rate increases to 35 feet.

Natural Trapper. While in a woodland environment, you can set snares and deadfalls. You may add your proficiency bonus to any ability checks you make to set a snare, deadfall, etc.

Language Restriction. You do not begin the game proficient in the Common tongue; you only speak Sylvan. You may remove this restriction at any point where you would normally be allowed to increase an ability score or take a Feat. By doing so, you may not also take the increase or Feat. Note that this restriction applies to in-character game communication; out of character communication is unaffected.

GNOME

Gnomes are relatively common in the Flanaess and go by the Flan term *noniz*. Some gnomish communities, such as those found in disputed border territories, are independent enclaves, while others are fully integrated into larger realms and make up a significant portion of the population, such as the County of Ulek. Sometimes gnomish contingents will make up large portions of regular armies. However, all gnomes encountered in the Flanaess will be of the forest gnome type. Rock gnomes, as described in the Player's Handbook with their tinkering and inventive ways, are unknown in the Flanaess.

HALFLING

Halflings exist throughout the Flanaess, but are largely content to remain in their quiet agricultural communities alongside their human and demi-human compatriots. They are often referred to as *hobniz*. There are no halfling realms in the Flanaess, although they do make up a large portion of the military auxiliaries in a number of human states' armies, often functioning as scouts or slingers. There are three types of halfling found in the Flanaess; Hairfoots (labeled Lightfoots in the Player's Handbook), Tallfellows, and Stouts (as described in the Player's Handbook).

TALLFELLOW

As a tallfellow halfling, you are rumored to have a trace of elvish blood in your veins, on your great-grandmother Willow's side of the family, which is rarely talked about in polite company over Eleveses. You're taller than the average halfling, and can ride a pony without difficulty. Your kind are most often found in elvish realms and near elvish communities, for obvious reasons.

Ability Score Increase. Your Strength score increases by 1.

Languages. You can speak, read, and write elvish as well as halfling and the Common tongue.

It's as tall as I am. You have proficiency with spear.

Naturally stealthy. Just like a hairfoot halfling, you can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

HUMAN

There are four major human strains to be found in the Flanaess. The Baklunish, Flan, Oeridian, and Suel races, and their various admixtures, form the overwhelming majority of humanity in the eastern portion of Oerik. The Rhennee are concentrated in the central Flanaess around the lands of the Nyr Dyv, while the Olman peoples are rare in the extreme and hail from exotic lands far to the south.

Few lands in the modern Flanaess have pure-blooded majorities of any human racial stock. Characters hailing from one of the nations listed below may choose from any of the major strains found there; minor strains are listed solely for aesthetic reasons; someone of Oeridian stock from Nyrond, for instance, could well have the trademark platinum blond hair from some distant Suel ancestor, although he would still reckon himself as being of Oeridian stock, and gain the abilities and

languages thereof. The order of the strains listed indicates the relative strength of their representation, but for game purposes such subtleties have no impact on the choice of human sub-race by a player.

Nation	Major Strains	Minor Strains
Almor	Oeridian, Suel	n/a
Bandit Kingdoms	Oeridian, Flan, Suel	Baklunish
Barbarians, Frost, Ice, or Snow	Suel	n/a
Bissel	Oeridian, Suel, Baklunish	n/a
Blackmoor	Baklunish, Oeridian	n/a
Bone March	Oeridian, Suel	n/a
Celene	Suel	n/a
Dullstrand	Suel, Oeridian	n/a
Dyvers	Oeridian, Suel	Flan, Baklunish
Ekbir	Baklunish	n/a
Furyondy	Oeridian	n/a
Geoff	Flan	Oeridian
Gran March	Suel, Oeridian	Flan
Great Kingdom	Oeridian, Suel	n/a
Greyhawk	Oeridian, Suel	Flan, Baklunish
Highfolk	Oeridian	Suel
Idee	Oeridian, Suel	n/a
Irongate	Oeridian	Suel
Iuz	Oeridian, Baklunish	Flan
Keoland	Suel, Oeridian	Flan
Ket	Baklunish, Oeridian, Suel	n/a
Lendore Island	Suel	Oeridian
Lordship of the Isles	Suel	Oeridian
Medegia	Oeridian	n/a
Nyrond	Oeridian	Suel
Onnwal	Oeridian	n/a
Pale	Flan, Oeridian	n/a
Paynims	Baklunish	Oeridian
Perrenland	Flan	Oeridian, Suel, Baklunish
Pomarj	Oeridian, Suel	n/a
Ratik	Suel	Oeridian, Flan
Rel Astra	Oeridian	Suel
Rovers of the Barrens	Baklunish, Flan	n/a
Scarlet Brotherhood	Suel	n/a
Sea Barons	Suel	Oeridian
Sea Princes	Suel, Oeridian	Flan
Shield Lands	Oeridian	n/a
South Province / Ahlissa	Oeridian	Suel
Spindrift Isles	Suel	Oeridian
Sterich	Oeridian, Flan, Suel	n/a
Stonefist	Flan, Suel	n/a
Sunndi	Oeridian	Suel
Tenh	Flan	n/a
Tiger Nomads	Baklunish	n/a
Tusmit	Baklunish	Oeridian

Nation	Major Strains	Minor Strains
Ulek, County of	Oeridian, Flan, Suel	n/a
Ulek, Duchy of	Suel	Flan, Oeridian
Ulek, Principality of	Oeridian-Suel	n/a
Ull	Baklunish	n/a
Urnst, County	Suel, Oeridian	n/a
Urnst, Duchy	Suel	n/a
Valley of the Mage	Oeridian, Baklunish	Flan
Veluna	Oeridian	Suel, Flan
Verbobonc	Oeridian	Flan, Suel
Wild Coast	Suel	Oeridian, Flan
Wolf Nomads	Baklunish, Flan	n/a
Yeomanry	Suel, Oeridian	Flan
Zeif	Baklunish	n/a

BAKLUNISH

Baklunish folk have skin with a golden hue, and grey, green, or hazel eyes. They have dark hair and tend towards hirsuteness. Those in the north tend towards brightly colored clothing, often with patterns dazzling to the eye. They wear either robes or short pants with long coats. Those in the south favor pastel parti-colored clothing, with complex stripes, puffs, and slashes.

Ability Score Increase. Your Wisdom score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. You are proficient in Low Baklunish. If you are a cleric or come from the Paynims, you also have proficiency in Ancient Baklunish. Paynims do not normally get proficiency in Common or Low Baklunish, but the Dungeon Master may make an exception.

FLAN

Flannae are generally bronze-hued, ranging from lighter copper to near brown. They have dark eyes, but occasionally an amber-eyed Flan will be found. Hair is dark, ranging from black to dark brown, and tends to be either wavy or curly. Their dress tends to be modest and of solid and bright primary colors.

Ability Score Increase. Your Constitution score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. If you are from Tenh, you have proficiency in Flan.

OERIDIAN

Oeridians are dark-skinned, ranging from tan to olive, and have hair color from dark blond to black, but various shades of brown predominate. They can have eyes of just about any color, but grey and brown are most common. Those in the far east tend to wear plaids, with the pattern denoting their clan, while those in the west tend towards checks (although variations from the standard square pattern are most common). Clothing tends to be close-fitting.

Ability Score Increase. Your Strength score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. If you are from the Great Kingdom, Medegia, Irongate, Idee, Onnwal, Almor, South Province, or North Province, you also have proficiency in Old Oeridian. If you come from Veluna or Furyondy, you may choose to be proficient in Velondi. If you come from Keoland or one of the lands surrounding it, you are also proficient in Keolandish. If you are from Nyrond, you have proficiency in Nyrondese.

OLMAN

Representatives of the Olman people are relatively unknown in the Flanaess in CY 576, but after the Scarlet Brotherhood brought many thousands of them into the lands around the Azure Sea as troops and slaves in CY 585, they became a more common sight. Their skin is a red-brown and their hair is straight and black, and they have dark eyes. It is not unknown for Olman parents to flatten the skulls of their infants, as a high, sloping forehead is highly prized among them. Their clothing tends to simple construction, but is dazzlingly decorated with beads, feathers, and the like. Leaders will have elaborate headdresses.

Ability Score Increase. Your Strength score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. You have proficiency in Olman.

RHENNEE

The Rhennee are strangers to Oerth, or so their legends say. Inveterate wanderers, they are mostly found as bargefolk in and around the Nyr Dyv, but a branch known as the Attloi undertakes their journeys in wagons rather than on the water. They have skin of olive to tan color, much like Oeridians, and dark curly hair. They tend to be shorter than normal, and have a well-deserved reputation as thieves, con men, and rogues. Only women are ever encountered as spellcasters, and then never as clerics; if the Rhennee have any gods in which they believe, they do not rely on them for magical abilities. Their dress tends to the functional and eschews bright colors, but the quality of their leatherwork is noteworthy.

Rhennee speak their own language, Rhopan, as well as whatever other languages they may happen to speak. They use their language as a sign of recognition among the True Folk, as they call themselves.

Rhennee can be found mostly around the Nyr Dyv and its connecting rivers. Rhennee barges can be found as far upstream as Verbobonc, Molag, Stoink, Trigol, Nellix, and Hardby. Attloi wagon caravans can be found in roughly the same region, although they obviously don't need to remain close to the water.

Ability Score Increase. Your Dexterity score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. You have proficiency in Common and Rhopan.

SUEL

The Suel people are fair-skinned to the point of near-albinism, and their hair color runs from platinum blond to red. Their eyes are some shade of blue or violet, but occasionally grey. They wear solid colors, often wearing two (or occasionally three) colors to denote their house, and tends to be of loose cut.

Ability Score Increase. Your Intelligence score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

Languages. If you are from the Scarlet Brotherhood, you also have proficiency in Ancient Suloise. If you are from the Cruskii, Fruztii, or Schnai, you also have proficiency in Fruz. If you are from Lendore Isle, you have proficiency in Lendorian.

TIEFLING

Tieflings are very rare in the Flanaess, and any tieflings found in a Greyhawk campaign will be regarded by nearly everyone they encounter as cambions (half-demons) at best, or some other sort of creature from the lower planes. They will suffer even more prejudice because of their appearance in most civilized places, with the possible exception of lands such as Iuz and the Great Kingdom, where cambions are relatively common. In such an environment, a tiefling might be less of a novelty, but would still find life difficult at best; certainly more difficult than they would in a world where they were at least native. In campaigns set after CY586, when the Flight of the Fiends caused most of the demons and other creatures from the lower planes to flee the material plane, tieflings will still be confused for demons or semi-demons, but will stand out all the more because of it, and face more suspicion and hostility.

LANGUAGES

The following languages should be added to the lists of standard and exotic languages listed in the Player's Handbook. Generally speaking,

STANDARD LANGUAGES

Language	Typical Speakers	Script
Baklunish	Humans (Baklunish)	Baklunish
Common	Humans, demi-humans	Oeridian
Flan	Humans (Flan)	Flan
Keolandish	Keoland	Oeridian
Old Oeridian	Humans (Oeridian)	Oeridian

Baklunish is the modern descendent of Ancient Baklunish (see below) which is spoken in those lands to the northwest of the Flanaess and on its western periphery.

Common is a new language, a combination of Ancient Baklunish and Old Oeridian with its birthplace in the Great Kingdom, used as a universal trade language. Today anyone who travels even a little must have at least a smattering of Common, and it has become ubiquitous across the Flanaess, at least as a secondary language.

Flan is still spoken by many as a primary language, particularly in areas that retain their Flannae character, such as the Duchy of Tenh. It is an ancient language which has retained many of its archaic characteristics, making direct translation into Common difficult at times.

Keolandish is a dialect of Old Oeridian, spoken widely throughout the Sheldomar Valley. It is a dialect of Old High Oeridian with admixtures.

Old Oeridian is still a living language, especially in areas of thick Oeridian settlement and is relatively young and uncorrupted by other languages. Thus, it is difficult to translate directly into anything except Common. Several other distinct dialects are also still in use (see below).

EXOTIC LANGUAGES

Language	Typical Speakers	Script
Ancient Baklunish	Paynims	Baklunish
Ferral	Iron League	Oeridian
Fruz/The Cold Tongue	Schnai, Fruztii, Cruzkii	Suel
Lendorian	Lendore Isle	Suel
Nyrodese	Nyrod	Oeridian
Rhopan	Rhennee	Rhennee
Suloise	Scarlet Brotherhood	Suel
Velondi	Furyondy-Velua	Oeridian

Ancient Baklunish is a predecessor of Baklunish and the Common tongue. It is still spoken among the Paynims. Even speakers of modern Baklunish find it nearly incomprehensible.

Ferral was a tribal dialect of Oeridian, now extinct except as a code language now used by leaders and operatives of the Iron League, to keep their communications secret and act as a sign of recognition. It is not a living language in the true sense, and the DM is encouraged to disallow player characters learning it without a compelling reason.

Fruz, also known as the Cold Tongue, is spoken by the northern barbarians who inhabit the Thillronian Peninsula. It is a mixture of Suloise and Flan, and bears little resemblance to any other language, including Common.

Lendorian is an ancient dialect of Suloise spoken only on Lendore Island. Most speakers also speak Common, but choose to speak Lendorian when among themselves. It is only partially intelligible to speakers of Suloise, and not at all to Fruz speakers.

Nyrondese is a dialect of Common, emphasizing its Oeridian roots, which is still spoken by common folk in Nyrond. It is different enough from Common to qualify as a unique language, and those who would appear learned will learn Common as well.

Rhopan is a language spoken only by the Rhennee river-folk and their wagon-dwelling cousins. It bears no resemblance to any other language spoken in the Flanaess. It will not be taught to non-Rhennee unless there are very special circumstances involved.

Suloise is a language that is all but extinct, having died out when the Suloise Imperium was destroyed by the Rain of Colorless Fire. Some scholars still learn it for research purposes, and it is rumored that the Scarlet Brotherhood maintains it as a living language.

Velondi is a tribal dialect of Oeridian, spoken as a primary language by rural folk and peasants along the border between Veluna and Furyondy. It is incomprehensible to speakers of Common.

CLASSES

All of the character classes listed in the Player's Handbook are available to player characters in a Greyhawk campaign. Greyhawk characters have additional options, however, as detailed below.

BARBARIAN

Barbarians hail from either the extreme north or the extreme south of the Flanaess, and come in three general types. Those in the north hail from one of the four groups of horseback-traveling nomads – the Tiger Nomads, Wolf Nomads, Rovers of the Barrens, and Hold of Stonefist. Those in the northeast of the Flanaess – the Fruztii, Schnai, and Cruskii – are more settled and are excellent seafarers. Those from the steamy jungles of the south are more primitive than their northern counterparts, but no less savage. Many will be of Olman, Suel, or mixed heritage.

In addition to the primal paths listed in the Player's Handbook, barbarian characters in the World of Greyhawk have access to the following additional path.

PATH OF VATUN

The Path of Vatun is available only to those barbarians who hail from the Thillronian Peninsula; the lands of the Schnai, Fruztii, and Cruzkii. They are dedicated to the Great God of the North, Vatun, god of cold, winter, and arctic beasts. Those barbarians following the Path of Vatun in Stonefist would have originally come from one of the barbarian lands to the east. Those who follow the Path of Vatun are inured to cold and the hardships associated with it.

RUNE OF FROST

Starting when you choose this path at 3rd level, you are resistant to cold when you rage. In addition to the normal resistance to weapons, you also have resistance to all cold-based attacks. In addition, you can spend time in frigid water without penalty.

RUNE OF SNOW

Starting at 6th level, you radiate freezing cold in a 5' radius while raging. Any creature in this sphere (friend or foe) will take 2 points of cold damage at the start of your turn.

RUNE OF ICE

Beginning at 10th level, you can freeze enemies with your icy gaze as your action. To do so, select one creature within 30' who is in line of sight. If the creature can see you, it must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or be paralyzed. If you can keep your gaze fixed on the creature, you can extend the effect until the end of your next turn. The effect ends if you end your turn out of line of sight, or more than 60' from you. If the creature is successful in its saving throw, you cannot use this feature on it for 24 hours.

RUNE OF SLEET

Beginning at 14th level, you can cast the *sleet storm* spell once per day.

PATH OF THE TOTEM WARRIOR

Those barbarians who choose the Path of the Totem Warrior (as described in the Player's Handbook) are constrained in their choice of animal by their homeland. In addition, four new animal totems are available, and are marked with an asterisk in the table (specifics regarding the new totem animals are given below).

Totem Animal	Tiger Nomads	Wolf Nomads	Rovers of the Barrens	Hold of Stonefist / Stonehold	Ice, Frost, or Snow Barbarians	Hepmonaland or Amedio Jungle
Crocodile*						X
Bear				X	X	
Dog*			X	X		
Eagle				X	X	X
Horse*			X	X		
Jaguar*						X
Tiger*	X					
Wolf		X		X	X	

TOTEM SPIRIT (3RD LEVEL)

Crocodile. While raging, you have resistance to all physical damage except psychic damage. The spirit of the crocodile ensures that your hide shrugs off physical harm like the scaly hide of a crocodile.

Dog. While raging, your base speed is increased by 10'. The spirit of the dog allows you to run with the pack and pursue prey.

Horse. While raging, your base speed is increased by 10'. The spirit of the horse gives you speed and stamina.

Jaguar. While raging, you can make either a standing long jump or standing high jump that covers full distance, rather than half, and if your jump requires a DC check, you have advantage. The spirit of the jaguar allows you to leap into the midst of your prey.

Tiger. While raging, your strength is temporarily increased by 1 (maximum 20). You have the strength of the spirit of the tiger.

ASPECT OF THE BEAST (6TH LEVEL)

Crocodile. You gain the patience of a crocodile. You can remain stock-still for hours on end, gaining advantage on any Dexterity (Stealth) checks while so doing, and gaining advantage on your initiative check when attacking a surprised foe after being so concealed.

Dog. You have the ferocity of a war dog. You can make an attack as a bonus action on any turn when you have moved, as long as you have not already attacked in that turn.

Horse. You have the speed and endurance of a stallion. For up to an hour at a time, you can sprint like a galloping horse, covering twice the normal distance in that time. Once you have sprinted for an hour, you cannot sprint again until 8 hours have elapsed. Note that this is not the same as moving at double speed in melee; this ability can only be used for long stretches of even-paced movement across country.

Jaguar. You have the stealth of a jaguar. You gain advantage on all Dexterity (Stealth) checks, and can use stealth while traveling at normal pace.

Tiger. You have the stealthy hunting instincts of a tiger. you have darkvision with a 30' range and advantage on all Dexterity (Stealth) checks.

SPIRIT WALKER (10TH LEVEL)

This functions as described in the Player's Handbook.

TOTEMIC ATTUNEMENT (14TH LEVEL)

Crocodile. While you're raging, you automatically have advantage on all grappling attacks. You may also grapple a creature up to two sizes larger than you, and may move a grappled creature at normal speed.

Dog. While you're raging, you are entitled to make a bonus attack against any creature you have attacked that turn. This bonus attack can only be a shove, however. You have advantage for this attack.

Horse. While you're raging, you automatically get advantage on any attack where you are able to move at least 10' prior to attacking. You also get an extra dash action every turn.

Jaguar. While you're raging, you get an additional attack each turn, as long as it is with a slashing or piercing weapon.

Tiger. While you're raging, you may let loose a snarling growl of challenge that will cause all enemies within 15' to be frightened (as per the condition) if they fail to make a saving throw vs. Wisdom. If you cannot be heard, the growl has no effect. You need a short rest before you can growl again, and the effect lasts for 10 minutes.

BARD

Bard characters in the World of Greyhawk may choose from the following college, in addition to the choices listed in the Player's Handbook.

COLLEGE OF BALANCE

Bards in the College of Balance are closely aligned with the Old Faith of Druidry, and are talented performers who are interested in seeing that no side in the cosmic struggle for dominance – law and chaos, good and evil – ever completely dominates the others. Their tales spoken in glades in deep woods, or songs sung in smoky urban taverns, emphasize the eternal nature of struggle, the cyclical nature of history, and how even the most seemingly-invincible foe can be overcome, only to start the cycle anew.

While they may not be always formally recognized as agents of the Cabal (see "factions"), bards of the College of Balance are most certainly informally aligned with the same goals; to prevent the dominance of any extreme alignment over the Flanaess, and ensure that Balance is ultimately restored should any alignment come to ascendance.

Members of the College of Balance seldom gather in formal settings, preferring to spread news between one another as they wander around the Flanaess, and will also use druid networks of followers, priests, and agents to spread and learn information.

SONGS OF NATURE

Once you join the College of Balance at 3rd level, you may choose from either the Bard or Druid spell lists when selecting new spells to learn, including the additional cantrip you learn at 10th level. You still use the bard tables to determine cantrips and spells known, and spell slots.

BONHOMIE

Also at 3rd level, you can project a naturally affable and likeable manner that can have an influence those around you. You automatically have advantage on the first social interaction check you make with any new creature. You only get this advantage once per individual creature, and only on the first social interaction check you make with them.

MUSICAL KNOWLEDGE

Starting at 6th level, you can use your superior knowledge of music and sound in several different ways. When using any magical item that relies on sound (the *horn of Valhalla*, for instance), you can bring forth the maximum possible effect, and those which recharge at dawn always gain the maximum number of charges when in your possession. When using your *bardic inspiration* ability, the target creature will have resistance to thunder attacks and sound-based magical effects such as the *luring song* of a harpy, in addition to the other benefits of bardic inspiration.

CHARMING PERSONALITY

Starting at 14th level, you do not need to prepare the spell *charm person*. You can always cast it as long as you have an available spell slot, and the target creature always has disadvantage when making its saving throw. It will still have advantage if you or your companions are fighting it.

CLERIC

There are a wide variety of deities and religions in the Flanaess and its environs. Like much of the history and culture of the Flanaess, its religious makeup has been shaped by the wanderings of the various peoples over its face, particularly after the Invoked Devastation and Rain of Colorless Fire a millennium ago. Many of the deities worshiped in the Flanaess are common, which is to say their worshipers are found in Oeridian, Suel and Flan communities. Others are limited to a single pantheon, and their worship is naturally limited to areas that are populated by the descendants of their original worshipers.

While the deities of the Flanaess are detailed in another section of this book, the domains available to clerics of those deities are detailed below.

DIVINE DOMAINS

Certain of the gods of Greyhawk can grant their clerics access to a new Divine Domain, as detailed below.

ANIMAL

Many of the gods associated with nature – Obad-Hail, Ehlonna, Llerg, Phyton, etc. – take an express interest in the beasts of field and forest. Some place great value on leaving such animals undisturbed, so that the processes of nature can proceed unmolested. Others see virtue in achieving a harmonious balance between men and animals, one that includes husbandry and hunting. Still other deities value animals on their own terms, rather than in the broader context of nature. Such deities can grant their followers access to the Animal domain.

Animal Domain Spells

Cleric Level	Spells
1st	<i>animal friendship, speak with animals</i>
3rd	<i>animal messenger, beast sense</i>
5th	<i>conjure animals, phantom steed</i>
7th	<i>dominate beast, giant insect</i>
9th	<i>antilife shell, insect plague</i>

Bonus Proficiency

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

Animal Sense

Starting at 1st level, you can sense when animals are within 30' of you by concentrating. You will know the direction and type of the animal, but not distance or its state of mind. This does not apply to magical creatures or monsters, only to "ordinary" animals such as wolves, snakes, birds, etc.

Channel Divinity: Animal Ferocity

Starting at 2nd level, you can use your Channel Divinity to imbue yourself with the ferocity of a wild animal. When you make an unarmed attack roll, you can use your Channel Divinity to add an additional 1d10 points of pummeling damage if you hit. You must decide to use this feature before you roll to hit.

Channel Divinity: Speed of the Cheetah

At 6th level, you can use your Channel Divinity ability to move at double your normal speed until the end of your next turn.

Divine Strike

Starting at 8th level, you gain the ability to imbue your weapons with animal-like strength when they hit. You do an additional 1d8 points of bludgeoning, piercing, or slashing damage, as appropriate for your weapon. This can also be applied to unarmed combat damage.

Animal Friend

At 17th level, non-magical animals will not harm you unless they are under some sort of magical control. This does not apply to monsters or magical creatures, such as trolls or chimeras, nor does it apply to animals with an intelligence of 6 or higher.

DRUID

The druidical religion is known as the Old Faith. In most places, the followers of the Old Faith and those of the various clerical religions get along at least moderately peacefully, and it is not unknown for certain deities to have priests in both the druid and cleric classes. The druidic hierarchy is strongly maintained in the Flanaess, with each major woodland having its own Great Druid, and a Grand Druid governing over all.

DRUID CIRCLES

Because Oerth has two moons (Luna and Celene), the “Circle of the Moon” as described in the Player’s Handbook is referred to as “The Circle of Luna” in the Flanaess, and there is a separate Circle of Celene, as described below.

CIRCLE OF CELENE

The Circle of Celene is made up of those druids who see the harmony of all living things, and who seek the balance of wild and civilized, animal and vegetable, dark and light. They see the great cities of the Flanaess as no more “unnatural” than a beehive or a beaver dam, although they will take steps to make sure that one does not completely overwhelm the other. They are at home either in the deep woods or village greens; barren, isolated hillsides or the small groves that are often maintained within the walls of larger cities.

Druids belonging to the Circle of Celene see intrusions from the outer planes as inherently unnatural (elementals and creatures from the inner planes are acceptable, however). Whether the intruders are good-natured angels or ravening demons, the Circle of Celene will act to send such beings back to their home planes. This aversion does not extend to elementals, as they are composed of the same sort of matter that ultimately makes up the material world.

Much as blue Celene has a much longer periodic cycle than its counterpart, Luna, so too does the Circle of Celene take a longer-term view of the world, and are generally seen as being more solid and stable than their wild and mercurial fellows. Despite these differences, however, members of both Circles will generally get along, seeing each other as different sides of the same acorn.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Network of the Old Faith

Starting at 2nd level, you begin to have greater access to the widespread but thinly populated network of druid communities across the Flanaess. This allows you to send and receive messages relatively quickly, gain access to news and rumors from afar, and seek advice from higher-level druids and the druidical leadership as needed. Druids of the Circle of Celene are particularly attuned to the larger druidical community, as they are more inclined to cross boundaries between circles, communities, and regions. This is especially useful in learning about incursions into the material plane by creatures from the outer planes.

Circle Spells

At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected with combatting extra-planar beings. Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day, although you still need to expend a spell slot to cast it. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Circle Spells
3rd	<i>detect evil and good, protection from evil and good</i>
5th	<i>dispel magic, protection from energy</i>
7th	<i>banishment, conjure minor elementals</i>
9th	<i>banishing smite, dispel good and evil</i>

Natural Grounding

Starting at 6th level, you are so attuned to the vibrations of the material plane that you can use them to ward attacks of extra-planar origin. You have resistance to all magical, physical, and mental attacks made by creatures native to the outer planes (fiends, celestials, elementals, etc.), with the exception of singular powerful creatures such as archdevils and demon princes. This power is only available while you are in the material plane yourself; if you are on another plane, including demi-planes, it will not function.

Shield of Nature

Once you have reached 10th level, you can use an action to summon a sphere of magical protection against extra-planar creatures. The sphere will extend in a 1' radius from your person per experience level. No missile attacks from non-singular fiends, elementals, or celestials can penetrate the sphere, and any ranged magical attacks that must penetrate the shield have disadvantage, if applicable. Any such creature within the sphere automatically has disadvantage when in melee, but magical attacks are unaffected.

Force of Nature

Starting at 14th level, extra-planar creatures sense your connection to the natural world and are hesitant to attack you. When a non-singular fiend, elemental, or celestial attacks you, that creature must make a Wisdom saving throw against your Druid spell save DC. On a failed save, the creature must either choose another target or the attack fails. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect prior to making its attack.

CIRCLE OF THE SUN

The Circle of the Sun is made up of those druids who honor the sun, and tend to be more integrated with human and demi-human communities than other druids might be. Although they are still greatly concerned with nature, they focus on the role of intelligent creatures within nature, attempting to gently guide people into a harmonious co-existence with nature, rather than either the extremes of absolute reverence or exploitation of nature.

Bonus Cantrip

When you choose this circle at 2nd level, you learn the *light* cantrip.

Persuasive Mien

Starting at 2nd level, you have a way of dealing with people that puts them at ease. You may add your proficiency bonus to all Charisma (Persuasion) checks.

Circle Spells

At 3rd, 5th, 7th, and 9th level, you gain access to circle spells focused on influencing people and protecting them from harm. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day, although you still need to expend a spell slot to cast it. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Circle Spells
3rd	<i>charm person, protection from evil and good</i>

5th	<i>calm emotions, suggestion</i>
7th	<i>daylight, mass healing word</i>
9th	<i>dominate beast, hallucinatory terrain</i>

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.

Sunspear

When you reach 10th level, you can generate a magical spear formed of sunlight. Doing so requires an action, and can be done once per long rest. You can only have one spear at a time, and it will last for up to one hour, or until it is used. You can hurl the sunspear up to 100 feet at an enemy, who must be in sight. The sunspear will find its target unerringly, and do 9 (3d6) hit points of radiant damage plus 9 (3d6) hit points of piercing damage.

Healing Touch

When you reach 14th level, you can take an action to touch one individual, healing them of all injury, wounds up to 90 hit points, and non-magical disease. Insanity will also be thus cured. You can do this once per week, and must take a long rest before you can cast any other spells.

FIGHTER

It is no exaggeration to say that the Flanaess is constantly at war. Border skirmishes between Iuz and his neighbors to the south; raids by the Bandit Kingdoms into neighboring Tenh, the Pale, or Urnst; incursions by humanoid tribes attempting to overrun civilized lands (and sometimes succeeding!); maneuvers and battles by full-scale armies as the Great Kingdom and the Iron League; the Flanaess produces many fighters, and some of those veterans become adventurers.

MARTIAL ARCHETYPES

The following additional martial archetypes are available to fighter characters in the Flanaess.

BRIGAND

Brigands are among the most common types of fighter one is likely to encounter in the Flanaess. Outlaws, living on the margins of society, they operate either singly or in loose gangs, robbing travelers and occasionally undertaking more organized and profitable raids on weakly-defended settlements. They are a constant nuisance, and authorities are constantly having to fight against their depravations.

Roguish Ways

When you choose this archetype at 3rd level, you can perform a sneak attack as if you were a rogue. You also will have learned Thieves' Cant by this time.

Ropework

At 7th level, you gain proficiency with any task involving tying or untying knots. You can also fashion and use a lasso out of any length of rope 20' long or longer. On a successful hit, no damage is done, but the target ends the turn in a grappled state. The state can be removed by cutting the lasso with a blade (the grappled target has disadvantage when doing so, and must already have had the weapon in hand to be able to do so). If more than one lasso has struck the same target, all must be cut individually, at a rate of one per turn. The range of the lasso is the length of the rope minus 15'.

Hiding

At 10th level, you can hide in plain sight as if you were a ranger. In addition, you may add your proficiency bonus when attempting to hide normally.

Intimidating Presence

At 15th level, you have advantage when making Charisma (Intimidation) skill checks, and those under your command get a +2 bonus on all morale checks.

Seasoned warrior

At 18th level, you get one extra action which can only be used to make a melee or missile attack.

CHEVALIER

Chevaliers are the quintessential “knights in shining armor” of the Flanaess. Dedicated to honor, prickly about the deference due to someone of their social standing, they are yet still the product of intense training that makes them among the deadliest warriors in the realm of horse born combat using heavy weapons and armor. No matter their alignment, chevaliers follow a code of chivalry that includes hospitality, honor, courtesy, bravery, and pride. As a rule, chevaliers will wear the heaviest armor available (even if such is not the most efficient, and magical bonuses are not counted), and will seek to attack the most powerful foe available to prove their bravery. Chevaliers never used ranged weapon attacks; such are considered dishonorable. Failure to observe these restrictions may result in forfeiture of half or full experience points and/or renown, at the discretion of the Dungeon Master. Those not in service to some lord, religious cause, or other figure of authority are considered “knights errant” and will have as a primary goal finding service with such a figure.

Knighthood

When you choose this archetype at 3rd level, you automatically gain advantage when using a lance, mace, or flail from horseback. You are also proficient in heavy armor, if you are not already. In addition, you can expect up to three day's hospitality (food and lodging) from any other fighter with the chevalier archetype, and other characters who would recognize such feudal hospitality obligations as appropriate. You will have a coat of arms which will be flown on a pennant on the chevalier's lance and/or held by a retainer as a battle flag. If this standard is lost, the chevalier will make every effort to recover it, or suffer a great loss of personal honor.

Retainers

At 7th level, you will attract a group of retainers like that detailed in the Variant Noble: Knight background in the Player's Handbook. If you have already chosen that background variant, your retainers will follow you into dungeon environments, once you reach this level, but will still expect to be protected and not put in the forefront of danger.

Horseman

At 10th level, you always gain advantage when attacking from horseback. In addition, you are an excellent judge of horses in general, and can always pick the horse with the highest number of hit points from a group, when evaluating them (for instance, when picking one out of a herd to buy or ride). You can ride any ordinary mount without effort, and when attempting to ride special mounts (pegasi, hippogriffs, unicorns, etc.) you have advantage. Finally, you have proficiency in animal handling, when it comes to horses and horse-like creatures.

Mastery at arms

At 15th level, you can take an additional action each round to perform a melee attack. If you are wearing heavy armor when making this attack, you get advantage automatically.

Determination

At 18th level, you are automatically immune to magical fear. In addition, you gain advantage when making saving throw vs. any sort of mind-affecting magic or other effects.

MONK

While the monks of the Scarlet Brotherhood are probably the most well-known to fans of the World of Greyhawk Fantasy Setting, it should be remembered that they are by no means the only monastic order at work in the Flanaess. Indeed, in CY 576 the monks of the Scarlet Sign had barely been noticed by the world at large, although within a decade that would most decidedly change. The monks of the Scarlet Sign have their own monastic tradition, as described below.

Most monks in the Flanaess will have their initial training in individual monasteries which are ultimately of Baklunish origin, as the devotees of the demigod Zuoken brought the practices of meditation and unarmed combat from the far west of Oerik. Such monasteries will teach any or all of the three monastic traditions described in the Player's Handbook. Player character monks who come from such monasteries need not be of the Baklunish race, as families of any race will send younger children to a nearby monastery with a good reputation, or even one with a poor reputation if there are simply too many mouths to feed.

MONASTIC TRADITIONS

WAY OF GLORY EVERLASTING

The Order of Glory Everlasting is a group of monks dedicated to the god of chivalry and justice, Heironeous. The Order is dedicated to the preservation of Oeridian culture and the general welfare of the Oeridian peoples. They are sworn foes of the Order of the Gray Hand, which serves Heironeous' hated half-brother, Hextor, and their pro-Oeridian stance sets them against the mission of the Scarlet Brotherhood, who support the cause of Suel supremacy. Those monks who follow the Way of Glory Everlasting must be of good alignment.

Servant of the Glory Everlasting

Starting when you choose this tradition at 3rd level, you can cast paladin spells, using wisdom as your spellcasting ability modifier. The number of spell slots you have depends on your level.

	—Spell Slots per Spell Level—				
Level	1st	2nd	3rd	4th	5th
3rd	2	—	—	—	—

	—Spell Slots per Spell Level—				
Level	1st	2nd	3rd	4th	5th
4th	3	—	—	—	—
5th	3	—	—	—	—
6th	4	2	—	—	—
7th	4	2	—	—	—
8th	4	3	—	—	—
9th	4	3	—	—	—
10th	4	3	2	—	—
11th	4	3	2	—	—
12th	4	3	3	—	—
13th	4	3	3	—	—
14th	4	3	3	1	—
15th	4	3	3	1	—
16th	4	3	3	2	—
17th	4	3	3	2	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

Holy ki

At 6th level, you may spend ki points in order to cast spells as if you were expending a higher level spell slot than you actually are. This cannot be used to increase the number of spell slots you have, but can be used to increase spell effects for those spells whose effects change with the level of the caster, such as *bless*. Each increase in spell level costs two ki points, with a maximum expenditure as follows:

Monk Level	Maximum Ki Points for a Spell
3-8	6
9-12	8
13-16	10
17-20	12

Divine Strike

Beginning at 11th level, when you hit a creature with an unarmed strike or monk weapon, you can expend one of your spell slots to deal radiant damage to the target. This extra damage is 2d8 for a 1st level spell slot, plus 1d8 for each spell level higher than first. This increases by 1d8 if the target is a worshiper of Hextor.

Improved Divine Strike

At 17th level, your body is infused with ki energy mixed with the holy radiance of Heironeous. You automatically do an additional 1d8 hit points of radiant damage when you hit with an unarmed strike or monk weapon. You may use this in addition to your Divine Strike ability.

WAY OF THE GRAY HAND

The Order of the Gray Hand is dedicated to the god of war, discord, and massacre, Hextor. Members of the Order are devoted to the preservation of Oeridian traditions, history, and culture, and the general well-being of the Oeridian peoples. They are bitter enemies of the Order of Glory Everlasting, and their pro-Oeridian mission puts them at odds with the Scarlet Brotherhood as well. Those who follow the Way of the Gray Hand must be of lawful evil, neutral evil, or lawful neutral alignment.

Monks of the Gray Hand count morningstars, flails, war picks, and scimitars as monk weapons.

Vicious Strike

Starting when you choose this tradition at 3rd level, you can channel all your fury and love of massacre into your attacks. You may spend a chi point to turn any martial arts attack into a critical hit. You must announce your intention to do so before rolling to hit, and if the attack fails, you still lose the point.

Assassinate

At 6th level, you are trained to take advantage of any momentary distraction of your enemies. You have advantage when attacking any creature that has not yet taken a turn in the round. In addition, any hit against a surprised creature counts as a critical hit.

Rage

Beginning at 11th level, you can use a bonus action to rage. While raging, you gain the following bonuses, as long as you are not wearing heavy armor:

- Advantage on all Strength saving throws and ability checks
- When making an attack with either martial arts or monk weapons, you get a +2 bonus to damage
- You have resistance to bludgeoning, piercing, and slashing damage

Your rage lasts for one minute. No spells can be cast during a rage, and if you are knocked unconscious before attacking some creature or taking damage yourself, your rage ends. Between long rests, your first rage costs 1 ki point, your second costs 2, your third costs 3, and so forth. Once you take a long rest, the cost of raging returns to 1 ki point.

Sixfold Strike

At 17th level, you can channel the essence of the god Hextor and spend 2 ki points to make six melee or missile attacks in a single round. These attacks may be made against the same opponent, or any number of others, as long as they are in range (for missile attacks, you must have enough ammunition to make the attack). As you do so, your body will seem to sprout four extra limbs bathed in glowing red light which immediately disappear as your attack ends. You must take a long rest before doing the Sixfold Strike again.

WAY OF RAO

The Children of Rao follow the teachings of that gentle and powerful deity. While they are meditative and rather bookish, and may even seem pacifistic to outsiders, once they have made the decision to act, they are quite capable of doing so forcefully to achieve the desired end. Those who follow the Way of Rao emphasize peace and negotiation as long as

possible, and then swift decisive action if needed. All monks who choose the Way of Rao must be of lawful good alignment.

Avoidance

Starting when you choose this tradition at 3rd level, when you use your ki to perform your Patient Defense, if you are not hit by a melee attack, you may take the Disengage action as a bonus action at the end of the round.

Calmness

At 6th level, you can spend 2 ki points to cast the spell *sanctuary*, and 3 ki points to cast the spell *calm emotion*.

Decisiveness

Beginning at 11th level, you can use your Stillness of Mind power as a bonus action.

Action is wisdom

At 17th level, you may add your proficiency bonus to your Initiative roll.

WAY OF THE FIST

Those monks who follow the Way of the Fist are followers of the Baklunish god Zuoken. As a disciple of Zuoken, you develop your mental mastery and psionic abilities as well as your physical prowess. Although not as fully invested in the psionic arts as a mystic, you are nonetheless adept at using your mental energy alongside your physical abilities in combat, merging ki and psionic energy in a single flowing gestalt.

Note: these rules are partially based on [Unearthed Arcana: The Mystic Class](#), published on the Wizards of the Coast website.

Disciple of Zuoken

When you choose this tradition at 3rd level, you learn psionic disciplines that harness the power of your own mind. A discipline requires that you spend ki points every time you use it. Using a discipline counts as an action, unless noted in the description.

You know the Psychic Attunement discipline and one other of your choice, which are detailed in the “Psionic Disciplines” section below. You learn one additional psionic discipline of your choice at level 6, 11, and 17.

Whenever you learn a new psionic discipline, you may also replace one psionic discipline that you already know with a different discipline.

Psionic Disciplines

The psionic disciplines are listed in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

Battle Fist (6th level required). You can spend 3 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 3d8 points of thunder damage to all enemies within a 10' radius. Those who fail their

saving throw will be thrown back 10' and made prone. You must successfully hit an enemy to activate this effect, and must announce that you are spending the ki prior to rolling to hit.

Body Equilibrium. You can spend 2 ki points 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.

Combat Fist. You can spend 1 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict an additional 2d6 hit points of bludgeoning damage. You must successfully hit an enemy to activate this effect, and must announce that you are spending the ki prior to rolling to hit.

Emotional Stability. You can spend 1 ki and gather control over your own emotions. You are immune to magical effects that cause fear or other emotion-influencing effects for one turn. It has no impact on charm or other mind-controlling magic.

Far Fist. You may spend 2 ki to extend the range of your unarmed martial arts attack by 10', plus 10' for every additional ki point you spend, to a maximum of 50'. Your target must be within sight no matter the distance.

Far-Mindedness. You may spend 2 ki to cast the spell *clairvoyance*.

Fist of Zuoken (17th level required). You can spend 6 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 8d8 points of thunder damage to all enemies in a 30' radius. All will be thrown back 30' and made prone, with no saving throw. You may activate this effect either by striking an enemy or any solid object (such as the ground, a table, etc.), but if striking an enemy must announce that you are spending the ki prior to rolling to hit.

Mental Domination (11th level required). You may spend 4 ki to cast the spell *charm person*.

Mental Mastery (11th level required). You can spend 5 ki to become immune to any mind-influencing magic, such as charm, fear, etc. You are also able to see through any illusion.

Mental Stability (6th level required). You can spend 3 ki to render yourself immune from any mind-influencing effects, such as charm, fear, etc.

Mind Thrust (11th level required). You may spend 4 ki to launch a direct psionic attack on anyone within 30'. Those who fail a saving throw will take 6d6 points of psychic damage and must make an additional saving throw or be stunned for 1d3 turns; those who make their saving throw take half damage and are not stunned. The target must be visible to you. If the target also knows the mind thrust discipline, he may add his proficiency bonus to the saving throw.

Psionic Attunement. You may select one psionic talent (listed in *Unearthed Arcana: The Mystic Class*). You can use your action to use your psionic talent. You may learn a new psionic talent at levels 5, 10, and 16.

Psychic Crush (17th level required). You may spend 6 ki to launch a psionic attack against some target within 60'. Those who fail an Intelligence saving throw will take 8d8 points of psychic damage and will be stunned for 1d6 turns. Those who make their saving throw take half damage and are stunned for 1d3 turns. If the target also knows the mind thrust or psychic crush disciplines, he may add his proficiency bonus to the saving throw.

Psychic Wall (17th level required). You may spend 5 ki to project a wall of mental energy. The wall is translucent but not invisible, is six inches thick and composed of 10' x 10' panels which must be contiguous. If the wall cuts through a creature's space, that creature is pushed to either side of the wall (the side furthest from you, or determined randomly by

the dungeon master if there is no clear choice). The wall can have any shape you wish, but cannot co-exist in the same space as some other object or creature. Each 10' x 10' panel has AC 15 and 30 hit points, and the destruction of one panel might, at the DM's discretion, cause others to collapse as well. The whole must be supported at some point by some solid object such as the ground.

Slow Metabolism. You can spend 2 ki to cast the spell *feign death*.

Speed Metabolism. You can spend 2 ki and increase your normal movement rate by 30' for the turn. You must take a short rest before using this discipline again.

War Fist (11th level required). You can spend 4 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 8d6 points of thunder damage to all enemies in a 30' radius. Those who fail their saving throw will be thrown back 30' and made prone. You may activate this effect either by striking an enemy or any solid object (such as the ground, a table, etc.), but if striking an enemy must announce that you are spending the ki prior to rolling to hit.

WAY OF THE SCARLET SIGN

The Brotherhood of the Scarlet Sign, otherwise known as the Scarlet Brotherhood, is an evil organization led by a cadre of warrior monks trained in the deadly fighting arts. The mission of the Scarlet Sign is world conquest under the rule of the ancient Suel people, and nothing less than the re-establishment of the Suloise Imperium. Non-humans and humans of other than Suel heritage are to be subjugated, in order to finally bring about peace on a worldwide scale, under the leadership of the Chosen People. All those who follow the Way of the Scarlet Sign must be of lawful evil alignment.

Shield of Ki

Starting when you choose this tradition at 3rd level, if the monk is attacked by an effect that requires a saving throw, the monk takes no damage if the saving throw is successful, even if he or she would normally take half damage or suffer some other effect. This can be used as a bonus action.

Body Mastery

At 6th level, you may regain three hit points per experience level. This counts as an action, and may be done if the character is at zero hit points, unconscious, or both. You must take a long rest before doing this again.

Touch of Death

Beginning at 11th level, your mastery of influencing and interrupting others' ki is such that you can strike them dead with a single blow. When you hit an opponent with an unarmed strike melee attack, you may spend 1 point of ki to attempt the quivering palm. The target must succeed on a Constitution saving throw or be immediately reduced to zero hit points.

Astral Projection

At 17th level, the monk can separate his ki from his body, replicating the effects of an Astral Projection spell with the following differences; 1) the effect takes only a single turn to take effect, 2) it may be done once per week, 3) there is no time limit on how long the monk may be in astral form, but his or her physical body will still require nourishment.

PALADIN

The overwhelming number of paladins in the Flanaess will be devotees of Saint Cuthbert, Heironeous, Pholtus, or Rao. Some few will be followers of Mayaheine, but her faith is new and still dependent on that of Pelor for support. Delleb's Knights of the Book are small in numbers but renowned as scholars of the art of war, and Fortubo's few dwarven paladins act as protectors of their chosen communities and rarely, if ever, venture forth as itinerant adventurers.

As a rule, there are no paladins who are dedicated to Nature as there might be in other campaign settings. In the Flanaess, those dedicated to the protection of Nature are champions of balance as a concept, not necessarily as holy warriors against evil. Paladins would not be directly aligned with the Old Faith except under the most unusual of circumstances. Only paladins of elven extraction (such as those found in the courts of the Ulek states or Celene) will take the Oath of the Ancients.

SACRED OATHS

In addition to the Oath of Devotion and the Oath of Vengeance, paladin characters in Greyhawk may take the Oath of Obedience.

THE OATH OF OBEDIENCE

The Oath of Obedience is extremely popular among paladins dedicated to Pholtus, although paladins of Saint Cuthbert and (rarely) Heironeous will take it as well. It is taken by those paladins dedicated to those deities who value unswerving loyalty, as well as those in military orders such as the Knights of Holy Shielding and those in the March of Bissel. Often zealous to a fault in the pursuit of the aims of their deity, they are sometimes regarded as intolerant by outsiders, which only serves to reinforce the notion that they are the true bearers of their deity's imprimatur. Note that this oath implies a well-organized religious hierarchy is in place in the campaign, and can give orders to the paladin as needed.

Tenets of Obedience

The exact wording of the tenets of this oath will vary from deity to deity, but the general sense remains the same among all paladins who take this oath.

My Honor is Loyalty. My honor is defined by my loyalty to my god and my church. The instant I disobey, my honor is besmirched.

My God is Right. Morality is defined by how my deity defines it. That which is right is right because my god says it is right. Moral relativism has no place in my world, and exists only to weaken the resolve of the faithful.

Understanding is not Required. I accept that I do not always know the full picture. My superiors may give me orders that I do not completely understand, but I shall obey nonetheless, trusting in the greater understanding of those who gave the order.

Lead, Don't Order. Just as I accept and follow the instructions of my superiors, so too do I demand unflinching obedience from those beneath me in the hierarchy. In so doing, I lead by example, and I never expect an underling to undergo a hardship I am not myself prepared to endure.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>charm person, shield</i>
5th	<i>enhance ability, flame blade</i>
9th	<i>sending, speak with dead</i>
13th	<i>dominate beast, locate creature</i>
17th	<i>greater restoration, hallow</i>

Channel Divinity

When you take the Oath of Obedience at 3rd level, you gain the following two Channel Divinity Options.

Inquisition. You can use your Channel Divinity to determine the truth of any matter. You may cast the spell *zone of truth* as an action. For the duration of the spell, any single creature you specify within a 10' radius must not only speak the truth, but is also compelled to speak, and thus cannot remain silent to keep the truth to himself. You must be able to see the object of the inquisition, must have some means of mutual communication, and the target must still fail a saving throw for the inquisition to take effect.

Chain of Command. You can use your Channel Divinity to establish control over those around you. Any friendly creature within 30' gets advantage when making saving throws against any sort of magical mind control effects, including command, charm, and the like.

Aura of Command

Beginning at 7th level, You may cast the spell *command* as a bonus action, however it will affect up to 10 creatures in your field of vision within 30'.

Mutineer's Bane

Starting at 15th level, any creature to whom you have issued a command and who disobeys is the subject of your particular ire. Whether it is a subordinate who refused to obey a command you have issued, or an enemy who has ignored a command to surrender, you will get advantage when making melee attacks against that creature. This applies even if you have used magical means to compel obedience, and the subject has successfully made a saving throw.

Commanding Mastery

At 20th level, you are so used to receiving obedience from those under your command that you exude a natural aura that inclines those around you to obey and defer. Anyone beneath you in your chain of command will obey your orders, unless they make a successful Charisma saving throw. You automatically have advantage when making a Charisma (Intimidation) or Charisma (Persuasion) check, and may use your proficiency bonus when making saving throws against any sort of magical mind control or Charisma-based intimidation (except someone who is your superior in the chain of command, or who outranks you in general).

RANGER

Rangers can be found throughout the Flanaess, usually, but not exclusively, in woodlands. In some places, such as the Gnarley Forest, they are organized into a loose but effective organization, while in other places they either remain solitary

or operate in small independent bands. It should be noted that Underdark is not an available choice of favored terrain for rangers in the Flanaess.

RANGER ARCHETYPES

GUARDIAN

Those who choose the guardian archetype will select a portion of a specific locale, usually a forest, marsh, group of hills, or other stretch of woodlands with a well-defined geographic limit (no more than 600 square miles, or one hex 30 miles across). Your adopted wilderness should be consistent with your favored terrain. They adopt this wilderness as their own and protect it from intruders and despoilment. They are aligned with the druids of the Old Faith in this work, and the two will often work together in common cause. You may only select this archetype if you follow a deity who has druids as priests (such as Obad-Hai, Beory, etc.), or convert to the worship of one.

Homeland Defense

At 3rd level, you must adopt a wilderness area, as described above. When in your adopted wilderness, you gain advantage on all Wisdom (Perception) and Wisdom (Survival) checks. In addition, while in your adopted wilderness, if you are wounded in any round, you can make another attack against the creature that wounded you, as a bonus action.

Follower of the Old Faith

Beginning at 7th level, you know the *druidcraft* cantrip (even though rangers do not usually use cantrips). In addition, you can select spells from either the druid or ranger spell lists.

Improved Awareness

Starting at 11th level, your primeval awareness feature will work within the entire area of your adopted wilderness area. Organized bands of humanoids 20 or more in number will also be detected. Within a 6 mile radius, you can determine the location of the creature(s) and direction of travel (if any), to within a hundred yards.

Animal Defenders

Beginning at 15th level, you can cause a host of small woodland creatures to come to your aid to overcome some enemy of the woodland or wilderness in which they live. Swarming, biting animals such as squirrels, mice, rats, birds, voles, rabbits, and the like will fill a 40-foot-radius area centered on a point you choose within 100 ft. This area can spread around corners, and is considered difficult terrain that lightly obscures sight.

Within the area, each creature must make a DC 15 Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much on a successful one. A creature must make this saving throw when it enters the area of effect for the first time on a turn or ends its turn there.

The effect will remain for 5 minutes or until you are unconscious or will the animals to disburse.

ROGUE

Rogues are found across the Flanaess, from its lowest dives to its most refined courts. In some great cities they are organized into powerful guilds, some of which operate so openly that their masters hold seats on the ruling council, such

as the City of Greyhawk. In yet other places, thievery is not only legal, but an accepted part of public life, such as in the city-state of Stoink.

ROGUISH ARCHETYPES

Rogues in the Flanaess have two additional archetypes they may select.

ACROBAT

Your thievery is enhanced by hours of training and practice with various athletic maneuvers. These are used not only to assist in gaining access to places where people don't want you to be, but also in combat, where you can use your acrobatic talents and athletic prowess to evade attack and gain advantage of position against enemies.

Increased Agility

Starting when you choose this archetype at 3rd level, you have increased balance and athletic prowess. When falling, if you make a successful DC 10 Dexterity check, you will take 1d4 hit points of damage per 10' fallen, rather than 1d6. In addition, you can use Dash as a bonus action, involving leaping, handsprings, etc. as necessary.

You can also use your proficiency bonus when making any Dexterity (Acrobatics) ability checks.

Jumping and Tumbling

At 3rd level, you can jump, tumble, and roll far better than someone without your expertise, and can even use these abilities to move out of the way of incoming attacks. You can add your proficiency bonus or Dexterity modifier (whichever is higher) to the distance you can cover using either Long Jump or High Jump.

In addition, you can use Dodge as a bonus action.

Acrobatic Maneuvering

At 9th level, you can move through a hostile creature's space regardless of size, if you successfully make a DC 12 Dexterity (Acrobatics) check, by leaping over it, sliding under it, doing a handspring on its shoulders, etc.

In addition, you automatically have advantage when making any Dexterity (Acrobatics) check, and may add your proficiency bonus to any Strength (Athletics) check.

Catching and Juggling

At 13th level, your skills extend to adeptness with juggling and throwing objects. Not only can you juggle small or even larger objects in the traditional sense, but you can also catch incoming missiles such as sling bullets, thrown weapons, and arrows. To do this, you may use a bonus action, and must make a successful DC 12 Dexterity (Acrobatics) check. Once successfully caught, such objects can be thrown at whatever target the character wishes, if the missile is one that can be thrown, such as a dagger, hatchet, etc. as a separate action in a following round.

In addition, you also have proficiency when making Strength (Athletics) checks.

Throwing

Beginning at 17th level, you can throw things with great accuracy. When making a ranged attack with a thrown weapon, such as a dagger, knife, hand axe, thrown barstool, etc., you have advantage when throwing within normal range, and do not suffer disadvantage when throwing beyond normal range, but within long range. You still cannot throw a weapon beyond long range.

In addition, you have advantage when making any Strength (Athletics) check.

MOUNTEBANK

The mountebank is the proverbial con artist. Where other rogues ply their trade with stealth or agility, the mountebank makes his living by misdirection, confusion, persuasion, and the fast getaway before the mark even has a chance to realize he's been conned. They are also adept at the patent medicine trade, forging potions and medicines, some of which might actually be useful!

Verbal Patter

Starting when you choose this archetype at 3rd level, you can add your proficiency bonus to any Deception or Persuasion skill checks. If you have already chosen Expertise for Persuasion, you have advantage when making checks against that skill proficiency.

Tools of the Trade

At 3rd level, you gain proficiency with the disguise kit and a gaming set of your choice.

Patent Medicine

At 9th level, you gain proficiency with the Herbalism Kit. However, if you fail your roll when attempting to create a *potion of healing* or antitoxin, you will not realize it (the Dungeon Master should make the roll in secret and keep a record of which attempts succeeded and which did not).

You also have proficiency with Alchemist's Supplies.

In addition, you now have advantage when making any Charisma (Deception) or Charisma (Persuasion) checks.

Sleight of Hand

Starting at 13th level, you may add your proficiency bonus to any Dexterity (Sleight of Hand) check. If you already have Expertise in Sleight of Hand, you have advantage when making checks against that skill proficiency.

You also have advantage when attempting to cheat using any gaming set with which you are proficient; you can use either your Dexterity (Sleight of Hand) or Gaming Kit proficiencies to attempt to cheat, whichever is better.

Imposture

At 17th level, you are able to flawlessly act as if you are another class, archetype/college/ tradition/school/etc., background, worshiper of a particular deity, member of a particular faction, or native of a particular land of the Flanaess. You must spend at least three hours studying the mannerisms and speech of a person that is actually of the class/background/etc. you intend to imitate. Note that this does not actually grant you any powers, abilities, spells, etc.;

you merely have the ability to convince other people that you are a Paladin from the Shield Lands who has taken the Oath of Devotion (to take but one of a nearly infinite number of examples).

Your imposture is unnoticeable to a casual observer, but if someone is suspicious, you can use your advantage when making Charisma (Deception) checks, unless the suspicious character is of the same class/background/etc. that you are attempting to impersonate.

SORCERER

Sorcerers are rare on Oerth, but not completely unknown. Often, those with innate sorcerous ability will hone their skills with more traditional wizardly study, becoming truly formidable spellcasters combining the learned magic of a wizard with the intuitive understanding of a sorcerer (in game terms, this means that single-class sorcerers are exceedingly rare, and more often those who begin as sorcerers will switch classes to gain levels as a wizard).

SORCEROUS ORIGINS

Sorcerers in the World of Greyhawk may choose the following alternate origins if they wish.

BITTEN BY THE SERPENT

The Serpent, known as Mok'slyk to the ancient Ur-Flan, is a creature whose origins are obscured in the mists of time, and whose very existence is doubted by many sages. Some sorcerers, though, know the truth. Mok'slyk does exist, and on very rare occasions, it will come to someone and instruct him or her in ancient and terrible ways of magic. Some say that the Serpent is the very personification of magic, while others believe it to be one of the so-called "Ancient Brethren" who predated the gods themselves. Still others believe the Serpent to be an aspect of Asmodeus, the Arch-Fiend. It is whispered that the arch-lich Vecna was one so Bitten in ages past, and some believe the Serpent to be nothing more than a figment of his twisted imagination, brought to life. Its true nature may never be known.

Mok'slyk is possessed of all the knowledge of those sorcerers in the past whom it has touched in this way, and with good reason. Once someone who has been Bitten by the Serpent dies, the Serpent consumes his or her soul, gaining the knowledge and life experience of that person, and using it to help the next person to be so touched. Still, those who are Bitten deem it a worthy trade in exchange for all the power and knowledge that the Serpent can bring. While not all those who are Bitten by the Serpent begin their sorcerous careers as evil, none who are Bitten can escape that eventual fate.

Serpent's Tongue

Starting at 1st level, you have better than normal powers of persuasion. Whenever you are making a Charisma check to persuade an NPC of something, you may add your proficiency bonus to the roll. However, if you fail the roll, the NPC has a "bad feeling" about you, and you may never use your proficiency bonus when attempting to persuade that same NPC again.

Coils of the Serpent

Also at 1st level, you can use your action and expend one Sorcery Point to attempt to wrap an enemy in the coils of the serpent. The target must be within line of sight and no more than 30' away. He must make a Wisdom saving throw. Failure means he becomes *incapacitated* for the remainder of the round. If he succeeds in the saving throw, the intended target cannot be affected by the coils of the serpent for the next 24 hours.

Serpent's Venom

Starting at 6th level, you can spend sorcery points to spit venom from your mouth like a snake as your action. The venom will have a range of 5', and you must make a successful "to hit" roll. If you successfully hit with your venom, the victim will take 2 points of poison damage for every sorcery point you spent. You must declare how many sorcery points you wish to spend prior to either the "to hit" or saving throw rolls being made.

In addition, anyone of good alignment will by this time be moved to a neutral alignment if they have not already. Thus, lawful good turns to lawful neutral, and chaotic good turns to chaotic neutral.

Power Locus

At 14th level, you can imbue a part of your body with special magical power. Select exactly 18 spell levels' worth of spells known to you. As long as that body part is available to you (i.e., a hand is not chained, an eye is not covered, an ear is not removed, etc.), you may cast the selected spells without preparing them, as long as you have sufficient spell slots available. Casting the spell expends the slot.

In addition, anyone of neutral alignment will by this time be moved to an evil alignment if they have not already. Thus, neutral turns to neutral evil, and lawful neutral turns to lawful evil.

Commune with the Serpent

Beginning at 18th level, you are able to summon the Serpent to manifest within you directly; those with *true sight* will see the semi-transparent form of the Serpent wrapped around your body, glowing with a dark radiance. Doing so costs a number of sorcery points as listed below and counts as your action. Doing so allows you to select one of the following effects:

- You radiate *fear* in a 60' radius until you lose concentration. All non-friendly creatures within the radius of the effect must make a DC 11 Wisdom check or be frightened until the effect ends. Those creatures who make a successful Wisdom check cannot be effected by any Commune with the Serpent effect for 24 hours. This effect costs 5 sorcery points.
- You may cast the equivalent of a *commune* spell and ask the Serpent for its wisdom directly. This effect does not use up any spell slots, and only you will hear the Serpent speaking in response to your questions. This effect costs 3 sorcery points.

In addition, the alignment of the sorcerer will change to neutral evil, the purest form of evil, and will not deviate therefrom for any reason, short of the intervention of a deity or the effect of an artifact.

TOUCHED BY THE WIND DUKES

The Wind Dukes of Aaqa are the stuff of legend. Ancient champions of Law native to the Elemental Plane of Air, they battled Miska the Wolf Spider, and it was only through their use of the Rod of Law (now shattered into the Rod of Seven Parts and scattered to the far corners of the multiverse) that Chaos was stopped from conquering all of reality. Since the Battle of Pesh, which took place north of what is now known as the Nyr Dyv at what is now the Riftcanyon, the weird energies released by the shattering of the Staff of Law still manifest themselves in strange ways that are unpredictable to mortals (there are suggestions that these manifestations follow some incredibly intricate, if unfathomable, regular pattern). While those who are Touched by the Wind Dukes are more likely to hail from that region of the Flanaess, they could conceivably come from anywhere except its most remote regions, as long as an ancestor may have lived, or even passed through, the region. They will all be of Lawful alignment, however, whether they be Lawful Good, Lawful Neutral, or Lawful Evil.

Predictable Spellcasting

Starting at 1st level, you may choose to avoid random chance when casting any spell that normally requires a die roll to determine damage, duration, etc. Rather than rolling, you use the average possible value, rounding down. For example, if casting the spell *magic missile*, you would not roll 1d4 and add 1 to determine damage. You would take the average roll ($1+4=5$, divided by $2 = 2$) and add 1, for a consistent damage of 3 with each missile. The average of a d4 is 2, a d6 is 3, a d8 is 4, a d10 is 5, a d12 is 6, and a d20 is 10.

Light as a Feather

Also at 1st level, you have a natural ability to float slowly down through the air instead of falling. Functionally, this is the same effect as the spell *feather fall* (the ability will not have any effect on others). You must have a short rest between uses of this ability. No metamagic effects can be used on this ability, as you are not actually casting a spell.

Shield of Law

Starting at 6th level, you have resistance against Wild Magic surge effects and all magical attacks from extra-planar creatures of chaotic evil, chaotic neutral, and chaotic good alignment. You can apply this resistance to a number of attacks equal to your level. Once you have used up this power, it is restored after you have taken a long rest.

Lifted by the Wind Dukes

At 14th level, you have a flying speed equal to your walking speed.

Hammer of Law

Beginning at 18th level, you may spend 1 sorcery point to gain advantage on any single attack roll, or to get a bonus of +5 to damage on an attack. You may choose to spend 2 sorcery points to get both advantage and the +5 damage bonus. You may not spend more than 2 sorcery points per attack.

WARLOCK

Oerth is a magnet for powerful beings from the other planes, such as demon princes and queens, as well as more esoteric beings.

OTHERWORLDLY PATRONS

THE ELDER ELEMENTAL GOD

While there are some who see the Elder Elemental God as an aspect of Tharizdun, the ancient trapped and sleeping god of evil, some see it as a separate entity that also happens to be trapped, in this case on some far-off star. Still others think the situation is subtler, with the Elder Elemental God being a fragment of Tharizdun's self that broke away, only to be imprisoned itself. No matter the truth (if there is any single truth where such beings are concerned), the Elder Elemental God is an immensely powerful being, if constrained by its imprisonment, that can be sought out, and it is able to reply with knowledge and power for those brave or desperate enough to do so.

Elder Elemental God Expanded Spells

Spell Level	Spells
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1st	<i>Disguise Self, Ray of Sickness</i>
2nd	<i>Blindness/Deafness, Silence</i>
3rd	<i>Bestow Curse, Slow</i>
4th	<i>Evard's Black Tentacles, Confusion</i>
5th	<i>Flame Strike, True Seeing</i>

Bondslip

Starting at 1st level, you can slip out of any non-magical bonds (ropes, chains, manacles, etc.) in a single minute.

Elder Reality

Starting at 6th level, you have glimpsed the true reality of the elder world. As such, you are immune to all forms of insanity, and can apply double your proficiency bonus to saving throws against any mind-affecting spells such as charm or fear.

Elemental Resistance

At 10th level, after each short or long rest, you may select one element (earth, air, fire, water). You will have resistance to any damage based on that element. This does not apply to magical weapons such as frostbrand swords, but does apply to damage from spells and items such as wands. The effect lasts until you choose another element after another rest.

Prison on a Distant Star

At 14th level, you can open up a portal to the same distant star upon which the Elder Elemental God is imprisoned. Any single creature which you successfully hit in melee or with magical damage is hurled into the same prison as your God for ten minutes. At the end of that time, he or she returns from the exact spot whence they came, and will be in a stunned condition for 1d6+1 turns, and must make a successful DC 15 Wisdom check or be afflicted with madness for 1d6 months.

REXFELIS

Rexfelis is one of the Animal Lords, being the Lord of Cats. He dwells in a demi-plane with a variety of cats and cat-like creatures, many of which are intelligent, in a vast palace with chambers such as the Hall of Dappled Sunlight, surrounded by gardens perfect for lazy relaxation, games, and bird-watching, and woodlands where hunting is plentiful. As one of the Animal Lords, Rexfelis can be quite inscrutable to humans and demi-humans, but those warlocks with a particular attraction towards, and fondness for, cats can sometimes forge a connection with this ancient and powerful being.

Rexfelis Expanded Spells

Spell Level	Spells
1st	Animal Friendship, Speak with Animals
2nd	Animal Messenger, See Invisibility
3rd	Conjure Animals, Haste

4th	Freedom of Movement, Locate Creature
5th	Dominate Person, Passwall

Feline Companion

Starting at 1st level, the warlock gains a feline companion that functions as if the warlock had cast the find familiar spell, although the companion is neither celestial, fey, nor fiend in nature. However, the familiar will always have the form of a housecat, will have 4 hit points, and the wizard gains advantage on Dexterity (Stealth) checks while the companion is within 100'. If slain, the companion will re-appear 24 hours later. The spell find familiar is not in your spell list, and if you attempt to cast it through some other means, the spell will fail automatically.

Cat-Like Reflexes

At 6th level, you add your proficiency bonus to the distance you jump, both long jump and high jump. You can jump just as far from a standing jump as you would from a running jump. When you fall, you will land on your feet, and thus will not be prone after a fall.

Tiger Form

Starting at 10th level, you can merge with your feline companion to assume the form of a tiger. All of the rules for the druid's Wild Shape ability apply. When you resume your normal form, you and your feline companion become separate entities again, but any hit point loss (if any) apply to you alone. The feline companion's hit points will automatically revert to full upon assuming its normal shape. You can only use this feature once; you must take a short or long rest to be able to use it again.

Spirit of the Cat Lord

At 14th level, you can summon a ghostly saber-toothed tiger to attack your enemies. The saber-toothed tiger will remain for a maximum of ten turns, or until it is mentally dismissed, whichever comes first. In addition to the normal features of a saber-toothed tiger as described in the Monster Manual, it has *incorporeal movement*. The tiger can move through objects and living creatures as if it were rough terrain. If it ends its turn inside some object, it will take 1-10 hit points of damage.

WIZARD

Oerth is noted for its wizards. Names such as Tenser, Mordenkainen, Bigby, and Melf are the stuff of legend across the multiverse. Whether they lived centuries in the past, or are still walking the earth today, such mages have developed dozens of specialized spells and skills that have become available to others.

It is not the case that wizards belonging to these traditions have actually studied under these legendary wizards, although it is entirely possible. More likely, the character has studied under someone who studied under someone who studied under someone... and on and on until the originator of these schools of magical thought were the originators of the tradition. Those whose lineage is closer to the source take such as a great source of pride, especially when dealing with those whose connection to the source of their tradition is removed by more degrees of separation.

ARCANE TRADITIONS

SCHOOL OF BIGBY

Bigby is a legendary evoker, famed for his hand-themed spells as well as his ability to wield magical force into tangible forms. Those wizards who choose this very specialized tradition lose some of the flexibility of traditional followers of the school of evocation, but make up for it with spells and abilities that are more specialized, but invaluable in specific situations.

Each time you gain a wizard level, you may add any spell with Bigby's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

BIGBY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Bigby's name in the title into your spellbook is halved.

MAGE HAND

Starting at 2nd level when you choose this school, you learn the *mage hand* cantrip. If you already know this cantrip, you learn a different wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

Once evoked, you can control the hand as a bonus action, rather than your regular action.

ROD OF BIGBY

Beginning at 6th level, you may spend 8 hours creating a rod of Bigby that stores hand-themed magic energy, with materials costing 50 gp. You can benefit from the rod or give it to another creature. A creature gains a benefit of your choice. When you create the rod, choose the benefit from the following options:

- Proficiency in Dexterity saving throws involving the wielder's hands
- Advantage when making an unarmed strike melee attack
- The ability to cast the *mage hand* cantrip as a bonus action once per turn
- Once per day, the ability to cast any named Bigby spell as a bonus action; the spell must be in the wizard's spellbook at the time the rod is created, and is cast using the highest spell slot the creator of the rod has available, but does not use up that slot

Each time you cast a spell with Bigby's name in the title, you can change the function of your rod if it is still on your person. If you create a new rod of Bigby, the previous rod ceases to function. The rod appears as a 2' long, thick wooden rod with a claw-like hand on one end. It also functions as a +3 *backscratcher*, and can be used in melee as if it was a *club* +3.

MAGIC HANDS

Starting at 10th level, you may add your proficiency bonus to any Dexterity (Sleight of Hand) saving throw, or any other saving throw involving your hands.

MASTER OF THE HAND

Starting at 14th level, you can use your action to consume the hand-themed magic in your rod of Bigby, releasing it in a single burst. When you do so, choose up to two of the following spells, which will immediately go into effect as if you had cast them. Your Rod of Bigby is destroyed, and you cannot create a new one without taking a long rest. You need not have stored these spells in the rod, nor even have them in your spell book. Spells are cast as if each used a 6th level spell slot.

- *Bigby's Hand*
- *Bigby's Battering Gauntlet*
- *Bigby's Feeling Fingers*
- *Bigby's Pugnacious Pugalist*
- *Bigby's Strangling Grip*

SCHOOL OF DRAWMIJ

Those spells invented by the tight-lipped Circle of Eight stalwart Drawmij serve two distinct purposes; to get into places to explore, and to get out of places relatively intact. Drawmij's experiments with time are not represented herein, as they are too recent to have filtered down to his disciples. In a few years, that may change.

Each time you gain a wizard level, you may add any spell with Drawmij's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

DRAWMIJ SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Drawmij's name in the title into your spellbook is halved.

CONVENIENT CARRYING

Starting at 2nd level when you choose this school, you may check your pockets, belt pouches, backpack, etc. for some small mundane item that you need, and you will miraculously be able to find it. The item must be small, non-magical, and not inherently valuable (no gems, coins, etc.).

BENIGN TRANSPOSITION

Beginning at 6th level, you can use your action to teleport short distances, just like a student of the Conjuraton school. You may choose to either teleport into an empty space up to 30' away, as long as you can see it, or may teleport into a space occupied by a willing small or medium creature, with whom you will change places. You may not use this ability again until you have taken either a long rest or cast a conjuration spell of 1st level or higher.

QUICK EXIT

Starting at 10th level, any spell relating to movement, teleportation, etc. can be cast as a bonus action instead of an action. You can also cast them as a reaction to any attack or spell being cast by an enemy.

EXPANDED CARRYING

Starting at 14th level, all of the carrying devices (pockets, pouches, chests, backpacks, etc.) have double their normal carrying capacity. If they are removed from your person, any contents beyond their normal carrying capacity will spill out onto the floor. This applies to magical as well as mundane carrying devices.

SCHOOL OF MORDENKAINEN

One of the foremost wizards of Oerth, Mordenkainen dwells in a large citadel in the Yatil Mountains, known as the Obsidian Citadel, rarely emerging except on some mission known only to himself. Those wizards who choose this school dedicate themselves to its originator's eclectic, yet effective, approach to magic. Many, but not all, also follow his philosophy of aggressively pursuing Balance across the Flanaess, thwarting the dominance of either Good or Evil.

Each time you gain a wizard level, you may add any spell with Mordenkainen's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

MORDENKAINEN SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Mordenkainen's name in the title into your spellbook is halved.

DEFENSIVE AURA

Starting at 2nd level when you choose this school, you can use your action to bring a protective bubble around your body, affording you a +1 to your armor class. The effect lasts for one turn.

SELECTIVE DEFENSE

Beginning at 6th level, you may select one damage type for the day. You will have resistance to that damage type for the next 24 hours. At the end of the period, you may select a new damage type to which you will have resistance.

FAITHFUL PHANTOM VALET

Beginning at 10th level, you learn the spell *unseen servant*. If you already know this spell, you learn another 1st-level wizard spell of your choice. You can cast *unseen servant* without expending a spell slot.

MAGICAL DEFENSES

Starting at 14th level, any defensive magic that normally works only against non-magical sources (such as spells like *Mordenkainen's protection from avians*) will work against magical creatures and creatures with unnatural abilities as well. This extends to all forms of such protection, not just spells with Mordenkainen's name in the title.

SCHOOL OF NYSTUL

Although he is best known for an illusion spell that bears his name, Nystul concentrated his own efforts much more in the realm of evocation, often dealing with light and darkness.

Each time you gain a wizard level, you may add any spell with Nystul's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

NYSTUL SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Nystul's name in the title into your spellbook is halved.

LIGHTPLAY

Starting at 2nd level when you choose this school, the forces of light and shadow begin to come under your control. As an action, you can turn an area 20' in diameter, centered on yourself, either darker or brighter by one step; bright light can be turned to dim light, and dim light to darkness, and vice versa. The effect lasts for 1 minute.

CONTINUAL LIGHT

Beginning at 6th level, you have the option of expending a 2nd level spell slot to cast the *light* cantrip. If you do so, the spell's effect will be permanent, or until you dispel it with an action, or it is *dispelled*.

SUMMON ENERGY BEINGS

Starting at 10th level, when casting wizard spells that tap directly into the positive or negative planes (as given in the spell description), you may attempt to use the spell to also summon forth either a Xag-Ya or Xeg-Yi, as appropriate. The summoning requires a successful Wisdom check at DC 20, and you may add your proficiency bonus to the roll. Failure to make the check means the spell as a whole fails. Success means that not only does the spell proceed as normal, but one of the two creatures will appear for exactly one minute. During that time, you may attempt to capture it and bind it to some object as a protector using the *imprisonment* spell, or you may compel it to service for the space of 10 minutes, after which time it will return to its home plane.

CHANNEL ENERGY

Starting at 14th level, when casting wizard spells that tap directly into the positive or negative planes (as given in the spell description), you can keep the channel to those planes open long enough to ensure that the spell will inflict maximum damage, if applicable. This poses a great strain on the you, however, and cannot be repeated until you have taken a long rest. If you attempt to do so prior to then, you will automatically take 2d12 hit points of necrotic damage per level of the spell, ignoring all resistance and immunity. If you continue to use this ability prior to taking a long rest, the damage inflicted will increase by 1d12 per spell level each time you use it.

SCHOOL OF OTILUKE

Another member of the Circle of Eight, Otiluke is undeniably brilliant, but his common sense is said to be somewhat lacking. That said, his disciples share his fascination for harnessing the powers of the elemental, quasi-elemental, and para-elemental planes, and tool their researches around such things.

Each time you gain a wizard level, you may add any spell with Otiluke's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

OTILUKE SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Otiluke's name in the title into your spellbook is halved.

VARIABLE GOETIC GEOMETRY

Starting at 2nd level when you choose this school, you can bend and twist the areas of effect of spells with specific areas of effect. You can never cause a spell effect to exceed the original area, volume, or range but you can, for instance, turn a spherical effect into a cylinder, a cube into a cone, etc. You cannot, however, turn a line into a three-dimensional effect, or vice versa.

SPELL SPHERES

Beginning at 6th level, when casting an evocation or conjuration spell, you may capture the energy inside a small crystal sphere, which may then be kept for up to three minutes (after which time the energy dissipates). If the crystal sphere is hurled (range 60 feet) before 3 minutes have elapsed, the spell effect will go off at the point of impact, normally.

GOETIC GEOMETRY MASTERY

Starting at 10th level, you can turn any spell effect with a three-dimensional area of effect into a 20' square wall, sphere, or hemisphere with twice the normal duration or 2 rounds, whichever is greater. Any creature passing through the wall will suffer effects as if it were in the area of effect of the spell.

QUASI-ELEMENTAL MASTERY

Starting at 14th level, whenever using any magic that conjures, summons, etc. any earth, fire, air, or water elemental, if you make an Intelligence (Arcana) check with a DC of 15, you can instead use the magic to substitute a quasi-elemental from a related plane. Failure indicates that either a xag-ya or xeg-yi will come instead and immediately attack. The creatures that can be substituted are thus:

- **Air:** vacuum quasi-elemental (xeg-yi) or lightning quasi-elemental (xag-ya)
- **Earth:** dust quasi-elemental (xeg-yi) or mineral quasi-elemental (xag-ya)
- **Fire:** ash quasi-elemental (xeg-yi) or radiance quasi-elemental (xag-ya)
- **Water:** salt quasi-elemental (xeg-yi) or steam quasi-elemental (xag-ya)

SCHOOL OF OTTO

Another member of the Circle of Eight, Otto's researches focus mainly on sound and musical-type spell effects. For this reason, many bards find themselves drawn to his work, although they must take levels as a wizard to truly belong to his School. Many of Otto's spells have been transcribed for the use of bards.

OTTO SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Otto's name in the title into your spellbook is halved.

SPELLCASTING FOCUS

Starting at 2nd level when you choose this school, you can use any musical instrument as your arcane focus.

COUNTERSPELL

Beginning at 6th level, you can use music or voice to counter the effects of sound-based magic. As an action or reaction, you can begin singing or playing, and any friendly creatures within 30 feet will have advantage when making a saving

throw against any sound or music-based magical items, spell effects, and monster abilities, including the *wail* of a banshee and effects from an *instrument of the bards*.

SONIC RESISTANCE

Starting at 10th level, you have advantage when making a saving throw against any enchantment spell that has a verbal component or otherwise requires sound. You may also add your proficiency bonus to any saving throw against thunder damage.

WIDE AUDIENCE

Starting at 14th level, when you cast an enchantment spell of 1st level or higher that normally only impacts a single target, you can impact a number of people equal to your proficiency bonus.

SCHOOL OF RARY

Rary, Archmage of Ket, is known for his love of knowledge and his skills as a negotiator and smoother-of-disputes. He is a member of the Circle of Eight, but is largely retired, and his school of magic reflects his own preference for spells which deal with the mind and improving the effectiveness of one's spells, rather than "blood and thunder stuff" as he has referred to the more combat-oriented spells popular with certain wizards.

Each time you gain a wizard level, you may add any spell with Rary's name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

Note that the 5th level spell *modify memory* should be renamed *Rary's memory alteration* if using this school of wizardry. It functions exactly as described in the Player's Handbook.

RARY SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Rary's name in the title into your spellbook is halved.

STUDIOUS NATURE

Starting at 2nd level when you choose this school, you are proficient in your choice of one of the following Intelligence-based skills; Arcana, History, Nature, or Religion.

MENTAL DISCIPLINE

Beginning at 6th level, your mind is sufficiently disciplined so as to make you resistant to enchantment type magic. You can add your proficiency bonus to all saving throws against enchantment spells and spell-like effects.

In addition, you can add another Intelligence-based skill proficiency to your Studios Nature benefit.

MAGICAL AWARENESS

Starting at 10th level, you can sense the use of powerful magic in your vicinity. You can detect the use of 9th level spell slots within 100 miles, 8th level spell slots within 50 miles, and 7th level spell slots within 10 miles. You cannot determine direction or the nature of the spell being cast, however.

In addition, you can add another Intelligence-based skill proficiency to your Studious Nature benefit.

IMPROVED MAGICAL EFFECTIVENESS

Starting at 14th level, whenever you cast a spell that has the option of being cast with a higher-level spell slot, you may gain the advantage of doing so without having to use the higher-level slot. You must still expend the normal spell slot. Example: When you cast the spell *scorching ray*, you can use a 2nd level spell slot, but the spell will take effect as if you had used a 3rd level slot. It can only be used with spells that have the “at higher levels” option.

In addition, you can add another Intelligence-based skill proficiency to your Studious Nature benefit.

SCHOOL OF TENSER

One of the most famous wizards of the Flanaess, Tenser is famous for his willingness to mix physical combat with his more arcane skills. Those who follow his school of magical teaching are similarly inclined towards the more physical, although not necessarily in preference to their mystical training.

Each time you gain a wizard level, you may add any spell with Tenser’s name in it as if it was in the standard spell list, as long as it is of a level for which you have spell slots.

TENSER SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a spell with Tenser’s name in the title into your spellbook is halved.

FIGHTING ACCOUTREMENTS

Starting at 2nd level when you choose this school, you gain proficiency with light and medium armor, shield, and martial melee weapons.

WAR MAGIC

Beginning at 6th level, when casting a cantrip, you can make one weapon attack as a bonus action.

PUGILISTIC FLOURISH

Starting at 10th level, when casting any spell with Tenser’s name in the title that also uses a somatic component, you may make a melee attack using unarmed strike as a bonus action.

IMPROVED WAR MAGIC

Starting at 14th level, when you cast a spell using your action, you can make a melee attack as a bonus action.

BACKGROUNDS

NEW BACKGROUND: AMAZON

You are a native of the city of Hardby, wherein females dominate and males are subservient. You view this as the most natural state of affairs, and your attitude and philosophy of female supremacy can be off-putting to those who were not raised in such a society. You are aggressive, assertive, and quick to demean males, although those who demonstrate ability can earn your grudging respect.

Skill proficiencies: Athletics, Intimidation

Languages: Oeridian or Suel

Equipment: Riding horse and saddle

Feature: Bonds of Sisterhood

As an example of liberated and unfettered womanhood, you exude an aura of self-confidence that other females pick up on naturally. The first time you are making a Charisma (persuasion) ability check with a female member of a human, humanoid, or demi-human species, you gain advantage for the check. This only applies to the first such check made with each individual.

SUGGESTED CHARACTERISTICS

Amazons truly believe in the inherent superiority of womankind, and their condescending attitude towards males from lands outside of Hardby can be a negative. That said, their indisputable capableness and self-confidence make them useful, if sometimes annoying, companions.

d8	Personality Trait
1	I will watch every male attempt some task, and wait for his inevitable failure, at which time I will mock him.
2	Males are useful for their muscles and nothing more. I belittle any idea or suggestion from a male.
3	There is an unspoken conspiracy among males to impose and maintain a Patriarchy to keep down womanhood. I will expose and fight the Patriarchy at every turn.
4	Males are useful for stud, but nothing more. If I see a desirable male, I will seduce him, but hold no true feelings for him.
5	The thought of congress with a male is deeply revolting, and anything that is remotely heterosexual makes me agitated and uncomfortable.
6	I deeply resent any attempt by a male to place any sort of control over me, no matter what it is.
7	I prefer the company of women and will not endure the presence of males for any length of time beyond that which is absolutely necessary.
8	I'm something of a philosopher if I do say so myself, and can (and do) speak at length on the virtues of womankind and the failures of mankind.

d8	Ideal
1	Sisterhood. Females are meant to eventually dominate the world.
2	Greater Good. Since females are self-evidently superior, the world will be better off when we run it. (Good)
3	Might. Females are stronger, ultimately, and thus are superior. (Evil)
4	Independence. It may be a man's world, but I will make my own way in it. (Chaos)

5	Retribution. Males have oppressed and hurt females throughout history; now it's time they got some of the same.
6	Aspiration. I'll prove to the world that I'm better than any male.

d8	Bond
1	All females are my sisters, and I will protect them.
2	"Hardby and its Gynarch, right or wrong."
3	I was born outside of Hardby, but made it to the city where my sex is an asset, and I am thankful to the city that gave me that freedom.
4	I idolize a strong female NPC of my same class
5	I'm secretly in love with a male, and would give up my life for him.
6	Prostitution is inherently demeaning, and I will try to "save" those who practice it, where I'm able.

d8	Flaw
1	I can't let any male have the last word.
2	Deep down, I don't believe in female supremacy; men and women should be equal.
3	I'm not above sabotaging males in their tasks, even if they're allies or friends.
4	I don't trust males at all, but I tend to place too much trust in females.
5	I'll disagree with and demean any idea that comes from a male.
6	It is impossible for me to apologize to a male, even if I am clearly in the wrong.

CHARLATANS OF THE FLANAESS

The Flanaess is like any other place in the multiverse in one respect; it has people with dreams, and other people willing and able to take advantage of them. As a charlatan, you have a natural ability to get people to trust you, and are perfectly willing to relieve them of some coin as a result. After all, marks for con games are invariably those who are themselves looking for a quick score, or some way to cheat nature; you can never con an honest man. Fortunately, there are hardly any of those around.

While charlatans can be found in any city or town, they are not unknown in the small villages and thorps that are thick in the rural byways of the land. In large cities with well-established Thieves Guilds, one's expertise with confidence games is often kept track of in order to assess one's general level of skill (and therefore rank within the Guild).

VARIANT CHARLATAN: RHENNEE

The Rhennee have a reputation as thieves, cutpurses, and con men that is not totally undeserved. As a Rhennee charlatan, you treat the gulling of a non-Rhennee mark as more of a sport than a crime, even if the local guardsmen might not agree. You will not, of course, ever practice your skills on another Rhennee.

If you select this variant, you must be of the human Rhennee race.

CRIMINALS OF THE FLANAESS

Like all places and all times, the Flanaess is home to a criminal element. In any society, there are those who choose not to live by society's rules, or who see those rules as a means to enrich themselves at the expense of others. In the Flanaess, however, such enterprises are often organized into nearly-respectable organizations, some of which actually hold official positions of power in the political structure of a given city or nation.

The Thieves' Guild of Greyhawk is a prime example of the latter. Not only does the Thieves' Guild hold a monopoly on all thievery, burglary, and other various sorts of crime within the city, but the Guildmaster of Thieves holds a permanent seat on the Directing Oligarchy, and the Lord Mayor himself, Nerolf Gasgol, is a member of the guild. As is typical of most such guilds, members are expected to present a tithe (10%) of their earnings gained within the city and its territories to the Guild, in return for protection, training, and occasional opportunities to undertake specific missions on behalf of the Guild. Unlicensed thieves within the city are dealt with harshly, both by the city watch and the Guild itself.

Greyhawk is also home to an Assassins' Guild, which although small is quite powerful, with its Guildmaster serving as one of the Directing Oligarchs of the city. Player characters could apply for membership in the Guild, but it is a far less automatic process than one might find in the Thieves' Guild. Even contacting the Assassins' Guild will be challenging, and gaining sufficient trust to be admitted as a member will require extensive role-playing.

While the thieves of a large city such as Greyhawk may operate partially in the open, some of the more wild lands, such as those of the Bandit Kingdoms, take the principle to extremes. The city-state of Stoink, for instance, has a Thieves' Guild that operates completely out in the open, with a guild hall adorned with a prominent sign. Thievery there is an open practice, and all of the inhabitants expect it to one degree or another, although the Guild there does a better business in accepting "protection" money from merchants than it does actually engaging in burglary and robbery. In the port town of Scant, the local thieves' guild is known as The Wreckers, and has a much less formal structure.

In more honest lands such as Veluna, Nyrond, and Furyondy, such criminal organizations are forced to operate in much more clandestine modes, as they are vigorously pursued by law enforcement and the local nobles. Even in such

Variant Feature: Refuge Among the True Folk

If you select the Rhennee Charlatan variant, you may select the Refuge Among the True Folk feature instead of False Identity. If there is a Rhennee barge or Atloi caravan in the area, you may seek refuge from the authorities there in the sure knowledge that they will cover for you, providing an iron-clad alibi that may include declaring to the city guard that you are the spouse of one of their own who has been there all night watching over your ill grandmother, in front of the entire clan. Of course, you must beat any pursuers to the barge or wagon first.

places, though, officials can still be bribed to look the other way, and it is often lower-level thieves that are arrested and tried on a regular basis, to show that the crown is “doing something” about the problem of organized criminality within its borders.

NEW BACKGROUND: CULTIST

All your life you have kept your true faith a closely-guarded secret. Most of the time, you wear a carefully-created mask, pretending to follow one of the many infidel faiths of the mainstream world, or perhaps a deliberately world-weary cynicism that dispenses with religion altogether. But deep inside you know the truth; you are a member of the Select Elite, ever working to the dark ends of your true Master. One day the world will pay for its failure to recognize the Ultimate Truth that you serve, and when that day comes you shall stand as a lord among men, and will be rewarded for your long years of service. Or, if not you, then one day your children, or their children, will know the joy and power that shall come with the final victory for your True God.

As this is a very special background, you should choose a second background as a “cover”. To everyone else, including other members of your adventuring party, that should be presented as your background. You should use the suggested characteristics and tool proficiencies of your “cover” background. The skill proficiencies, language, and features below will be in addition to your cover background. Your cult patois is unique to your specific cult, and consists of slang and specific terms and phrases (often quotes from the foundational unholy texts of the cult) that others will be able to use to identify you as a member of the cult. It cannot be used to transmit detailed information outside of theological matters dealing with the object of your worship.

Be sure to discuss the selection of this background with your DM before selecting it. He may not allow it, based on the specific needs of the campaign. Also, in most campaigns, the specific cult should be chosen rather than selected randomly, but again the DM is the final arbiter in this (as in all things concerning his campaign).

Skill proficiencies: Deception

Languages: You have proficiency in the specific patois of your cult

Equipment: (Un)holy symbol, amulet

Which Cult do I Belong to?

The number of cults that infest the Flanaess is legion, but fortunately their membership is usually small. Some of the most prominent are listed below.

Variant Feature: Guild Membership

You are a full member of a criminal guild, most likely a thieves’ guild. Membership in such guilds is not limited to rogues who take the thief archetype, however. They require muscle and killers, count both burglars and con men in their ranks, and often take on spellcasters for the same reason that any organization does, as long as they ply their magical arts while relieving of others of their wealth.

As long as you are within the geographical range of your Guild, you can count on them for protection against the law, a safe place to lay low, free appraisal of any goods stolen, and access to trusted fences. You will need to turn over 10% of all the wealth you gain while in the area controlled by the Guild.

You may select this feature instead of Criminal Contact if you have a Criminal background.

d6	Cult
1	The cult of Asmodeus is dedicated to the Archfiend, and seek to further his complex and inscrutable agenda here on Oerth. They are often given missions that make little sense to those who don't have the "big picture". They wear a red ruby tattoo somewhere on their body. (lawful evil)
2	The cult of the Elder Elemental God serves that weird alien deity, who was imprisoned on a distant star many millions of years ago. Although it is trapped, shreds of its consciousness and power can seep into Oerth at certain points. Tentacles form a large part of the cult's iconography. (any evil)
3	Iuz, the Old One, is a cambion and demigod who rules over a kingdom in the north with an iron fist, and who is constantly seeking to increase his own power. One day he seeks to conquer all of Oerth, and has hidden minions across the central Flanaess to assist him. (chaotic evil)
4	Tharizdun is another trapped god, dedicated to the spread of evil in its purest form. His cultists ever strive to free him and return him to his former station, although the powers that he can manifest on Oerth are very weak, as he sleeps. He is often credited with much more malign activity than he is truly responsible for. (any evil)
5	The cult of the arch-lich Vecna seeks the apotheosis of that terrible undead tyrant from ages past. They are constantly seeking the terrible Hand and Eye of Vecna, which they believe will help their god-to-be in his ascension. (any evil)
6	The cult of Wastri, the Hopping Prophet, is largely confined to the swamps and wetlands of the Flanaess, and the regions and cities surrounding them. His followers preach the supremacy of humankind over all others, with humanoids destined to be slaves, and demi-humans exterminated. Frogs and other amphibians are favored by the cult, some of whose members also practice the unarmed combat styles of monks. (any chaotic or evil)

Feature: Dark Devotion

Your fanatical loyalty to your cult imbues you with a sense of surety and confidence that ultimately your dark Master will prevail. You feel His presence in every fiber of your being, always watching, always waiting, sometimes helping. You therefore get advantage whenever you need to make a saving throw against charm or fear. This is over and above any features that being an agent of the cult as a faction may bring (see Factions, below).

SUGGESTED CHARACTERISTICS

The necessity of cultists to hide their true allegiance in most lands makes them tend towards both secrecy and paranoia. The fact that they are correct in assuming that, if discovered, they would be killed, only heightens this tendency. It is only their fanatical belief in the ultimate victory of their cause that keeps them going.

d8	Personality Trait
1	I always prepare for the worst; I have several bolt-holes and cover stories at the ready in case of discovery.
2	I am proud of my membership in my cult, but also aware of the potential harm in letting others know about it.
3	I tend to see everything as relating to my cult, whether for or against it.
4	Once you have earned my trust, I will try to recruit you into my cult, slowly and subtly.
5	I can see the humor in all things, especially when it comes to some of the beliefs of my cult, but that in no way diminishes my loyalty.
6	I am distrustful of all authority figures, whether they be civil or religious, because of the persecution of my cult that they perpetrate.
7	I will plot and scheme for years to overthrow the enemies of my cult and see their inferior gods cast down.
8	I'm not all that interested in the cult itself; I'm really in it for the money and power.

d8	Ideal
1	Loyalty. My cult, right or wrong. (Lawful)

2	Superiority. I am a member of the “alien elite.” (Any)
3	Independence. I value my freedom of action, and my cult is there to enable that freedom. (Chaotic)
4	Destiny. It is the manifest destiny of my cult to overcome all its enemies. (Any)
5	Power. I will rise through the ranks and become one of the leaders of my cult someday. (Any)
6	Glory. I serve my cult through gaining glory in battle on its behalf.

d8	Bond
1	I'm only in this cult because I am in love with another member, and this was the only way to be with them.
2	A minor servant of the object of my cult came to me personally and recruited me. I am indebted to that being and will protect and serve it whenever needed.
3	A dedicated foe of my cult had me arrested and imprisoned for an extended period. I am determined to exact vengeance.
4	The local head of my cult looks on me as a protégé, and I look on them as a mentor.
5	I secretly resent and loathe the local head of my cult, and want to see them destroyed, even if it means harming the cult in the process (although I'd prefer otherwise).
6	I am in love with someone who not only despises my cult, but actively seeks to harm it. They do not know I am a member, obviously.

d8	Flaw
1	I used to belong to a faith that persecuted my cult. I am therefore always suspect and constantly have to prove my loyalty.
2	I give my loyalty to members of the cult too easily.
3	I find it difficult to hold my tongue when given the opportunity to criticize a religion or deity who is opposed to my cult.
4	I look down on non-members as pathetic blinded fools.
5	When I get drunk, I tend to give hints about my membership in the cult.
6	I am in love with someone not in the cult, who would surely leave me if they found out.

ENTERTAINERS OF THE FLANAESS

Entertainers of all sorts can be found across the Flanaess. Many are devotees of deities such as Kord (Suel god of athletics and sports), Lirr (goddess of prose, poetry, and art), Lydia (goddess of music), and Olidammara (god of music and revelry).

The temple of Olidammara in Gradsul (Keoland) is a site of pilgrimage for musicians of all sorts. Performers of all sorts are drawn to the biannual contests of poetry, song, and art sponsored by the Seven Shrines of Lirr as a religious festival (sacred to them but open to all) held in Innspa (in eastern Nyrond) to mark Growfest and Needfest. It is said that Lirr Herself appears there at irregular intervals, and that her presence is known by the supernaturally excellent performances.

The Grand Duchy of Geoff is host to a large number of followers of Lirr, goddess of poetry and art. The great Theater in Gorna is host to a never-ending series of productions, readings, and exhibitions, to which the faithful make pilgrimage at least once in their lives. Caravans of such worshipers are lively and beautiful things, almost pageants in their own right.

FOLK HEROES OF THE FLANAESS

The Flanaess has a wealth of opportunities for a local “folk hero” to emerge. From those who arise as defenders of their homes against humanoids or bandits, to those who stand up to oppressive nobles (even in lands that are normally deemed to be “good”, such greedy and unchivalric nobles can be found), there are many opportunities for the meek to rise to local fame.

Such chances are especially ripe along the many borderlands that fall between the civilized states of the Flanaess, where the rule of law is weakest. The northern verges of the Shield Lands or Furyondy, for instance, are often the subject of incursions from the Horned Society, Iuz, or the Bandit Kingdoms. The Pale and Tenh see more than their fair share of bandit and barbarian raiding. Foul creatures lumber out of the wilds of the Vast Swamp to harry the marches in the south of Sunndi, and pirates, brigands, and bandits abound in the Wild Coast, where a surprising number of honest folk still live. The Great Kingdom of Aerdy is famous as a land that has been given over to a shamefully oppressive king, and the attitudes and madness of the Malachite Throne have seeped down to the local level, but there are still pockets of honest landholders who can be roused to anger given sufficient provocation.

NEW BACKGROUND: FUGITIVE

You are on the run from the authorities. Although you are considered a criminal by default, you have not necessarily committed any crime, save the crime of wanting to be free and to improve your station. Runaway slaves, indentured servants who have left their masters, serfs who have fled their hovels without the leave of their lord, etc. are all fugitives as if they were pursued by soldiers for murder.

Skill proficiencies: Deception, Disguise, also see Past Life, below

Tool Proficiencies: Disguise kit

Equipment: A disguise kit, a set of common clothes, a sign of your former status (your old collar if you were a slave, a tool from your master’s shop if you were an apprentice, etc.), and a belt pouch containing 10 gp.

Why am I Running?

d6	I am running because...
1	I was a slave, and my former owner is still looking for me
2	I was an indentured servant, and my former master would have me back
3	I was a serf, tied to the land, and my former lord pursues me because I besmirched his honor
4	I was an apprentice and left my master without permission
5	I was a bondsman, but never returned to the court to pay my bond
6	I poached deer in the game preserve of a nobleman, and his guardsmen want to bring me back for punishment

FEATURE: PAST LIFE

You have not been a fugitive all your life. Previously, you had a regular role in the order of society; a laborer, serf, etc. As such, you can add your proficiency bonus to your roll when making skill checks relevant to your previous career. You should consult with the Dungeon Master to determine what an appropriate career and concomitant bonus might be. A few suggestions are:

- Laborer, Slave, etc.: Athletics

- Woodsman: Nature
- Serf, Farmer, etc.: Animal Handling

SUGGESTED CHARACTERISTICS

Most fugitives are relatively normal on the surface, and you'd never know that they were wanted by the law. But their inner selves are usually plagued by guilt and fear of discovery.

d8	Personality Trait
1	I always have a contingency plan in case my past catches up to me.
2	I have a deep distrust of anyone like the person(s) who forced me to flee.
3	I am suspicious of strangers, thinking they are agents hired to bring me back.
4	I am suspicious of authority figures, thinking they know of my outlawry and want to capture me.
5	I am proud of my status, and will make a point of mentioning it whenever possible.
6	I leave clues for any potential pursuers, just to prove I'm smarter than they are.
7	I always make sure to cover any trace of my presence, to foil pursuers.
8	I push away those who might become close to me, because sentiment is a liability.

d8	Ideal
1	Guilt. I feel guilt for what I did and who I left behind. (Neutral, Good)
2	Freedom. No one should be forced to live on the run the way I must. (Any)
3	Manipulation. I use my fugitive status to make others feel sympathy for my plight. (Evil, Neutral)
4	People. I will put my life on the line for those who help me foil my pursuers. (Lawful)
5	Regret. Sometimes I feel like it's not worth it, and I yearn to return to my friends and family. (Any)
6	Power. If I get powerful enough, I won't have to worry about my past. (Evil)

d8	Bond
1	I feel kinship with anyone who is oppressed by the law or authorities.
2	I always support the underdog.
3	One day I want to be reunited with my family and friends.
4	My previous home is the most important place in the world to me.
5	I'm committed to my current friends and the life I've made for myself.
6	I would do anything for a place or group that has given me shelter.

d8	Flaw
1	I keep drawing attention to myself, which could alert those looking for me.
2	I find it very hard to make friendships, because of my suspicious nature.
3	I always undermine and demean authority figures; I can't help myself
4	My boisterous exterior is a cover for my deep fear that I will be captured.
5	Any sort of confinement causes near-panic in me.
6	I am too trusting of those who say they want to help.

GUILD ARTISANS OF THE FLANAESS

Guilds of both artisans and merchants are common throughout the Flanaess. Greyhawk itself has a multitude of such guilds; apothecaries and herbalists, architects and stonemasons, butchers, cartographers, and even sewer men and street

cleaners are all represented by their respective guilds, and many more besides. The Merchants' and Traders' Union is noted as being one of the chief centers of commerce and economic activity in the entire continent, with its members sponsoring caravans and ships to all corners of the Flanaess. Most other cities, such as Dyvers, Hardby, and Verbobonc, are similarly well-represented both by their guilds of artisans as well as their organized merchants, by whatever name they may go.

GUILDS OF THE CITY OF GREYHAWK

The following list is given in order to give some idea of what might be an appropriate guild in a typical city. Not all cities will, of course, have each and every one of these guilds, and some cities might have others that are more suited to their needs.

- The Guild of Apothecaries and Herbalists
- The Guild of Architects and Stonemasons
- The Guild of Bakers and Cooks
- The Guild of Barbers and Dentists
- The Butchers' Guild
- The Cartographers' Guild
- The Dockworkers' and Wharfmen's Union
- The Guild of Embalmers and Gravediggers
- The Guild of Jewelers and Gemcutters
- The Guild of Wizardry
- The Laborers' Union
- The Lamplighters' Guild
- The Guild of Lawyers and Scribes
- The Guild of Leatherworkers, Tanners, Smiths, and Stablers
- The Merchants' and Traders' Union
- The Mintworkers' Guild
- The Union of Moneychangers and Pawnbrokers
- The Guild of Nightwatchmen
- The Osters' and Brewers' Guild
- The Guild of Performing Artistes
- The Union of Sages and Academics
- The Sewermens' and Streetcleaners' Union

Irongate has its Artificers' Union, consisting of wizards and sorcerers who serve the city and who have created at least one permanent magical portal to another city (Mitrik, in Veluna). Loftwick, in the Yeomanry, is noted for its Smiths' Guild.

NOBLES OF THE FLANAESS

Most of the realms of the Flanaess are based on a feudal system of government, meaning they will have nobles who have higher-ranked nobles as their lieges, who in turn have higher-ranked nobles as their liege lords, and so on up the chain to the king or emperor. Some states are States Palatine, meaning the sovereign holds a rank that in other nations would be subordinate to some other lord, such as the Grand Duchy of Geoff. The general system of aristocratic, noble, and royal titles is as follows:

Eastern (Aerdy, Keoland, Furyondy, etc.)	Baklunish
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Overking, Emperor	
	Padishah, Kha-Khan
King, Rhelt	Master, Sultan, Caliph, Pasha
Duke Palatine, Grand Duke, Prince Palatine, Theocrat, Archcleric	Beygraf, Tarkhan, Shah, Orakhon, Ilkahn
Herzog, Duke, Fasstal, Prince, Count Palatine, Censor, Freeholder, Prelate, Hierarch, Voorman	Hetman, Ataman
Margrave, Marquis, Earl, Count, Archbaron, Plar, Grandee, Despot/Despotrix, Gynarch, Commandant, Altmeister	Khan, Amir, Emir
Szek, Viscount, Baron, Lord Mayor, Magistrar, Boss, Tyrant	Mullah
Knight Commander, Mayor, Chief, Laird	
Knight, Spokesman	

As might be imagined, being a seated noble leaves little time for a life of adventuring. Noble families tend to be large, however, and there are quite a few “extra” children in any generation that could find themselves left to their own devices and thus indulge some sense of wanderlust. However, there are many more charlatans than genuine members of the nobility who undertake such a calling.

VARIANT NOBLE: RAKE

A rake is a lesser scion of an aristocratic family bent on squandering his allowance and inheritance on wine, women, and dueling. While most nobles have at least a slight penchant for such things, the rake takes these and other pleasures to excess, often finding excuses to indulge in dangerous and exciting activities for their own sake. If you select this background, choose the bravos variant feature rather than the privileged position feature common to nobles.

OUTLANDERS OF THE FLANAESS

Although the Flanaess is held to be the most civilized continent on Oerth, it is still not without its wild hinterlands that are home to all manner of wild and uncivilized tribes. Although the Suel barbarians in the northeastern Thillonrian Peninsula are relatively civilized in the regions surrounding their cities and towns, the more rural areas are home to some of the roughest and wildest folk known. All are fierce fighters, including the women and children, and will defend their ancestral farms with the same ferocity that they defend their independence. Some of these farmsteads have been in their respective families for centuries, and hold guardian spirits that the clans venerate as near-gods.

VARIANT OUTLANDER: NORTHERN NOMAD

The wolf and tiger nomads in the extreme northwest of the Flanaess are heavily influenced by Baklunish culture, but maintain a completely nomadic lifestyle, with the exception of a few towns and villages in the western portions of the Tiger Nomad territory, where they have been more subject to the civilizing influences of the Baklunish states. The Wolf Nomads have a permanent capital, but are otherwise of nomadic bent. Alternating between warring against one another, Ekbir, Perrenland, and Iuz, the nomads are consummate horsemen, as are the Rovers of the Barrens to the east, who have not adopted any civilized airs and who lack any sort of permanent settlement. All three will have Animal Handling as a skill proficiency instead of Athletics.

VARIANT OUTLANDER: TRIBESMAN OF THE ABBOR-ALZ

You hail from the arid hills of the Abbor-Alz, which ring the Bright Desert. The descendent of ancient mixed Suel-Flan tribes, you grew up fighting both the hated Flan tribesmen in the desert proper and the more civilized warriors of Urnst, Hardby, and Greyhawk. If you choose this Outsider variant, use Intimidation and Survival for your skill proficiencies, and do not roll on the Origin table.

SAGES OF THE FLANAESS

The great cities of the Flanaess are not only hubs of commerce and power, but also centers of knowledge as well. Truly great cities are measured by the quality and size of their universities and colleges, and most will have at least one such institution. Many of the largest will have several such places of learning, and

Variant Feature: Bravos

If your character has the rake variant noble background, you must select this variant feature rather than privileged position.

You have two retainers with you who accompany you on your nightly debaucheries. They are more akin to thugs spoiling for fights than noble dandies, but they can pass for someone of your class and are loyal to you as long as they remain well-paid (they are skilled hirelings, but their pay usually comes out of gambling winnings and the proceeds from successful duels in back alleyways). They will not remain with you if ill-treated or if opportunities for loot are not forthcoming.

competition for both choice students and master instructors can be fierce. In such an environment, sages are a respected part of the community.

VARIANT SAGE: SAVANT

The savant is a specialist within the community of sages, dedicated explicitly to the study of arcane knowledge to the exclusion of most other topics. Such specialization carries with it downsides, of course. Your use of the Researcher feature is limited to those topics that deal with magic, the supernatural, other planes, etc. However, you also may use your proficiency bonus whenever making an Intelligence (Arcana) check.

VARIANT SAGE: STUDENT

In your youth, you were enrolled in a college or university to take on the life of an academic, but at some point you gave up on that calling to pursue another. You still retain the basic skills of research and literacy, and a better-than-average pool of knowledge, but are not to the level of mastery that a true sage possesses. If you decide to take the student background, you must make a DC 11 Intelligence (Investigation) check to know the location of the knowledge that you seek. You may, however, select an extra skill in which you are proficient.

SAILORS OF THE FLANAESS

The sailors of the Flanaess are as hearty a group of old salts as you will find on any other world. Most of the sailing vessels of Oerth are not built for ocean crossings, however, and most will hug the coasts. River-going traffic is also a critical piece of the network of trade that connects the farthest corners of the Flanaess and allows the cloth of Medgia to be sold in the markets of Urnst. This is not to say that there aren't ships and sailors that do cross the large Azure Sea, or make the perilous trek from the Thillronian Peninsula to distant Fireland, but shorter and less arduous voyages are by far the more common. Someone who is used to sailing on a river boat or barge will be of much less use on an ocean-going vessel, and vice versa. You should choose the sort of ship you served on—river, lake, coastal, or ocean-going—each of which have their own quirks.

SOLDIERS OF THE FLANAESS

The Flanaess is a land that is always at war. Whether on a large scale, where mighty armies of tens of thousands clash on vast plains, or skirmishes of a few score men on each side, there are always those who want to take what others have and those who wish to resist them, those who feel they have been wronged, those who fight for power, those who fight for money, those who fight for honor, and those who fight to survive. There is a strange brotherhood among those who make their living from war, even those on opposite sides of a conflict will often feel a certain comradeship with those who share their hardships, even if they know they will try to kill each other if ordered to.

In the Flanaess there are a number of borderlands that are more or less in a constant state of war, if only at a low level. There are the Shield Lands and the northern border of Furyondy, which are pressed by Iuz, the Horned Society, and the Bandit Kingdoms. Tenh is beset by the Rovers to the north and bandits to the west. Ratic is squeezed by barbarians to the north and the humanoids of the Bone March to the south. The Iron League was formed to resist the oppression of South Province, Medegia, and the Great Kingdom, which in turn seeks to return the lands of the Iron League to its suzerainty. The lands of the western Sheldomar Valley—Geoff, Sterich, and the Yeomanry—are constantly threatened by giants, humanoids, and worse from the mountains to the west. The Pomarj is overrun by humanoids and evil men, and in turn is more or less constantly sparring with the Prince of Ulek and the southern cities of the Wild Coast. There is indeed war aplenty for a soldier in the Flanaess.

VARIANT SOLDIER: MERCENARY

Not everyone fights for honor or duty; many fight for gold and other loot. You are such a person. You are a professional soldier by choice, looked down upon by those nobles who inherit their officer's insignia along with their name, but you know that when push comes to shove, it's the professionals like yourself who really pay the butcher's bill. You could be a member of a regular mercenary company that sells itself out en masse for a given campaign, or a freelancer who hangs around in dives near likely battlefields, knowing that sooner or later someone will come recruiting, dangling a purse of gold in front of you for the promise of light duty and easy loot. Somehow it never seems to work out that way, however.

If you decide that your soldier character is a mercenary, you may choose the Old Campaigner feature (see sidebar) instead of the Military Rank feature.

URCHINS OF THE FLANAESS

Where there are poor, there are urchins, and there are certainly teeming poor in the great cities of the Flanaess. The stories of the grinding poverty to be found in the Beggars Quarter and Slums of the City of Greyhawk are legendary. But Greyhawk is not the only city with more than its fair share of the poor, and it's not unknown for someone who grew up in the shadows of the slums of the great cities of the Flanaess to haul themselves up to comfort and even wealth through hard luck, risk taking, and more than a little luck.

Urchins could have grown up in nearly any city or town of the Flanaess, but some of the more prominent choices include Greyhawk, Dyvers, Verbobonc, Chendl, Niole Dra, Lopolla, Gradsul, Monmurg, Irongate, Rel Mord, Rauxes, Rel Astra, Eastfair, Zelradton, Mentrey, or any of the towns on the Wild Coast or Bandit Kingdoms.

NEW BACKGROUND: WOODSMAN

You were born and raised in the deep forest, as have your fathers and mothers for generations before you. You know the ways of the wood; the sounds of the birds, insects, and animals are like a trumpeter's call to you; you can sense when something isn't right in the forest.

As a woodsman, you are more rough-hewn and straightforward than your city-dwelling cousins, but not so unaware of civilization as to count as an outlander (see above). Generally speaking, woodsmen will resent the efforts of the states which neighbor their homelands to bring them under control, but in some cases the people of the forest will welcome such protection, especially in areas that are themselves under threat from worse powers than human kings.

Skill proficiencies: Athletics, Survival

(cont'd)

Free Marines (Dyvers). An elite force that serves as the main military unit of the city, but which is perfectly at home aboard ship as well as on land. They are not overly fond of either folk from Greyhawk or river pirates.

Hardby Marines (Hardby). An all-woman force of warriors that forms the core of the defenses of that city-state.

The Overking's Heavy Guard (Great Kingdom). The Overking's Heavy Guard is known for their ferocity in battle as well as their fanatical loyalty to the Overking of Aerdy. Used to guard the person of the Overking as well as to put down rebellions with crushing force, the Overking's Heavy Guard has a reputation as feared, if efficient, killers.

Steadfast Pike (Veluna). Noted for both their skill at arms and their resolute morale, the Steadfast Pike are considered the finest infantry in the western Flanaess, and form the personal guard of the Canon himself. Their motto is, "Never retreat in the face of the enemy."

Tenha Host (Tenh). Primarily consisting of excellent medium cavalry, this storied army is the primary military arm of the Duchy of Tenh, and commands very high loyalty among the troops.

Tool proficiencies: Herbalism kit, woodcarver's tools

Equipment: A set of traveler's clothes, a handaxe, a hunting trap, and a small pouch with 10 gp.

Homeland

Not all forests are the same, and so too not all woodsmen are alike. The traits associated with the various major forests of the Flanaess are generalizations, naturally, but will apply in a great number of cases. Woodsmen will also often have a general camaraderie amongst one another, regardless of which forest fastness they call home; a shared bewilderment as to how others don't know that the outer bark of a birch tree is waterproof and can be used to create an improvised canteen, and similar bits of lore that are known to every child back home.

d10	Homeland
1	I am from the Adri forest. I dislike folk from the Great Kingdom as a rule.
2	I am from the Celadon forest. I will be inclined to drive away or kill any outlaws or bandits I come across.
3	I am from the Dim forest. I am well disposed towards elves.
4	I am from the Gamboge forest. I tend to trust Nyrond and its citizens more than the Palish.
5	I am from the Gnarley forest. I resent any who would claim suzerainty over my home.
6	I am from the Grandwood forest. I dislike Medegians as a rule.
7	I am from the Phostwood/Nutherwood. Bandits of any stripe are my foe.
8	I am from the Rieuwood. I dislike folk from South Province.
9	I am from the Vesve forest. Orcs, hobgoblins, and anyone serving Iuz will not find a friend in me.
10	I am from the Welkwood. I am inclined to trust elves and gnomes, but have a stronger-than-normal dislike of humanoids.

Feature: Woodsense

When you are in a woodland, you can use the subtle cues and clues of the forest to sense the presence of monsters, humanoids, and other creatures which are not naturally forest-dwellers, or which are non-subtle predators such as dragons. Whenever you make a Wisdom (perception) check in a wooded setting, you are considered to be proficient in the skill.

SUGGESTED CHARACTERISTICS

Growing up in the fastness of a vast woodland leaves a definite mark on anyone. Woodsmen will tend to be mistrustful of outsiders and those they consider "too civilized", but are downright clannish when it comes to those with whom they are familiar.

d8	Personality Trait
1	I rarely speak unless I'm asked a direct question, and even then, I don't say much.
2	I am gregarious and love to hear tales of the wide world beyond the forest.
3	Animals you can trust. People, not so much.
4	I once saw a dryad in the deep woods. I've spent the time since trying to find her again.
5	I'm constantly doing bird calls. Most of the time I don't even realize I'm doing it.
6	I collect bits of civilized luxuries, even if I don't always know what they're for.
7	I think civilized city ways are foolish and effete, and will take any opportunity to point that out.
8	I am always polite to city folk, because I think they're somehow better than I am.

d8	Ideal
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1	Freedom. Every man is his own king, and the woods are their common realm. (Chaotic)
2	Solidarity. All of the forest-folk should band together for the common good. (Good)
3	Balance. Life in the forest shows that all things happen in cycles; birth and death, summer and winter, fortune and ill-luck. I take everything in stride, knowing that it won't last. (Neutral)
4	Survival. Everything I do, I do so that my family and I can survive another season. (Neutral)
5	Adventure. There's a huge world beyond the verge of the forest, and I want to see all of it. (Any)
6	Greed. There are wolves in the wood that take what they want. I am one of them. (Evil)

d8	Bond
1	I'll protect my home forest no matter the cost.
2	I'll do whatever I can to stop the retreat of the boundaries of the forest.
3	All the forest folk are my friends.
4	As a woodsman I understand the need for logging. But clear-cutting whole acres at a time is wrong, and I'll take revenge against those who did that to my home forest.
5	I once went on a legendary hunt with my friends, and we formed a lifelong bond on the trip.
6	I follow the Old Faith and will give up anything to aid it or those who follow it.

d8	Flaw
1	Bathing is for city-folk.
2	I'm overly trusting of wood elves.
3	I'm overly trusting of gnomes.
4	I think I understand elvish ways much better than I actually do.
5	I don't really know how to deal with other people.
6	I feel anxious when I'm not under a canopy of greenery.

OPTIONAL FEATS

For those DMs who are using the optional feats rule in the Player's Handbook, the following regional feats are presented. Each of these is unique to one or more areas or races found in the Flanaess, and these form the prerequisites for each feat. They otherwise function as other feats.

Note that some feats require that you be 1st level to take them, as they are inherent to your ancestry and/or place of origin, and thus wouldn't need to wait until you reached 3rd or 4th level to manifest. In such cases, you may still take the feat, but lose the opportunity to improve an ability or take a feat the first time the opportunity arises.

Remember that feats in general are purely optional, and these are especially so, and may only be used at the DM's discretion. Check with your DM before assigning any of these (or any other feat) to your character.

ATLAN'S MARK

Prerequisite: Human (Olman) race

Your extensive body tattooing gives you the following benefits:

- You may add your Constitution bonus to Death Saving Throws
- You may subtract 1 from any necrotic damage you take each turn
- Other Olman will recognize you as a follower of Chitza-Atlan, the Olman god of death

BADGE OF BONDAGE

Prerequisite: You must originally come from a nation where slavery is tolerated; Bandit Kingdoms, the Great Kingdom, Horned Society, Iuz, Ket, Lordship of the Isles, Medegia, North Province, the Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, South Province, Wild Coast, or Zeif.

You are a former slave, and your body bears the scars of your past. Your history of torture and degradation give you the following benefits:

- You may add your proficiency bonus to the DC when subject to any Charisma (Intimidation) checks
- You may add your proficiency bonus when making any Charisma (Deception) checks

BAREBACK SOUL

Prerequisite: You must come from the Paynims, Rovers of the Barrens, Tiger Nomads, Ull, or Wolf Nomads.

Your bareback riding skills allow you to act as if you are riding with a military saddle, even when you are not. This means you get advantage when making checks to remain mounted. In addition, you get a +1 bonus when making to hit rolls with simple ranged weapons when mounted bareback. You also may add your proficiency bonus when mounting a horse bareback (if a roll is required), and need not use an action to dismount on your feet if your mount is knocked prone, when riding bareback. This only applies to horses.

BLACKMOORIAN RHYMES

Prerequisite: You must come from Blackmoor.

Your studies of the ancient Rhymers of Blackmoor has yielded arcane knowledge unknown to most men, allowing you to have advantage when making an Intelligence (Arcana) check. You can also add your proficiency bonus to such checks.

BLOOD OF KORD

Prerequisite: Human (Suel) race, and ability to rage. You must be a 1st level character when taking this feat.

One of your distant ancestors was taken as a lover by the god Kord, impacting your ability to rage. Your rage damage bonus is twice what it normally would be.

BLOODED

Prerequisite: You must come from the Bandit Kingdoms, Bissel, Bone March, Furyondy, Geoff, Gran March, Hold of Stonefist, Iuz, Ket, Nyrond, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh, Wild Coast, Wolf Nomads, or Yeomanry.

Your tough upbringing has left you with direct knowledge of what it means to fight for your life, and has given you an appreciation for quick wits and reflexes in combat. It is very difficult to catch you by surprise. You add your proficiency bonus when making Initiative rolls.

BORDER WATCH

Prerequisite: You must come from Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate, Ket, Nyrond, Ratik, Shield Lands, Sterich, or Sunndi.

You come from a land with a long history of being pressed by enemies. This has given you experience at scanning the horizon for foes, and some military experience. You may add your proficiency bonus to all Wisdom (Perception) checks.

BORN FOLLOWER

Prerequisite: You must come from the Gran March, the Great Kingdom, or the Pale. You must be a 1st level character when taking this feat.

You are at your best when taking orders from an inspiring leader. When you are within 30' of an ally with the Inspiring Leader feat, you gain advantage when making attack rolls and when making saving throws against fear effects.

CELESTIAL SCION

Prerequisite: You must come from the Great Kingdom, Medegia, North Province, or South Province. You must be a 1st level character when taking this feat.

You are a lesser member of one of the noble houses of the Great Kingdom, granting you the following benefits depending on the family to which you belong. The DM may (and should) introduce various complications and role-playing opportunities based on this feat, at his discretion. Note that the attitude adjustments mentioned below assume the NPC is aware of the PCs house.

House Cranden: You are a minor member of a very influential house. You start with the maximum amount of gold, and may add your proficiency bonus to all Charisma (Persuasion) checks. NPCs from the Great Kingdom automatically start with a friendly attitude towards you, unless they are explicitly enemies of House Cranden.

House Darmen: Your house is known for its silken tongue and poison words. If you fail a Charisma (Deception) check, you may immediately make a Charisma (Persuasion) check to try to talk your way out of the lie, explaining it away as being out of context, a slip of the tongue, and similar doubletalk. Within the Great Kingdom, members of the lower class (serfs) will have an initial attitude of hostile, as House Darmen is known to look down on such people universally, but all others will have an attitude of friendly.

House Garasteth: Yours is a house known as a bastion of arcane power and knowledge. You have advantage on all Arcana skill checks, and NPCs from the Great Kingdom will have an initially friendly attitude.

House Naelax: You are a distant relation of the Overking, Ivid IV, whose line is known to be demon-possessed and/or mad, not to mention outright cruel. You may add your proficiency bonus to all Charisma (Intimidate) checks, and can spot any demon or devil even if it is magically disguised in some way on a successful Wisdom (Perception) check. All NPCs from the Great Kingdom have a seemingly friendly attitude towards you, as they try to ingratiate themselves to someone who is, no matter how distantly, related to the ultimate power in the kingdom. In reality, however, they will be unfriendly and display such as soon as you are out of earshot.

House Rax: You are a very minor member of the former Imperial house, which was supplanted by House Naelax long ago. No true heirs of House Rax remain, but several lesser cadet lines endure, and have managed to retain some measure of political influence. This influence allows you to add your proficiency bonus to all Charisma checks you make to find local rumors. NPCs from the Great Kingdom will have an initially friendly reaction towards you.

House Torquaan: You are a minor member of the wealthiest noble house in Aerdy. With this, however, comes a reputation for penuriousness, deceit, and even force to wring every last copper out of a deal. You get a 10% discount on all purchases within the Great Kingdom, except in areas or with enemies of your house. NPCs from the Great Kingdom will have an initially unfriendly reaction.

COMPANION GUARD STYLE

Prerequisite: You must be a gray olve and come from Celene. You must also be proficient with longsword, spear, and shortbow.

You have been trained to fight in the same style as the Companion Guard of Celene, allowing you to use either your strength or dexterity bonus when attacking. In addition, when attacking with a bow, you get a critical hit (but not an automatic hit) when you roll a 19 or 20.

DEEPSEER

Prerequisite: deep gnome, stout halfling, or mountain dwarf race

Your underground heritage helps you to see better underground, with the following benefits:

- Deep gnomes and mountain dwarves add 30' to the range of their darkvision
- Stout halflings gain darkvision; you can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You only see shades of grey in darkness.

DEFENSIVE EXPERT

Prerequisite: You must come from Irongate, Shield Lands, Sunndi, or the Yeomanry.

You are used to fighting under cover. This gives you an additional +2 to your armor class when you have half cover or three-quarters cover, for a total bonus of +4 and +7, respectively. In addition, when choosing the Dodge action, you may add your proficiency bonus to Dexterity saving throws.

DESERT FIGHTER

Prerequisite: Fighter class from the Bright Desert

Your experience in the desert helps you take advantage of the terrain when fighting, giving you the following benefits when fighting in desert terrain:

- You ignore difficult terrain
- Your armor class is increased by 1

DRIFTWALKER

Prerequisite: You must come from the Frost Barbarians, Hold of Stonefist, Ice Barbarians, Perrenland, Snow Barbarians; or be a wild olve or wood olve.

You are born and bred to snow and ice, and can move in such environments as easily as walking down a stone path. You ignore difficult terrain if it is snowy or icy, and those tracking you over such terrain have a DC of 15.

DWURLORE

Prerequisite: You must come from Irongate or the Ulek States, or be a dwur (any type).

You are an expert on the lore of the dwurfolk, including ancient lays, songs of battles, family sagas, and metalworking lore. Because of this, you may apply your proficiency bonus to any Intelligence (Dwur Lore) checks you make, as well as any Intelligence checks that would deal with blacksmithing, mining, and other dwur-related skills.

EHLONNA'S WAY

Prerequisite: You must come from Celene or Highfolk, or be an olve (any type).

You have a special connection to the goddess of forests and meadows. You may add your proficiency bonus to all Dexterity (Stealth) checks made in woodlands, and enemies with less than total cover do not receive any cover bonus when the cover is from trees or plants. Enemies with total cover are unaffected by this ability. You can also add your proficiency bonus to any Wisdom (Survival) rolls, as long as you are in woodlands.

ELEMENTAL FOCUS

Prerequisite: Human (Baklunish) race and the ability to cast at least one spell

Your Baklunish ancestors developed close relationships with the elements, dating back centuries before the Invoked Devastation. Your link to that tradition gives you the following benefit:

- Whenever you cast a spell dealing with an elemental force (earth, air, fire, water, ice, etc.), the DC of any saving throw is increased by 1

EXERCISES OF ARND

Prerequisite: Fighter class, the Tough feat, and Human (Oeridian) race

Ages ago, the legendary Arnd of Tdon, an Oeridian general-priest, developed a set of specific physical exercises designed to maintain peak fighting efficiency. After each long rest, you may select one of the three following specific rites and can use the benefits listed. The benefit will remain in place until your next long rest.

- **Rite of Battle:** Select a weapon with which you perform the rite. In melee, you receive a +1 bonus to hit with that weapon
- **Rite of Calm:** You get a +1 bonus to all saving throws
- **Rite of Fitness:** You gain 6 temporary hit points

EXPERT DUNGEONEER

Prerequisite: You must come from Blackmoor or Greyhawk, or be a dwur (any type) or deep noniz.

You have extensive experience and knowledge of dungeons and some of the hazards typically found therein. You may add your proficiency bonus to all ability checks made against mechanical traps. Magical traps are unaffected. If you would already add your proficiency score for other reasons, you may add it again.

FAERIE MYSTERIES INITIATE

Prerequisite: You must be of olven race (any sub-type), or come from Celene, the Duchy of Ulek, the Spindrift Isles, or Verbobonc

You are an initiate of the ancient and mysterious rites and ceremonies of the Faerie Mysteries. These rites involve intricate songs and dances of unbelievably ancient provenance, and require a partner, who is also an Initiate of the mysteries, to properly invoke. Before engaging in the ritual, the Initiates must undergo a long rest immediately beforehand. The Mysteries take 15 minutes to perform, and both Initiates must agree on which to do; both gain the same benefit until such time as they next perform the rites, or until they take another long rest. The royal court of Celene is said to host a ball that involves all of these mysteries at Midsummer, with remarkably improved duration of the effects for those who participate. There are four rites that can be performed:

- **Carols.** You and your partner sing an ancient olven lay describing one of the victories of the supreme olven deity Corellon Larethian over the one-eyed uruz god Gruumsh, and extolling the virtues and graces of the olvenfolk at the expense of uruz and jebli. Successfully completing this rite gives you the equivalent of the Savage Attacker feat, and get a +1 bonus to damage inflicted in melee or ranged attacks, while fighting uruz or jebli foes. If you already have the Savage Attacker feat, only the damage bonus applies.
- **Gyres.** You and your partner engage in an intricate and harmonious dance with clasped hands, centered around a living flower. Once complete, you gain a +1 bonus to all saving throws, regardless of which ability score they are made against.

- **Gambols.** You and your partner engage in a spritely and joyous dance involving the clapping of hands, kicks, and leaps. Once complete, you and your partner gain advantage on all Charisma (Performance) and Dexterity (Acrobatics) checks.
- **Passions.** You and your partner engage in a passionate and vivacious sensual act. You are both left intensely stimulated, and will use your Intelligence ability score modifier to gain extra hit points, instead of your Constitution ability score modifier.

GIANTKILLER

Prerequisite: You must come from Geogg, Keoland, or Sterich.

Long years of fighting against giants has given you special insights into how combat them. When fighting a giant, you get a critical hit on a roll of 16 or higher. In addition, you get a +2 bonus to your armor class when a giant is making a melee attack against you.

GREAT FERVOR

Prerequisite: You must come from Ekbir, the Pale, Scarlet Brotherhood, Tusmit, Veluna, or Verbobonc.

You have unwavering and enthusiastic religious faith, and your deity is inclined to reward such zeal. Once per day you may re-roll any saving throw roll, and add your Wisdom modifier to the roll. You must accept the outcome of the second roll, whether or not it is successful, even if the outcome is worse than it otherwise would have been (such is an indicator that you have failed your deity in some way).

GREYHAWK METHOD

Prerequisite: You must come from Greyhawk, and have at least one level as a Wizard.

You are a student of the Greyhawk School of Wizardry, famed throughout the Flanaess as a place of magical learning. Because of your researches, each time you gain a wizard level, you can add four, rather than the normal two, spells to your spellbook. They must be spells of a level you can cast. Once you choose an arcane tradition at 2nd level, two of the four spells must be from that tradition.

HEIR OF LENDORE

Prerequisite: Human (Suel) race

The legendary Suel archmage Lendore is your distant ancestor, marking you by your milky white eyes (but your vision is unaffected). You may add your proficiency bonus to any ability checks needed to cast divination type spells. If the target of your divination type spell is entitled to a check, your proficiency bonus is subtracted from their roll (if applicable).

HOBNIZ LORE

Prerequisite: Hobniz (any) race, or come from one of the Ulek states.

You have learned the many recipes, jokes, legends, folk-songs, and aphorisms of the hobniz folk. This store of lore allows you to add your proficiency bonus to all Intelligence (History) and Intelligence checks relating to halflings, and also to any use of cook's utensils.

HORSELORE

Prerequisite: Human (Baklunish or Flan) race, or come from the Paynims, Rovers of the Barrens, Tiger Nomads, or Wolf Nomads.

You grew up with horses, and know their ways. You can add your proficiency bonus to all Wisdom (Animal Handling) checks that involve horses. If applicable, horses will have an initially friendly attitude towards you.

JINNBOUND

Prerequisite: Human (Baklunish) race. You must be a 1st level character when taking this feat.

You are distantly related to one of the elemental genies at the end of the Suel-Baklunish wars, some of whom took mortal mates and left their progeny to help rebuild after the Invoked Devastation. You must choose one type of genie to be your distant ancestor.

- **Dao (earth).** You may add your proficiency bonus to all saving throws against earth-related magical effects such as *earthquake*, etc. In addition, you may add your proficiency bonus to any ability check rolls required for earth-related sorcerer spells you cast.
- **Djinni (air).** You may add your proficiency bonus to all saving throws against air-related magical effects such as *gust of wind*, etc. In addition, you may add your proficiency bonus to any ability check rolls required for wind-related sorcerer spells you cast.
- **Efreeti (fire).** You may add your proficiency bonus to all saving throws against fire damage. In addition, you may add your proficiency bonus to any ability check rolls required for fire-related sorcerer spells you cast.
- **Marid (water).** You may add your proficiency bonus to all saving throws against water-related magical effects such as a water elemental's attack. In addition, you may add your proficiency bonus to any ability check rolls required for water-related sorcerer spells you cast.

JUNGLE FIGHTER

Prerequisite: You must come from the Lordship of the Isles, Olman, Scarlet Brotherhood, or the Sea Princes.

You grew up in dense, steamy jungles and know how to utilize the dense foliage to your advantage when fighting. You receive a +2 bonus to your armor class when fighting in jungle terrain.

KNIGHT OF THE HART (KNIGHT OF FURYONDY)

Prerequisite: You must be of human, elven, or half-elven race, and have at least three levels as a fighter, paladin, or ranger.

You are a member of the Knights of Furyondy branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any knight of the Hart. Because of your connections, you can petition for assistance from the rulers or nobles of Furyondy, Veluna, or Highfolk; you will usually be heard within 24 hours. If the proposed mission will definitively aid the kingdom (obtaining a powerful artifact, stopping some plot by the Horned Society, etc.), you will get advantage when making Charisma (Persuasion) checks. You also receive a stipend of 2 gp per week.

When traveling beyond the boundaries of Furyondy, Veluna, or Highfolk, you must notify your superior. If you are needed for a battle, you might be recalled or forbidden from traveling.

KNIGHT OF THE HART (KNIGHT OF THE HIGH FOREST)

Prerequisite: You must be of elven or half-elven race, and have at least four levels as a fighter or ranger.

You are a member of the Knights of the High Forest branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any village or woodsman home in Highfolk or the southern Vesve Forest, as well as from any other Knight of the Hart. Because of your skill and experience in woodland fighting, you get a +1 bonus to your Dexterity (Stealth) roll when checking to see if you surprise an enemy when in a wooded environment. You also receive a stipend of 1 gp per week.

KNIGHT OF THE HART (KNIGHT OF VELUNA)

Prerequisite: You must be of human (any but Rhennee) or half-elven race, and have at least seven levels as a fighter, paladin, or cleric.

You are a member of the Knights of Veluna branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any knight of the Hart. Because of your connections, you can petition for assistance from the rulers or nobles of Furyondy, Veluna, or Highfolk; you will usually be heard within 24 hours. If the proposed mission will definitively aid the kingdom (obtaining a powerful artifact, stopping some plot by the Horned Society, etc.), you will get advantage when making Charisma (Persuasion) checks. You also receive a stipend of 3 gp per week.

When traveling beyond the boundaries of Furyondy, Veluna, or Highfolk, you must notify your superior. If you are needed for a battle, you will be expected to fight.

KNIGHT OF THE WATCH

Prerequisite: You must be a member of the Knights of the Watch, be of lawful good or lawful neutral alignment, and have at least 3 levels as a fighter, paladin, or cleric. Race must be human (any non-Baklunish), dwarf, or half-elf.

You are a member of the Knights of the Watch, who guard the western borders of the Flanaess against the threat from the Baklunish lands to the west. You may requisition a mount for your use, and can expect hospitality (meals, lodging, and replacement of nonmagical weapons) from nobles and order castles in Geoff, Bissel, Gran March, and Keoland. You also receive a +1 bonus when attacking from horseback.

You are also expected to attend weekly drills; absences must be authorized beforehand from your superior. If you build a stronghold, it should be located in a location of strategic benefit to the order.

LANDLESS NOBILITY

Prerequisite: You must come from Bone March, Geoff, Sea Princes, Shield lands, Sterich, Tenh, or the Principality of Ulek. You must be 1st level when choosing this feat.

Your family was once a respected and influential noble line, but has lost that status due to some unfortunate circumstance (war, political maneuvering, financial downturn, etc.). Your noble status still allows you some material comfort and respect in certain quarters, even if it is a shadow of what it would have been a few generations ago. You receive maximum starting gold, and may add your proficiency bonus to all Charisma checks made against people from your homeland, even if you are no longer within its boundaries.

LAYS OF THE NORTHERN ADEPTS

Prerequisite: You must come from Blackmoor or be of Human (Flan) race, and have at least one level as a sorcerer.

You have studied the heroic poems of the ancient sorcerers of the Ur-Flan, who had an empire and were counted as mighty sorcerers in the Flanaess, in the distant past. The DC of anyone attempting to dispel a sorcerer spell you have cast is automatically increased by 2.

LORE OF THE UR-FLAN

Prerequisite: You must come from Bright Desert or be of Human (Flan) race, and have at least one level as a spellcaster.

You have studied the ancient necromancies of the Ur-Flan. As such, when you cast any necromancy spells that grant a saving throw to the target, they have a -2 penalty to their roll.

MERCANTILE UPBRINGING

Prerequisite: You must come from Bissel, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, Irongate, Ket, Lordship of the Isles, Onnwal, Sea Barons, Rel Astra, North Province, Tusmit, Ulek States, Urnst Stares, or Verbobonc; or be of noniz (any), dwur (any), or hobniz (any) race.

You come from a long line of merchants and traders. You may add your proficiency bonus to all skill checks made to determine the value of a given item, trade goods, etc.

MOUNTAIN FIGHTER

Prerequisites: You must come from the Frost Barbarians, Geoff, Ice Barbarians, Irongate, Perrenland, Pomarj, Ratik, Snow Barbarians, Sterich, Stonehold, Tusmit, the Ulek States, Ull, Duchy of Urnst, the Valley of the Mage, or the Yeomanry; or must be a dwur (any type) or Valley olve.

You grew up in rocky, craggy terrain and know how best to use it in combat. You receive a +2 bonus to your armor class when fighting in mountainous terrain.

NEXUS METHOD

Prerequisite: You must come from Rel Astra, the Sea Barons, or Medegia.

You are a student of the Sorcerer's Nexus in Rel Astra, which specializes in conjuration magic. You may cast any conjuration spell in your spellbook, even though you have not prepared it for that day. The spell will still expend the appropriate spell slot when cast.

NOBLE SOUL

Prerequisite: You must come from Furyondy, the Pale, the Shield Lands, Ulek States, Veluna, or the Yeomanry; or be of noniz (deep), half-olve, human (Oeridian), or hobniz (tallfellow) race.

Your innate nobility and earnestness inspires those around you. You gain a +1 bonus to all Wisdom checks, and add your proficiency bonus to all Charisma (Persuasion) checks.

NONIZ LORE

Prerequisite: You must either come from the Ulek States, or be of noniz (any) or valley olve race.

You are a font of knowledge about the noniz, from legends to bawdy jokes to oral history. This allows you to use your proficiency bonus on all Intelligence (History) checks dealing with gnomish history, and a +1 bonus to all Charisma (Performance) checks.

OLVENLORE

Prerequisite: You must come from Celene, Highfolk, The Spindrift Isles, Sunndi, the Ulek Stares, or Verbobonc; or be of olven (any), Halfling (tallfellow) or valley olve race.

You have learned the epic songs, historical lays, and mystical songs of the olvenfolk, bringing you great knowledge of Oerth and hidden mystical lore. You get a +1 on all Intelligence (Arcana) checks.

URUZ BLOODED

Prerequisite: You must come from the Bandit Kingdoms, Bone March, Iuz, North Kingdom, the Pomarj, Hold of Stonefist, Ull, or Zeif. You may select this feat only at 1st level.

One of your ancient ancestors was an uruz. The influence is far too weak and distant for you to qualify as a half-uruz (let alone an uruz), but your features have a slightly porcine cast, and your temper is as bad as your breath. You also get darkvision (30' range).

PUREBLOODED SUEL

Prerequisite: Human (Suel) race. You must be a 1st level character when taking this feat.

Your Suel blood is pure and untainted, forming a link with the glorious past of the Suloise Imperium and their mighty sorcerers, as well as modern-day organizations that seek a return to those bygone days of Suel glory. Your short-tempered nature gives you a +1 bonus to all Charisma (Intimidate) checks, while your link to the ancients gives you a +1 bonus to all saving throws against spells and spell-like magical effects. Finally, you may add your proficiency bonus to all Charisma (Persuasion) checks against agents of the Scarlet Brotherhood.

RAIDER'S SPIRIT

Prerequisite: You must come from the Amedio Jungle, Bone March, Frost Barbarians, Ice Barbarians, Iuz, Olman Islands, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, or Wolf Nomads.

You grew up as a raider, specializing in hit-and-run attacks and in a martial society that values war. You may add your proficiency bonus to all saving throws against fear, including magical *fear*, as well as any Charisma (Intimidate) checks.

RANGER OF THE GNARLEY FOREST

Prerequisite: You must be a member of the Rangers of the Gnarley Forest faction, and have at least one level as a ranger.

You have been initiated into the select group of rangers that protect the Gnarley Forest from its enemies. Upon taking this feat, you will be able to count on the hospitality of the inhabitants of the Gnarley Forest simply by showing your badge of rank. In addition, you are able to identify plants, animals, and locate drinkable water with 90% accuracy while within the precincts of the forest. You also have proficiency in the secret language of druids, and your own cant which allows you to communicate with other members of your order without others even realizing it; this can also be used to leave messages from other Rangers of the Gnarley in the form of scratches on tree trunks, specially woven grasses or sapling limbs, and the like.

RAPSCALLION

Prerequisite: You must have an Intelligence of 13 or higher, and must come from the Bandit Kingdoms, Dyvers, Sea Barons, County of Urnst States, or the Wild Coast; or be of half-elf, human (Rhennee), or noniz (any) race.

Your sharp wits and agile mind help when spinning tales, hooks, and lies. When making Charisma (Persuasion) checks, you may add both your Charisma and Intelligence modifiers.

RHENNLORE

Prerequisite: You must come from Dyvers or Greyhawk, or be of human (Rhennee) race.

You are well-versed in the oral histories, songs, and folk-dances of the Rhennee bargefolk. You may apply your proficiency bonus to all Intelligence (History) checks relating to the Rhennee, and get a +1 bonus on all Dexterity (Acrobatics) checks.

RUSTIC CHARM

Prerequisite: You must come from South Province, Furyondy, Keoland, Nyrond, Sunndi, the Duchy or County of Urnst, or Veluna.

You have a simple “country boy” charm that some find disarming, and which can lead others to underestimate your abilities. Social class doesn’t impact others’ initial reaction to you, and others attempting a Wisdom (Insight) check against you do so with a -2 penalty.

SAGACIOUS METHOD

Prerequisite: You must come from Nyrond.

You are a student of the Sagacious Society of Nyrond, which consists of scholars and spellcasters who work together for Nyrond’s defense. You add your proficiency bonus to all Intelligence (Arcana) checks relating to magic scrolls, and also to your roll when attempting to cast spells that are higher in level than you could normally cast.

SECOND SIGHT

Prerequisite: Human (Rhennee) race

The gift of prophecy and foresight is not unknown among the barge-folk, although it is more often claimed by charlatans to fool outsiders. Your gift is true, however, and you may cast the spell *augury* as if you were a 3rd level cleric, once every 24 hours.

SHADOWBOUND

Prerequisite: You must come from Valley of the Mage

The Mage of the Valley has fused a sliver of the Plane of Shadow, also known as Shadowfell, with your soul. You are able to summon a veil of shadow to obscure your presence, giving you a +2 bonus to all Dexterity (Stealth) rolls that involve you hiding (as opposed to sneaking up on someone).

SILENT METHOD

Prerequisite: You must come from Keoland

You were a student at the Lonely Tower of the Silent Ones, a Keoish magical order dedicated to keeping the secrets of the ancient Suel archmages safe from those who might misuse them. When casting *dispel magic*, you gain a +2 bonus on all rolls to dispel curses, transmutation spells, and enchantment spells.

SPIRIT OF THE SEA

Prerequisite: You must come from Ekbir, Lordship of the Isles, Lendore Isle, Sea Barons, Sea Princes, Spindrift Isles, Wild Coast, or Zeif

You have grown up on the decks of ships, and feel most at home with the pitch of a heaving deck under your feet. You know the perils of the sea. While aboard ship, you may add your proficiency bonus to all Dexterity and Wisdom (Perception) skill checks while on a ship, as well as doubling the time you can hold your breath. The Dungeon Master should use his judgement in deciding when this feat is applicable, and may at his discretion extend it to other skill checks relevant to the operation of a ship.

TESTED

Prerequisite: You must already have the Faerie Mysteries Initiate feat, be 10th level or higher, and be of olven (any except drow) race.

You have studied the inner mysteries of the olvenfolk and passed through the Moonarch of Sehanine. This has given you inner calm and an outer aloofness than many who are not Tested mistake for rudeness. You emerged from the Testing with a desire to protect the woodlands and those faerie folk and creatures that dwell within them, and have become a protector of the olvenfolk and their secrets, and a protector of the world from the evil magic and baneful things that would pollute it.

You gain a +2 bonus on all Charisma checks made against other olvenfolk. In addition, you may choose one of the following when you take the feat:

- Gift of Prophecy. Your Trial has left you with the ability to connect with the servants of the elven gods. Once per day you may cast the *commune* spell as if you were a 10th level cleric.
- Gift of Sight. Your Trial has left you with the ability to penetrate the false veil of the world and see the reality behind it. Once per day you may cast the *true seeing* spell as if you were a 10th level cleric.
- Ye'Cind's Ear: Your Trial brought you into direct contact with the olven demigoddess Ye'Cind. Once per day you may add your proficiency bonus to any bard spells requiring a statistic check, or may subtract your proficiency bonus from any enemy's saving throw vs. one of your bard spells.

TONGUE OF MOUQOL

Prerequisite: You must come from Bissel or Ket, or be of human (Baklunish) race.

You have a history as a business negotiator. You may add your proficiency bonus to all Charisma (Persuasion) checks related to business transactions.

TROLLBLOODED

Prerequisite: You must have the Tough feat. You must also come from the Frost Barbarians, Ice Barbarians, The Pale, or Snow Barbarians. You must be a 1st level character when taking this feat.

One of your distant ancestors was a troll of the Griff or Corusk mountains. Because of this, you have a touch of regenerative ability. If one of your limbs is severed, it will grow back in 3d6 days. If you can recover it within 1 hour of it being severed, you can reattach it by holding it against the stump for an entire minute. However, in direct sunlight you have a -1 penalty to your initiative.

VATUN'S TOUCH

Prerequisite: You must come from the Frost Barbarians, Hold of Stonefist, Ice Barbarians, Ratik, or Snow Barbarians

You have a connection with the great god Vatun that gives you an unnatural resistance to the cold. You may add your proficiency bonus when making checks against extreme cold and frigid water. It has no effect on magical cold.

WASTRI'S BLESSING

Prerequisite: You must come from Blackmoor. Greyhawk, Keoland, the Sea Princes, or Sunndi.

You have a connection to Wastri, the Hopping Prophet, and have been marked as his servant. Because of this, you add double your Constitution modifier when determining how long you can hold your breath for. When traveling in swampy terrain, it is impossible to track you unless you deliberately leave a trail.

WELL READ

Prerequisite: You must come from South Province, Celene, Dyvers, Ekbir, Furyondy, Greyhawk, Irongate, Keoland, the Spindrift Isles, the Lordship of the Isles, Nyron, Rel Astra, North Province, Umst Stares, Valley of the Mage, Veluna, Verbobonc, or Zeif; or be elf (gray or high) or human (Suel) race.

You grew up having access to a well-stocked library, and made good use of the opportunity. You may add your proficiency bonus to all Intelligence (History), Intelligence (Nature), and Intelligence (Religion) checks.

WELL-TRAVELED

Prerequisite: Half-elf, Halfling (any), or Human (Rhennee) race

You have been around the world and back again, or just about the next thing to it. This has given you a breadth of information about local customs and tales, giving you local insights many other visitors might not have. When making an

Intelligence check to see if you know a local custom, you may add your proficiency bonus to the ability check. You can also such checks in place of Charisma (Persuasion), when the DM deems it appropriate.

WORLD WEARY

Prerequisite: You must come from the Great Kingdom, Iuz, the Bandit Kingdoms, Sea Princes, Sterich, or Tenh.

You come from a land where it's easy to be a pessimist. Your experience with oppression and constant threat of violence gives you advantage when making ability score checks against fear (even magic fear effects) and intimidation.

ZAGYG'S FAVOR

Prerequisite: You must come from the Free City of Greyhawk or its immediate environs.

You're not quite insane, but your ineffable connection with the god of mirth and magic leaves you with a... unique perspective on the world, making you very difficult to manipulate. You may add your proficiency bonus to all saving throws against magical attempts to control or compel you (*charm, dominate, confusion, suggestion*, etc.).

DEITIES OF THE WORLD OF GREYHAWK

There are hundreds of deities worshipped on Oerth. Below are the ones that are 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	Gender	Alignment	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
Ehlonna	f	NG	Intermediate	Common	Forests, Woodlands, Flora, Fauna, and Fertility	Rampant unicorn or a unicorn's horn	Animal, Nature
Elder Elemental God	n/a	NE	Greater	Common	Elemental evil	Black metal triangle with an inverted Y within	n/a
Erythnul	m	CE	Intermediate	Oeridian, Common	Hate, envy, malice, panic, ugliness, and slaughter	Red blood drop, or a bestial mask	Trickery, War

Name	Gender	Align.	Power	Pantheon	Sphere	Symbol	Domains
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
Joramy	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
Llery	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, rousery, wine	A grinning mask	Trickery
Osprey	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
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

Name	Gender	Alignment	Power	Pantheon	Sphere	Symbol	Domains
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	NG	Lesser	Oeridian	War	Four mailed fists grasping each other by the wrist	War
Syrul	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 spirial 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”

“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

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 Godsdays, 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 PENANCE

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.

ATROA

“The Bringer of Spring”

*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

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 Velnius, 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 Velnius, 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, Velnius, 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.

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

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.

BELTAR

“Mother Darkness”

*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

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 Ulaa, 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 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.

BEORY

“The Oerth Mother”

*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

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.

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.

BEREI

“The Hearth Mother”

“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

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, Velnius, 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.

BLEREDD

"The Iron Mule"

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

- Blereddian saying

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.

BOCCOB

“The Uncaring”

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

- Boccobian koan

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 they 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.

BRALM

“The Hive Goddess”

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

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 communality 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 Joramy 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.

CELESTIAN

“The Far Wanderer”

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

Pantheon: Oeridian (common)

Alignment: Neutral

Sphere: Stars, space, wanderers

Rank: Lesser 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

Worshippers 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:

Order	Cleric 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	Sapphire
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.

SAINT CUTHBERT

“Cuthbert of the Cudgel”

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

Pantheon: Common

Alignment: Lawful good

Sphere: Wisdom, dedication, zealotry

Rank: Lesser 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.

CYNDOR

“Keeper of Infinity”

I knew you'd do that.

- Cyndor

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

Worshippers 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.

DALT

“The Opener of Ways”

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

- Daltish aphorism

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.

ZINDIAN ROPE TRICK

Starting at 6th level, you can perform the ancient Zindian 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.

DELLEB

“The Scholar”

*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

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 Godsdays 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.

EHLONNA

“Ehlonna of the Forests”

*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

Pantheon: Common

Alignment: Neutral good

Sphere: Forests, woodlands, plants, animals, fertility

Rank: Lesser 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

Worshippers 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.

ELDER ELEMENTAL GOD

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

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 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	Disadvantage when making saving throws

	against air-based effects. Add proficiency bonus to all saving throws against fire and water effects.	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.

ERYTHNUL

“The Many”

*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

Pantheon: Oeridian (common)

Alignment: Chaotic evil

Sphere: ugliness, hate, panic

Rank: Lesser 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 kell, 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

Worshippers 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.

FHARLANGHN

“Dweller on the Far Horizon”

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 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

Pantheon: Oeridian (common)

Alignment: Neutral

Sphere: Travel, distance, horizons

Rank: Lesser 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.

FORTUBO

“The Root of the Stones”

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

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*</i> (also affects stone as if it were dirt), <i>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*).

GESHTAI

“Daughter of the Oasis”

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

- Geshtan proverb

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.

HEIRONEOUS

“The Invincible”

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

Pantheon: Oeridian (common)

Alignment: Lawful good

Sphere: Chivalry, justice, honor

Rank: Lesser 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

Worshippers 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 plane 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.

HEXTOR

“Scourge of Battle”

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.

Pantheon: Oeridian (common)

Alignment: Lawful evil

Sphere: War, discord, battle

Rank: Lesser 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 dissension 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 ascendancy 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*</i> , <i>ray of enfeeblement</i>
5th	<i>fear, lightning arrow</i>
7th	<i>battlearms*</i> , <i>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 PROWESS

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.

ASSASSINATION

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.

INCABULOS

“The Black Rider”

Life is Ordeal.

– Incabulan aphorism

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

Worshippers 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 priesthods, 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*</i> , <i>insect plague</i>
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* 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.

ISTUS

“Lady of Our Fate”

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

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.

IUZ

“The Old”

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.

- Doings of the Lord of Evil

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 Xagy 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 bells. 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*, venommed 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.

JASCAR

“The Lofty”

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.

- Jascaran saying

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, barding, 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).

JORAMY

“The Shrew”

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

Pantheon: Common

Alignment: Neutral

Sphere: Fire, volcanoes, anger

Rank: Lesser goddess

Symbol: Volcano

Joramy 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.

Joramy 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 Joramy, 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.

KORD

“The Brawler”

Pantheon: Suel

Alignment: Chaotic good

Sphere: Strength, courage, brawling, athletics
Rank: Greater 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

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	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 Result
(1d8)

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*</i> , <i>protection from law and chaos*</i>
3rd	<i>enlarge/reduce</i> , <i>enhance ability</i>
5th	<i>aura of vitality</i> , <i>lightning bolt</i>
7th	<i>freedom of movement</i> , <i>staggering smite</i>
9th	<i>destructive wave</i> , <i>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.



(cont’d)

Roll	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	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), 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”

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 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”

“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)

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.

LENDOR

"The Prince of Time and Tedium"

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

Pantheon: Suel**Alignment:** Lawful Neutral**Sphere:** Time, tedium**Rank:** Greater 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 olve. 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</i> , <i>precognitive sense</i> *
3rd	<i>augury</i> , <i>blur</i>
5th	<i>haste</i> , <i>slow</i>
7th	<i>temporal disjunction</i> *, <i>timejump</i> *
9th	<i>scrying</i> , <i>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.

LIRR

“Lady Poet”

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

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>
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* 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.

LLERG

“The Great Bear”

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

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 Small 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.

LOLTH

“Queen of Spiders”

*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

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 monstrosity 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 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.

LYDIA

“The Bright Mother of Song”

The greatest happiness is to teach another.

- Lydian motto

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, Nirole 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	<i>clairvoyance, daylight</i>
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 radiant 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.

MERIKKA

“Lady of the Calendar”

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 raided by orcs, 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 life and 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 work-horse, thinking to carry them off for a more decent burial than the death she received.

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

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 Godsdays, 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 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).

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 for 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.

MYHRISS

“The Thrice-Kissed Maid”

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

- The Book of Love (author unknown)

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.

Mhyriss 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>enthrall, 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 have 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.

NERULL

“The Reaper”

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*

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.

NOREBO

“God of Gambles”

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

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. Doing so 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.

OBAD-HAI

“The Shalm”

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 gulled 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

Pantheon: Flan (common)

Alignment: Neutral

Sphere: Nature, hunting, animals, freedom

Rank: Lesser 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 bestial 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).

OLIDAMMARA

“The Laughing Rogue”

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

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Music, revelry, wine

Rank: Lesser 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

Worshippers 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>enthrall, 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.

OSPREM

“Master of Waters”

*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 condemn.
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

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.

PELOR

“The Sun Father”

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 beneficent 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

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 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 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 + 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.

PHAULKON

“Birdfriend”

*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

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 Aerdrie 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.

PHOLTUS

“Pholtus of the Blinding Light”

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”

Pantheon: Oeridian (common)

Alignment: Lawful good

Sphere: Light, law

Rank: Lesser 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

Worshippers 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 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 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.

PHYTON

“The Woodshaper”

Farmers are the true nobility of the world.

- Phytonian saying

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

Druids 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.

PROCAN

“The Storm Lord”

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

Pantheon: Oeridian (common)

Alignment: Chaotic neutral

Sphere: Sea, weather, salt, navigation

Rank: Greater 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 sahuagins, 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.

PYREMIUS

“The Hideous Assassin”

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

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.

RALISHAZ

“The Unlooked-for”

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

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 plans, 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.

RAO

“The Mediator”

There is a time to think, and more rarely a time to act; but in that time, action is wisdom.

- Raoian motto

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.

RUDD

“The Card Shark”

“Full house, knaves over aces. I guess I win again!”

- Attributed to “that girl who always wins” at the Lucky Basilisk Gambling Parlor, Narwell

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 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.

STARING 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.

SOTILLION

“Queen of Ease”

What Atroa plants, Sotillion ripens and Wenta reaps.

- Aphorism

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. Nirole 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 Godsdlay. 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.

STERN ALIA

“The Shield Mother”

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

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.

STRATIS

“Lord of War”

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

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.

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.

SYRUL

“The Forked Tongue”

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.

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.

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 thieves' quarters of other large cities across the Flanaess, such as Nirole 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 perjurers, 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 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.

TELCHUR

“Father Frost”

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

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

Velnius, 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, Velnius, 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	<i>fog cloud, predict weather*</i>
3rd	<i>gust of wind, snowball*</i>
5th	<i>fly, sleet storm</i>
7th	<i>control weather, ice storm</i>
9th	<i>commune with nature, cone of cold</i>

* 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.

THARIZDUN

“The Eternal Darkness”

Snuff out the light, decay that which is perfect, dissolve order, fragment minds.

- Commandments of Tharizdun

Pantheon: Common

Alignment: Neutral evil

Sphere: Evil, darkness, decay

Rank: Greater god (imprisoned)

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 Zugtmoy) 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...
5th	1/2 or lower
8th	1 or lower
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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.

TRITHEREON

“The Summoner”

Freedom is for everyone except those who deny it to others. For them, there is only vengeance.

- Trithereon saying

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Freedom, retribution, individualism

Rank: Lesser 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

ULAA

“The Stonewife”

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

Pantheon: Common

Alignment: Lawful good

Sphere: Mountains, hills, gems

Rank: Greater 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 adamantite 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> , <i>see 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.

VATUN

"The North God"

Fight the cold with the cold's weapons.

- Vatunian saying

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.

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 Diamondice, 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 avalanches'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.

VELNIUS

“The Rainshroud”

*Wind and rain,
sun and snow,
each in its proper measure.*

*Let no man
interfere
with Oerth's greatest treasure.*

- Velnian Book of Prayer

Pantheon: Oeridian

Alignment: Neutral

Sphere: Weather, the sky

Rank: Lesser god

Symbol: Bird perched atop a cloud

Velnius 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, Velnius 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.

Velnius 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 Velnius, 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*</i> , <i>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.

WASTRI

“The Hopping Prophet”

"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

Pantheon: Common

Alignment: Lawful neutral

Sphere: Amphibians, bigotry, human supremacy

Rank: Demigod

Symbol: Gray toad

Wastri, the Hopping Prophet, the Hammer of Demi-humans, 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.

WEE JAS

“The Ruby Sorceress”

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

Pantheon: Suel

Alignment: Lawful neutral

Sphere: Magic, death

Rank: Greatergoddess

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 women 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, quarterstaves, 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:

Cleric Level	1st & 2nd Level Spells	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 normally 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)

WENTA

“The Alewife”

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

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 Velnius 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

XAN YAE

“Lady of Perfection”

The best people are alloys. They temper anger with calm, action with reflection, and body with mind.

- From the Sayings of Xan Yae

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 providing a pleasing background noise. Services include meditation, martial arts exercises, 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 x 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, and so forth.

Damage Type	Reflected Back As...
Cold	Fire
Fire	Cold
Force	Psychic
Lightning	Thunder
Necrotic	Radiant
Psychic	Force
Radiant	Necrotic
Thunder	Lightning

XERBO

“The Sea Dragon”

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

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.

ZAGYG

“The Mad Archmage”

“Please pass the apple butter, I feel an earthquake coming on.”

- Zagygian koan (or just gibberish; I can't tell the difference)

Pantheon: Common

Alignment: Chaotic neutral

Sphere: Magic, humor

Rank: Demigod

Symbol: Two parallel zig-zag lines (rune of insanity)

Zagygy, 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 Zagygy 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 *vorpall 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 aff

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).

ZILCHUS

“The Money Counter”

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

Pantheon: Oeridian (common)

Alignment: Lawful neutral

Sphere: Power, prestige, money, commerce

Rank: Greater 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 Kalstrad, 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.

ZODAL

“The Gentle Hand”

Through the constant example of the Good, even the most wicked may be shown the path to redemption.

- First Commandment of Zodal

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 Joramy 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>
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* 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.

ZUOKEN

“Servant of the Lady”

If balance and harmony are desirable, what balances out harmony, and what harmonizes with balance?

- Zuoken koan

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.

SPELLS

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

BARD SPELLS

1ST LEVEL

Detect Snares and Pits (divination)
Magic Stone (transmutation)

2ND LEVEL

Pyrotechnics (alteration)

3RD LEVEL

Detect Lie (divination)

4TH LEVEL

Cloak of Bravery (conjunction)
Fumble (enchantment)

6TH LEVEL

Stone Tell (divination)

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)
Enervation (necromancy)
*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)

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 (conjunction,
ritual)*

Holy Word (conjunction)

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 (conjunction)

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)

WARLOCK SPELLS

1ST LEVEL

Magic Stone (transmutation)
Predict Weather (divination, ritual)

2ND LEVEL

Obscurement (transmutation)
Pyrotechnics (alteration)

3RD LEVEL

Meld into Ice (transmutation, ritual)

4TH LEVEL

Fumble (enchantment)
Meteors (evocation)

5TH LEVEL

Wall of Iron (evocation)

6TH LEVEL

Stone Tell (divination)

WIZARD SPELLS

1ST LEVEL

Bigby's Bookworm Bane
(evocation)
Bigby's Feeling Fingers
(evocation)
Drawmij's Beast of Burden
(transmutation)
Drawmij's Light Step
(transmutation)
Magic Stone (transmutation)
Mordenkainen's Protection from Avians (abjuration)
Nystul's Dancing Werelight
(transmutation)
Nystul's Flash (evocation)
Otiluke's Bubbling Buoyancy
(transmutation)
Otiluke's Smoky Sphere
(evocation)
Otto's Chime of Release
(transmutation)
Rary's Empathic Perception
(divination)
Tenser's Eye of the Tiger
(transmutation, ritual)
Tenser's Steady Aim
(transmutation)

2ND LEVEL

Bigby's Dexterous Digits
(evocation)
Bigby's Silencing Hand
(evocation)
Drawmij's Adventurer's Luck
(transmutation)
Drawmij's Breath of Life
(transmutation)
Drawmij's Scent Mask (illusion)
Drawmij's Swift Mount
(transmutation)
Mordenkainen's Encompassing Vision (transmutation)
Nystul's Blackmote (evocation)
Nystul's Blazing Beam (evocation)
Nystul's Crystal Dagger
(conjuration)

Obscurement (transmutation)
Otiluke's Boiling Oil Bath
(conjuration)
Otto's Soothing Vibrations
(enchantment)
Otto's Tones of Forgetfulness
(enchantment)
Pyrotechnics (alteration)
Rary's Aptitude Appropriator
(transmutation, ritual)
Tenser's Brawl (transmutation)
Tenser's Hunting Hawk
(transmutation)

3RD LEVEL

Bigby's Pugnacious Pugilist
(evocation)
Drawmij's Iron Sack
(transmutation)
Drawmij's Marvelous Shield
(evocation)
Mordenkainen's Defense Against Lycanthropes (abjuration)
Mordenkainen's Defense Against Reptiles and Amphibians
(abjuration)
Mordenkainen's Protection from Insects and Arachnids (abjuration)
Nystul's Expeditious Fire Extinguisher (evocation)
Nystul's Golden Revelation
(transmutation)
Nystul's Radiant Baton
(conjuration)
Otiluke's Acid Cloud (evocation)
Otiluke's Force Umbrella
(evocation)
Otto's Crystal Rhythms
(enchantment)
Otto's Sure-Footed Shuffle
(transmutation)
Tenser's Deadly Strike
(transmutation)
Tenser's Eye of the Eagle
(transmutation, ritual)

4TH LEVEL

Bigby's Battering Gauntlet
(evocation)
Bigby's Construction Crew
(evocation, ritual)
Bigby's Force Sculpture
(evocation, ritual)
Drawmij's Handy Timepiece
(conjuration, ritual)
Drawmij's Instant Exit
(conjuration)
Drawmij's Protection from Non-Magical Gas (abjuration)
Fumble (enchantment)
Meteors (evocation)
Mordenkainen's Electric Arc
(evocation)
Mordenkainen's Faithful Phantom Shield-Maidens (evocation)
Mordenkainen's Protection from Oozes (abjuration)
Nystul's Blacklight Burst
(evocation)
Nystul's Grue Conjuration
(conjuration)
Nystul's Lightburst (evocation)
Otiluke's Steaming Sphere
(evocation)
Otto's Drums of Despair
(enchantment)
Otto's Silver Tongue
(enchantment)
Otto's Tin Soldiers (transmutation, ritual)
Otto's Tonal Attack (enchantment)
Otto's Warding Tones
(enchantment)
Rary's Mnemonic Enhancer
(transmutation, ritual)
Rary's Spell Enhancer
(transmutation)
Tenser's Flaming Blade
(transmutation)
Tenser's Giant Strength
(transmutation, ritual)
Tenser's Master at Arms
(transmutation)
Tenser's Running Warrior
(transmutation)

Tenser's Staff of Smiting
(transmutation)

5TH LEVEL

Bigby's Fantastic Fencers
(evocation)

Bigby's Strangling Grip
(evocation)

Drawmij's Flying Feat
(transmutation)

Mordenkainen's Faithful Phantom
Defenders (conjuration)

Mordenkainen's Private Sanctum
(transmutation, ritual)

Nystul's Enveloping Darkness
(evocation)

Nystul's Radiant Arch (evocation)

Otiluke's Dispelling Screen

(evocation)

Otiluke's Electrical Screen

(evocation)

Otiluke's Polar Screen (evocation)

Otiluke's Radiant Screen

(evocation)

Otto's Gong of Isolation

(enchantment)

Rary's Mind Shield

(transmutation)

Rary's Replay of the Past
(divination, ritual)

Rary's Telepathic Bond
(divination)

Tenser's Primal Fury
(transmutation)

Wall of Iron (evocation)

6TH LEVEL

Bigby's Besieging Bolt (evocation)

Drawmij's Beneficent Polymorph
(transmutation)

Drawmij's Merciful

Metamorphosis (transmutation)

Mordenkainen's Faithful Phantom
Guardian (conjuration)

Mordenkainen's Lucubration
(transmutation)

Otiluke's Diamond Screen

(evocation)

Otiluke's Excruciating Screen

(evocation)

Otiluke's Orb of Containment

(evocation, ritual)

Rary's Protection from Scrying
(abjuration, ritual)

Rary's Urgent Utterance

(transmutation, ritual)

Tenser's Fortunes of War
(abjuration, ritual)

Tenser's Transformation
(transmutation)

7TH LEVEL

Mordenkainen's Penultimate

Cogitation (transmutation)

Otiluke's Death Screen (evocation)

Otiluke's Fire and Ice (evocation)

Otiluke's Siege Sphere (evocation,
ritual)

Rary's Plane Truth (divination,
ritual)

Rary's Superior Spell Enhancer
(evocation)

8TH LEVEL

Otiluke's Telekinetic Sphere

(evocation)

9TH LEVEL

Mordenkainen's Disjunction

(abjuration)

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 or 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 means 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.

BIGBY'S BATTERING GAUNTLET

4th level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a metal rod with a mail gauntlet hung on one end)

Duration: Concentration, up to 1 minute per level of the caster

This spell brings into being a battering ram of pure force between 9-12 feet in length and 2 feet in diameter, sheathed in a violet hue and bearing a large fist at the end of the ram. The ram is such that it can only be used against portals that are designed to be opened, such as doors, gates, etc. It cannot be used against other objects such as walls, bridges, chests, etc., nor can it be used against living creatures. The ram will do 30 (6d10) hit points of battering damage per minute.

The ram itself cannot be destroyed or damaged by conventional means, but magical attacks will destroy it if it receives damage equal to half the hit points of the caster at the time the spell was cast. It is immune to psychic and poison damage, magical or not. A *dispel magic* or *disintegrate* spell will destroy the gauntlet. The ram cannot move, and will disappear if the caster moves more than 60' from it.

BIGBY'S BESIEGING BOLT

6th level evocation

Casting Time: 1 action

Range: Special

Components: V, S, M (a small stone sprinkled with 20 g.p. of diamond dust)

Duration: Concentration, up to 1 minute per 2 levels of the caster

This spell allows the caster to bring into being a siege engine of pure magical force. It will function in all ways as if it were a mundane piece of equipment (see the Dungeon Master's Guide for details on siege equipment). The siege engine can fire once every two minutes, and requires no crew. The type of siege engine that can be invoked depends on the level of the wizard:

Wizard's Level	Siege Engine Type
11th	Ballista
13th	Mangonel
15th	Trebuchet

BIGBY'S BOOKWORM BANE

1st level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (child-sized leather glove)

Duration: Concentration, up to 10 minutes

This spell is designed to eradicate a pest of particular destructiveness to wizards and their ilk; the bookworm. The spell brings into being a magical, disembodied hand that will systematically go through the wizard's library and crush any bookworms it comes across. The hand will search 100 books and/or scrolls per turn, with a 95% chance of successfully detecting a worm, if present. The books and/or scrolls will be returned unmolested to their original places.

Once found, the hand will pursue and attack the worm until it is destroyed, attacking once per turn, in addition to its special search and movement actions. A successful attack means the worm has been destroyed, and the hand will continue to search for the duration of the spell. This hunting and slaying activity counts as a bonus action during your turn. The hand has a strength of 8, an AC of 10, and is destroyed by 4 points of magical damage. It cannot perform any other function or attack any other sort of creature or object.

BIGBY'S CONSTRUCTION CREW

4th level evocation (ritual)

Casting Time: 10 minutes

Range: 360 feet

Components: V, S, M (miniature tools worth at least 500 g.p.)

Duration: 12 hours

This spell brings forth a number of pairs of hands equal to the caster's experience level, each holding various carpentry tools. Each pair of hands can do the work of a single carpenter, miner, mason, or sapper. The pairs of hands cannot fight in any capacity, and have as many hit points as the caster has levels, although they are immune to non-magical damage, as well as psychic and poison damage of any type.

BIGBY'S DEXTEROUS DIGITS

2nd level evocation

Casting Time: 1 action

Range: 270 feet

Components: V, S, M (pair of gloves embroidered with the caster's initials, worth at least 10 g.p.)

Duration: Concentration, up to 30 minutes per level of the caster

This spell calls into being a pair of disembodied hands under the control of the caster. The hands can do everything the first-level spell Unseen Servant can do, but the Dexterous Digits have greater fine motor control, being able to work with laboratory equipment, play a musical instrument, write, use sign language, use tools, etc. Each hand can carry up to 20 lbs. individually or 50 lbs. together. Doing so counts as a bonus action during your turn. They cannot wield a weapon or otherwise make an attack action. The hands can move 120 feet per turn, but cannot be separated farther than the caster's own hands can be. If ordered to move more than 90 feet from the caster, the hands will be dispelled. They cannot enact the somatic component of a spell on behalf of the caster or anyone else. The hands will be dispelled if they receive 6 hit points of magical damage.

BIGBY'S FANTASTIC FENCERS

5th level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (small silver amulet in the shape of a gauntlet holding a sword, worth at least 1,000 g.p.)

Duration: Up to 1 round per level of the caster

This spell calls into being a single hand of magical force holding a longsword. Each hand fights as if it were a fighter of a level equal to half that of the caster. Concentration is not required; the hands of the fencers are simply given verbal orders, which they will obey. Each fencer hand has an AC of 18 and can take 15 h.p. of damage before being destroyed. The hand is immune to poison or psychic damage. Each hand can move 30' per round, but if it moves more than 120' from the caster, it disappears.

Once per minute, if the fencer hits, the target must make a strength check with a bonus of +4. If it fails, the target will drop one weapon held in hand, if applicable.

BIGBY'S FEELING FINGERS

1st level evocation

Casting Time: 1 action

Range: 180 feet

Components: V, S, M (child-sized silk glove and a swan feather)

Duration: Concentration, up to 1 hour plus 10 minutes per level of the caster

This spell calls into being a magical disembodied hand under the control of the caster. The hand cannot hold, carry, or lift anything, but it has great tactile sensitivity, and will transmit such feelings back to the caster, enabling him to feel cracks, textures, gaps, etc. The hand can search a 10' x 10' area in 10 turns, and gives advantage to the caster when making a Wisdom (Perception) check when searching for secret doors, elevator floors, pressure plates, etc. If a nonmagical trap is known to be somewhere, the hand can trigger it. Engaging in these functions counts as a bonus action during your turn. The hand will be dispelled if it takes 4 points of magical damage, is immune to psychic and poison damage, and has an AC of 10.

BIGBY'S FORCE SCULPTURE

4th level evocation (ritual)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (lump of soft clay with diamond dust mixed in; see below for details)

Duration: Special

This spell allows the caster to create a solid object out of pure magical force. The exact nature and characteristics of the object that can be created depends on the spell slot level being used for the spell. The sculpture can be destroyed by as many hit points of non-psychic/poison magical damage as the caster has hit points.

4th level spell slot: The object can be up to 7 cubic feet in volume. It cannot have any sharp edges or distinct details, cannot have moving parts, and must be rigid. Examples: ladder, plank, stair, etc. The material component requires at least 50 g.p. worth of diamond dust. Duration is 10 minutes per level of the caster.

5th level spell slot: The object can be up to 48 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have simple moving parts, and must be rigid. Examples: wagon, chariot, sword, quiver full of arrows, etc. The material component requires at least 100 g.p. worth of diamond dust. Duration is 30 minutes plus 10 minutes per level of the caster.

8th level spell slot: The object can be up to 135 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have complex moving parts, and can be flexible. Examples: ship, crossbow, mechanical clock, net, rope bridge). The material component requires at least 1,000 g.p. worth of diamond dust. Duration is 1 hour plus 10 minutes per level of the caster.

BIGBY'S PUGNACIOUS PUGILIST

3rd level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (mitten stuffed with cotton and a small brass bell)

Duration: Concentration, up to 2 rounds per level of the caster

This spell brings into being a pair of disembodied fists, which the caster can order to make an unarmed bludgeoning strike against any foe in range that the caster can see. The hands have a strength of 18 (+4) and can only bludgeon; they cannot shove or grapple. The hands must attack the same target each turn, and attack as if they were a fighter of half the caster's level, have 6 hit points, are immune to psychic and poison damage, and have an AC of 16. They disappear when they reach 0 hit points.

BIGBY'S SILENCING HAND

2nd level evocation

Casting Time: 1 action

Range: 120'

Components: V, S, M (cloth glove smeared with honey or syrup)

Duration: 2 minutes per level of the caster

This spell brings into being a disembodied hand which will immediately fly to any single creature within range that is visible to the caster and clamp itself over the mouth. The target is entitled to a Dexterity saving throw to avoid the hand; if the throw is successful the hand disappears. The creature so affected cannot speak, cannot cast spells requiring a verbal component, and cannot activate any magic items requiring a command word. The hand cannot be pulled off physically, but can be dispelled by 24 points of magical (non-psychic/poison) damage or a *dispel magic* spell.

BIGBY'S STRANGLING GRIP

5th level evocation

Casting Time: 1 action

Range: 30' per level of the caster

Components: V, S, M (pair of gloves sewn as if choking a glass bottle neck)

Duration: Concentration, 2 rounds

This spell brings into being a pair of disembodied hands which will immediately fly to any single creature within range that is visible to the caster, grasp its throat, and begin to strangle it. The target creature must be humanoid and have a relatively unprotected throat, and must be within 2' of the caster's height (taller or shorter). The hands attack as if the caster were attacking, but have advantage due to the speed of the attack. A successful Strength check will allow the victim to pull the strangling hands off its throat, with a DC equal to 20 plus the caster's proficiency bonus.

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 Osprey, 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).

CLAWCLOUD*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 Osprey, 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.

DRAWMIJ'S ADVENTURER'S LUCK*2nd level transmutation***Casting time:** 1 action**Range:** Touch

Components: V, S, M (5,000 g.p. of ruby dust)

Duration: 30 minutes

This spell allows the caster to change the luck of a single creature by touching it. While the spell lasts, the creature affected should be treated as if he or she were holding a *stone of good luck* (+1 to all saving throws and ability checks) The ruby dust is sprinkled over the creature to be affected, and disappears as the spell is cast.

DRAWMIJ'S BEAST OF BURDEN

1st level transmutation

Casting time: 1 action

Range: 90 feet

Components: V, S, M (lodestone and a pinch of iron filings)

Duration: 2 hours per level of the caster

This spell will effectively change the weight of any objects carried by a single creature, reducing it by half. This spell can be cast upon a single mount or person. If the spell expires while weight is still carried in excess of the maximum, the creature affected will sink to the ground, unable to move until its load is eased. If the load is 50% greater than the maximum, it will either have a 20% chance of going lame (if a mount), or losing 2 points of DEX for a week (if a humanoid). If the load is more than 50% of the maximum, the creature carrying it will suffer 1d6 hit points of damage and will automatically go lame or lose DEX as above. This spell cannot be combined with *Drawmij's swift mount* (see below).

DRAWMIJ'S BENEFICENT POLYMORPH

6th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (caterpillar cocoon)

Duration: 2 hours

This spell functions similarly to a *polymorph* spell, except that the subject can choose which form it takes for the duration of the spell, and can change from one form to another until the spell expires; changing from one form to another requires an action, and the subject cannot change again until the following round. The caster still decides the initial form that is taken.

DRAWMIJ'S BREATH OF LIFE

2nd level transmutation

Casting time: 1 action

Range: 300 feet

Components: V

Duration: 1 hour

This spell allows the caster to imbue up to three creatures with the ability to hold its breath for an hour. During this time, drowning and inhaling poisonous gasses will not be a danger for the creature.

At higher levels. If this spell is cast using a higher-level spell slot, two additional creatures can be affected for every slot above 2nd level. Thus, if a 4th level slot is used, up to seven creatures can be affected by the spell.

DRAWMIJ'S FLYING FEAT

5th level transmutation

Casting time: 1 minute

Range: 30 feet

Components: V, S, M (roc's feather)

Duration: concentration, up to 5 hours

This spell imbues an inanimate object with the ability to fly. The object (which can be anything up to 500 pounds) can fly with a speed of 50 feet, along any path the caster desires. It can hold up to 1,000 pounds of passengers and cargo, if applicable. If the caster loses concentration, is knocked unconscious, etc., the object will immediately fall to the ground.

DRAWMIJ'S HANDY TIMEPIECE

4th level conjuration (ritual)

Casting time: 1 hour

Range: 0

Components: V, S, M (100 gp silver pendulum, 5,000 gp gold orb)

Duration: Special

This spell is cast immediately before some other spell, which must have a duration of 48 hours or less. When it is cast, the next spell that is cast by the spellcaster will be timed. One minute before it expires, a small golden gong will appear in front of the spellcaster and give off a soft chime, to warn him that the spell is about to end.

DRAWMIJ'S INSTANT EXIT

4th level conjuration

Casting time: 1 action

Range: 10 feet

Components: V, S

Duration: 30 seconds

This spell creates a fast and handy, but risky, escape. Once cast, a door will appear on the nearest wall or other flat surface within 10 feet of the caster. Anyone entering the door will find themselves in a special temporary demi-plane. Up to 10 people can enter through the door before it closes automatically, although it can be closed by anyone as they walk through it. Once the door is closed, those in the demi-plane will be instantly teleported to a random spot within 500 feet (the Dungeon Master should determine distance and direction randomly, as appropriate for the terrain), but never within solid rock, molten lava, or some other instant-death locale. That is not to say the location will always be convenient...

DRAWMIJ'S IRON SACK

3rd level transmutation

Casting time: 1 minute

Range: Touch

Components: V, S, M (strip of leather-backed mail)

Duration: 12 hours

This spell increases the protective properties of an ordinary sack, purse, or backpack. Once cast, this spell will cause such a container to be as strong as inch-thick steel, although weight and flexibility remain unaffected. The affected container will get an additional +2 bonus to any saving throws, if applicable (the holder of the sack does not get such benefits).

DRAWMIJ'S LIGHT STEP

1st level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (duck feather, cat's paw)

Duration: 5 minutes

This spell is a very specialized form of *levitation*. Once cast, the creature touched will levitate very slightly above the floor or ground, effectively leaving no trace, making tracking impossible. The creature can only walk; if they attempt to run, use a dash action, etc., the spell will end immediately, but they walk at 150% of normal speed (thus a creature that normally moves at 30 feet would move at 45). Under the influence of this spell, one could also walk on (very calm) water, and would not activate traps that require body weight, such as pit traps, pressure plates, etc.

DRAWMIJ'S MARVELOUS SHIELD

3rd level evocation

Casting time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

This spell will create a magical shield that completely surrounds the caster front, side, rear, and above. The caster gets a +2 bonus to armor class against melee attacks, is AC 19 against arrows, sling bullets, and other ammunition fired from a weapon, and AC 20 against hurled weapons. The spell requires that the caster be aware of the attack, however; a surprise attack will disrupt the spell immediately. It cannot be used in conjunction with a *shield* spell.

DRAWMIJ'S MERCIFUL METAMORPHOSIS

6th level transmutation

Casting time: 1 action

Range: 300 feet

Components: V, S, M (500 gp powdered agate, 700 gp emerald)

Duration: Permanent

This spell was developed as a means of getting rid of an enemy without resorting to murder. It acts as a *polymorph* spell, but the effect is permanent, and the target loses all memory of having been anything other than the animal it now is. It does not radiate magic, but the effect can be reversed by a *dispel magic* or *wish* spell. The only form the target can be turned into is a beast. The target creature is entitled to a Wisdom saving throw, which negates the spell if successful.

DRAWMIJ'S PROTECTION FROM NON-MAGICAL GAS

4th level abjuration

Casting time: 1 action

Range: Self

Components: V, S, M (100 gp perfume, fan)

Duration: 30 minutes

This spell creates a spherical bubble 20 feet in radius, centered on the caster. Any creature within that sphere is immune to the effects of poison gas, smoke, and fumes. The air within is always fresh and oxygenated, so even if oxygen outside the bubble is consumed (for instance by a large fire), the air inside the bubble will remain breathable. The spell will move with the caster, but has no effect underwater or in a vacuum.

DRAWMIJ'S SCENT MASK*2nd level illusion***Casting time:** 1 action**Range:** Touch**Components:** V, S, M (scentless flower)**Duration:** 30 minutes

This spell allows the caster to conceal all odors emitted by the target creature. If the target is unwilling, the caster must make a successful unarmed attack, and the target is entitled to a Dexterity saving throw as well. A creature so masked cannot be tracked by scent (so, for instance, bloodhounds would be unable to track it), but scent-based attacks will also be rendered ineffective (for instance, giant skunks, ghouls, etc.).

DRAWMIJ'S SWIFT MOUNT*2nd level transmutation***Casting time:** 1 action**Range:** Touch**Components:** V, S, M (hare's foot or cheetah hair)**Duration:** 3 hours

This spell temporarily doubles the speed of any mount, regardless of the mode of movement (running, crawling, flying, swimming, etc.). This spell cannot be used in combination with *Drawmij's beast of burden* (see above); in fact, it will not work at all if the mount is carrying more than its normal limit. Once the spell is done, the mount will be completely spent and cannot move except for the slowest crawl (a few yards to get to a stable, for instance) for another 24 hours.

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 long, 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

3th 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.

MORDENKAINEN'S DEFENSE AGAINST LYCANTHROPEs

3rd level abjuration

Casting time: 1 action

Range: Touch

Components: V, S, M (crushed moonstone)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any lycanthropes attacking the creature protected suffer a -2 penalty on all to hit rolls. In addition, the creature affected cannot contract lycanthropy while the spell is in effect, although it will not avail against any injuries suffered from a lycanthrope before or after the spell was in effect.

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

MORDENKAINEN'S DEFENSE AGAINST REPTILES AND AMPHIBIANS

3rd level abjuration

Casting time: 1 action

Range: Touch

Components: V, S, M (dried frog's leg)

Duration: 30 minutes

This spell creates a protective field around the creature touched. Any reptile, amphibian, dinosaur, lizard, snake, etc. (including giant sized versions, but excluding dragon type creatures) will have a -2 penalty on all rolls to hit the one protected. The protected creature also gets a +4 bonus to all saving throws against reptile venom (if applicable).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

MORDENKAINEN'S DISJUNCTION

9th level abjuration

Casting time: 1 action

Range: 0

Components: V

Duration: Permanent

This powerful spell creates an instantaneous sphere of anti-magic in a 30 foot radius, centered around the spellcaster. Any magic item or spell effect in the radius will immediately become disjointed, with the exception of any magic items or spells on the spellcaster's own person. All spell effects are treated as if they had been subjected to a *dispel magic* spell. Potions will automatically be rendered inert. All other magic items (rings, scrolls, wands, weapons, etc.) must make a save vs DC 18 or become disjointed, thus losing all of their magical effects. Intelligent magic items may apply their Intelligence, Wisdom, or Charisma modifier to the roll, whichever is highest. Artifacts are also susceptible to the spell's effects, but make a DC 10 save.

MORDENKAINEN'S ELECTRIC ARC*4th level evocation***Casting time:** 1 action**Range:** 100 feet**Components:** V, S, M (glass rod and a piece of fur)**Duration:** Instantaneous

This spell generates a pair of electrical sparks from the fingertips of the spellcaster. Each will inflict 24 (8d6) hp of electrical damage, and must be aimed at separate targets in range; if more than one arc is aimed at the same target, only the first will cause damage. Each target of the electric arcs is entitled to a Dexterity save; success indicates they take half damage.

At higher levels. If a 6th level spell slot is used, three arcs will be generated. If an 8th level slot is used, four arcs will be created.

MORDENKAINEN'S ENCOMPASSING VISION*2nd level transmutation***Casting time:** 1 minute**Range:** Touch**Components:** V, S, M (crystal disc with 8 eyes inscribed on it)**Duration:** 3 hours

This spell allows the creature touched to have 360 degree vision, making it almost impossible to sneak up on from behind. This spell can be used in combination with other vision-enhancing spells and magical effects, such as *darkvision*.

At higher levels. If cast with a spell slot higher than 2nd, the spell's effect will last for 1 hour longer per spell level past 2nd.

MORDENKAINEN'S FAITHFUL PHANTOM DEFENDERS*5th level conjuration***Casting time:** 1 action**Range:** 10 feet**Components:** V, S, M (one 1,000 gp emerald per defender)**Duration:** 10 minutes

This spell calls into being a number of phantom humanoid forms made of translucent purple energy. The number and exact form of these defenders depends on the caster's choice, which must be chosen at the time the spell is prepared:

- Two faithful phantom centaurs
- Three faithful phantom veterans
- Five faithful phantom sharks
- Eight faithful phantom giant bats

All ignore any resistance to nonmagical attacks. The defenders will interpose themselves between the caster and any enemies to the best of their ability, allowing the caster to then cast additional spells. To the caster's enemies, they will be solid, but the spellcaster can cast spells through them as if they did not exist, nor will they be affected by any spells he casts. They cannot speak or otherwise communicate.

At higher levels. If a higher spell slot is used to cast this spell, the duration will equal 2 minutes per spell slot level.

MORDENKAINEN'S FAITHFUL PHANTOM GUARDIAN

6th level conjuration

Casting time: 30 minutes

Range: Special

Components: V, S, M (1,000 gp diamond)

Duration: Special

This spell summons a *faithful phantom guardian*, who will watch over the spellcaster from the ethereal plane for the span of 24 hours. It can see with perfect clarity all things within 60 feet of the spellcaster, including those which are invisible, out of phase, ethereal, astral, etc. If anything attempts to attack the caster by surprise, the *faithful phantom guardian* will instantly materialize and defend the spellcaster (use the stats for a veteran in the Monster Manual, Appendix B). Optionally, the spellcaster can simply summon the faithful phantom guardian to materialize at any time during the 24 hour period. In either case, the guardian will remain on the material plane for 15 minutes maximum, after which time it will return to the astral plane and be freed of the spell's compulsion to defend the spellcaster. The faithful phantom guardian appears as a warrior made of translucent purple energy. It cannot speak or otherwise communicate.

MORDENKAINEN'S FAITHFUL PHANTOM SHIELD-MAIDENS

4th level evocation

Casting time: 1 action

Range: 10 feet

Components: V, S, M (miniature figurine of the caster with two crystal shields attached)

Duration: 20 minutes

This spell calls into being a pair of phantom humanoid forms made of translucent purple energy; one on each side of the caster. Although they are independent entities (use stats for thugs in the Monster Manual, Appendix B), they will always stay close enough to the caster to use their shields to defend him. Each provides the caster with a +1 bonus to his AC on the side protected by the *shield-maiden*; both can move to the same side if the caster so orders. They will follow wherever he goes. They will remain in place for 20 minutes, the caster dismisses them, or until they take 32 hit points of damage; a *dispel magic* spell also destroys them. They cannot speak or otherwise communicate.

At higher levels. If a higher level spell slot is used to cast this spell, the *shield-maidens* will remain for an additional 10 minutes per spell level above 4th.

MORDENKAINEN'S LUCUBRATION

6th level transmutation

Casting time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

This spell allows the spellcaster to re-prepare a single spell that had previously been prepared and cast (or magically forgotten) since the caster's last long rest. Any spell can be so recalled as long as it is of 5th level or less. If material components are required for the spell, they will not be re-created by this spell; the spellcaster will need to make sure more components are on hand.

MORDENKAINEN'S PROTECTION FROM OOZES*4th level abjuration***Casting time:** 1 action**Range:** Touch**Components:** V, S, M (mold, pinch diamond dust)**Duration:** 15 minutes

This spell creates a defensive energy field that provides protection against all manner of ooze-type creatures, including puddings, slimes, cubes, etc. All such creatures have a -2 penalty on all rolls to hit the protected creature. In addition, the protected creature's skin is highly resistant to corrosive agents, and gets a +2 bonus on all saving throws against attacks from such creatures. The protective spell will fade away after it absorbs 20 (10d4) hit points of damage, or until 15 minutes have passed, whichever comes first.

At higher levels. Five minutes will be added to the duration for every spell slot level above 4th.

MORDENKAINEN'S PENULTIMATE COGITATION*7th level transmutation***Casting time:** 1 action**Range:** 0**Components:** V, S**Duration:** Instantaneous

This spell allows the spellcaster to prepare a spell of level 1-6 instantly, without needing to rest or study, as long as his spell books are within one mile. The spell cannot be contained elsewhere, such as a scroll or some other wizard's spell book, and the spellcaster must have a spell slot of the appropriate level open in order to cast the spell. The spell need not be cast immediately; it is simply prepared like any other spell, and may be cast any time after the current round, as desired.

MORDENKAINEN'S PRIVATE SANCTUM*5th level transmutation (ritual)***Casting time:** 20 minutes**Range:** 0**Components:** V, S, M (thin sheet of lead, opaque glass, cotton or cloth, and powdered chrysolite)**Duration:** 9 hours

This spell allows the caster to create an inviolable safe space in a room up to 1,600 square feet (40 feet by 40 feet, or any other configuration, as long as it doesn't exceed the square footage limit). The spell causes all windows to darken when viewed from outside (but are normal when looking through them from within), the walls will be impenetrable to x-ray vision, the whole place will be completely soundproof, and magical scrying and divination will be completely useless. The spell does not impact physical entry (breaking down the door, shattering the window, etc.), but the spell will function whether or not the spellcaster is present.

At higher levels. If cast using a spell slot higher than 5th level, the spell's duration will increase by 2 hours per spell level above 5th.

MORDENKAINEN'S PROTECTION FROM AVIANS*1st level abjuration***Casting time:** 1 action

Range: Touch

Components: V, S, M (bird feather wrapped in leather)

Duration: 5 minutes

This spell envelops the creature touched in a protective field. Any birds or otherwise avian creatures attacking the creature thus protected do so with -2 on all rolls to hit. If the creature protected is attacked by a total number of birds whose CR is more than 10, the spell will be negated. Thus, it will not work against a roc (CR 11), or a flock of 12 giant eagles (CR 1 each).

At higher levels. If a higher-level spell slot is used to cast this spell, the duration will increase by 5 minutes per level past 1st.

MORDENKAINEN'S PROTECTION FROM INSECTS AND ARACHNIDS

3rd level abjuration

Casting time: 1 action

Range: Touch

Components: V, S, M (insect in amber)

Duration: 30 minutes

This spell creates a protective field around a creature by touch. Any insect or arachnid (including spiders, scorpions, flies, wasps, etc., including giant versions of such creatures) will suffer a -2 penalty on all rolls to hit the protected creature. The protected creature also gets a +4 bonus to all saving throws against insect and arachnid venom. If the creature protected is attacked by a total number of bugs whose CR is more than 10, the spell will be negated. Thus, it will not work against a group of 4 giant scorpions (CR 3 each).

At higher levels. If cast using a spell slot higher than 3rd, the spell will last for 5 minutes longer per spell slot level greater than 3rd.

NYSTUL'S BLACKLIGHT BURST

4th level evocation

Casting time: 1 action

Range: 200 feet

Components: V, S, M (earth from a ghoul or ghost's grave)

Duration: Instantaneous

This spell brings forth an explosion of energy from the negative plane, centered on a point up to 200 feet from the caster. Any creature within a sphere 20' in radius will suffer 4 (4d4) hit points of damage (a successful Constitution save means they only take half damage). Angels and creatures native to the positive plane will take an additional 14 points of damage and have a -2 penalty to their saving throw.

In addition, all creatures in the area of the blast who failed their saving throw will be slowed (as per the spell) for 1d4 rounds. Angels and creatures from the positive plane who fail their save will be stunned for that time, rather than slowed. Undead are immune to this spell.

NYSTUL'S BLACKMOTE

2nd level evocation

Casting time: 1 action

Range: 120 feet

Components: V, S, M (piece of bone from an animated skeleton)

Duration: Special

This spell calls forth a very tiny piece of the negative plane into the hand of the spellcaster, who must then make a Wisdom saving throw with a +2 bonus. Failure means the mote immediately explodes, doing 1 hp of damage and paralyzing the caster for 1d4 rounds. Success means he has control over the *blackmote*, and must maintain concentration for the rest of the round. If concentration is lost, the *blackmote* will instantly and harmlessly dissipate. At the end of the round, the caster must hurl the *blackmote* at some target, which is automatically hit. The *blackmote* explodes in a surge of negative energy and cold, inflicting 14 (4d6+2) hit points of damage. Undead, creatures native to the negative plane, and fiends are unaffected.

NYSTUL'S BLAZING BEAM

2nd level evocation

Casting time: 1 action

Range: 50 feet

Components: V, S

Duration: Instantaneous

This spell calls forth a very tiny piece of the positive plane into the hand of the spellcaster, which casts forth a beam of energy 1' wide and 50 feet long, which can be aimed at a single creature. Any creature touched by the *blazing beam* must make a Dexterity saving throw. Those who succeed will be stunned for 1d4 rounds. Those who fail will be blinded for 2d4 rounds. Undead do not get a saving throw, and instead automatically take 18 (6d6) hit points of damage. Angels and creatures native to the positive plane are unaffected.

NYSTUL'S CRYSTAL DAGGER

2nd level conjuration

Casting time: 1 action

Range: 0

Components: V, S, M (miniature crystal dagger)

Duration: 5 rounds

This spell calls into being a weapon made from the substance of the quasi-elemental plane of mineral, bearing energy from the positive plane. Against normal creatures, the dagger will do 6 (2d4+2) hit points of damage. Against undead, fiends, and creatures native to the negative energy plane, it will do 7 (2d4+3) hit points of damage. If the dagger inflicts maximum damage against such a creature, that creature will be paralyzed for the rest of the round, and the dagger will immediately vanish.

At higher levels. If a 3rd level spell slot is used to cast this spell, the dagger will have an additional +1 bonus both to hit and to damage, will last for 8 rounds, and undead, fiends, and negative energy creatures will be paralyzed for 2 rounds on a maximum damage hit.

NYSTUL'S DANCING WERELIGHT

1st level transmutation

Casting time: 1 action

Range: 250 feet

Components: V, S, M (live firefly)

Duration: 3 hours

This spell creates a single mote of light that hovers in the air at the direction of the caster. The spellcaster can cause it to glow at any intensity from that of a candle to a *light* spell. The *werelight* can move or hover at the caster's will; concentration is not required. It cannot be attached to an object or a creature.

NYSTUL'S ENVELOPING DARKNESS

5th level evocation

Casting time: 1 action

Range: 0

Components: V, S, M (pitch, black cat whisker, and displacer beast fur)

Duration: 20 rounds

This spell creates a 20 foot radius sphere of absolute darkness, centered around you. Although your vision is completely unimpaired, others will find the darkness completely impenetrable, even with *darkvision*. If you are attacked, those attacking you will have disadvantage, as you are also *displaced* as per the displacement attribute of a displacer beast. If you are hit, you lose this ability until the end of your next turn. *Nystul's Lightburst* will negate this spell.

NYSTUL'S EXPEDITIOUS FIRE EXTINGUISHER

3rd level evocation

Casting time: 1 action

Range: 300 feet

Components: V, S, M (cold ash, salt)

Duration: 1 turn

This spell will create a zone of vacuum and ash (drawn from the quasi-elemental plane of ash) to put out fires instantly. The zone of ash will cover a circle 30 feet in radius, centered on a point up to 300 feet away from the spellcaster. Ordinary fires will be doused instantly. Magical fires will be extinguished 60% of the time, and only a 10 square foot area will be affected. The spell has no effect on fires emanating from creatures such as fire elementals.

At higher levels. If a higher-level spell slot is used to cast this spell, the radius of the circle affected will increase by 5 feet, and the center can be 50 feet farther away, per level above 3rd. Thus, a 5th level spell slot will produce a circle 40 feet in radius, centered on an area up to 400 feet away.

NYSTUL'S FLASH

1st level evocation

Casting time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell creates an intense flash of light, forcing all creatures in the radius of effect to make a Constitution saving throw. Those who fail will be blinded for 1d4 rounds. Those who succeed will be stunned for 1d4 rounds. Creatures that are themselves naturally blind, such as oozes, are unaffected.

NYSTUL'S GOLDEN REVELATION

3rd level transmutation

Casting time: 1 action

Range: 0

Components: V, S, M (glowworm in a box wrapped with waxed parchment)

Duration: 25 minutes

This spell allows the spellcaster to detect hidden, invisible, extra-dimensional, astral, ethereal, etc. creatures in the area of effect. The caster can sweep an area reaching out 60' from his body in a single round; the effect is like a searchlight in the form of a cone 30 feet wide at the base. No form of concealment, magical or mundane, will fool this spell. Only those creatures with the magic resistance trait are entitled to a Charisma saving throw, and do get advantage. Those detected by the spell's effect will be limned in golden light.

NYSTUL'S GRUE CONJURATION

4th level conjuration

Casting time: 10 minutes

Range: 180 feet

Components: V, S, M (sulfur, incense, soft clay, or sea water)

Duration: Concentration, up to 20 minutes

You summon an elemental grue that appears in an unoccupied space that you can see within range. You must choose which type of grue appears when you prepare the spell:

- Harginn (fire)
- Ildriss (air)
- Chaggrin (earth)
- Varrdig (water)

A summoned grue will require a bribe in order to serve the caster. Nothing less than 500 gp in value will do, and it must be something that would be of interest to the grue. If satisfied, the grue will perform a single service for the caster, but with ill grace. If it finds the service unpleasant or otherwise objectionable, it will disobey or subtly subvert the intention of the spellcaster. If no appropriate payment is forthcoming, the grue will become indignant and attack the spellcaster.

NYSTUL'S LIGHTBURST

4th level evocation

Casting time: 1 action

Range: 200 feet

Components: V, S, M (500 gp small gold sphere)

Duration: Instantaneous

This spell summons a small explosion of energy from the positive plane, blinding every creature within a sphere 20 feet in radius centered on a point visible to you within the range of the spell. Creatures that are already sightless are unaffected. Any undead, creatures native to the negative plane, or fiends will also suffer 3 (1d6) hit points of damage. Such creatures are entitled to a Constitution saving throw to take only half damage, but undead make their saving throw with a -2 penalty.

NYSTUL'S RADIANT ARCH

5th level evocation

Casting time: 1 minute

Range: self

Components: V, S, M (10 gp crystal prism, small black board with pinhole)

Duration: Concentration (up to 10 rounds)

This spell creates a glimmering rainbow of energy between your two outstretched hands. While you are able to maintain concentration, you can shoot beams of energy from this rainbow at enemies, as long as they are in sight and within 70 feet of you. You can choose the color of the beam, which also determines the type of damage done. Each blast of an energy beam will do 24 (7d8) hit points of damage.

- Red: cold damage (additional +1 damage against creatures with resistance to fire damage)
- Orange: fire damage (additional +1 damage against creatures with resistance to cold damage)
- Yellow: acid damage (successful Dexterity save means no damage)
- Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)
- Blue: electrical damage (additional +10 to those wearing metal armor)
- Indigo: only damage to undead creatures
- Violet: only damage to plants

NYSTUL'S RADIANT BATON

3rd level conjuration

Casting time: 1 action

Range: 0

Components: V, S, M (10 gp crystal prism, set of seven small silver rods)

Duration: 5 rounds

This spell calls into being a slender baton made of energy directly tapped from the quasi-elemental plane of radiance. The caster may choose which color of the rainbow the baton will glow; the color corresponds to a particular damage type:

- Red: 13 (2d8+5) hit points of cold damage (additional +1 damage against creatures with resistance to fire damage)
- Orange: 13 (2d8+5) hit points of fire damage (additional +1 damage against creatures with resistance to cold damage)
- Yellow: 13 (2d8+5) hit points of acid damage (successful Dexterity save means no damage)
- Green: neutralize poison (all poisons, venoms, etc. are neutralized by touch)
- Blue: 13 (2d8+5) hit points of electrical damage (additional +10 to those wearing metal armor)
- Indigo: 13 (2d8+5) hit points of damage to undead creatures
- Violet: 13 (2d8+5) hit points of damage to plants

If you make a counteraction against a creature that struck you during the current round, you hit automatically. Otherwise, you must score a successful hit to cause damage. The seven small silver rods are not destroyed when the spell is cast, but the crystal prism is.

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.

OTILUKE'S ACID CLOUD

3rd level evocation

Casting time: 1 action

Range: 180 feet

Components: V, S, M (300 gp vial of aqua regia)

Duration: 1 minute

This spell calls into being a small crystalline sphere filled with a roiling yellow gas. When the sphere is hurled (range 60 feet), the crystal will shatter, releasing a 60' diameter sphere of acidic fumes. Everything within the area of the cloud will take 12 (4d6) hit points of acid damage. All ordinary objects (paper, metal, stone, etc) will suffer the effects of exposure to a powerful corrosive as well. Wind, rain, etc. will dispel the cloud immediately, canceling its effects.

At Higher Levels. If the spell is cast using a higher-level spell slot, the cloud will remain for an additional minute per spell slot level above third. Thus, if it is cast using a fifth level slot, the cloud will remain for 3 minutes. For every minute of additional exposure to the cloud, all creatures will suffer an additional 3 (1d6) hit points of acid damage, and objects must make an additional saving throw to avoid damage (if applicable).

OTILUKE'S BOILING OIL BATH

2nd level conjuration

Casting time: 1 action

Range: Special

Components: V, S, M (a few drops of oil and a pinch of sulfur)

Duration: Instantaneous

This spell calls into being a cauldron of magical force filled to the brim with boiling oil, which appears over the head of the intended target (which must be within line of sight). If the target makes a DC 15 Dexterity throw, it manages to leap out of the way. If it fails the check, it will take 10 (3d6) hit points of fire damage.

OTILUKE'S BUBBLING BUOYANCY

1st level transmutation

Casting time: 1 action

Range: 60 feet

Components: V, S, M (small cork and bromine salt)

Duration: 10 minutes

This spell allows the caster to alter objects and living creatures so that they will float on water even if they might ordinarily not be able to. Thus, metal coins, stone blocks, or living beings will be impacted. The spell will affect all objects in a 10' sphere centered on any point within 60 feet of the caster.

At Higher Levels. When you cast this spell using a spell slot higher than 1st, the range and duration of the spell is increased. The duration will add 20 minutes per level of the spell slot, and the range will add 120 feet per spell slot level. Thus, using a 3rd level spell slot will yield a duration of 70 minutes and a range of 420 feet.

OTILUKE'S DEATH SCREEN

7th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, earth from a vampire's coffin, small hollow sphere)

Duration: 25 minutes

This spell calls into being a screen of misty gray 20' square, which can be shaped into any form the caster desires (bowl, etc.) as long as the total area is unchanged. Once placed, it cannot move, and will remain until *dispelled*, the caster wills it gone, or the duration expires. Any creature attempting to pass through the screen is trapped in a pocket dimension formed of negative elemental energy. Creatures caught in the screen will lose 25% of their remaining hit points each round unless a DC 20 Constitution saving throw is made. The first round the throw is made with a -1 penalty on the first round, a -2 penalty on the second round, and so on. A successful check or death will mean the creature is returned to the material plane on the other side of the screen. Creatures caught in the screen can cast spells (including healing), but no magic short of a *wish* will allow them to escape. If the spell expires while a creature is still caught in the screen, it emerges as if it had successfully escaped.

OTILUKE'S DIAMOND SCREEN

6th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (5,000 gp diamond chips)

Duration: 25 minutes

This spell brings into being a shimmering screen some 20' square that can be shaped in any way the caster desires (bowl, trapezoid, etc.), as long as it does not exceed the original area. Once placed, the screen cannot be moved, and will remain until *dispelled*, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen will take 30 (3d20) hit points of slashing damage from a myriad of razor-sharp fragments from the quasi-elemental plane of mineral.

OTILUKE'S DISPELLING SCREEN

5th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp chrysolite gem, sheet of crystal)

Duration: 10 minutes

This spell calls into being a sheet of magical energy of violet hue, up to 20' square, which can be formed into any shape that the caster desires. Any creature or object passing through the screen will be affected as if a *dispel magic* spell had been cast with a 7th level spell slot. Once cast, the screen will not move, but can be willed away by the caster.

OTILUKE'S ELECTRICAL SCREEN

5th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (50 gp crystal rod, crystal sheet, and bit of fur)

Duration: 45 minutes

This spell calls into being a 20' square screen of electrical force. The screen can be formed into any shape (including a hemisphere, wall, etc.), as long as its total area is unchanged. Any creature passing through the screen will take 4 (1d8) hit points of electrical damage, and suffer numbness for 1d4+1 rounds; all such creatures must make a Constitution check at a DC of 15. Failure indicates the numbness removes the creature's Dexterity bonus cannot be used during that time, and any attacks are made at a -2 penalty. If the saving throw is successful, all attacks are made at a -1 penalty. Characters wearing metal armor make the save with a -4 penalty. Once cast, the screen cannot be moved.

OTILUKE'S EXCRUCIATING SCREEN

6th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (small sheet of crystal, plus either hollow sphere, salt, ash, or dust)

Duration: 30 minutes

This spell calls into being a misty grey screen 20' square, which can be molded into any shape the caster desires, as long as the original area is not exceeded. The screen will remain until *dispelled*, the caster wills it gone, or the duration is exceeded. Any creature passing through the screen will momentarily suffer the effects of touching one of the four negative quasi-elemental planes. Such creatures must make a DC 15 Constitution saving throw; success means they will have a -1 penalty to all saving throws for 1d4 rounds. Failure means they will be *stunned* for 1d4 rounds and will take 12 (4d6) hit points of damage of a type related to the quasi-elemental plane evoked, which is chosen by the caster when the spell is cast:

- **Vacuum:** Damage comes from exposure to vacuum, and does not affect creatures that do not breathe (undead, golems, etc.).
- **Salt:** Damage comes from dehydration, and does not affect creatures without moisture in their bodies (undead, fire elementals, etc.).
- **Ash:** Damage comes from loss of body heat and does not affect undead and creatures with immunity to cold damage.
- **Dust:** Damage comes from dispersal of body mass and does not affect creatures of a gaseous or liquid form (water elementals, etc.).

OTILUKE'S FIRE AND ICE

7th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (a small quartz crystal and a pinch of phosphorous)

Duration: Instantaneous

This spell brings into being two small spheres, one red and one blue. Instantly the red sphere will fly through the air to a point designated by the caster, followed a second or two behind by the blue sphere. When the red sphere reaches the designated target it explodes, causing 12 (4d6) hit points of fire damage to all creatures within a 30 foot radius. Almost instantly afterwards, the blue sphere will also explode, causing 12 (4d6) hit points of cold damage in a similar radius. Creatures in the blast radius are entitled to a Dexterity saving throw (DC 20) to take half damage; a separate saving throw must be made for each sphere. Due to the sudden change in temperature from blistering to sub-freezing, there is a 50% chance that any non-magical objects in the radius (stone, wood, metal, etc.) will crack and become useless.

OTILUKE'S FORCE UMBRELLA

3rd level evocation

Casting time: 1 action

Range: Self

Components: V, S, M (50 gp miniature wooden umbrella and a pinch of diamond dust)

Duration: 1 hour

This spell brings into being a shimmering violet hemisphere of magical force some 10 feet in diameter, which will remain over the caster's head until he wills it gone (which does not require an action). The umbrella will provide proof against the elements such as rain and snow, as well as protection against non-magical attack from above or from an inclined angle, such as boulders, arrows, etc. Magical attacks from above, including such things as a dragon's breath weapon, allow the caster to add his proficiency bonus to any saving throws, and he gains a +6 armor class adjustment against any melee or missile attacks from above. All non-magical missile attacks, such as arrows or sling bullets, are automatically deflected 75% of the time (the +6 armor class adjustment is applied to the 25% of attacks that make it through). The diameter of the umbrella is malleable, and will shape itself to accommodate any narrow spaces.

OTILUKE'S ORB OF CONTAINMENT

6th level evocation (ritual)

Casting time: 1 minute

Range: 90 feet

Components: V, S, M (1,000 gp diamond encased in glass)

Duration: 1 day (but see below)

This spell calls into being an impregnable sphere 6 inches in diameter, which is useful for holding substances and small items that could otherwise not be contained. The sphere itself cannot be penetrated, deformed, punctured, etc. by any physical or magical means, although a *dispel magic* or *disintegrate* spell will cause the sphere to disappear, releasing whatever is inside. Time is also frozen within the orb. The spell will normally last for one day, but if cast again at the same point, the orb can be "recharged" and will last another day.

OTILUKE'S POLAR SCREEN

5th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (50 gp sheet of lead crystal, several white quartz gemstones)

Duration: 45 minutes

This spell calls into being a shimmering blue-white screen of elemental cold, some 20' on a side. The screen can be molded to any shape the caster desires, as long as its total area is unchanged. Once cast, the screen will remain in place until the caster mentally dismisses it, it is magically *dispelled*, or the duration expires. A *fireball*, or the breath from an adult red dragon, will also destroy the screen, but no other magic will do so.

Any creature passing through the screen will seem as if it has passed through a raging blizzard. Those passing through will be coated in a sheet of sleet and ice, which will do 15 hit points of cold damage per round. All creatures so doing are entitled to a Constitution check with a DC of 15; those who succeed will be covered in ice for but a single round, after which it will melt. Those who fail will be covered for 1d4+1 rounds, unless some sort of magical warmth is applied.

OTILUKE'S RADIANT SCREEN

5th level evocation

Casting time: 1 action

Range: 150 feet

Components: V, S, M (500 gp beryl gemstone, crystal prism, thin sheet of rainbow-colored crystal)

Duration: 20 minutes

This spell calls into being a shimmering wall of force, the color of which depends on the caster's will and whim. The screen can be up to 20' square, and can be of any shape desired, as long as the area doesn't exceed 400 square feet. Once cast, the screen cannot be moved, and will remain until dispelled, the caster wills it gone, or the duration expires. The caster must select one of the following colors for the screen, each of which has a specific effect, drawn from the quasi-elemental planes:

- Red: 20 hit points of cold damage
- Orange: 20 hit points of fire damage
- Yellow: 20 hit points of acid damage
- Green: All poisons, venoms, etc. are neutralized
- Blue: 20 hit points of electrical damage (20 to those wearing metal armor)
- Indigo: 20 hit points of damage to undead creatures
- Violet: 20 hit points of damage to plants

The caster may change the color (and thus effect) once per round at will, but it can only be one color at a time.

OTILUKE'S SIEGE SPHERE

7th level evocation (ritual)

Casting time: 1 minute

Range: Touch

Components: V, S, M (50 gp pinch of diamond dust, and either a bit of pitch, a pinch of diamond shards, or a lodestone)

Duration: 10 minutes

This spell brings into being a boulder-sized sphere of magical force, which can be fired by a catapult (mangonel or trebuchet) or hurled by a giant. A *dispel magic*, *disintegrate*, or *wish* spell will destroy it. The sphere must be launched or hurled within 10 minutes or it will disappear; the caster must determine at the time of the casting the type of siege sphere which will be created:

- **Liquid Fire:** When the sphere impacts, it will explode in a shower of liquid fire in a 30 foot radius. Any flammable materials will instantly catch fire, and any creatures within the area will take 8 (2d8) hit points of fire damage per round, or until it is washed off or the flames are extinguished. The burning fluid will last for 2d6 rounds.
- **Crystal Shards:** When the sphere impacts, it will explode in a blast of razor-sharp crystalline shards, inflicting 15 (5d6) hit points of slashing damage on all creatures within 30 feet, regardless of armor class.

- **Wrecking Ball:** As the sphere nears the point of impact, it triples in density, and will hit with 120 (24d10) hit points of crushing damage.

OTILUKE'S SMOKY SPHERE

1st level evocation

Casting time: 1 action

Range: Special

Components: V, S, M (small piece of charred wood or charcoal and a 10 gp small hollow glass ball)

Duration: 1 minute

This spell brings into being a small crystal sphere filled with a highly compact gas. Once thrown (range 60 feet), the sphere will shatter and the gas will instantly fill a sphere 10' in radius with smoke. Anything within the sphere must make a Constitution throw. Those who fail will be convulsed with choking, coughing, and hacking fits. All those affected have disadvantage when making any saving throws, and must make a successful Constitution save (at disadvantage) to cast any spells with a verbal component. The cloud itself will dissipate after one minute, but the effects on those who breathed in the smoke will endure for 1d4+1 minutes. The sphere must be thrown within three minutes of the spell being cast or it will be rendered useless. If the sphere is crushed before the caster has a chance to throw it, the gas will have an effect as described above, centered on the caster.

OTILUKE'S STEAMING SPHERE

4th level evocation

Casting time: 1 action

Range: Special

Components: V, S, M (a few drops of water, dust, and sulfur)

Duration: 4 minutes

This spell calls into being a small sphere in the palm of the caster, containing a highly condensed ball of steam. Once thrown (range 60 feet), the sphere will shatter and the steam will escape, forming a sphere 30' in radius which lasts 4 minutes. Any creature caught in the sphere will take 12 (4d6) hit points of fire damage for every minute spent within the steam cloud.

The area within the steam sphere is considered to be heavily obscured, and even darkvision is of no use due to the heat of the steam. Any creature attempting to escape must make a Constitution check; success means they have managed to escape, but will do so in a totally random direction (roll 1d12 to determine the place of emergence from the cloud, using the die roll like the numbers on a clock). Failure means the victim stumbles around the cloud for an additional minute, taking more damage.

OTILUKE'S TELEKINETIC SPHERE

8th level evocation

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a pair of small magnets)

Duration: concentration (up to 10 minutes)

This spell calls into being a magical sphere of force around a creature (up to Large size) or object up to 60 feet from the caster. An unwilling target is allowed a Dexterity saving throw; failure indicates it is trapped within the sphere for the spell's duration. The sphere will remain until the duration expires, the caster breaks concentration, or a *disintegrate* spell is cast upon it (the contents will remain unharmed).

Anything within the sphere up to 5,000 pounds is essentially weightless, and the sphere can be telekinetically controlled by the caster to move about, up to 150 feet distant. Maximum speed of the sphere when being moved telekinetically is 60. If more than 5,000 pounds is captured within the sphere, it cannot be lifted telekinetically, but it can still be rolled on the ground, either from the outside (speed 30) or from within (half normal speed).

OTTO'S CHIME OF RELEASE

1st level transmutation

Casting time: 1 action

Range: 180 feet

Components: V, S, M (10 gp brass tubular chime)

Duration: Instantaneous

This spell causes all nonmagical bonds to loosen. The magical vibrations that emanate from the striking of the brass chime will undo ropes, shackles, buckles (including bits and bridles), gags, knots, and the like.

OTTO'S CRYSTAL RHYTHMS

3rd level enchantment

Casting time: 1 action

Range: 150 feet

Components: V, S, M (500 gp pair of crystals)

Duration: Concentration, up to 10 minutes

This spell creates an irresistible chiming noise in the ears of the target, if it fails a Wisdom saving throw. Those who fail will instantly drop whatever is in their hands and begin to clap in rhythm with the chiming that only they can hear. Creatures with no arms are unaffected (wings do not count), but creatures with more than one pair of arms will clap with all of their hands.

OTTO'S DRUMS OF DESPAIR

4th level enchantment

Casting time: 1 action

Range: 150 feet

Components: V, S, M (1,000 gp mini bronze drums with onyx fixtures)

Duration: 15 minutes

This spell will fill all creatures in an area of 150 square feet (the caster may control the shape of the area of effect, as long as it does not exceed 150 square feet) with an overwhelming feeling of despair and hopelessness. All affected creatures suffer a -2 penalty on all to hit, damage, and saving throw rolls. If applicable there is a -2 morale penalty as well.

OTTO'S GONG OF ISOLATION

5th level enchantment

Casting time: 1 action

Range: 300 feet

Components: V, S, M (7,000 gp mini gold gong and gold/jade striker)

Duration: Concentration, up to 70 minutes

This spell will cause a target creature to have its mind filled with the ringing of an enormously loud gong for the entire duration of the spell, unless it makes a successful Wisdom save. Those who fail will be stunned, and may only be brought out of that condition by a *heal* or *wish* spell. Telepathy with the affected is still possible.

OTTO'S SILVER TONGUE

4th level enchantment

Casting time: 1 action

Range: Self

Components: V, S

Duration: 15 minutes

When this spell is cast, the caster's voice takes on a special lilting tenor and tone that will instantly command the attention of any listener. For the duration of the spell, the caster makes all Charisma (Persuasion) and Charisma (Deception) checks as if he had a 19 Charisma score, and all attempts at magically detecting truth or falsehood have a 50% chance of failing if a half-truth is spoken, or a 25% chance of failing if an outright lie is spoken.

OTTO'S SOOTHING VIBRATIONS

2nd level enchantment

Casting time: 1 action

Range: 180 feet

Components: V

Duration: Concentration, up to 1 minute per level of the caster

This spell causes the caster's voice to issue forth soothing tones and vibrations, stilling hostility and wildness in both animals and intelligent creatures. For the first round, all beasts with an Intelligence of 4 or less within the area of effect will do nothing, as will all other creatures with creatures in the area of effect (except constructs and oozes) who fail a Wisdom saving throw with a +2 bonus. On the second and subsequent rounds, all creatures who failed or never got a saving throw will be well-disposed towards the caster as long as he maintains concentration and the spell duration does not expire. Such creatures will be neither aggressive nor fearful, and will not attack unless threatened. Any creatures affected by this spell will be at disadvantage when making saving throws against spells such as *animal friendship*, *charm person*, or *dominate monster*.

OTTO'S SURE-FOOTED SHUFFLE

3rd level transmutation

Casting time: 1 action

Range: 90 feet

Components: V, S, M (fiddle string and piece of mountain goat hoof)

Duration: Concentration, up to 1 hour

This spell grants all listeners within the range of the spell the sure-footedness of a mountain goat. Inclines of 50° present no difficulty, and any Dexterity rolls involving slipping, stumbling, falling, etc. are made with advantage.

OTTO'S TIN SOLDIERS

4th level transmutation (ritual)

Casting time: 1 minute

Range: 30 feet

Components: V, S, M (pair of tin soldiers appropriate to the type created by the spell)

Duration: 12 minutes

This spell turns a pair of ordinary, 3" tall tin soldiers into full-sized fighting men for the duration of the spell. They will obey all orders from the caster, even to the point of suicide. The tin soldiers will have statistics as if they were guards (see the Monster Manual for details).

At higher levels. If cast with a 5th level spell slot, the tin soldiers will be veterans and will remain for 14 minutes. If cast with a 6th level spell slot, the tin soldiers will be veterans riding warhorses and will remain for 16 minutes. If cast with a 7th level spell slot, the tin soldiers will be knights and remain for 18 minutes.

OTTO'S TONAL ATTACK

4th level enchantment

Casting time: 1 action

Range: 500 feet

Components: V, S, M (1,000 gp crystal mallet and a sitar string)

Duration: 1 hour

This spell, when cast at a particular spellcaster, will cause the target to lose all ability to cast spells unless a Wisdom saving throw is made. Bards, clerics, druids, paladins, and rangers get a +2 bonus to their saving throw. If the saving throw is successful, the target's spells are lessened in effectiveness; saving throws against spells cast by the target are made with a +2 bonus to saving throws, and all damage caused by spells is reduced by the target's proficiency bonus.

OTTO'S TONES OF FORGETFULNESS

2nd level enchantment

Casting time: 1 action

Range: 90 feet

Components: V, S, M (sitar string and a wooden mallet)

Duration: 30 minutes

This spell causes the target creature to be inundated with outlandish music that only it can hear. The target must make a Wisdom saving throw; failure indicates it can no longer make skill checks. Any such checks must be made as ability checks for the duration of the spell. Thus, an attempt to use the Arcana skill would be made as a straight Intelligence check. Those who succeed in their saving throw can make skill checks, but receive a -1 penalty when doing so for the duration of the spell.

OTTO'S WARDING TONES

4th level enchantment

Casting time: 1 action

Range: 360 feet

Components: V, S, M (two lumps of beeswax and an instrument string)

Duration: 7 minutes

This spell will affect all creatures within a 50' square. All creatures will be rendered deaf for the duration of the spell, but this will also have the side effect of rendering them immune to all thunder damage and sound-based spell effects, including such things as the *wail* of a banshee, the *luring song* of a harpy, etc.

PLAGUE

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.

RARY'S APTITUDE APPROPRIATOR

2nd level transmutation (ritual)

Casting time: 1 minute

Range: Touch

Components: V, S

Duration: 20 minutes

This spell allows you to temporarily transfer the knowledge of a particular skill from one creature to yourself, by touching that creature. If the target is willing, the transfer is automatic. If not, the target is entitled to a Wisdom saving throw. No magical powers can be transferred, nor feats, nor class-based skills like a ranger's land stride ability, but attribute-based skills such as Diplomacy, Intimidation, Sleight of Hand, etc. are transferrable. If the creature from whom the skill is being transferred gets a proficiency bonus for that skill, that is also transferred. The original owner of the skill does not lose his or her own ability with that skill; rather, it is duplicated in the process of being transferred.

At higher levels. If a 3rd level spell slot is used to cast this spell, it will last 40 minutes, a 4th level spell slot will cause it to last an hour, and so forth.

RARY'S EMPATHIC PERCEPTION

1st level divination

Casting time: 1 action

Range: 15 feet

Components: V, S, M (copper coin)

Duration: 3 minutes

This spell allows the caster to determine the basic emotional state of a living creature. It will not work on mindless creatures such as oozes, golems, and skeletons, but will work on animals as well as sentient creatures. Only basic

emotions can be sensed; fear, anger, hunger, pain, love, etc. Only one creature can be scanned with this spell, and that creature must remain in line of sight.

RARY'S MEMORY ALTERATION

This spell functions the same as the 5th level spell *modify memory*. However, it can be easier to add to the spellbook of a wizard of the school of Rary, using the Rary Savant feature.

RARY'S MIND SHIELD

5th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S

Duration: 5 hours

This spell creates a mental barrier in the mind of the affected creature, affording it greater protection against magical assaults against the mind. All saving throws against enchantment type magic are made with a +2 bonus. Even magics that would not ordinarily allow the victim a saving throw will require one on behalf of the target, albeit with a -2 penalty to the roll.

RARY'S MNEMONIC ENHANCER

4th level transmutation (ritual)

Casting time: 10 minutes

Range: Self

Components: V, S, M (100 gp ivory plaque and dragon's blood ink)

Duration: Special

This spell allows the caster to retain spells in his mind even though the spell slots for them should have been expended. A total of three level's worth of spell slots can be so retained; either three 1st level slots, a 1st and a 2nd level slot, or a 3rd level slot. It only works on spells that would normally have required a spell slot to be cast. The spell will remain in effect until the caster uses all three levels' worth of spell slots, or takes a long rest, whichever comes first.

RARY'S PLANE TRUTH

7th level divination (ritual)

Casting time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Concentration, up to 16 minutes

This spell allows the caster to study a single creature. At the end of the first minute, its alignment will be known. At the end of the second minute, its home plane and patron god(s), if any, will be known as well. At the end of the two minutes, another creature can be scanned, to a total of eight creatures in all. The creatures scanned must be within line of sight.

RARY'S PROTECTION FROM SCRYING

6th level abjuration (ritual)

Casting time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp star sapphire)

Duration: 6 hours

This spell allows the caster to elude all attempts at scrying or divination, whether by spell, magic item, or other contrivance, for the duration of the spell. In addition, the creature affected by the spell will instantly know if such an attempt has been made. If the spell is cast on the wizard himself, he can attempt to identify the person scrying or divining about him by making a successful Intelligence check.

At higher levels. If you cast this spell using a 7th level slot, the duration will increase by 2 hours, and will increase by an additional 2 hours for each higher-level spell slot.

RARY'S REPLAY OF THE PAST

5th level divination (ritual)

Casting time: 10 minutes

Range: Special

Components: V, S

Duration: Concentration (special)

This spell allows the caster to read the psychic impressions in a given room or area, which are created by especially violent and/or significant events. Upon the first casting of the spell, the most significant event in the area will replay before the caster's eyes, as if he were standing right there at the time it occurred, with every detail visible (thus allowing him to recognize individuals, read things, etc.). He cannot interact at all with the images, and the replay will end when the event itself ends, in real time. If the spell is cast by the same caster in the same place, the second-most significant scene to play out there will then be visible. In theory, the caster could keep casting the spell in the same place and see ever-less-significant happenings there, until all of the psychic energy was gone through.

RARY'S SPELL ENHANCER

4th level transmutation

Casting time: 0

Range: Special

Components: V

Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -2 penalty. Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

RARY'S SUPERIOR SPELL ENHANCER

7th level evocation

Casting time: 0

Range: Special

Components: V

Duration: Special

This spell allows the caster to, by the utterance of a single syllable at the start of some other spell, causing it to be cast with greater magical force. Any creature needing to make a saving throw against that spell will do so with a -1 penalty, and all damage is increased by a number of hit points equal to the caster's proficiency bonus (if applicable). Casting this spell does not affect the casting time of the spell whose effects are being enhanced.

RARY'S TELEPATHIC BOND*5th level divination***Casting time:** 1 action**Range:** 20 feet**Components:** V, S**Duration:** 3 hours

This spell creates a psychic link between two or more creatures. All must have an intelligence of 6 or higher, must be willing to have the link established, and must all be in range at the time the spell is cast. Language is irrelevant to the link; thoughts are projected without the need for conscious language. Up to 3 creatures can be so linked, but the link will be severed if one or more travel to some other plane. A *wish* spell can make the link permanent, but only between two creatures.

At higher levels. If cast with a higher level spell slot, the spell's duration, as well as the maximum number of creatures that can be linked, will increase:

Spell Slot Level	Duration	Max. Creatures
6	4 hours	4
7	5 hours	5
8	6 hours	6
9	7 hours	7

RARY'S URGENT UTTERANCE*6th level transmutation (ritual)***Casting time:** 10 minutes**Range:** Self**Components:** V, S, M (1,000 gp sapphire)**Duration:** Up to 24 hours

This spell allows the caster to prepare a second spell in such a way that it can be cast with the utterance of but a single word, effectively turning its casting time to 1 action. This spell is often used in conjunction with spells with a lengthy casting time, for obvious reasons. This spell is cast first, followed by the second spell, which does not take effect until the caster utters the trigger word, at which time the second spell will take effect normally. If the second spell is not activated within 24 hours, it will fade and be lost. Only a single spell can be so prepared at the same time.

This spell will not work on the following spells: *conjure elemental*, *conjure minor elemental*, *contingency*, *guards and wards*, *legend lore*, *planar binding*, *Tenser's transformation*, and *wish*.

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 simply 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 demi-human 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.

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.

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.

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 side 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.

TENSER'S BRAWL

2nd level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (bit of bear or gorilla fur)

Duration: 1 round per level

This spell allows the caster to cause any single person touched to become much more proficient in unarmed combat. When making an unarmed strike, the affected creature gains advantage and a +2 bonus to your initiative check. When grappling, you gain advantage and a +4 bonus to your Strength (Athletics) check to prevent an enemy from escaping. When shoving, the affected creature gains advantage.

TENSER'S DEADLY STRIKE

3rd level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (full set of tiger claws)

Duration: 1d6+3 rounds

This spell allows the creature touched to be much more effective in battle. For the duration of the spell, the recipient will do maximum damage when using melee or ranged weapons. It does not impact magical damage such as that from spells, nor does it have any impact on damage caused by siege engines, but it will work in addition to other combat-enhancing magic and magic weapons.

TENSER'S EYE OF THE EAGLE

3rd level transmutation (ritual)

Casting time: 1 minute

Range: Touch

Components: V, S, M (eagle feathers and ground carrot)

Duration: 10 minutes per level

This spell enhances the visual acuity of the creature touched. The affected creature has double the normal range of vision in all circumstances, even impacting *darkvision* and similar effects. This will also have the effect of giving the creature advantage when firing any ranged weapon, but does not increase the weapon's range.

TENSER'S EYE OF THE TIGER

1st level transmutation (ritual)

Casting time: 1 minute

Range: Touch

Components: V, S, M (tiger whisker and ground carrot)

Duration: 1 round per level

This spell gives the creature touched vision equal to that of a great cat. The affected creature will have *darkvision* 30', and sees as if the area were one level of light and obscurity better; heavily obscured areas are treated as if they were lightly obscured, dim light is treated as bright light, etc.

TENSER'S FLAMING BLADE

4th level transmutation

Casting time: 1 action

Range: 20'

Components: V, S, M (5 gp pinch of phosphorus or 5 gp quartz crystal)

Duration: Special

This spell will grant a single dagger either the properties of flame or frost, described below. In addition to those powers, the dagger affected by the spell gets a +1 bonus to damage (not to hit) for the duration of the spell. The spell will not work on any weapon other than a dagger, and will not work on any dagger that already has some other cold or fire based magical effect. The duration depends on the spell slot used to cast the spell:

Spell Slot Used	Duration
4th level	10 rounds

5th level	12 rounds
6th level	14 rounds
7th level	16 rounds
8th level	18 rounds
9th level	20 rounds

The flame dagger lights up as a torch, radiating light in a 30' radius. Any combustibles touched by the blade will ignite, and creatures that are immune to cold damage such as white dragons will take an additional 2 hit points of damage if the blade hits, in addition to the regular +1 bonus the spell confers.

The frost dagger will emit a blue glow in a 10' radius. If placed in contact with water, up to 1 cubic foot of water will be frozen per minute. Any creatures that are immune to fire damage such as salamanders will take an additional 2 hit points of damage if the blade hits, in addition to the regular +1 bonus the spell confers.

TENSER'S FORTUNES OF WAR

6th level abjuration (ritual)

Casting time: 10 minutes

Range: Touch

Components: V, S, M (5,000 gp jewelry or gems)

Duration: Special

This spell allows the caster to grant to one individual the power to cheat death once. At your discretion, you can choose to avoid any single attack that would reduce you to zero hit points or fewer, or any single magical attack that has the effect of removing you from action (*stone to flesh*, *sleep*, *fear*, *charm*, etc.). Once you have chosen to do so, you are entitled to a Dexterity check with a DC of 20, even if you have already failed a saving throw related to the attack. If successful, you only lose hit points equal to half your current total (round down), or the spell fails to affect you at all. The spell is lost regardless of whether or not the save is successful, and only one *Tenser's Fortunes of War* spell can be cast on the same creature at the same time.

TENSER'S GIANT STRENGTH

4th level transmutation (ritual)

Casting time: 10 minutes

Range: Touch

Components: V, S, M (giant or titan hair)

Duration: 30 minutes per level

This spell allows the caster to increase the strength of any single creature touched. The strength conferred to the recipient depends on the spell slot used to cast the spell:

Spell Slot Used	Increase Strength To:
4th level	16
5th level	17
6th level	18
7th level	19
8th level	20
9th level	21

If the recipient's strength is already that strong or higher, the recipient will gain 1 point of strength.

TENSER'S HUNTING HAWK

2nd level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (feather from a hawk's wing)

Duration: Concentration, up to 1 round per level

This spell transforms one arrow into a *hunting hawk* as the arrow is fired from a bow (use the statistics for Hawk (Falcon) in the Player's Handbook, Appendix D). The hawk has 3 hit points, and will follow the mental orders of the caster, including attacking enemies. The hawk gets advantage on its first attack against any target, and does double damage, but only on the first attack per target. If the spell is cast on a magic arrow, the hawk will enjoy the magical bonuses of the arrow for as long as it exists. Once the spell is over or the hawk is destroyed, the hawk and the original arrow will both disappear. The spell will not function on an *arrow of slaying*.

TENSER'S MASTER AT ARMS

4th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (crane feather)

Duration: 10 minutes per level

This spell allows the caster to turn the person touched into a master of a particular type of weapon. The character is automatically proficient with the weapon if he or she is not already, and gains advantage on any attack with that weapon. The weapon type must be specific; it can affect greatswords (for instance) but not martial melee weapons. The spell can only be cast on someone with at least one level as a fighter or ranger.

TENSER'S PRIMAL FURY

5th level transmutation

Casting time: 1 action

Range: 20 yards

Components: V, S, M (bit of wolverine or grizzly bear fur)

Duration: 1 minute

This spell temporarily allows the caster to cause someone (or himself) to *rage* as if the target were a barbarian. In addition, during the duration of the spell, the person affected gains 12 (4d6) bonus hit points; any damage taken during the duration of the spell will be taken from these bonus points first. The spell ends when the *rage* would normally end, or after one minute, or if a *dispel magic* spell is cast on the recipient. The spell can only be cast on someone with at least one level in fighter or ranger.

TENSER'S RUNNING WARRIOR

4th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (bit of fur from a live wolf)

Duration: 1 minute per level

This spell confers the same benefit as a haste spell, except the recipient can also take dash as a bonus action in the round.

TENSER'S STAFF OF SMITING

4th level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (small iron bar)

Duration: 2 rounds per level

This spell allows the caster to temporarily enchant a quarterstaff in his hands into a magical weapon. The spell will only affect non-magical quarterstaves, and will grant it a +1 bonus to hit and +4 damage for the duration of the spell.

TENSER'S STEADY AIM

1st level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (small coiled spring)

Duration: 1 minute per level

This spell allows the caster to cause one subject to incur no penalties to hit when firing a missile weapon, as long as those penalties are caused by unsteady footing, rapid movement, etc. No matter how much the attacker is gyrating or moving, his aim will be the same as if he were standing on a solid stone floor. The spell does not confer any other bonuses.

TENSER'S TRANSFORMATION

6th level transmutation

Casting time: 1 action

Range: Self

Components: V, S, M (hair from a bull)

Duration: Concentration, up to 10 minutes

This spell allows you to change yourself into a powerful warrior. Your physical size increases to heroic proportions, and you cannot cast spells while the effect lasts. In addition, you gain the following benefits:

- You gain 50 temporary hit points, which are lost when the spell ends, if any are left.
- Attacks you make with simple and martial weapons are made with advantage.
- You inflict an additional 2d12 points of damage when using a weapon. The damage is appropriate to the weapon you are using.
- You are proficient with all weapons, armor, and shields.
- You are proficient with all Strength and Constitution saving throws.
- You get to make 2 attacks when you choose the attack action. If you already have a feature or other effect that provides additional attacks, this benefit is lost.

When the spell ends, you must make a DC 15 Constitution check or incur a level of exhaustion.

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.

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:

Actions

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 must 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.

FACTIONS

The Flanaess is riven by factions, secret cults, occult organizations, and the like. While some are more powerful or discriminating than others, the following represent factions available to player characters in the World of Greyhawk™, should the Dungeon Master allow them in his game. Some are centered around a particular geographic region, and their influence beyond that boundary will be lessened or non-existent, while others are plane-spanning conspiracies that can be traced to a thousand strands of a sinister web.

CIRCLE OF EIGHT

The Circle of Eight is an informal alliance of mighty wizards, dedicated to maintaining balance in the world, and not allowing any particular nation, power, or faction to gain dominance. When evil is ascendant, they will side with the good, when good threatens to overwhelm all, they will indirectly support evil. The members consist of Bigby, Bucknard, Drawmij, Nystul, Otiluke (just this year added, to replace Leomund, who retired to pursue his own whims and studies), Otto, Rary, and Tenser². They have influence beyond their seeming numbers, as each member has spies, informants, and agents in various parts of the Flanaess, high and low, near and far. There is little that escapes their notice, or is above their subtle (or not-so-subtle) influence.

Motto: “Let the wheel keep turning.”

Beliefs. The beliefs of the Circle of Eight can be summarized as follows:

- No alignment, deity, nation, or other power should dominate the Flanaess.
- We can best achieve our goals by subtle means if at all possible.
- Trust no one except members of the Circle. And keep an eye on them, too.

Goals. Maintain a balance between good and evil, law and chaos, and the various powers and nations of the Flanaess. Keep widespread knowledge of the Circle’s actions secret. Assist other members when possible.

Member Traits. Members of this faction will not normally be members of the Circle of Eight itself, which is reserved to the mightiest wizards of the Flanaess. All other members will be their spies, agents, and informants. They will maintain a completely ordinary façade, and most will go their entire lives without anyone suspecting they were passing along information to their masters in the Circle. Although most agents of the Circle of Eight are tied to a specific member, they will sometimes share their agents among themselves, depending on the specific talents necessary for a particular task. Missions can range from conveying a message to infiltrating an evil cult to procuring a rare element for a magical experiment; the possibilities are quite endless.

Ranks

The Circle doesn’t have a structure of ranks per se. However, in a game mechanic sense, agents of the Circle would have the standard 5-rank structure, with each wizard forming the apex of their own mini-faction within the Circle. When dealing with Circle members under another wizard than your own, your own Renown points are effectively reduced by 25%. The actual wizards of the Circle would be above the rank system, each having a renown of 100 or more.

- Circle Agent 1 (rank 1)
- Circle Agent 2 (rank 2)

² Many of these worthies are detailed in the companion volume to this work, The DM’s Guide to Greyhawk 576.

- Circle Agent 3 (rank 3)
- Circle Agent 4 (rank 4)
- Circle Agent 5 (rank 5)

CULT OF ASMODEUS

The cult of Asmodeus is vast, and the Lord of the Nine Hells seemingly is behind every conspiracy in the multiverse. Its members are disciplined as the hosts of devils, established in a strict hierarchy. No one in the cult knows of all its activities, even within a given area; all simply know that if they do their part of their infernal master's Grand Design, his fell power will rule over all, eventually.

Motto. "Thy Kingdom come, Thy will be done, on Oerth as it is in Hell."

Beliefs. The Cult of Asmodeus' beliefs can be summarized as follows:

- Asmodeus has a master plan that will inevitably bring the Nine Hells to dominion over the whole multiverse, but no mortal is capable of grasping its majesty and subtlety
- No tool should be overlooked in furthering the goals of the cult and its master
- Lawful good is the worst sort of non-diabolic alignment, as it perverts the natural order of law with the propagation and support of weakness

Goals. Bring the entirety of the multiverse under the dominion of the Nine Hells. Unite the forces of evil, no matter whether they are lawful, chaotic, or neutral, under the rightful rule of Lawful Evil. Spread the worship of Asmodeus and the arch-devils among mortals. Resist and undermine the forces of Good, especially Lawful Good

Member Traits. Except in the rarest of circumstances, members of the cult of Asmodeus hide their allegiance carefully. Some, but not all, bear the ruby tattoo as a sign of their devotion. While all are ambitious, none would allow that ambition to compromise their assigned missions and goals.

Ranks

- Infernal Servant (rank 1)
- Infernal Initiate (rank 2)
- Infernal Adept (rank 3)
- Infernal Master (rank 4)
- Infernal Ipsissimus (rank 5)

KNIGHTS OF THE HART

The Knights of the Hart collectively seek to maintain the independence and fidelity of Veluna, Furyondy, and Highfolk. As they are so closely tied with specific political entities, the order is distrusted not only by the Knights of the Watch, but Verbobonc, Perrenland, Nyrond, and Dyvers as well. They have a long-standing rivalry with the Knights of Holy Shielding.

Despite this friction with other wealsome organizations and realms, the Knights of the Hart are themselves champions of good and right, and provide the standing military vanguard that their patron states lack, with its members maintaining castles and other strongholds, and all members being pledged to be at peak military efficiency at all times, to give time for

the feudal lords to muster their own forces in time of crisis. They maintain large standing forces that participate not only in scouting and border patrol, but which are loaned out often to their patron states as a military cadre. The Knights of the Hart are divided into three sub-orders, as follows:

- Knights of Furyondy. Some 200 strong, dedicated to the Kingdom of Furyondy.
- Knights of Veluna. Some 80 strong, but each is quite formidable, and dedicated to the Archclericy of Veluna.
- Knights of the High Forest. Said to only be 25 or so in number, they are limited to the olvenfolk, and protect Highfolk and the reaches of the Vesve Forest that fall within its dominions.

Motto: “We stand at the vanguard, to give others time to defend themselves.”

Beliefs. The beliefs of the Knights of the Hart can be summarized as follows:

- Veluna, Furyondy, and Highfolk are good nations whose independence and wealsome purposes need to be maintained and defended.
- Dangers from the Baklunish lands, Iuz, the Horned Society, the Bandit Kingdoms, and even the border marches must be dealt with.
- The lack of a standing central army means the Order of the Hart must meet great threats first, to give time for the lords behind us to gather their forces.

Goals. Maintain the independence of Veluna, Furyondy, and Highfolk. Make sure that each state retains its dedication to freedom and the cause of good. Stand watch against outside threats to those realms, no matter whence they come. Always be prepared to fight.

Member Traits. Knights of the Hart tend not to be as militaristic as other orders, but are no less puissant or vigilant in their task once danger appears. They often serve in other capacities in the courts of their patron states, and their dedication to particular political entities makes them suspect to groups that might have reason to dislike those states. Members of the Knights of the Hart are eligible to take the appropriate Knight of the Hart feat after joining.

Ranks

- Knight of the Hart (rank 1)
- Knight Bachelor of the Hart (rank 2)
- Knight Companion of the Hart (rank 3)
- Knight Banneret of the Hart (rank 4)
- Knight Commander of the Hart (rank 5)

KNIGHTS OF HOLY SHIELDING

The military order known as the Knights of Holy Shielding is charged with maintaining the defense of those lands between Furyondy and the Bandit Kingdoms, but the rise of the Horned Society to the north has presented them with a strategic puzzle, as they are now threatened on two sides. The hereditary Earl of Walworth is Knight Commander of the order, which forms the core of the region’s army. Their daring, valor, and faith serve to inspire the rest of the forces under their command, which receive contributions from Furyondy and Urnst, as well as the levies and lay-knights of the Shield Lands themselves. They are not dedicated to any single deity, but Heironeous is quite popular with its members. Members must be paladins of at least 7th level, and can follow any sacred oath except that of the Ancients. They have a long-standing rivalry with the Knights of the Hart.

Motto. “We are the holy shield that protects the weak and innocent against the depredations of evil.”

Beliefs. The beliefs of the Knights of Holy Shielding can be summarized as follows:

- The Bandit Kingdoms, Horned Society, and Iuz pose a threat to the central Flanaess that must be checked.
- Our valor, faith, and bravery will inspire the troops under our command to greater things.
- Protect the weak, aid the poor, combat the wicked.

Goals. Defend Furyondy, Urnst, and other good lands against the Bandit Kingdoms, the Horned Society, Iuz, and other evil threats. Lead and inspire others who are not members of the order along the path of righteousness. Root out corruption, wickedness, and evil wherever it tries to infiltrate good and worthy lands.

Member Traits. Knights of Holy Shielding are all quite pious as well as being militarily astute. They are well aware of their roles as shining examples of their cause, and will constantly try to put forth a brave front in the face of any diversity or calamity. Members are typically sent on military expeditions to stop some incursion along the border, or make a raid of their own into the lands of evil to check their growth and disrupt their plans. The order of Holy Shielding distrusts the order of the Hart.

Ranks

- Knight of the Shield (rank 1)
- Knight Bachelor of the Shield (rank 2)
- Knight Companion of the Shield (rank 3)
- Knight Banneret of the Shield (rank 4)
- Knight Commander of the Shield (rank 5)

KNIGHTS OF THE WATCH

The Knights of the Watch are sworn to defend the Flanaess from the threat from the Baklunish lands to the west. They are strongest in Bissel, Geoff, Gran March, and Keoland, and maintain a series of castles and other strongholds on the Kettite border and in the Barrier Peaks and southern Yatil Mountains. They are highly disciplined, and hold an almost monastic devotion to their cause, although they are not particularly religious in their organization. They are some 5,000 strong, and the current Grand Commander is Hugo of Geoff. Only fighters, paladins, and clerics of 3rd level or higher may join the order.

Motto: “We stand against the Baklunish hordes, and protect the East from the devils of the West.”

Beliefs. The beliefs of the Knights of the Watch can be summarized as follows:

- The Baklunish lands constitute a threat to the Flanaess.
- We must be ever-vigilant against incursions from the Paynims and other Baklunish forces.
- Strength comes from order, order comes from duty, duty comes from discipline.

Goals. Defend the mountains and approaches along the Baklunish border. Never break the discipline of the order. Thwart the ambitions of Ket, the Paynims, and other western nations to encroach on the lands of the Flanaess. Alert others to the danger that the Bakluni pose.

Member Traits. Members of the order are either paladins, fighters, or clerics of lawful good or lawful neutral alignment. They are very disciplined and militant in their outlook, and have a negative reaction to all Baklunish folk on sight. Often they will come across as hidebound and overly rigid, relying on centuries-old doctrines of tactics and strategy. Members are expected to report for weekly drills, unless on some mission assigned to them by their superiors. Members may take the Knight of the Watch feat.

Ranks

- Knight of the Watch (rank 1)
- Knight Bachelor of the Watch (rank 2)
- Knight Companion of the Watch (rank 3)
- Knight Banneret of the Watch (rank 4)
- Grand Commander of the Watch (rank 5)

RANGERS OF THE GNARLEY FOREST

The Rangers of the Gnarley Forest are a group of approximately 200 or so rangers who patrol and shepherd that old stretch of woodland, guarding it and its inhabitants against the threats and politics of the outside world. They are but loosely organized, but the Ranger Knights meet in council once every three months to discuss the current state of affairs in and around the wood, and plan their strategies accordingly. The Ranger Knights also see to the training of the less experienced members of the order, and younger rangers swear a personal allegiance to their patron ranger knight. To join, one must be a ranger, track down a ranger knight, and go through an intense interview process to determine one's worthiness. Humans of any race except Rhennee can join, as can half-elves. There are even a few werebears amongst their ranks. Having at least one level as a ranger is, of course, a requirement as well.

Motto. "The Gnarley before all."

Beliefs. The beliefs of the Rangers of the Gnarley Forest can be summarized as follows:

- The independence of the Gnarley Forest is something to be protected as a goal unto itself
- Too much organization can stifle the ability of the order to respond to threats
- The Gnarley Forest doesn't need outside help, but will take it as long as there are no strings attached

Goals. Protect the Gnarley Forest from domination by outside powers. Stop overly-zealous logging and hunting within the forest. Prevent humanoids and bandits from gaining a foothold within the wood. Protect the inhabitants of the forest from threats.

Member Traits. Rangers of the Gnarley Forest wear an oak leaf insignia denoting their rank. Juniors wear a single silver oak leaf, cadets wear two silver oak leaves with an acorn, seniors wear a pair of golden oak leaves with an acorn, and ranger knights and lords wear a pair of golden oak leaves with acorn and holly berries. Members must stay within a few days' travel of the forest, and will be very out of place in large urban centers such as Narwell, Greyhawk, and Dyvers. They may also take the Ranger of the Gnarley Forest feat, which provides certain benefits; see the Feats section for details. They can count on their fellows to come to their aid in time of danger.

Ranks

- Junior (rank 1)
- Cadet (rank 2)

- Senior (rank 3)
- Ranger Knight (rank 4)
- Ranger Lord (rank 5)

SCARLET BROTHERHOOD

As of CY 576, the Scarlet Brotherhood is a cautious and highly secretive organization. Red-robed advisors have started appearing in many of the royal courts of the Flanaess only a few years ago, offering advice and seemingly eager to advance the interests of their patrons. They are, of course, completely loyal to no one except the Brotherhood itself, whose real intentions are kept tightly secret.

Motto. “The Suel race is inherently superior to all other races, and it is their destiny to rule the world.”

Alternate Motto. “A soft word and a knife in the back will get you more than a soft word.”

Beliefs. The beliefs of the Scarlet Brotherhood can be summarized as follows:

- The Suel people are inherently superior to all others, and it is the destiny of the Suel to conquer the world. Resistance to this fact by other races is due to their inability to come to terms with inherent Suel superiority, both physical and spiritual.
- Deception, stealth, and intrigue are the chosen tactics of the Brotherhood, but only because it must do so. If the other races would simply submit willingly to the self-obvious superiority of the Suel, such tactics would not be necessary.
- True evil stems from the unwillingness for other races to accept Suel mastery. Such behavior has led to enormous suffering and death over the centuries in wars and other carnage. All that could have been avoided if the lesser races had simply accepted their role in life; they are the true cause of evil, through their resistance to the natural order.

Goals. The conquest of first the Flanaess, and then the whole of Oerth, by the Suel people, under the leadership of the Scarlet Brotherhood. Promotion of the interests of the Suel people, wherever they may be. Protection of the secrecy and security of the Brotherhood.

Member Traits. Members of the Scarlet Brotherhood, whether they be highly trained monks, deadly assassins, or simply merchants dealing in iptwood logs, are fanatically loyal to the Brotherhood and no one and nothing will be able to shake that loyalty. They fully believe in the mission of the Brotherhood and the inherent superiority of the Suel people, but are often capable of hiding their disdain for other races behind a calm and polite veneer. Many are not what they appear, and are well-versed in disguise and espionage.

Ranks

Ranks within the Scarlet Brotherhood are dependent on class, rather than being standard across all members. For game purposes, players and NPCs should track their numeric rank (1-5, 5 being the most important), but titles are as follows:

- Thieves: cousin/elder cousin
- Assassins: nephew/foster uncle
- Monks: brother/father

All others are simply referred to by their ordinary rank, and can collectively be called Servants of the Scarlet Sign.

TEMPLE OF ELEMENTAL EVIL

Centered on the southwestern end of the Nyr Dyv, in the heart of the Flanaess, this fallen power of evil is once again on the ascendancy, but is taking a much more cautious approach in its new incarnation. A project sponsored by both the evil demigod Iuz and the demoness Zuggtmoy, queen of fungi, the Temple of Elemental Evil is not only riven with division between the four elemental cults, but Iuz and Zuggtmoy both have agents within who are aware of its true nature as their front, and there are those loyal to the demoness Lolth, ever-suspicious of anything that might be tied to her arch-rival, the Elder Elemental God. But to the outside the Temple presents a solid front, as it slowly recruits agents, monsters, and brigands from the central Flanaess to its cause. There is a network agents and safe-houses throughout the Gnarley Forest, Kron Hills, Verbobonc, Wild Coast, Dyvers, and beyond.

Motto. “That which was fractured will be whole, that which was cast down shall rise again.”

Beliefs. The beliefs of the Temple of Elemental Evil can be summarized as follows:

- The four sacred elements represent the purest form of Evil, and thus are best poised to bring unity.
- In-fighting stops at the Temple gates. To the outside world, we are a united front against the forces of Good and Balance that seek to thwart us.
- Secrecy and discretion in all things; the world must not be alerted to our presence until we are strong enough to ensure victory.

Goals. Restore the Temple to its former power and glory. Unite all Evil forces in the region into a single organization. Remain hidden from and undermine the forces of Good which threw down the Temple before. Free Zuggtmoy from her imprisonment beneath the Temple itself

Member Traits. Agents of the Temple are secretive and have great cunning, and there is always another layer to the onion. They are utterly ruthless in the pursuit of the Temple’s goals, but conflicting loyalties and infighting within the Temple itself make it difficult to make real progress. All members are masters of deceit and infiltration, well able to hide their true natures to all but magical investigation, and even then, in some cases.

Ranks

- Seeker of the Elements (rank 1)
- Acolyte of the Elements (rank 2)
- Adept of the Elements (rank 3)
- Curate of the Elements (rank 4)
- Master of the Elements (rank 5)

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