

HERETIC'S GUIDE TO
DEVOTION
&
DIVINITY



EVENTYR GAMES

HERETIC'S GUIDE TO DEVOTION & DIVINITY

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Note. While *Heretic's Guide to Devotion & Divinity* is compatible with the fifth edition of the world's greatest roleplaying game, it is **not** an official Dungeons & Dragons publication and Eventyr Games has no affiliation with Wizards of the Coast.

Disclaimer: The authors of this book take no responsibility for any damages incurred, in this life or the next, from following the information in this book, including advice on performing rituals, fighting gods, and uncovering religious relics. In fact, the authors expressly insist that you refrain from any communication with divine beings, as they are "fickle, treacherous, and overall just not very nice."

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INTRODUCTION

Divinity and devotion are central to the fifth edition of the world's greatest roleplaying game. Yet, the official rules cover far from every aspect of the divine, and instead leave it to us, the DMs, to decide what happens when player characters seek help from divine entities – or provoke the wrath of the gods.

The dragonborn Kassanthra – or the Heretic, as most know her – and her companion, the scribe Pericles, seek to set that right in this guide by delving deep into the devotion and divinity in fantasy roleplaying games in general and in the fifth edition of *Dungeons & Dragons* specifically. *Heretic's Guide to Devotion & Divinity* presents 200 pages of original content focused on the divine, covering everything from zealous cults and divine agents to exciting relic hunts, sacred magic items, divine creatures, and even the gods themselves!

Chapter 1 delves into the concept of divinity and provides tools and inspiration for making the divine feel real in your game, including sample pantheons and a step-by-step guide to creating stat blocks for deities.

Chapter 2 explores the nature of devotion, covering motivations for worship, religion's societal roles, holidays, ceremonies, rituals, sacrifices – and various divine punishments that vengeful gods may use.

Chapter 3 provides new character options for fifth edition *Dungeons & Dragons*, including eight new sacred subclasses and more than two dozen feats.

Chapter 4 presents five divine NPCs who offer religious services, sell magical equipment, and provide quest hooks, as well as five cults and sects that can be inserted into any fantasy roleplaying game.

Chapter 5 provides ten exalted encounters and six relic hunts that can be inserted into any fifth edition game and provide a session of excitement and fun.

Chapter 6 introduces three dozen new divine magic items, ranging from the *skeptic's shelter* shield and *dawnbreaker's warhammer* to the legendary, god-killing blade, *Bedlam*.

Chapter 7 provides 50 unique monsters, including angels, celestial dragons, divine monstrosities, zealous cultists – and even a few gods!

It'd probably be best for everyone if the gods were left alone with their petty squabbles and unscrupulous deceptions. But since that isn't going to happen, I figured I'd better tell you what divinity really means. Ain't all just angels and choir-singing, believe you me!

– the Heretic

USING THIS BOOK

Heretic's Guide to Devotion & Divinity references the core material for fifth edition found in the [System Reference Document \(SRD\)](#). Most referenced material that isn't in this book can be found in the fifth edition SRD or in the *Dungeon Master's Guide*, *Monster Manual*, and *Players Handbook*. Some references are made to previous Eventyr Games' publications, *Milando's Guide to Magical Marvels* and *Wanderer's Guide to Merchants & Magic*, which can be purchased at <https://www.eventyrgames.store>.

PRESENTATION OF CONTENT

The content in *Heretic's Guide to Devotion & Divinity* is presented in various ways to make it easy to use.

When text appears in a box like this, it is meant to be read aloud or paraphrased for the players when their characters reach a specific location or when something specific happens.

When text appears in a box like this, it is meant to clarify, expand upon, or provide additional options for specific content or information.

References to Creatures. When a creature's name is written in **bold** type, it indicates that it has a statblock that might become relevant to use.

References to Magic Items and Spells. Magic items and spells are written in *italic* type.





CHAPTER I: DIVINITY

Whether your adventure takes place in a world you're building from scratch or in an established setting, how divinity functions can be one of the world's most defining aspects.

Is there a god – or gods? What is a god? What can gods do? How do gods interact with the Mortal World, if they even can? What do they expect from their followers and what do their followers expect from them? How are gods made – and can gods die?

These are just some of the questions about divinity you may find yourself – or your players – asking, and the answers to these questions could very well provide inspiration for an entire campaign. At the very least, having an understanding of how divinity works in your world will lend weight and substance to the characters' actions and their relationships with the divine.

In this chapter, you will find tools, ideas, and inspiration to answer these many questions, as we explore various ways divinity can function in the world's greatest roleplaying game. We try to do so in a way where information is as generally and easily applicable as possible. The aim is not to facilitate deep, existential debates (though there may be some of that, as well), but to provide you, the DM, with the tools and inspiration you need to make divinity an interesting part of your game.

To demonstrate how you can create your own system of divinity using this chapter, we provide two sample pantheons: a Classic Pantheon (page 13) and a Draconic Pantheon (page 15). Throughout the chapter, you will find notes like these explaining how each pantheon is defined.

NATURE OF DIVINITY

On the following pages, we will thoroughly explore the nature of divinity. This is done with a step-by-step approach and using plenty of examples, so that you can build – or just get a better understanding of – your own system of divinity as you go.

DIVINITY IN YOUR WORLD

The first step to figuring out how divinity functions in your game is to decide how you want divinity to be presented in your game. Do the gods exist? Do mortals *believe* that the gods exist – or do they *know* that the gods exist? These are simple, but pivotal questions. Typically, there are four ways to present divinity in a fantasy setting:

No Divinity. There are no gods and nobody believes that there are.

Dubious Divinity. It is uncertain whether gods actually exist, but some mortals believe in them.

Assumed Divinity. The gods exist and some or most mortals believe in them.

Definite Divinity. The gods exist and almost all mortals know that they exist.

Most officially published settings for *Dungeons & Dragons* and other fantasy tabletop roleplaying games have either assumed or definite divinity, where the gods exist and most mortals either know that they exist, or at least believe that they do. After all, when a cleric's prayers can facilitate magical miracles, there's not a whole lot of wiggle room for true atheism.

SYSTEM OF DIVINITY

Typically, divinity is presented in one of the following base models in fantasy settings:

Monotheism. Only one true god exists. It may have different names or aspects and be worshiped in different ways, but there exists only one god.

Dualism. Two divine entities exist and they are often opposites, such as good/evil or order/chaos

Pantheon. Multiple gods form one or more pantheons. Typically, each god represents different themes or aspects of divinity.

Spiritualism. Gods in the traditional sense of the word don't exist, but divine forces of nature, often portrayed as spirits, are present.

The pantheon model, which we know from Egyptian, Greek, and Norse mythologies, is the model of choice for most fantasy settings, including the most popular *Dungeons & Dragons*' settings, and is thus also the model we will focus on in this chapter.

WHAT DOES A PANTHEON LOOK LIKE?

If you use a pantheon in your campaign world, it's a good idea to think about how it is structured. This includes considering the pantheon's organization, hierarchy, and relationships:

Organization. The pantheon could be a single group of deities who, even as they embody different Divine Domains (see Divine Domains on page 6), are part of the same whole. The pantheon can also be split into subgroups of like-minded gods, such as "evil gods" and "good gods," or even smaller subgroups within each major domain, such as "gods of order" or "gods of war," and so on.

The Classic Pantheon is **organized** into smaller clusters of deities with similar themes, but no formal division exists. There is an Archgod who rules over all other gods, but there is otherwise no formal **hierarchy**. The gods have varying degrees of interaction with each other, ranging from no contact to close **relationships**.

Hierarchy. A pantheon may have a flat structure, where no gods have automatic authority over other gods. It can also have a more strict hierarchy, where greater gods command lesser gods, or where a divine sovereign – similar to Odin or Zeus – holds supreme authority over the other gods.

Relationships. The gods may have little to no interaction with each other, existing as individual entities who stay mostly out of each other's way. Conversely, the gods may be heavily interconnected, often visiting each other or even holding celestial council meetings.

In fantasy settings, there is a tendency towards pantheons that are loosely structured and have some sort of hierarchy, such as a "prime god" who has extra authority and/or a division of the gods into greater and lesser gods. In these types of pantheons, the gods usually have sporadic relationships, where they are able to interact with each other, but only do so under specific circumstances, such as when disaster looms.

HOW MANY PANTHEONS?

It is not uncommon for fantasy settings to provide pantheons tailored to specific subgroups of mortals, such as Elvish or Dwarvish pantheons, or pantheons that are specific to a culture, nation, or continent. This approach implies that deities are bound to the same concepts of species, culture, and geography as mortals. If you don't think that makes sense, it could also just be that various species, cultures, or regions of the world have different names and perceptions of what are, essentially, the same gods. The God of Light and Order may be referred to as "The Father of Elves" in elven realms and as "The Dawnbringer" in human-dominated societies – but still be the exact same deity.

The Draconic Pantheon is **organized** into two dualistic pantheons; one for chromatic dragons and one for metallic dragons. Each pantheon has a **hierarchy**, with the greater gods Tiamat and Bahamut ruling at the top. The dragon gods within each group have complex **relationships** and frequently interact.

DIVINE DOMAINS

Because divinity is such an immense and unquantifiable concept that almost defies definition, it can be helpful to parcel it into lesser concepts that are easier to work with. In fantasy settings, these aspects of divinity are often referred to as Divine Domains.

WHAT IS A DIVINE DOMAIN?

At its core, a Divine Domain is a theme – such as light, darkness, order, or nature – that defines a god’s area of interest and influence. Typically, each god is associated with at least one Divine Domain, and sometimes with multiple different domains. A god’s collection of Divine Domains is sometimes called its Divine Portfolio.

A Divine Domain isn’t a monolith that can only be interpreted in one way. It is not uncommon for two gods to share a Divine Domain but approach and understand it in very different ways. An evil god who has chaos as its Divine Domain might seek to cause a cataclysmic event that’ll plunge the Multiverse into madness. Conversely, a non-evil god with the same Divine Domain might just find enjoyment in taking risks and pulling harmless pranks.

WHICH DIVINE DOMAINS EXIST?

It is up to you to decide which Divine Domains exist in your world. You may opt to work only with the Divine Domains that clerics can choose from in the fifth edition of *Dungeons & Dragons*, or you may decide that virtually any ideal or theme can be a Divine Domain.

In this book, we have chosen to work with twelve core Divine Domains, which are some of the most often mentioned domains in *Dungeons & Dragons* and similar fantasy tabletop roleplaying games:

Core Divine Domains

d12	Domain	d12	Domain
1	Chaos	7	Light
2	Darkness	8	Magic
3	Death	9	Nature
4	Fate	10	Order
5	Knowledge	11	Peace
6	Life	12	War

In most cases, these core Divine Domains are enough to encompass all aspects of divinity. If you want to take a more granular approach, you can also find a selection of alternate domains or subdomains in the Additional Divine Domains table. To avoid over-complicating matters, however, this book will, for the most part, only reference these twelve core Divine Domains.

DIVINITY & ALIGNMENT

While alignments are sometimes considered relived vestiges of the early days of tabletop roleplaying games, the concept of alignment can be useful when it comes to deities, who typically embody ideals. That’s also why evil and good aren’t Divine Domains on their own, but can instead be used to inspire different interpretations of the same Divine Domain – i.e., how does a chaotic evil God of Nature differ from a lawful good God of Nature?

Additional Divine Domains

d100	Domain	d100	Domain
01–02	Air	51–52	Madness
03–04	Animals	53–54	Mercy
05–06	Art	55–56	Moon
07–08	Beauty	57–58	Murder
09–10	Civilization	59–60	Nobility
11–12	Courage	61–62	Pain
13–14	Decay	63–64	Plants
15–16	Destruction	65–66	Protection
17–18	Dreams	67–68	Renewal
19–20	Duty	69–70	Retribution
21–22	Earth	71–72	Secrets
23–24	Family	73–74	Strength
25–26	Fertility	75–76	Summer
27–28	Fire	77–78	Sun
29–30	Freedom	79–80	Tempest
31–32	Glory	81–82	Time
33–34	Honor	83–84	Travel
35–36	Hope	85–86	Trickery
37–38	Invention	87–88	Truth
39–40	Justice	89–90	Twilight
41–42	Joy	91–92	Undeath
43–44	Law	93–94	Water
45–46	Loss	95–96	Wealth
47–48	Love	97–98	Wisdom
49–50	Luck	99–00	Winter

Deities in the Classic Pantheon typically have **multiple domains** in their Divine Portfolio, at least one of which is a core Divine Domain.

Deities in the Draconic Pantheon usually have **multiple domains** in their Divine Portfolio, except for Tiamat and Bahamut, who represent chaos and order respectively. The important draconic deities typically represent at least one core Divine Domain, while the lesser deities may embody only obscure subdomains.

DEFINING DIVINITY

When we have decided how divinity is presented in our world, it's time to define what divine existence is. At the heart of nearly every religion is the idea of a deity – a divine entity who channels otherworldly powers, performs miracles, hears prayers, and everything in between. If religion is a web, the deity is the spider that weaves it, traverses it, and sits at its center, pulling the strings. Thus, to understand divinity and religion, the most important thing we must do is define deism: what it means to be a god.

DIVINE EXISTENCE

It is implicit in the word deity or god, that we are talking about a supreme being; an entity who is powerful, otherworldly, and spiritual in nature. But what the deity is – as in, what type of creature it actually is, if it even is a creature at all – is up to you. Below are the most common answers to that question:

Deity. A category unto itself, there exists no clear definition of what a deity is, except that it is a divine being. This approach works well if deities are permanent and relatively obscure – i.e., the gods have always been there and will always be there, and it is impossible to interact directly with them.

Celestial Spirit. Another common approach is that deities are powerful spirits. Akin to a primordial elemental, a deity is, at its core, a celestial spirit that is functionally the same as any other creature, except that it is much more powerful – and that it has worshipers or believers.

Divine Spark. The deity is defined solely by its Divine Spark. Simply put, a Divine Spark is what sets gods apart from mortals – sort of like a god's soul or spirit. It often is (but doesn't have to be) the essence of the god's power, including its ability to receive worship, govern over Divine Domains, shepherd souls in the afterlife, or whatever unique powers the gods have in your world. If a creature has a Divine Spark, it is a deity – regardless of whether it is otherwise an archangel, a demon lord, or even a mere mortal.

Any approach to this question can work, but the most common seems to be the third option, which has the benefit of giving us something – a Divine Spark – to define deism with. You either have it, or you don't.

Whatever you think the gods are or aren't, one thing's for certain: they're arrogant, self-serving, and ruthless. And dangerous. In the end, that's all anyone really needs to know.

– the Heretic

WHERE ARE THE GODS?

As any other creature that exists, a god needs to exist *somewhere*, even if that somewhere is everywhere. The answer to that question – where do the gods exist? – can vary for each individual deity, but is typically one of the three following places:

Metaphysical. As otherworldly entities, the gods are nowhere and everywhere. Either as invisible, intangible spirits that travel from location to location, or as omnipresent entities that are woven directly into the fabric of existence. This approach works well in a setting where the gods are more mystical and spiritual than actual, “living” creatures the player characters can interact with directly.

Extraplanar. The gods live on other planes of existence, such as Heaven, the Nine Hells, or any number of other planes of your choosing. The gods may all reside on the same plane, like most of the gods in Norse mythology are often portrayed as living together in Valhalla, or on different planes that correspond with their Divine Domains.

Mortal World. The gods may also live in the world of mortals – either hidden in plain sight as invisible spirits or disguised as mortals, in remote or secret locations, or even openly, striding among mortals in their full divine splendor. Greek mythology is an example of this, where most of the gods reside on Mount Olympus, which is often interpreted as a real mountain that exists in Greece.

As mentioned, the answer to this question can vary a lot, and each approach carries its own interesting ramifications. Most commonly in the settings associated with *Dungeons & Dragons*, deities live on different planes of existence in a vast Multiverse – sometimes governing over their own separate plane of existence, or living together in small groups on the same plane. It is, however, not uncommon for some ancient deity to be hidden away in the Mortal World, or for gods to live among mortals for a limited time, either because they choose to or because they have been banished from their celestial realms.

Deities in the Classic Pantheon are, for the most part, **celestial spirits** defined by their **Divine Sparks**. They live in **extraplanar realms** – some together in groups, others alone on their own plane.

Deities in the Draconic Pantheon are dragons imbued with **Divine Sparks**. Except for Tiamat and Bahamut, who are **celestial spirits** that reside in **extraplanar realms**, the dragon deities live in the **Mortal World**.

WHERE DO GODS COME FROM?

Though they can seem to transcend creation, gods often come from somewhere, even in real-world religions. There are a multitude of different answers to the question of where gods come from, and it may vary from god to god, but the most common are:

Eternal. Gods have always been there – or have at least been there from the very beginning – and will always be there.

Created. Gods are created, either by cataclysmic events, a powerful divine force or a primordial archgod, or they are born from other gods.

Transformed. Gods are mortal creatures who have been transformed, either through some grand event or powerful magic, or by divine forces upon the mortal's ascension to the afterlife.

As is also the case in our own world's many religions, it is not uncommon to employ a mix of these approaches in the same religion. Egyptian mythology had gods that were eternal or created, but also (at least in some periods) included beliefs that pharaohs were divine and would be transformed to at least partial godhood upon their deaths. The same is also the case in many official campaign settings, such as the Forgotten Realms, where some gods are eternal, some gods were created later, and some gods were transformed from mortals.

HOW DO YOU BECOME A GOD?

The answer to this question – how can a mortal become a god? – can lay the foundation for a whole campaign or provide the ultimate personal goal for a player character. Here are some of the most commonly described ways in which a mortal can attain godhood:


Magic. A mortal creature may be able to attain godhood through powerful magic. Whether hidden away in ancient texts or relentlessly researched by a powerful archmage, the secret of attaining godhood is out there and, naturally, coveted by many mortals.

Taken. A mortal creature can become a god by taking the Divine Spark from an existing deity. Most commonly, this is done by killing the god upon which the mortal can assume the god's Divine Portfolio. It could also be that a god's divinity is stored in an ancient artifact that can be stolen or destroyed, or that magic exists that can transfer a god's Divine Spark from one creature to another.

Given. A god can cause a mortal to ascend to godhood, either by imbuing it with a fresh Divine Spark, or by imparting some or all of its own divinity to the creature. This could happen when a particularly worthy follower ascends to the afterlife or when a god sacrifices itself for a great cause and chooses a mortal to be its successor.

Most deities in the Classic Pantheon were **created** by the Archgod, who is **eternal**. A few gods are mortal creatures who have been **transformed** into gods by magic, or because they have **taken**, or were **given**, a deity's Divine Spark.

Deities in the Draconic Pantheon are dragons who have been **transformed**, except for Tiamat and Bahamut, who are **eternal**. Chromatic dragons attain godhood by slaying a deity and **taking** their Divine Spark, while metallic dragons are **given** their Divine Sparks by a council of their peers.



A LONE DRUID WITNESSES THE BIRTH
OF A GOD FROM A SAFE DISTANCE.

HOW DO GODS DIE?

Though gods are most commonly considered to be immortal, that does not have to mean that gods can't die or cease to exist, just that they will never die of old age or natural causes. If you decide that gods can indeed die in your world, the next question becomes: how? Below are some common causes of death among deities in fantasy campaign settings:

Violence. Like mortals, gods can be slain with violence. Typically, only other gods have the ability or necessary power to slay a god. Sometimes, however, a mortal may get their hands on a particularly powerful artifact or spell that gives them the power to harm or even kill a god.

Obscurity. If the gods' powers depend on the worship or souls of their mortal followers, or the spread of their Divine Domains, they may be weakened or even die as their powers diminish. A minor God of Light may fade away and cease to exist as its last worshiper dies, or the God of War may die if the entire world is ever at peace at the same time.

Limited Lifespans. It may also be that the gods have limited lifespans, just like mortals. Perhaps their divine power is finite, and once they've given it all away to their worshipers, they cease to exist. Or maybe each god reigns for a thousand years, after which a worthy mortal is raised up to take its place and assume the deity's Divine Spark and Divine Portfolio.

Most commonly in fantasy settings, gods can die, even if it's a rare occurrence. Typically, a god dies because it is slain by its peers or because it chooses to cease to exist, for some reason or another. The idea that the deity's immortality is connected to the worship of its followers is an interesting one, however. Even if losing worshipers isn't lethal in itself, the loss of power associated with losing worshipers is often used to explain how a god became weak enough to be slain.

Deities in the Classic Pantheon can only die by **violence**. When a deity dies, it is often a catastrophe for the deity's **worshipers** and its **Divine Domains**. The deity itself **dissipates**, leaving behind only its **Divine Spark**.

Deities in the Draconic Pantheon can die by **violence**, and, except for Tiamat and Bahamut, have **limited lifespans** (though they live for millennia). When a draconic deity dies in the Mortal World, it leaves behind a **divine corpse** and its **Divine Spark**, but its death is otherwise not a catastrophic event.

WHAT HAPPENS WHEN A GOD DIES?

As a rule of thumb, the death of a major god is almost always a near-cataclysmic event with massive ramifications – something that is felt across the entire Mortal World in one way or another. The death of a divine being in a fantasy world can be handled in many different ways. Below are some ideas:

Worshippers. A god's death leaves behind a deep, almost maddening void. This vacuum is felt by its worshipers, who suddenly can't channel divine magic or call upon the god, and perhaps even by every being in the Multiverse. In some cases, the sudden absence of the god drives its worshipers insane or even kills them outright.

Domains. The god's death may also cause catastrophes associated with its Divine Domains – when the God of Nature dies, plants wither and die or natural disasters abound, and when the God of Magic dies, magic items cease to function or spellcasting becomes erratic and unstable.

Divine Spark. The god's Divine Spark may linger, just waiting for someone to attempt to assume it – whether it be another god or a mortal!

The death of a god could very easily be the start of a campaign – or the culmination of one. Whatever the case, a major deity's death should never be a trifling matter, lest you risk that the concept of divinity becomes somewhat cheapened.

WHAT HAPPENS TO A DEAD GOD?

Another question we should consider is what happens to a deity when it dies. Below are some options:

Divine Afterlife. In a setting where there is a greater deity or divine entity above the gods, the gods may go to a sort of Heaven above Heaven – a realm specifically for dead deities.

Divine Corpse. The god's corpse lies where it was slain or is set adrift in the Astral Plane, as a stark reminder that nobody cheats death. Perhaps this corpse holds the last vestiges of its Divine Spark – and maybe a powerful being can even use the corpse as a catalyst to resurrect the deity.

Reincarnation. The god may be reincarnated in a new form, such as a mortal baby, a natural beast, or a ghostly spirit. It could also be that the deity becomes a mortal when slain, and awakens in the Mortal World – finding a reincarnated god and restoring it to greatness would be a quest fit for true heroes!

Dissipation. When a god dies, it simply ceases to exist, leaving nothing behind (except for, perhaps, its Divine Spark).

DIVINE POWER

Part of being a god is to have incredible powers that mortals can only dream of. Thus, we should decide *where* the gods gain their power from, *what* powers they have, and *how* their divine power is limited.

WHERE DOES DIVINE POWER COME FROM?

The sources of the gods' powers can greatly influence their goals and motivations, as well as their relationships with each other and their followers. Four of the most common answers to this question are:

Innate. A deity is imbued with divine power that is either infinite or self-replenishing. Various restrictions may prevent the deity from being omnipotent, but it has divine power that is innate and unaffected by outside factors.

Worship. A deity's power is based on the number of worshipers it has and/or the quality of its worshipers. Whether it is enough that people believe in the deity, or active prayers, rituals, and sacrifices are required, the commonality is that the deity gains power through worship.


Deities in the Classic Pantheon have **innate** divine power and gain additional divine power from **worship, domains, and souls**.

Domains. A deity gains power through its Divine Domains – that is, how prevalent its domains are in the Mortal World or across the planes of existence. The God of War gains strength when the world is at war while the God of Nature gains power when nature flourishes, and so on.

Souls. A deity gains power through the souls or spirits that flock to it in the afterlife. These souls may be absorbed by the deity to become part of it, or their mere presence in its divine realm provides the deity with power, either directly or as they are transformed into powerful servants such as celestials or fiends.

It is important to note that these sources of divine power are not mutually exclusive. In fact, the most common approach in *Dungeons & Dragons* campaign settings is to mix all four. In this mixed model, each deity has a measure of innate divine power, and also gains divine power based on how much it is worshiped, how prominent its Divine Domains are across the planes, and how many devoted souls it can gather.

Deities in the Draconic Pantheon have **innate** divine power and gain additional divine power from **worship**. Only the greater gods Tiamat and Bahamut draw power from **souls** and the spread of their domain, which is chaos and order, respectively.

A cleric in a dark, hooded robe stands on a rocky outcrop, channeling divine magic. The background is a dramatic, fiery landscape with bright orange and yellow flames and glowing energy bolts. The cleric's hands are raised, and a bright light emanates from their chest. The overall scene is one of intense divine power being unleashed.

A CLERIC CHANNELS DIVINE MAGIC
TO UNLEASH THEIR GOD'S WRATH
UPON THE MORTAL WORLD.

WHAT IS DIVINE POWER?

Although we may be inclined to simply consider gods to be omnipotent and imbued with limitless divine power, that is rarely the case in fantasy settings. Even in real world religions, gods may appear omnipotent when compared to mere mortals, but not when compared to each other, where one god may be stronger than another or capable of wielding its divine power in ways that other gods can't. Thus, defining divine power is important in both a general sense, as in what feats are all gods capable of, but also for each individual deity, as the God of Nature may have wildly different powers from the God of Peace, and so on.

Below are some of the most common forms divine power takes in fantasy settings:

Divine Magic. A god may be able to provide clerics, druids, paladins, and other worshipers with divine magic, often in the form of spells they can cast.

Guidance. A god may be able to provide guidance to mortals, either by communicating to them through dreams, visions, or subtle signs, or through an envoy such as a sacred beast or a celestial being.

Agents. A god may be able to send otherworldly agents to act in its stead, such as sending an angel to the Mortal World to aid heroes in a time of need.

Miracles. A god may be able to intervene directly in the Mortal World by creating miracles, ranging from conjuring up a thunderstorm to bringing a deceased mortal back to life.

Manifestation. A god may be able to manifest itself physically in the Mortal World, either by possessing a mortal creature, as an avatar that holds a fraction of its divine power, or in its full divine splendor.

Typically in campaign settings associated with *Dungeons & Dragons* and similar tabletop roleplaying games, the gods' power in the Mortal World is handled almost entirely through the divine magic they bestow upon their followers. These clerics, paladins, and other divine spellcasters can then use their divine magic to implore the gods to perform miracles (i.e., a *resurrection* spell), ask the gods for guidance (i.e., a *divination* spell), or summon helpful celestial agents (i.e., a *gate* spell). Only in rare cases do the gods provide guidance, send agents, or perform miracles without using a mortal as a catalyst – and they almost never manifest physically in the Mortal World.

HOW IS DIVINE POWER LIMITED?

Another important question we have to answer is *how* the deities are limited in the way they can use their power to influence the Mortal World. These limitations are important because they help us define the gods' relationships with their mortal followers.

There are, in essence, three approaches:

Unlimited Interference. A god can wield its powers like any other creature, unfettered by any celestial restraints. It can manifest in the Mortal World as it wishes, to smite or raise up any creature of its choice. It may choose not to do so because it doesn't care that much about the Mortal World or because it is vulnerable while doing so, but there is nothing that explicitly prevents it from interfering.

Limited Interference. A god is limited, either by divine decree, or by supernatural restraints, in the way it can interact with the Mortal World. Maybe the gods have a firm agreement to never interfere directly, punishable by destruction or exile, or perhaps it is outright impossible for the god to interfere with the Mortal World in specific ways, even if it wanted to.

No Interference. A god can't interfere with the Mortal World at all. Gods and mortals are kept firmly separate, unless mortals are able to visit a god in its divine realm – either in life or death.

In a setting where the gods can't easily interfere directly in the Mortal World, each god has to rely on its worshipers to enact its will. A god has to empower its followers with divine magic, so that they can stop the evil villain, cleanse the lands of the dark corruption, or accomplish whatever goal the god has – because the god can't do so itself. This creates an interesting, transactional relationship between mortals and gods where the gods rely just as much on their followers as the other way around, which has the added benefit of giving us endless ways to hook the characters into new adventures.

Deities in the Classic Pantheon can employ all the different types of **divine power**, but mostly use **divine magic** because their power to interfere in the Mortal World is **limited** by decree of the Archgod.

The lesser deities in the Draconic Pantheon – those who are **manifested** in the Mortal World – can provide followers with **divine magic** and **interfere directly** in the Mortal World. They act as agents of Tiamat and Bahamut, who, besides providing **guidance**, are otherwise **unable to interfere** in the Mortal World.

DIVINE MOTIVATION

As with any other creatures or characters we include in our world, gods can have motivations or goals that give them personality and purpose, and make them compelling. That said, it is an oft-repeated truth that the divine “works in mysterious ways,” so these motivations may not be immediately apparent to the players or their characters. Below are some of the most common types of motivations we can ascribe to individual deities:

Power. Like many mortals, a god may see power as a goal unto itself. Whether it is so they can govern over their peers, to protect themselves from harm, or just because they enjoy having it, the lust to acquire more power may drive much of what a god does. Depending on where the god gains its powers, this could mean trying to grow its base of worshipers or spreading its Divine Domain in the Mortal World.

Domain. As an embodiment of a specific Divine Domain, a god may be compelled to spread its Divine Domain, regardless of whether it gains power from doing so or not. Thus, the God of War is always working to foment war and spread strife, while the God of Knowledge is always trying to preserve and spread knowledge, simply because it’s what they do.

Relationships. The gods may be motivated by their relationships with other deities. The God of Order’s primary goal may be to repair whatever havoc the God of Chaos wreaks, and the God of Light may be focused on finding a way to initiate a deeper partnership with the God of Life.

Individual. The gods may have individual goals that are specific to them and that are not necessarily tied directly to their Divine Domain. The God of Darkness may seek to bring an end to existence itself, while the God of Magic seeks the Eternal Scroll that can bind the entire cosmos to its will. See the Divine Goals table for a list of example individual goals.

The gods’ motivations can vary from god to god, and each god can have several goals. Some gods may strive solely for power or to spread their domains, while other gods in the same pantheon have more individual goals.

Deities in the Classic Pantheon have goals of all different types, with the spread of their **domains** being the most common goal all deities share.

Deities in the Draconic Pantheon are commonly focused on increasing their own **power** and that of Tiamat or Bahamut. Each deity also has their own **individual goals** that are often based on their **relationships** – alliances or rivalries – with other gods.

Divine Goals

d100	Goal
01–02	To protect and guide their mortal followers
03–04	To gain power and control over other gods
05–06	To punish those who do not worship or obey
07–08	To test the strength and faith of mortals
09–10	To avenge a past wrong or injustice
11–12	To ensure the survival of a specific civilization
13–14	To bring about the end of the world
15–16	To prove oneself superior to other gods
17–18	To explore the mysteries of the universe
19–20	To gain the love and devotion of mortals
21–22	To control the forces of nature
23–24	To destroy a mortal who wronged them
25–26	To gain control over the afterlife
27–28	To spread chaos and destruction
29–30	To gain access to forbidden knowledge
31–32	To seek redemption for past mistakes
33–34	To protect a sacred place or object
35–36	To gain worshipers and followers
37–38	To maintain the status quo
39–40	To seek a powerful relic or artifact
41–42	To protect the natural world
43–44	To gain control over the elements
45–46	To punish those who disrespect the gods
47–48	To find a powerful enemy to defeat
49–50	To gain control over the dead
51–52	To spread a particular moral code
53–54	To gain control over the stars and planets
55–56	To gain control over a new Divine Domain
57–58	To protect an institution or organization
59–60	To gain control over the future
61–62	To find the long-lost Temple of Creation
63–64	To discover the secrets of a lost civilization
65–66	To gain control over a powerful artifact
67–68	To ascend to a higher plane of existence
69–70	To resurrect a long-dead divine entity
71–72	To find a way to break an ancient curse
73–74	To discover the true purpose of the universe
75–76	To find a way to reverse the process of death
77–78	To gain control over the power of dreams
79–80	To find a way to unite the gods
81–82	To erase the memory of some past event
83–84	To restore balance to the natural world
85–86	To find a way to unite the races of the world
87–88	To find a way to restore a lost love
89–90	To prevent a great disaster or cataclysm
91–92	To stop a powerful evil
93–94	To spread its Divine Domain(s)
95–96	To manifest in the Mortal World
97–98	To find a worthy mortal to take its place
99–00	To create a new species in its own image

SAMPLE PANTHEONS

On the following pages are two sample pantheons that can act as inspiration for divinity in a fantasy setting.

CLASSIC PANTHEON

This classic pantheon is inspired by both real-world and fictional pantheons, and includes many of the divine archetypes one expects to find in a campaign setting for a fantasy tabletop roleplaying game.

The deities detailed on the following pages are also referenced throughout the rest of the book, as they can serve as substitutes for similar deities in other fantasy settings, such as Eberron or the Forgotten Realms.

PANTHEON OVERVIEW

The pantheon includes dozens of different deities that each govern over one or more Divine Domains.

DIVINE SYSTEM

The deities are divided into smaller clusters. Deities that have overlapping Divine Domains may interact closely with each other, while other deities have little to no interaction with each other. The Archgod rules over all the other gods, who otherwise have no formal power over each other – albeit some deities are significantly more powerful or influential than others.

DIVINE EXISTENCE

The deities are celestial spirits defined by Divine Sparks – literal, divine essence – that are transferable and can be stolen or given away. The deities live in extraplanar realms – most of them in the Upper Planes – some together, some on a plane of their own.

Deities are for all intents and purposes immortal and can only die under special circumstances. When it happens, the deity's Divine Spark can be consumed by another deity to make it more powerful, or by a mortal creature who then ascends to godhood. Mortals can also be raised to become gods in other ways, though this usually involves either a god transferring its power to the mortal or direct interference from the Archgod, who has the power to create or destroy Divine Sparks.

DIVINE POWER

Deities have a measure of innate power and gain additional power from worship, from the prominence of their Divine Domains, and from the souls they gather from their worshipers in the afterlife. The deities' ability to interfere with the Mortal World is limited by decree of the Archgod; a deity that is caught interfering directly is cast down and stripped of its Divine Spark. Thus, the deities pursue their many varied schemes and goals through their followers, whom they in turn imbue with divine magic.

DEITIES

Below are the pantheon's Archgod and twenty of the pantheon's most prominent deities.

THE ARCHGOD

Greater God (Unaligned)

The Archgod is a mysterious entity that is unknown to most mortals. Undisputed sovereign of the gods, it is believed that the Archgod created the gods, though not even this is known with certainty. Seemingly not dependent on worship or tied to any specific domain, the Archgod prefers to remain obscure, only making its presence known when a deity breaks the laws of divinity or a calamity threatens the Multiverse itself.

THE BLACK BLADE

God of Destruction, Murder, and War (Lawful Evil)

The Black Blade is a tyrannical deity who revels in tyranny and oppression. Favored among the ruthless and callous, the Black Blade is often seen as the greatest of the evil deities.

THE DAWNBRINGER

God of Light, Protection, and the Sun (Lawful Good)

The Dawnbringer is a benevolent deity who brings light and warmth to the world. Worshiped by many as a protector and defender against darkness and evil, the Dawnbringer is popular among clerics and paladins.

THE EARTHMOTHER

God of Fertility, Life, and Nature (Neutral Good)

The Earthmother is a rural deity revered by farmers and hunters, but also by druids, rangers, and everyone else who enjoys nature. She symbolizes creation, nourishment, and the preservation of life and nature.

THE FORESTFATHER

God of Animals, Nature, and Plants (Neutral)

The Forestfather is a mystical deity who embodies the spirit of nature itself. He is often worshiped by druids, shamans, and other folk who feel kinship with the more bestial and primordial side of nature.

THE LADY LUCK

God of Fate, Luck, and Wealth (Neutral Good)

The Lady Luck is perhaps the most universally revered deity as she oversees luck and wealth – or the lack of it. Adventurers, merchants, and other risk-takers will commonly offer at least symbolic prayer to her.

THE LADY OF LOSS

God of Darkness, Loss, and Pain (Chaotic Evil)

The Lady of Loss is a dark and sinister deity who revels in loss and pain. Her worshipers are often cynical and evil, or have been deeply traumatized by their own griefs and seek solace with the Lady of Loss.

THE LADY OF LOVE

God of Beauty, Light, and Love (Chaotic Good)

The Lady of Love is sister to the Lady of Loss, and her opposite in most ways. A benevolent deity who presides over matters of the heart, she is worshiped by lovers, poets, and artists.

THE LADY OF MERCY

God of Life, Mercy, and Peace (Neutral Good)

The Lady of Mercy is a benevolent and nurturing deity who values the preservation of life above all else. She is often worshiped by healers, physicians, and other caregivers who sacrifice themselves for others.

THE LADY OF THE MOON

God of Knowledge, Moon, and Night (Neutral)

The Lady of the Moon is a mysterious deity who embodies the power of the moon. She is often worshiped by outcasts and loners, and provides guidance and wisdom to those who follow her.

THE LADY OF THE WEAVE

God of Knowledge and Magic (Neutral Good)

The Lady of the Weave oversees the weave of magic and thus holds immense power in the Mortal World. She is worshiped by sorcerers, wizards, and others who wish to unlock the secrets of arcane power.

THE LAWBRINGER

God of Duty, Law, and Order (Lawful Good)

The Lawbringer is a just and honorable deity who values order and protection above all else. Often worshiped by paladins, judges, and other guardians of the law who revere the god's unyielding vigilance.

THE LORD OF BATTLE

God of Courage, Strength, and War (Lawful Neutral)

The Lord of Battle is a stern and disciplined deity who demands loyalty and self-sacrifice from his followers. He is often worshiped by soldiers, knights, and other warriors who value strength and bravery.

THE LORD OF DEATH

God of Death and Fate (Neutral)

The Lord of Death presides over the end of mortal life and the transition into the afterlife. He is an impartial deity who ensures that every soul is judged fairly and that the proper fate awaits them in the next world.

THE LOREKEEPER

God of Knowledge and Wisdom (Neutral)

The Lorekeeper is a wise and learned deity who values knowledge above all else. He is often worshiped by scholars, sages, and others who seek to gather or preserve knowledge.

THE MAIDEN OF FROST

God of Death and Winter (Neutral Evil)

The Maiden of Frost is a cold and distant deity who rules over the harsh and unforgiving realm of winter. She is often worshiped by those who fear death and seek to appease her in order to avoid her cold wrath.

THE MAKER

God of Knowledge, Invention, and Order (Lawful Neutral)

The Maker is a deity dedicated to rational thought, invention, and order in the Multiverse. Patron deity of craftsmen and inventors, the Maker is also worshiped by those who appreciate intelligence and pragmatism.

THE MASKED ONE

God of Darkness and Secrets (Neutral)

The Masked One is a mysterious and enigmatic deity who presides over the hidden and unknown aspects of the world. The Masked One is typically worshiped by assassins, spies, and others with secrets to protect.

THE MOTHER OF THE WAVES

God of Chaos and Water (Chaotic Neutral)

The Mother of the Waves is a capricious and powerful deity who rules over the oceans and the creatures that dwell within them. She is often worshiped – or cursed – by sailors, fishermen, and other seafarers who seek her favor and protection.

THE PLAGUEBRINGER

God of Decay, Nature, and Undeath (Chaotic Evil)

The Plaguebringer is a black-hearted deity who spreads corruption and pestilence. Often portrayed as a grotesque, rotting corpse, the Plaguebringer is worshiped by evil druids and necromancers alike.

THE STORMBRINGER

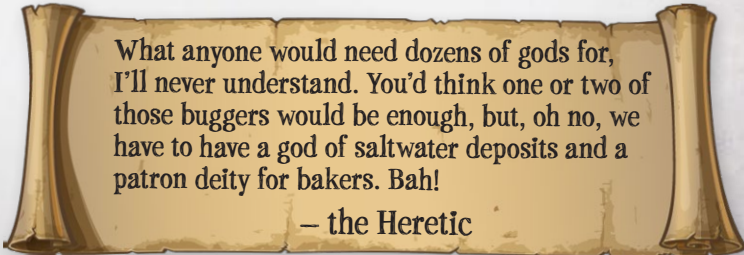
God of Chaos, Nature, and Tempest (Chaotic Neutral)

The Stormbringer is a capricious deity who rules over the forces of nature. The god is renowned for being unpredictable and destructive, and is revered by those who wish to harness the raw power of nature.

THE TRICKSTER

God of Chaos and Trickery (Chaotic Neutral)

The Trickster is a mischievous and unpredictable deity who delights in causing chaos and confusion. The Trickster is often worshiped by rogues, bards, and others who rely on cunning and improvisation.



What anyone would need dozens of gods for, I'll never understand. You'd think one or two of those buggers would be enough, but, oh no, we have to have a god of saltwater deposits and a patron deity for bakers. Bah!

– the Heretic

DRACONIC PANTHEON

The Draconic Pantheon is a dualistic pantheon consisting of evil chromatic dragon deities ruled by the greater god Tiamat and benevolent metallic dragon deities ruled by the greater god Bahamut.

PANTHEON OVERVIEW

As the Draconic Pantheon is divided into two, there are some key similarities and differences between how the two pantheons operate, as described below.

DIVINE SYSTEM

The two divisions of the draconic pantheon are ruled over by Tiamat and Bahamut respectively, who are greater deities that reside outside the Mortal World. The rest of the draconic deities, who range from lesser deities that oversee obscure Divine Domains to true deities with large followings, live in the Mortal World.

In total, five chromatic dragons and five metallic dragons are considered “chosen” – one for each color or metal – and each commands up to a dozen lesser draconic demigods. Further down in the hierarchy are dragons who have no divine powers – and, of course, the mortal humanoids that inhabit the Mortal World.


DIVINE EXISTENCE

While Tiamat and Bahamut themselves are more akin to celestial spirits, the rest of the draconic gods are more dragons than celestials. They may live for millennia, but they are far from invincible.

For a chromatic demigod to become a true god – one of Tiamat’s five chosen – it must slay its superior and assume its Divine Spark. Conversely, Bahamut’s chosen are elected from among the metallic demigods by a council which is held every 777 years. Only if a draconic deity is slain or shames Bahamut with its actions, does Bahamut take a direct hand in electing a replacement.

DIVINE POWER

Though they are the most powerful, Tiamat and Bahamut are very limited in how they can wield their divine power. They can only pass it along to their chosen and the draconic demigods, and then offer guidance on how to use it. These lesser draconic deities are more free to use their divine power, which is further strengthened by the worship they receive from mortals. The draconic deities are powerful in their own right and can imbue their followers with divine magic, but can’t perform truly reality-bending miracles.



A LONE PETITIONER SEEKS THE
WISDOM OF AZURELITH THE BLUE.

CHROMATIC DEITIES

The chromatic deities in the Mortal World are all ancient dragons who have been imbued with divine power by Tiamat, the Queen of Chromatic Dragons. True to her chaotic nature, Tiamat has few formal decrees but expects her subjects to divine her will – or suffer the consequences. She also encourages the dragons who serve her to rule through cunning and strength, and to impose their will upon others. Thus, for all their efficiency, the chromatic dragons are perpetually hampered by infighting and intrigue within their own ranks.

TIAMAT THE CHROMATIC

Greater God of Chaos (Chaotic Evil)

The greater god Tiamat is chaos incarnate. Destructive, temperamental, and unpredictable, Tiamat rules through fear, intrigue, and brute force. Often believed to be an immense dragon in her own right, Tiamat's main goal is to manifest in the Mortal World so she can bend it to her will – something her subjects work tirelessly to make happen.

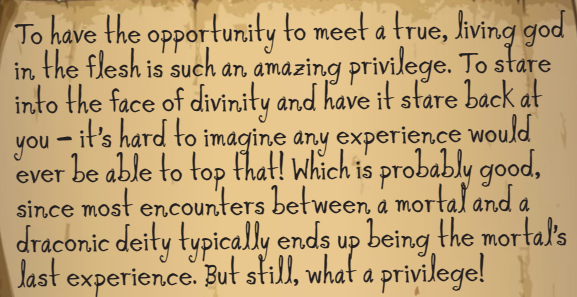
ARAXIA THE BLACK

God of Darkness, Death, and Murder (Chaotic Evil)

The black dragon Araxia became a true deity despite her relative youth through cold ambition and ruthless murder. As cunning as she is cruel, Araxia makes even her peers nervous with her penchant for sadism. Her dominion is relatively small and sparsely inhabited – the dragon actively encourages strife between her mortal subjects and makes no efforts to prevent the spread of pestilence – but her reach is vast. Araxia commands a large network of both draconic and humanoid assassins that wage a war of subterfuge against the metallic dragons and their minions.

DRACONIC DEITIES & THEIR STAT BLOCKS

Aside from Tiamat and Bahamut, the draconic deities are all more-or-less regular dragons who have godly powers. To give statistics to these draconic deities, you can take a dragon stat block and give it divine enhancements and features (see *Designing Divinity* on page 18). As a rule of thumb, one of Tiamat or Bahamut's chosen would typically be an ancient dragon with five divine benefits and three divine actions, while a draconic demigod would be a young, adult, or ancient dragon with three divine benefits and two divine actions.



To have the opportunity to meet a true, living god in the flesh is such an amazing privilege. To stare into the face of divinity and have it stare back at you – it's hard to imagine any experience would ever be able to top that! Which is probably good, since most encounters between a mortal and a draconic deity typically ends up being the mortal's last experience. But still, what a privilege!

– the Scribe

AZURELITH THE BLUE

God of Knowledge, Fate, and Time (Lawful Evil)

The blue dragon Azurelith is the longest-serving deity in the pantheon aside from Bahamut and Tiamat. Blessed with the ability to see and even manipulate the past, present, and future, Azurelith is well-protected from enemies both foreign and domestic. Her dominion is vast, secure, and rich, and her mages and priests are among the most powerful in all the Mortal World.

VIRIDIAN THE GREEN

God of Magic and Trickery (Chaotic Evil)

The green dragon Viridian is the most secretive of the chromatic dragon deities. With only a small following and no realm, one can almost forget that Viridian exists – which is what the dragon god prefers, as his followers infiltrate royal courts and use deception, illusory magic, and manipulation to subvert sovereigns and monarchs to Viridian's will.

HATHRAXES THE RED

God of War and Wealth (Neutral Evil)

Strongest and oldest of the chromatic dragon gods who serve Tiamat, Hathraxes is a fearsome and tyrannical ancient red dragon who rules over a vast dominion. His vast treasure hoard fills whole mountains and his followers are always gathering more. Hathraxes is embroiled in a decades-long war with the minions of Gathriax the Gold, who rules the neighboring realms.

ICIALIX THE WHITE

God of Nature and Winter (Chaotic Evil)

Young and hale, Icialix the White rules over a large but sparsely populated region of forests, plains, and tundra. Known as the White Hunter to her followers, Icialix scours her domain tirelessly, always eager to demonstrate her physical prowess. Even so, there are many among the lesser dragon gods that follow her who dream to one day overthrow her and take her place – something that is done through ritual combat, as is tradition among the white dragons.

METALLIC DEITIES

The metallic deities in the Mortal World are ancient dragons who have been blessed by Bahamut with divine power. Five of these dragons are considered Bahamut's chosen, and commune directly with the greater god to enact his will in the Mortal World. These true deities in turn command dozens of lesser dragons imbued with slivers of divinity that each oversee smaller Divine Domains. As a whole, the metallic dragon deities are focused on maintaining order in the Mortal World and preventing Tiamat's servants from spreading destruction and death.

BAHAMUT THE PLATINUM

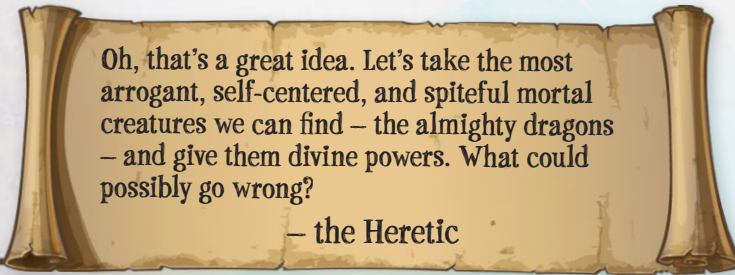
Greater God of Order (Lawful Good)

Almost more concept than dragon, Bahamut is said to be as old as time itself. From his celestial realm, he channels divine power to the metallic dragons that serve him in the Mortal World. He prefers to be hands-off, trusting that his subjects will choose among themselves who should lead them – and that they, if given the power and opportunity, will act faithfully in his stead in the Mortal World. Bahamut has no desire to walk the Mortal World, but considers it his most sacred mission to ensure that Tiamat never does.

BERIAXES THE BRASS

God of Light, Freedom, and Peace (Chaotic Good)

The brass dragon deity Beriaxes is young – well, young for an ancient draconic god – and is serving his first tenure as the God of Light. Often viewed as frivolous and even naive by his peers, Beriaxes possesses an unquenchable and endearing optimism that has seen his flock of worshipers grow to rival that of Gathriax the Gold. Beriaxes does not rule over his own dominion but instead has followers across all the lands, as anyone who's in need of a little light or hope is likely to offer prayers to the brass dragon deity.



Oh, that's a great idea. Let's take the most arrogant, self-centered, and spiteful mortal creatures we can find – the almighty dragons – and give them divine powers. What could possibly go wrong?

– the Heretic

OTHILIA THE BRONZE

God of Magic, Nature, and Water (Neutral Good)

The bronze dragon Othilia resides in an underwater realm deep beneath the sea. The longest-serving metallic dragon deity, Othilia is renowned for her druidic powers and love for the natural world. She has avowed herself to protect all of nature but has a special fondness for the oceans, of which she is considered sole ruler. Her worshipers are numerous, and especially among farmers, who look to her for rain, and sailors, who rely on her to keep the waves calm. Othilia is the natural enemy of Araxia, whom she views as despicable and as an affront to nature.

JEERAXIL THE COPPER

God of Death, Joy, and Trickery (Neutral Good)

The copper dragon Jeeraxil is old even by the standards of draconic deities, though his youthful demeanor belies his advanced age. Always good for a jest or prank, Jeeraxil may not move as quickly as he once did, but his humor has not diminished. His duty as the overseer of death is one he takes very seriously and he has made it his mission to ensure that funerals are, as much as it is possible, occasions for fond remembrance and joyous levity, rather than somber and sad affairs. Jeeraxil has no realm he rules over, but his followers and minions are spread far and wide across the Mortal World.

GATHRIAX THE GOLD

God of Glory, Strength, and War (Lawful Good)

The gold dragon Gathriax is an ancient dragon of middling years – several millennia, but young relative to some of the dragon's fellow deities – who strikes a majestic and imposing figure. Physically strong and with an aptitude for strategy and tactics, Gathriax holds sway over a large portion of the Mortal World, and the gold dragon's armies are the foremost defenders against Tiamat's servants. Though Gathriax's zeal is sometimes frowned upon by the other metallic dragons, none can doubt the gold dragon's prowess or dedication to Bahamut's cause.

AILVARRA THE SILVER

God of Fate, Knowledge, and Magic (Lawful Good)

The silver dragon Ailvarra is possibly the most beloved of all the draconic deities. Almost omniscient in her wisdom, Ailvarra is always last to speak, but when she does, everyone listens. A powerful diviner even before she was elected to be a true deity, Ailvarra is often called the purveyor and protector of truth. She is also the matron deity of the elves, who are her most loyal followers.

DESIGNING DIVINITY

If the characters can come face-to-face with deities in your world, you may find yourself in need of actual in-game statistics for a god. Because creating statistics for an omnipotent creature can be a daunting task, we've created a step-by-step guide that aims to help you put together a fun and memorable combat encounter with a true deity.

STEP-BY-STEP GUIDE

When it comes to deities, the possibilities are literally endless. Your God of Death may look very different from another DM's God of Death – both in terms of its flavor, its power, and its tactics. To accommodate for the widest range of possible statistics, the system presented here is fully customizable, but always follows these three steps:

Stat Block. Choose which base stat block you want to use: **lesser deity** (CR 10+), **standard deity** (CR 20+), or **greater deity** (CR 30+).

Enhancements. Choose various enhancements that provide flavor, including domain-specific spells.

Features. Choose a number of divine features, including passive benefits, traits, and actions, based on the deity's base stat block and target Challenge Rating. You can also increase the deity's power further with divine forms and lair actions.

FROM MORTAL TO DEITY

In some cases, you may not want to make a deity completely from scratch. Maybe you want a god that is also an ancient dragon, balor, or solar, or maybe a character has ascended to godhood, and you want to give them newfound divine powers. In that case, you can forgo using a base stat block and instead apply divine enhancements to the creature's stat block as you see fit. You can also give the creature divine features and use the Additional Divine Features table on page 21 to determine how this increases the creature's CR.

BASE STAT BLOCKS

A deity's power can vary from deity to deity or change depending on the deity's circumstances. In some scenarios, mortals may be able to stand toe-to-toe with a deity that would otherwise be impossible to fight, such as if the deity is weakened or is in an avatar form.

The three deity stat blocks presented here are meant to provide base statistics that most or all deities would share, while still allowing for gods with vastly different levels of power. The three base stat blocks are:

Lesser Deity (CR 10+). The lesser deity is weak enough that it can be used in most games. It is meant to represent a weak deity, an avatar, or a demigod.

Standard Deity (CR 20+). The standard deity is a tough, but beatable, challenge for a party of high-level characters. It is meant to represent a regular deity, a greater deity that has been weakened, or a powerful deity's avatar.

Greater Deity (CR 30+). Able to go outside the bounds of fifth edition's Challenge Rating system, the greater deity is likely beyond the ability of even 20th-level adventurers. Representing a true, virtually invincible deity, this stat block is used when the DM wants to awe the players with a god's divine power or as a challenge for characters who are powerful beyond the scope of what the game normally allows.

You can find the base stat blocks on the following page, and see examples of three deities created using the base stat blocks on page 162 of this book.

LESSER DEITY

Large Celestial, Any Alignment

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Wis +9
Senses passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). When the deity fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The deity makes two Strike attacks.

Strike. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 9 (1d8 + 5) Bludgeoning, Piercing, or Slashing damage plus 9 (2d8) Force, Necrotic, or Radiant damage.

Divine Flame. A creature the deity can see within 60 feet must make a DC 17 Dexterity saving throw. On a failure, the creature takes 27 (6d8) Force, Necrotic, or Radiant damage.

Spellcasting. The deity casts one of the following spells as at least a 3rd-level spell, requiring no material components and using Intelligence, Wisdom, or Charisma as its spellcasting ability (spell save DC 17):

At will: *command*

1/day each: *dispel evil and good, dispel magic, hold monster*

LEGENDARY ACTIONS

The deity can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

Strike. The deity makes a Strike attack.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

STANDARD DEITY

Huge Celestial, Any Alignment

Armor Class 19 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Con +12, Wis +12
Senses passive Perception 16
Languages All, Telepathy 120 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). When the deity fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The deity makes two Strike attacks.

Strike. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 15 (2d8 + 6) Bludgeoning, Piercing, or Slashing damage plus 18 (4d8) Force, Necrotic, or Radiant damage.

Divine Flame. A creature the deity can see within 60 feet must make a DC 20 Dexterity saving throw. On a failure, the creature takes 45 (10d8) Force, Necrotic, or Radiant damage.

Spellcasting. The deity casts one of the following spells as at least a 4th-level spell, requiring no material components and using Intelligence, Wisdom, or Charisma as its spellcasting ability (spell save DC 20):

At will: *command, dispel magic*

1/day each: *dispel evil and good, hold monster, holy aura*

LEGENDARY ACTIONS

The deity can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Strike. The deity makes a Strike attack.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

GREATER DEITY

Gargantuan Celestial, Any Alignment

Armor Class 21 (natural armor)
Hit Points 525 (30d20 + 210)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	24 (+7)	24 (+7)	24 (+7)	24 (+7)

Saving Throws Dex +16, Con +16, Wis +16
Senses passive Perception 17
Languages All, Telepathy 120 ft.
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Legendary Resistance (5/Day). When the deity fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The deity makes two Strike attacks.

Strike. *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (3d8 + 7) Bludgeoning,

Piercing, or Slashing damage plus 27 (6d8) Force, Necrotic, or Radiant damage.

Divine Flame. A creature the deity can see within 60 feet must make a DC 24 Dexterity saving throw. On a failure, the creature takes 63 (14d8) Force, Necrotic, or Radiant damage.

Spellcasting. The deity casts one of the following spells as at least a 5th-level spell, requiring no material components and using Intelligence, Wisdom, or Charisma as its spellcasting ability (spell save DC 24):

At will: *command, dispel evil and good, dispel magic*

2/day each: *control weather, hold monster, holy aura*

LEGENDARY ACTIONS

The deity can take 5 legendary actions per round, only one at a time and only at the end of another creature's turn.

Strike. The deity makes a Strike attack.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

DIVINE ENHANCEMENTS

To differentiate your deity from other deities without making it significantly stronger, you can choose to apply any number of divine enhancements from the options below to the deity's stat block.

CHANGE SHAPE

The deity gains the following bonus action:

Change Shape. The deity magically transforms into any other creature, while retaining its game statistics (other than its size). This transformation ends if the deity is reduced to 0 hit points or if it uses a bonus action to end it.

DIVINE BEING

The deity gains one or more of the following traits:

Divine Awareness. The deity knows if it hears a lie.

Immutable Form. The deity can't be changed into another form against its will.

Impenetrable Mind. The deity is immune to any effect that would sense its emotions, read its thoughts, or divine its intentions.

Magic Weapons. The deity's weapon attacks are magical.

Mind Reader. The deity knows the surface thoughts of each creature within 120 feet that isn't protected by a *mind blank* spell or similar magic, and can use an action to attempt to read a creature's thoughts as with the *detect thoughts* spell.

Unusual Nature. The deity doesn't require air, food, drink, or sleep.

PLANAR MASTER

The deity knows the spells *plane shift* and *teleport*, and can cast them at will using its Spellcasting action.

SENSES

The deity gains Blindsight, Darkvision, or Tremorsense out to a distance of up to 120 feet.

SKILL PROFICIENCY

The deity gains proficiency in a skill of your choice or expertise in a skill it is already proficient in.

SPEEDS

The deity gains a climb, fly (hover), or swim speed equal to its walking speed.

SPELLCASTING

To give the deity a distinct flavor, you can allow the deity to cast additional spells based on its Divine Domain(s) using its Spellcasting Action, as shown on the Domain Spells table below. How often the deity can cast each spell depends on its base stat block and the spell's power level, as described below.

Lesser Deity. The lesser deity can cast its weak spells at will and medium spells 1/day each.

Standard Deity. The standard deity can cast weak, spells at will, medium spells 2/day each, and strong spells 1/day each.

Greater Deity. The greater deity can cast weak and medium spells at will and strong spells 2/day each.

CHOOSING DIVINE SPELLS

As literal gods, it makes sense that deities can cast virtually any spell in existence. Since that can be a bit hard to keep track of, the Domain Spellcasting table provides some suggestions for spells based on each of the twelve core Divine Domains. If you want your deity to be able to cast spells that aren't listed here, don't hesitate to change or expand the deity's selection of spells as you see fit. Likewise, the base stat blocks and Domain Spells table includes only spells that are viable in combat. Outside of combat, the deity should be able to cast any spell that you would want it to – it just doesn't make sense to list those spells in its stat block.

Domain Spells

Domain	Weak	Medium	Strong
Chaos	<i>confusion, mislead</i>	<i>irresistible dance, prismatic spray</i>	<i>feeblemind</i>
Darkness	<i>blindness/deafness, darkness</i>	<i>finger of death, harm</i>	<i>power word stun</i>
Death	<i>contagion, inflict wounds</i>	<i>circle of death, finger of death</i>	<i>power word kill</i>
Fate	<i>bestow curse, bless</i>	<i>dominate monster, foresight</i>	<i>time stop</i>
Knowledge	<i>confusion, guiding bolt</i>	<i>foresight, mass suggestion</i>	<i>maze</i>
Life	<i>cure wounds, greater restoration</i>	<i>globe of invulnerability, heal</i>	<i>mass heal</i>
Light	<i>daylight, flame strike</i>	<i>prismatic spray, sunbeam</i>	<i>prismatic wall</i>
Magic	<i>magic missile, wall of force</i>	<i>disintegrate, forcecage</i>	<i>antimagic field</i>
Nature	<i>entangle, spike growth</i>	<i>fire storm, wall of thorns</i>	<i>storm of vengeance</i>
Order	<i>flesh to stone, suggestion</i>	<i>dominate monster, forcecage</i>	<i>time stop</i>
Peace	<i>blindness/deafness, silence</i>	<i>forcecage, mass suggestion</i>	<i>power word stun</i>
War	<i>crown of madness, fear</i>	<i>arcane sword, blade barrier</i>	<i>incendiary cloud</i>

DIVINE FEATURES

Divine features are benefits, traits, actions, divine forms, and lair actions that make the deity more powerful and versatile in combat.

SELECTING DIVINE FEATURES

While it is up to you how many Divine Features you want your deity to have, the Included Divine Features table below provides guidelines for how many benefits, traits, and actions a deity should have based on its base stat block. This is the number of features that is included in the deity's Challenge Rating if you are using one of the base stat blocks in this chapter.

Included Divine Features

Stat Block	Benefits	Traits	Actions
Lesser Deity	4	3	3
Standard Deity	8	4	4
Greater Deity	12	5	5

The Suggested Divine Features table on the following page provides suggestions for which features go well with which Divine Domains.

SELECTING ADDITIONAL FEATURES

If you want to give your deity additional benefits, traits, and actions, or even lair actions or divine forms, the deity may become significantly more powerful. The Additional Divine Features table provides an estimate for how much adding additional features – beyond what is included for each base stat block – increases the deity's Challenge Rating.

Additional Divine Features

Feature	CR Increase
Divine Benefit	+ $\frac{1}{3}$ CR
Divine Trait/Action	+ $\frac{1}{2}$ CR
Divine Form	+3 CR
Lair Actions	+2 CR

Following these guidelines, giving a CR 10 lesser deity three additional divine benefits and one additional divine action, would mean increasing its CR by $\frac{1}{2}$, resulting in a total of CR of 12 when rounded up.

CALCULATING BONUSES & MODIFIERS

When you change a creature's ability scores, as it is possible to do using divine benefits, or increase its Challenge Rating by giving it additional divine features, you may inadvertently alter the creature's proficiency bonus, its bonuses to attacks, and the save DCs of its features. Below are guidelines on how to handle the deity's bonuses and modifiers.

Proficiency Bonus. In fifth edition, a creature's proficiency bonus increases whenever the creature's Challenge Rating reaches 5 (+3), 9 (+4), 13 (+5), 17 (+6), 21 (+7), 25 (+8), and 29 (+9). If you want to avoid recalculating features and bonuses when the deity's CR increases, you can decide to forgo increasing its proficiency bonus and instead regard CR as just a tool to gauge a monster's difficulty.

Attack Bonus. A creature's weapon attacks typically have a bonus to hit equal to its Strength (melee) or Dexterity (ranged) modifier + its proficiency bonus. A spell attack typically uses the creature's primary mental ability modifier – which is, at your discretion, just the creature's highest ability score out of Wisdom, Intelligence, and Charisma.

Save DC. The save DC for a creature's effects is equal to 8 + its proficiency bonus + an ability modifier. Which ability modifier the save DC uses typically depends on the effect. Actions that Grapple, Restrain, Stun, or physically move a creature typically use Strength, while breath weapons and similar effects are typically based on Constitution. Features such as spells and spell-like effects, as well as actions that target a creature's mind, are typically based on the creature's primary mental ability.

BALANCING DIVINE FEATURES

While an effort has been made to make the divine features presented here balanced, it is not impossible to create a combination of divine features that is much more powerful than other combinations (i.e., making your deity immune to all types of damage, for example). In the end, your deity will be as powerful as you want it to be – this system is mostly meant to provide a framework for you to work within. If you feel that a combination of features makes your deity more powerful than the guidelines otherwise would suggest, you should adjust your deity's CR accordingly.

DIVINE BENEFITS

Divine Benefits are passive improvements that incrementally increase the deity's power. Each benefit can be selected multiple times unless otherwise noted.

ABILITY SCORE INCREASE

The deity increases any one ability score by 4 or two ability scores by 2 each, to a maximum of 30. This feature can be selected up to five times.

CONDITION IMMUNITY

The deity gains immunity to up to two conditions, choosing from the following: Blinded, Charmed, Deafened, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, or Stunned.

DAMAGE IMMUNITY

The deity gains immunity to one damage type.

DAMAGE RESISTANCE

The deity gains resistance to up to two damage types.

DAMAGE RESISTANCE, PHYSICAL

The deity gains resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical attacks.

DIVINE HEALTH

The deity gains immunity to Poison damage and immunity to diseases, Exhaustion, and the Poisoned condition.

IMPROVED ATTACK

The extra damage dealt by the deity's weapon attacks increases by 1d8. This feature can be selected up to three times.

IMPROVED DIVINE FLAME

The damage dealt by the deity's Divine Flame action increases by 2d8. This feature can be selected up to three times.

IMPROVED NATURAL ARMOR

The deity's AC increases by 2, to a maximum of 25.

IMPROVED SPEED

One or more of the deity's speeds are doubled, to a maximum of 120 feet.

IMPROVED SPELLCASTING

The minimum spell level of the spells cast by the deity increases by 1, to a maximum of 9.

LEGENDARY RESISTANCE

The deity gains one additional use of its Legendary Resistance, to a maximum of 7 per day.

SAVING THROW PROFICIENCY

The deity gains proficiency in one saving throw.

TRUESIGHT

The deity gains Truesight out to a distance of up to 120 feet.

Suggested Divine Features

Domain	Suggested Features
Chaos	Aura of Bloodlust, Change Fate, Warp Spell, Wild Surge
Darkness	Aura of Fear, Damage Immunity: Necrotic, Dark Master, Incite Shadows
Death	Aura of Death, Damage Immunity: Necrotic, Enslave Soul
Fate	Aura of Captivation, Change Fate, Mark of Misfortune, Reactive, Revert Time
Knowledge	Aura of Divinity, Divine Focus, Mind Blast, Memory Flux, Omniscient
Life	Aura of Absorption, Aura of Hope, Divine Blast, God's Blood, Regeneration
Light	Aura of Sunlight, Damage Immunity: Radiant, Holy Spirit
Magic	Counterspell, Magic Immunity, Quick Spellcasting, Reflect Spell, Unravel
Nature	Aura of Tranquility, Entangling Strike, Living Armor, Regeneration, Wild Surge
Order	Aura of Divinity, Condition Immunities: Paralyzed & Stunned, Injunction, Omniscient
Peace	Aura of Tranquility, Captivating Presence, Injunction, Rebuke
War	Aura of Bloodlust, Aura of Fear, Bash, Coward's Bane, Divine Dash, Divine Warcry

DIVINE TRAITS

Divine Traits are passive improvements that are listed in the deity's stat block

AURA OF ABSORPTION

The deity gains one of the following traits:

Aura of Absorption. When another creature within 20/30/60 feet of the deity regains hit points from magic, the deity gains half as many temporary hit points.

AURA OF BLOODLUST

The deity gains the following trait:

Aura of Bloodlust. Each creature of the deity's choice that starts its turn within 10/20/30 feet of the deity must succeed on a Wisdom saving throw, or it must immediately take the Attack action, making one melee attack against a random creature within its reach. If no creatures are within reach, the creature makes a ranged attack against a random creature within range, throwing its weapon if necessary.

AURA OF CAPTIVATION

The deity gains the following trait:

Aura of Captivation. Each creature of the deity's choice that starts its turn within 20/30/60 feet of the deity must succeed on a Wisdom saving throw or become Charmed for 1 minute. While Charmed in this way, the creature's speed is 0 and it can repeat its saving throw whenever it takes damage or another creature uses an action to shake it out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deity's Aura of Captivation for 24 hours.

AURA OF DEATH

The deity gains the following trait:

Aura of Death. Other creatures within 20/30/60 feet of the deity can't regain hit points from magic and their death saving throws automatically fail.

AURA OF DIVINITY

The deity gains the following trait:

Aura of Divinity. Each creature of the deity's choice that starts its turn within 20/30/60 feet of the deity must succeed on Wisdom saving throw, or for 1 minute the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deity's Aura of Divinity for 24 hours.

ADJUSTABLE EFFECTS

When a feature has numbers separated by slashes, such as 20/30/60 feet, it's an indication that here's a difference in the effect based on the base stat block. In the above example, the range would be 20 feet for a lesser deity, 30 feet for a standard deity, and 60 feet for a greater deity.

AURA OF FEAR

The deity gains the following trait:

Aura of Fear. Each creature of the deity's choice that starts its turn within 20/30/60 feet of the deity must succeed on a Wisdom saving throw or become Frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deity's Aura of Fear for 24 hours.

AURA OF HOPE

The deity gains the following trait:

Aura of Hope. The deity and each creature of the deity's choice within 20/30/60 feet of the deity has advantage on Wisdom saving throws and regains the maximum number of hit points possible from any healing.

AURA OF SUNLIGHT

The deity gains the following trait:

Aura of Sunlight. The deity sheds bright light in a 30-foot radius and dim light in an additional 30 feet. The light counts as magical sunlight, and any Fiend or Undead that starts its turn in the light or enters it for the first time on its turn takes 1d8/2d8/4d8 Radiant damage. If any of the light overlaps with an area of darkness created by a spell of 3rd/5th/7th level or lower, the spell that created the darkness is dispelled. If the darkness is created by a spell of a higher level, the darkness instead suppresses the sunlight in the area it covers. The deity chooses whether to emit or not emit this light at the start of its turn.

AURA OF TRANQUILITY

The deity gains the following trait:

Aura of Tranquility. The deity has an aura of tranquility in a 10/20/30-foot radius around it. Each other creature of the deity's choice within the aura deals only half damage with spells and weapon attacks.

COWARD'S BANE

The deity gains the following trait:

Coward's Bane. When the deity hits a creature that is Frightened with a weapon attack, the creature takes an additional 1d8/2d8/4d8 Psychic damage.

DAMAGE ABSORPTION

The deity gains the following trait, replacing [type] with a type of damage it is immune to:

[Type] Absorption. When the deity is subjected to [type] damage, it takes no damage and instead regains a number of hit points equal to the [type] damage dealt.

DAMAGE MASTERY

The deity gains the following trait, replacing [type] with a type of damage of your choice:

[Type] Mastery. The deity ignores a creature's resistance to [type] damage.

DARK MASTER

The deity gains the following traits:

Impenetrable Darkness. Other creatures can't see through magical darkness created by the deity, even if they would normally be able to see in magical darkness.

Living Shadow. While in dim light or darkness, the deity has resistance to damage that isn't Force, Psychic, or Radiant.

DIVINE FOCUS

The deity gains the following trait:

Divine Focus. The deity can concentrate on up to two/three/four spells or effects simultaneously. Whenever it takes damage, it must roll a Constitution saving throw to maintain its concentration for each spell or effect it concentrates on, and if it fails any saving throw to maintain its concentration, it loses its concentration on all spells or effects.

LIVING ARMOR

The deity gains the following trait:

Living Armor. The deity gains 10/20/30 temporary hit points at the start of each of its turns. When the deity is hit by a melee weapon attack while it has these hit points, the attacker must succeed on a Strength saving throw or the weapon becomes stuck for as long as the deity has these hit points. If the weapon's wielder can't or won't let go of the weapon, the wielder is Grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a Strength (Athletics) check and succeeding.

MAGIC IMMUNITY

The deity gains the following trait:

Limited Magic Immunity. Unless it wishes to be affected, the deity is immune to spells of 3rd/4th/5th level or lower.

This feature can be selected up to three times, increasing the spell level by 1 with each selection.

MAGIC RESISTANCE

The deity gains the following trait:

Magic Resistance. The deity has advantage on saving throws against spells and other magical effects.

OMNISCIENT

The deity gains the following trait:

Omniscient. The deity can sense the precise location of any creature within its domain or in a 1-mile radius around it, regardless of physical barriers. The deity knows all the statistics of the creature, including its current hit points, AC, proficiencies, prepared spells, and all other traits and features the creature has.

REGENERATION

The deity gains the following trait:

Regeneration. If the deity has at least 1 hit point, it regains 10/20/30 hit points at the start of its turn.

This feature can be selected up to two times, doubling the hit points regained with each selection.

DIVINE ACTIONS

Divine actions are actions, bonus actions, reactions, or legendary actions that the deity can use in combat.

BASH

The deity gains the following action which it can use in place of its Strike action.

Bash. *Melee Weapon Attack:* STR + PB to hit, reach 5 ft., one target. *Hit:* 2d8/3d8/4d8 + STR Bludgeoning or Force damage and, if the target is a creature, it must succeed on a Constitution saving throw with a DC of 8 + STR + PB or be Stunned until the end of its next turn.

CHANGE FATE

The deity gains the following reaction:

Change Fate. When a creature within 60 feet fails or succeeds on an ability check, attack roll, or saving throw, the deity turns a failure into a success or a success into a failure.

COUNTERSPELL

The deity gains the following reaction:

Counterspell. When a creature the deity can see within 60 feet casts a spell, the deity casts *counterspell* as a 3rd/4th/5th-level spell.

DIVINE BLAST

The deity gains the following action:

Divine Blast (Recharge 5–6). Each creature within 20/30/60 feet of the deity must make a Constitution saving throw, taking 4d10/8d10/12d10 Force, Necrotic, or Radiant damage on failure, or half as much on a success. If the saving throw fails by 5 or more, the creature is also Stunned until the end of the deity's next turn.

DIVINE DASH

The deity gains the following bonus action and legendary action (costs 2 actions):

Divine Dash. The deity transforms into pure energy and moves up to its speed in a straight line, before reverting back to its normal form. The first time the deity passes through a creature's space during this movement, the creature suffers the deity's choice of one of the following effects until the end of the deity's next turn:

- The creature takes 1d8/2d8/4d8 Force damage and must succeed on a Strength saving throw or be Restrained.
- The creature takes 1d8/2d8/4d8 Radiant damage and must succeed on a Constitution saving throw or be Blinded.
- The creature takes 1d8/2d8/4d8 Necrotic damage and must succeed on a Constitution saving throw or be Poisoned.

DIVINE WARCRY

The deity gains the following bonus action and legendary action (costs 2 actions):

Divine Warcry. The deity issues a warcry to up to one/two/four creatures within 60 feet that can see or hear the deity. If the creature is friendly to the deity, it can immediately use its reaction to make one weapon attack with advantage on the attack roll. If the creature is hostile to the deity, it must succeed on a Wisdom saving throw or be Frightened of the deity until the end of the deity's next turn.

DIVINE WORD

The deity gains the following bonus action and legendary action (costs 2 actions):

Divine Word. Up to one/two/four creatures within 60 feet that can hear the deity must make a Charisma saving throw. On a failure, the creature suffers an effect based on its current hit points.

40/70/100 hit points or fewer. The creature is Deafened and Blinded for 1 minute.

30/50/80 hit points or fewer. The creature is Deafened, Blinded, and Stunned for 1 minute.

20/30/50 hit points or fewer. The creature dies.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ENSLAVE SOUL

The deity gains the following reaction:

Enslave Soul. When another creature within 30/60/120 feet is reduced to 0 hit points, the deity forces the creature to make a Charisma saving throw. On a failure, the deity takes control of the creature's soul and the creature gains hit points equal to half its hit point maximum and rises to life as an Undead creature under the deity's control. If the creature is reduced to 0 hit points while affected in this way, it dies and is immune to this feature for 24 hours.

ENTANGLING STRIKE

The deity gains the following action which it can use in place of its Strike action.

Entangling Strike. *Melee or Ranged Weapon Attack:* STR/DEX + PB to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 2d8/3d8/4d8 + STR/DEX Bludgeoning, Piercing, or Slashing damage and the target is Restrained (escape DC 8 + STR + PB).

GOD'S BLOOD

The deity gains the following reaction:

God's Blood. When the deity takes 20 damage or more from a single source, it creates a **godblood ooze** with 20/half/full hit points in an unoccupied space within 5 feet. The ooze is under the deity's control and acts on its initiative.

HOLY SPIRIT

The deity gains the following reaction:

Holy Spirit. When the deity takes 20 damage or more from a single source, it creates a **soulsplinter spirit** with a proficiency bonus of 2/3/5 in an unoccupied space within 5 feet. The spirit is under the deity's control and acts on its initiative.

INCITE SHADOWS

The deity gains the following bonus action and legendary action (costs 2 actions):

Incite Shadows. Up to one/two/four creatures within 60 feet must make a Charisma saving throw as the deity incites the creature's own shadow to attack it. On a failure, the creature takes 2d8/4d8/6d8 Necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.

INJUNCTION

The deity gains the following bonus action and legendary action (costs 2 actions):

Injunction. Up to one/two/four creatures within 60 feet must make a Wisdom saving throw. On a failure, the creature can't willingly make attacks, cast spells, or move (the deity chooses one for each creature), until the end of its next turn.



A DIVINE BLAST EVISCERATES A GOD'S
MORTAL FOES.

LEGENDARY ACTION

The deity can take one additional legendary action per round.

MARK OF MISFORTUNE

The deity gains the following bonus action and legendary action (costs 2 actions):

Mark of Misfortune. Up to one/two/four creatures within 60 feet must make a Charisma saving throw. On a failure, the creature takes 2d8/4d8/6d8 Psychic damage and is affected as if by the *bane* spell until the end of its next turn.

MEMORY FLUX

The deity gains the following bonus action and legendary action (costs 2 actions):

Memory Flux. Up to one/two/four creatures the deity can see within 60 feet must make a Wisdom saving throw. On a failure, the creature takes 2d8/3d8/4d8 Psychic damage and the highest level spell slot it has available is expended.

MIND BLAST

The deity gains the following action, which it can use in place of its Strike action:

Mind Blast. *Ranged Spell Attack:* INT + PB to hit, range 120 ft., one creature. *Hit:* 2d8/3d8/4d8 Psychic damage and the target must succeed on an Intelligence saving throw or be Incapacitated until the end of its next turn.

QUICK SPELLCASTING

The deity can use Spellcasting in place of one of its attacks when it takes the Multiattack action and gains the following legendary action:

Spellcasting (Costs 2 Actions). The deity uses Spellcasting.

REACTIVE

The deity gains the following legendary action:

Extra Reaction. The deity can use an additional reaction before the start of its next turn.

REBUKE

The deity gains the following reaction:

Rebuke. When a creature within 60 feet deals damage to another creature, the deity forces it to make a Wisdom saving throw. On a failure, the creature takes Psychic damage equal to half the damage dealt.

REFLECT SPELL

The deity gains the following reaction:

Reflect Spell. When the deity succeeds on a saving throw against a spell of 3rd/5th/7th-level that targets only it, the spell has no effect on it and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it.

REVERSE TIME

The deity gains the following legendary action:

Reverse Time (Costs 2 Actions). After a creature's turn, the deity reverses time for itself to just before the creature's turn started. The deity magically appears in the spot it was in when the turn started, it regains any hit points it lost during the turn, and any conditions or effects that began on the deity during the turn no longer affect it.

TELEPORT

The deity gains the following bonus action and legendary action:

Teleport. The deity magically teleports to an unoccupied space it can see within 120 feet.

UNRAVEL

The deity gains the following bonus action and legendary action (costs 2 actions):

Unravel. Up to one/two/four creatures within 60 feet must make a Charisma saving throw. On a failure, the creature can't cast or concentrate on spells, activate magic items, or otherwise produce magical effects until the end of its next turn.

WARP SPELL

The deity gains the following reaction:

Warp Spell. When a creature casts a spell of 1st level or higher while within 60 feet of the deity, the deity imposes a random magical effect on it, determined by rolling a d4:

1. The spell targets another creature within the spell's range instead of the intended target (chosen randomly). If no other target is in range, the spell fails.
2. The creature must succeed on an Intelligence saving throw or take 1d8 Psychic damage for each level of the spell.
3. The creature must succeed on a Wisdom saving throw or be affected as by the *confusion* spell until the end of its next turn.
4. The creature must roll once on the sorcerer Wild Magic Surge table (*Player's Handbook*) or the Wild Magic Effects table (*Milando's Guide to Magical Marvels*).

WILD SURGE

The deity gains the following bonus action and legendary action (Costs 2 Actions):

Wild Surge. Up to one/two/four creatures within 60 feet are subjected to a random magical effect until the end of its next turn, determined by rolling a d4:

1. The creature must succeed on a Wisdom saving throw or be transformed into a random creature as by the *polymorph* spell. Roll a d4 to determine the creature it transforms into (1: **bat**; 2: **cat**; 3: **raven**; 4: **snake**).
2. The creature must succeed on a Strength saving throw or rise vertically 20 feet into the air and be suspended there.
3. The creature must succeed on a Constitution saving throw or be temporarily subjected to the Petrified condition.
4. The creature must succeed on a Charisma saving throw or take 2d8/4d8/6d8 Force damage and be teleported in a random direction to the furthest away unoccupied space within 60 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.

DIVINE FORMS

Sometimes, you want a deity that defies mortal reasoning – whether that means increasing the deity’s CR to more than 30 or just having a deity that can do more than would be otherwise possible. This is where the idea of multiple Divine Forms can be useful.

The concept is simple: when the deity drops to 0 hit points, it isn’t destroyed but instead reshapes itself and assumes a new form. This new form can either have the same statistics but have all its hit points and features recharged, be a variant with new features, or have completely different statistics that force its enemies to change their approach to the combat entirely. In essence, the deity’s foes will have to defeat it twice or even thrice, potentially in different forms, before the deity is completely destroyed.

Below are two approaches to this concept: Divine Reincarnation and Divine Restoration.

DIVINE REINCARNATION

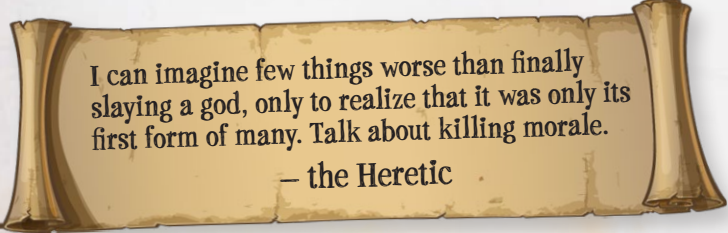
When creating a deity, you can create up to three separate stat blocks with the same CR, each of which represents one of the deity’s forms, and give each form (aside from the last) the Divine Form trait:

Divine Reincarnation. When the deity would die or drop to 0 hit points, its form dissipates and it instantly reappears in a new form in an unoccupied space within 60 feet of where this form disappeared.

DIVINE RESTORATION

If you prefer to only provide your deity with one form, you can also give it the Divine Restoration trait instead, with X being the amount of times you want the deity to be able to be restored in this way:

Divine Restoration (X/Day). When the deity would die or drop to 0 hit points, it is instead fully restored. Any harmful conditions, spells, and effects on the deity end, it is restored to its maximum hit points, and all its actions and traits (except this one) immediately recharge, including its Legendary Resistances and uses of its Spellcasting.



I can imagine few things worse than finally slaying a god, only to realize that it was only its first form of many. Talk about killing morale.

– the Heretic

LAIR ACTIONS

Another way to increase a deity’s challenge and make the combat more interesting is to give the deity Lair Actions. These are actions the deity can use while it is in its realm – which could be a single building, a large dungeon, or the entirety of its celestial plane.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the deity can take one of the following lair actions; the deity can’t take the same lair action two rounds in a row:

Binding. Each creature of the deity’s choice within its realm must succeed on a DC 15/17/20 Strength saving throw or be Restrained until initiative count 20 on the next round.

Enfeeblement. Each creature of the deity’s choice within its realm must succeed on a DC 15/17/20 Constitution saving throw or until initiative count 20 on the next round, the creature’s speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws using Strength or Dexterity.

Invisibility. The deity and each creature of its choice within 60 feet becomes Invisible until initiative count 20 on the next round.

Quake. Each creature of the deity’s choice that is standing on the ground within the deity’s realm must succeed on a DC 15/17/20 Dexterity saving throw or take 2d8/3d8/4d8 Bludgeoning damage and be knocked Prone.

Rejuvenation. The deity and each creature of its choice within 60 feet regains 2d8/3d8/4d8 hit points and is affected as by the *greater restoration* spell.

Summon Minions. The deity summons any number of creatures with a combined CR of up to 4/6/10 in unoccupied spaces within its realm. The creatures remain until reduced to 0 hit points or the deity uses this lair action again.

Temporal Reflow. Each creature of the deity’s choice within its realm must reroll initiative.

Weaken. Each creature of the deity’s choice within its realm must succeed on a DC 15/17/20 Constitution saving throw or take 2d8/3d8/4d8 Necrotic damage and the creature’s hit point maximum is reduced by an amount equal to the Necrotic damage taken.



CHAPTER 2: DEVOTION

In this chapter, you'll find a thorough examination of how religion can be practiced in a fantasy tabletop roleplaying game. The goal is to give you all the information you need to make devotion to the divine an interesting and relevant part of your world.

First, we'll discuss why mortals worship and what role organized religion plays in society. Then you'll find examples of holidays, rituals, and ceremonies, as well advice on how to handle sacrifices and divine retribution.

NATURE OF DEVOTION

Mortals worship for a variety of different reasons depending on their individual attitudes and goals, their culture and societies, but of course also how divinity works in your world, as described in Chapter 1: Divinity. Below we will discuss various reasons why mortals would worship the gods in a fantasy setting.

FAITH OR FACT?

In contrast to the real world, the DM gets to ultimately decide whether the divine really exists, and whether mortals can base their beliefs on faith or fact. Whether divinity is definite, assumed, or dubious is likely to have an impact on how widely, how fervently, and for which reasons mortals worship.

DEFINITE DIVINITY

Imagine a world where you know, with absolute certainty, that the gods exist. Not only do you know, but everyone around you knows as well. It's a cold, hard fact. Not only do you know that the gods exist, but you have also seen them invest mortals with power. In such a world, it's quite likely that you would feel encouraged to pray to your deity of choice when the situation calls for it. It's also likely that you would avoid doing anything that might provoke the gods' ire.

Assuming that religion in your world is represented by a pantheon of deities that clearly and irrefutably exist and wield divine power, this is the world your characters live in. In such a world, it is not hard to see why most folk would worship and revere the gods.

ASSUMED OR DUBIOUS DIVINITY

In a world where nobody truly knows whether the gods are real, devotion is a matter of faith. Because mortals need to interpret and define deities on their own, there may be vast differences in how the divine is worshiped, if it is even worshiped at all.

If your world has clerics and others who wield divine power, it may be hard to see how their powers wouldn't be definite proof that the divine exists. But if there's no direct communication with gods, even the cleric can't be certain where their power comes from – for all they know, it may not come from the gods at all.

MOTIVATIONS FOR WORSHIP

At its core, there are typically three main reasons mortals devote themselves to the gods: power, love, and fear or desire. Below is a quick explanation of each of these reasons, which can often overlap.

POWER

Worship can grant power to mortals in several ways. Sometimes it can be indirectly, as becoming a priest may make you a leader in your community and give you sway over others. In a world where the gods can imbue their followers with divine magic, worship can also more directly empower the individual.

In the latter example, where gods are real and grant divine power to their most fervent worshipers, it's usually more complicated than just asking a deity for divine power. Unless you decide otherwise, most gods prefer to only grant power to those who embody their divine tenets and worship them for "the right reasons." The Lord of Battle may see a mortal who worships them only to gain strength in battle as worthy, but it is less likely that the Lady of Mercy will see fit to grant an arrogant and selfish mortal divine power just because they say the right things.

Thus, while the pursuit of power can certainly be a reason for mortals to worship the gods, it is rarely the only reason.

LOVE

One of the strongest motivations for worship is love, adoration, and gratitude. For many mortals, the kinship they feel with the ideals of their preferred deity or deities is enough to inspire devotion.

The ranger prays to the Earthmother not because they expect something in return, but because they see the god as a creator and nourisher that is worthy of love. Likewise, a retired soldier prays to the Lady of Mercy because they realized they vastly prefer peace to war, and the sage may offer fealty to the Lorekeeper because they wholeheartedly agree with the god's tenets of disseminating and preserving knowledge.

Love is typically the purest motivation and thus also the one that is most likely to be rewarded with divine favors (much to the dismay of those who worship for power), at least when it comes to deities that put any stock in love and adoration. That also means that in a world where the gods truly exist, the most powerful members of a god's clergy may actually be the mortals who most embody the god's ideals and worship it most selflessly.

FEAR OR DESIRE

Probably the most common motivations for worship are fear and desire. These motivations are bundled together because they mostly represent the same thing: worshipping to make something happen or to avoid something happening.

The farmer who sacrifices to the Earthmother at the end of summer does so because they want a good harvest – and because they fear that if they don't worship correctly, the harvest will fail. The same is the case for the rogue who offers a prayer to the Lady Luck before attempting to disarm the trap or the warrior who prays to the Lord of Battle for courage.

In a world where the gods exist for certain, this form of worship is likely even more frequent and universal. It would make sense for most mortals to offer at least a quick word of favor to any deity related to whatever challenge is in front of them.

DEFINING DEVOTION

Just as much as divinity is about the gods, it is also about the mortals who are devoted to them – and how the mortals congregate and worship. In this section, you'll find an examination of the roles religion can play in society in a fantasy setting, and how your players can engage with divinity in your world.

RELIGION'S ROLE


In a fantasy world where the gods are known (or at least widely believed) to exist, organized religion is likely to play a large part in how society functions, as it assumes some or all of the following roles:

Worship. Religion can provide a way for people to worship and show reverence to their preferred gods. Even if multiple gods exist, people have personal preferences and beliefs about which gods they want to worship.

Community. Religion provides a sense of community and belonging to its followers. It is a way for people with similar beliefs and values to come together and share their experiences and knowledge, or get support during difficult times.

Rituals. Religion provides a set of rituals, ceremonies, and traditions that its followers practice to worship their deity.

Power. Religion can also provide power and legitimacy to its leaders and followers and shape cultural norms and societal values. In some societies, religious leaders may have significant influence.



THE STRONGHOLD OF THE BLACKBLADE
FIELDS ONE OF THE STRONGEST ARMIES IN
THE MORTAL WORLD.

RELIGIOUS ORGANIZATIONS

Religions often require organization to manage worship gatherings, sermons, holidays, and the upkeep of temples and shrines. A religious organization can represent an entire religion – i.e., every cleric or paladin who draws power from the Lorekeeper is a member of the Keepers of Knowledge – or it can be more akin to a cult or a sect, where the organization represents just one of many ways to worship a particular deity or set of deities. Regardless of what the specific organization’s purpose and form is, there are some common traits that define nearly all religious organizations – and which you may want to consider when describing them:

Tenets. At the center of most religious organizations is a set of principles or tangible tenets that guide how worship is practiced and which ideals are upheld as most important. While the specifics of how a ceremony or holiday is held can vary from region to region, the core tenets of a religious organization are typically the same everywhere.

Hierarchy. Some religious organizations are led by a single individual such as a high priest or a prophet, while others may have multiple tiers of leadership, including acolytes, priests, deacons, and so on. Each of these may have diverging ideas of the best direction for the religion. The leadership may be determined by merit, seniority, or divine appointment, with a deity directly overseeing the religion through an avatar – or there may be no central leadership guiding the organization at all.

One can make the argument that it isn’t the gods themselves – at least not the “good” ones – that are the issue, it’s mortals who misinterpret and corrupt their tenets for their own gain. There’s certainly some truth to that – few things are more dangerous than a persuasive divine message in the hands of a ruthless, power-hungry mortal with a devoted following.

– the Heretic

Presence. As soon as devotion becomes a communal endeavor, it also begins to establish a presence in society. In some cases, members of a religious organization proudly display holy symbols or wear specific clothing or build majestic temples where devotees can gather to worship. Other religions may have less of a physical presence and be more subtly embedded in the views and code of conduct of the organization’s members, such as a clan of warriors who follow a certain creed based on their faith.

Resources. Depending on the size and presence of a religion, it must obtain funding and other resources, which can include donations from followers, tithes or offerings, grants from the government or wealthy benefactors, or management of land, agriculture, and other types of business. A religion may also have vast resources at its disposal in the form of skilled labor, soldiers, or divine magic. Some religions may also require their followers to undertake quests as a form of worship – and to gather wealth or objects of interest for the organization.

RELIGION & POWER

Religion and politics are often closely intertwined, with religious organizations playing a significant role in the political power structure. Below is a quick rundown of the three archetypal ways religion and government coexists:

Theocratic Rule. In a theocratic rule, religious leaders hold the highest positions of political power, and the government is based on religious law and principles.

Secular Rule. In a system with secular rule, religion is separate from political power, and religious organizations, ostensibly, do not involve themselves in politics and governance.

Mix of Power. In between a theocratic and secular rule is a mix where religions may hold positions of political power or have significant influence over political decision-making through their support of the ruling system. On the other hand, the political system may also be able to influence religious organizations and beliefs, for example by favoring some religious organizations over others.

These examples are not set in stone and can be adjusted. A theocratic rule devoted to a specific deity may still allow the worship of other deities and even take advice from a council of representatives from other religious organizations. Likewise, even in secular rule, religious organizations may still be able to influence decision-making, simply because they represent a vast number of people or have vast resources at their disposal.

RELIGION & LAW

Whether a democratic city-state or a monarchy ruled by a single individual, rules and laws govern almost every society. While fleshing out a legal system for a fantasy setting can feel like a daunting task, it can become much easier by using religion as a guideline. Every religion – whether dedicated to one or more deities – is centered around a set of moral and ethical values, a certain notion of what’s believed to be right and wrong – which can often be converted into actual laws with relative ease.

Religion may literally be the law in some societies, but even if religious organizations have no sway over a society’s laws and rules, the fact that a large group of people there has certain moral values derived from their faith can be helpful when determining which laws would exist. In a society where the Lady of Mercy is the most important, capital punishment would likely not exist. Likewise, a society beholden to the Trickster probably has very different, and much less strict, laws than a society where the Lawbringer is the dominant god.

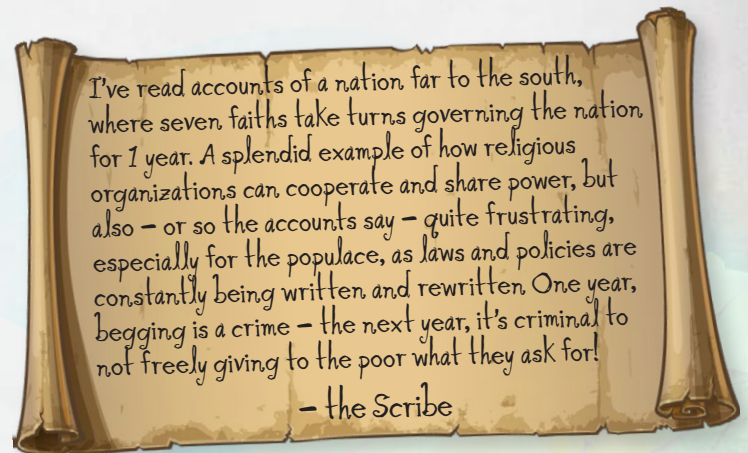
RELIGION & CONFLICT

If you have a vast pantheon of different gods, it’s likely that religious organizations coexist side by side within the same societies. Conflicts between – or within – religious organizations, which may vary from peaceful debates to holy wars, typically happen for at least one of the following reasons:

Domains. It’s only natural that followers of one deity may clash with the followers of another deity whose ideals are vastly different. Most of the core Divine Domains (see page 6) have natural counterparts – life versus death, light versus darkness, and so on – that can lay the basis for such conflicts.

Political Power. Like any other type of organization, different religions may also clash as they struggle for political power. Even in a theocratic rule where the dominant religious organization has banned the worship of other deities, the suppressed religious organizations may be working in the shadows to overthrow the religious tyranny.

Internal Strife. A religious organization – especially one that is dedicated to more than one god – may have internal disputes. While this could be limited to philosophical disagreements on the interpretation of certain tenets, it could also turn into a violent conflict about the direction of the religion as a whole. The Shattered Sun and Spear of Peace sects in Chapter 4: Divine Agents are good examples of how internal strife can manifest and what it looks like.



I've read accounts of a nation far to the south, where seven faiths take turns governing the nation for 1 year. A splendid example of how religious organizations can cooperate and share power, but also – or so the accounts say – quite frustrating, especially for the populace, as laws and policies are constantly being written and rewritten. One year, begging is a crime – the next year, it's criminal to not freely giving to the poor what they ask for!

– the Scribe

WAYS OF DEVOTION

Religion can manifest in many different ways – from holidays, ceremonies, and rituals that are clearly religious in nature, to everyday acts or signs or worships that is weaved into the fabric of society. On the following pages, we'll explore some of the many ways devotion can manifest in a fantasy setting.

EVERYDAY DEVOTION

Faith and religion often influences society in very subtle ways, ranging from how certain dishes are prepared to what to say when someone sneezes. Because religious beliefs and spiritual practices trickle down over centuries and become parts of everyday life, even what might seem like a mundane act in your world could easily originate from religion.

You can use the Acts & Signs of Devotion tables below as inspiration for how to make religion a present and physical part of your fantasy setting.

Signs of Devotion

d12 Signs of Devotion

- 1 Municipal buildings are marked with symbols of the God of Order – usually a scale.
- 2 Mortuaries and graveyards use symbols of the God of Death such as a scythe or skull.
- 3 Establishments that allow gambling have a statuette – often shaped as a four-leaf clover or horseshoes – at every table and people must pay tribute to the God of Fortune before buying into the game.
- 4 Libraries and other places of study are decorated with symbols of the God of Knowledge such as a globe or an owl.
- 5 Gardens are decorated with wooden animal sculptures in reverence of the God of Nature.
- 6 Infirmaries display symbols dedicated to the God of Life such as a caduceus.
- 7 Ships, docks, and stables are decorated with various symbols of the God of Nature.
- 8 Banners embroidered with holy symbols are commonplace outside houses of the faithful.
- 9 Guilds incorporate holy symbols into their coats of arms as a way of showing reverence.
- 10 Weapons and armor often are often etched with the symbol of the God of War or Order.
- 11 Casks and barrels used to age ale and spirits are often branded with symbols of the God of Nature or Fortune to prevent spoilage.
- 12 Roadside shrines and holy symbols carved into rocks or trees are common sights when traveling the countryside.

WHY DEVOTION MATTERS

Even if divinity and religion play only a small part in your campaign or setting, shining the spotlight on it – no matter how briefly – can help make the world feel more real to the players. It can be as simple as describing how the characters see a group of chanting priests walking down a busy city street or that they hear the Temple of Light's bells ringing at dawn. It can also be woven into dialogue with NPCs, who may use phrases such as "only the Lorekeeper knows!" or "by the Black Blade, you're an aggressive one, aren't you?" Small elements like these, carefully sprinkled throughout an adventure, go a long way to make divinity – and thus also the world – matter.

Acts of Devotion

d12 Acts of Devotion

- 1 Merchants always add an extra copper piece when there's change to be had. Giving too little back may offend the God of Fate and bring misfortune to the business.
- 2 Followers of the God of Light ring a bell loudly at dawn and sunset.
- 3 Followers of the God of Life recite a prayer of gratitude whenever they see a newborn.
- 4 People in mourning wear a black rose as a sign of reverence for the God of Death.
- 5 People knock three times on a door before entering as a sign of peace — though this belief is so old that it has become an unconscious, cultural habit at this point.
- 6 Hunters often offer thanks to the God of Nature by leaving behind their prey's liver.
- 7 Travelers usually leave a small token — such as a pebble or piece of cloth — at roadside shrines in the hopes of a blessed journey.
- 8 The sick wear a red ribbon, a symbol of the God of Life, as a plea for blessed health.
- 9 Popular drinking songs contain religious folklore such as stories about charming the God of Fortune or tricking the God of Death.
- 10 Competitive sporting events often feature a prayer or display to honor the God of War.
- 11 Winning in a game of chance without giving away some of the prize in tribute to the God of Fortune is said to bring bad luck.
- 12 A common way of saying goodbye is "Peace be with you." More than a well-wish, this is a prayer used by followers of the God of Peace.

HOLIDAYS

Holidays are an essential part of society and go a long way in communicating what ideas or values are held by a culture or group of people. Most holidays bring people together for the purpose of recognizing significant ideas or events, which allows you, the DM, to relay the world's history and culture in a way that is not only entertaining but also makes the world feel more real.

TYPES OF HOLIDAYS

While holidays can vary greatly in terms of the occasion, most are either commemorative, idealistic, or transitional. It should be noted that these categories are not mutually exclusive, especially as time goes on and the meanings attached to holidays evolve – often, a holiday will fit into multiple categories at once.

COMMEMORATIVE HOLIDAYS

Commemorative holidays are holidays that celebrate events, people, or deities. These celebrations are meant to bring attention to and help pass on stories, be they theological, historical, or somewhere in between, so that the memory of an event is passed from generation to generation. Dwarves in your world might have a holiday that venerates the Maker, the patron deity of blacksmiths and miners, and the day a particularly powerful artifact was forged. Similarly, a clan of orcs may hold a feast in the Lord of Battle's honor on the day when the clan won a special battle.

IDEALISTIC HOLIDAYS

Idealistic holidays celebrate ideas or themes and are symbolic celebrations of concepts that are deemed important to society. Concepts like freedom or love that are held as core values are celebrated and re-committed to via ritual and display. Idealistic holidays are oftentimes thematic and aim to promote a specific behavior or belief. A shamanic culture may have a holiday that focuses on being in harmony with nature, while a society of settlers or pilgrims may have a holiday centered around gratitude and gift-giving.

TRANSITIONAL HOLIDAYS

Transitional holidays are some of the most common holidays because they are often associated with regularly observed phenomena. Solstices, changes in seasons, the ascendance of a mortal to godhood, and rites of passage that signify entering a new stage of life are all examples of transitional holidays. These transitions can also be metaphorical in nature and frequently different types of transitions are used as symbols for one another, such as the transition from spring to summer being associated with the transition from childhood to adulthood.

HOLIDAY TRADITIONS

Traditions guide the ways in which holidays are celebrated. While there are endless ways to celebrate a holiday, there are some rituals and traditions that are almost always a part of holiday celebrations.

FASTING & FEASTING

Most mortals require food to survive, and when they celebrate they often do so by indulging their stomachs. Sometimes, specific special meats, sweets, or drinks are reserved almost exclusively for specific holidays. These meals are often emblematic of the season that the holiday takes place in but may also be symbolic of events or actions (such as only eating foods of a certain color or refraining from consuming leavened bread).

Along with feasting, fasting is frequently used as a method of spiritual cleansing and a sign of gratitude and commitment to a faith. Ritualistic fasting for holidays frequently either comes just before or after a holiday dedicated to revelry and over-indulgence.

GIFTS & SACRIFICES

Gift-giving can occur during any type of holiday, but the purpose of the gift may have different meanings depending on the origin of the tradition. Gnomes in your world may celebrate holidays by offering handmade gizmos and trinkets while elves may favor gifts that demonstrate thoughtfulness and skill, such as poems or art.

Likewise, sacrifices can be an important part of a holiday celebration. Though the word sacrifice often conjures violent images of daggers and blood-letting, most sacrificial offerings are benign, such as a harvest holiday including an offering of grain to the Earthmother. Of course, some sacrifices are bloody; a holiday commemorating a great prophet's sacrifice may call for participants to sacrifice livestock or commit acts of self-harm.

REENACTMENT

Holiday reenactments can range from plays or performances to games or festive activities which playfully or symbolically represent stories or past events. A holiday that commemorates a long-ago battle may include warriors painting their faces and wearing ceremonial garb as they perform a dance to reenact the battle. Children borrowing pots and pans and running around at night beating them together to scare demons of the night the same way a fabled hero did would be another form of reenactment. Reenactments can be solemn and grand or they can be playful and pedestrian — it depends entirely on what is being reenacted and by whom.

READY-TO-USE HOLIDAYS

Below are an assortment of festivals and holiday celebrations you can use as inspiration for your own holidays – or plug directly into your own world to bring some color and life to a region or settlement.

ASAR ATH DAIONE (FESTIVAL OF STARS)

Traditionally an elvish holiday, Asar ath Daione marks the longest night of the year and celebrates the birth of the night sky. The holiday has gained popularity outside elven society, and often also celebrates deities associated with darkness, nature, or the moon, such as the Earthmother or the Lady of the Moon.

Regardless of which exact ideals it commemorates, the holiday begins at sundown when all work ends and towns that participate are festooned in black and silver decorations. Sweet drinks and foods are common during Asar ath Daione and while not strictly ceremonial, it is common to see people dressed in black or dark-green cloaks or shirts. Asar ath Daione is also a coming-of-age celebration for young women (or people who have recently come into their womanhood regardless of age), who decorate their hair and clothes with sprigs of holly and pine before taking part in a traditional dance under the stars.

ASAR ATH I'ANOR (FESTIVAL OF DAWN)


Similar to its sibling holiday, Asar ath i'Anor is an elven holiday that marks the year's longest day and celebrates the birth of the sun, and typically also deities associated with light, nature, or the sun, such as the Forestfather or the Dawnbringer.

Celebrations begin at first light, although many will wake before dawn to get preparations underway, and will continue until sundown. Asar ath i'Anor is commonly celebrated with savory dishes of meat, vegetables, and ale, and participating towns or households often decorate with white and gold. Young men who have come of age (or people who have recently come into their manhood regardless of age) wear crowns of clover and lantana flowers and participate in a traditional dance at dawn.

FEAST OF DEVOTION

The Feast of Devotion is a solemn occasion for the pious and devout to realign themselves with their gods and their beliefs. The feast itself takes place after a full month of near-total fasting and lasts for five days. During each day of fasting, participants write an entry in a journal detailing their meditations on their weaknesses and ways they can improve. The Feast is opened with a ceremonial parade with attendees dressed in white. At the end of the parade, a massive bonfire is lit and throughout the duration of the feast, people commit their meditation journals to the fire so that the ash can carry their words to the god or gods they worship.

Many who have made sacred vows choose to reaffirm them during the Feast of Devotion, and others who have reached a new connection to the divine may enter into a new vow as well. See Sacred Vows on page 137 for more information on these vows and how they can be implemented in your game.



EVEN WHILE ADVENTURING, FOLLOWERS
OF THE LADY OF THE MOON MAKE SURE
TO CELEBRATE ASAR ATH DAIONE

HART'S FLIGHT

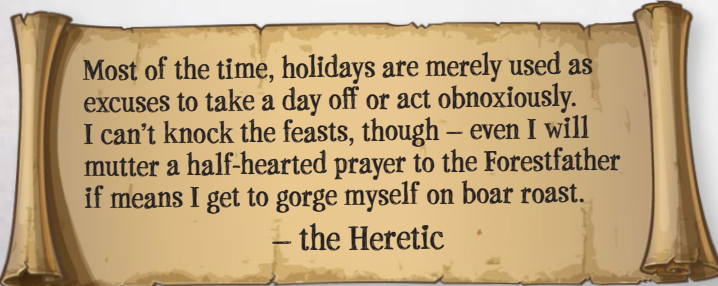
Hart's Flight is a festival of competitions aimed at gaining honor with the gods. To commemorate the time the Forestfather (in the form of a great hart) lost a foot race to a folk hero, foot races are held annually with winners being granted a prize. The prize can change from place to place, but it is often something that incorporates the image of a stag, the sigil of the Forestfather, or is composed of antler. While the primary foot race is a large sporting event that draws crowds, oftentimes there are smaller races organized for children or games which designate one child as the hart that all of the other children must attempt to catch or beat to a designated place.

SOULSEEK

Soulseek takes place in autumn, when the veil between the worlds of the living and the dead supposedly grows thinner. It is a time when ghosts are said to make appearances to seek vengeance — or absolution. Many people visit the graves of loved ones and leave offerings of the person's favorite foods or drinks. It is also the prime holiday for necromancers who find their ability to harness the energies of life and death elevated. Offerings of fresh flowers and honeyed wine for the Lord of Death at altars or temples are common, and the living can ask for mercy for souls who have passed. A path of candles is commonly lit leading away from homes and towns to draw spirits towards places of rest and children tell each other stories of ghosts and spirit hauntings.

WINTER'S BLOOM

Celebrating a miracle gifted by the Lady of Mercy during a battle long since past, Winter's Bloom is a time to let go of old grudges. Winter's Bloom decorations are red and white and potted roses are kept on windowsills or on tables in homes. Temples dedicated to the Lady of Mercy conduct ceremonies that include lighting incense and accepting the prayers of congregants before marking them with the Lady of Mercy's symbol to cleanse their hearts. People typically celebrate with their families rather than in large groups and parents will speak with children about the importance of releasing anger and bitterness to instead focus on growth and healing.



Most of the time, holidays are merely used as excuses to take a day off or act obnoxiously. I can't knock the feasts, though — even I will mutter a half-hearted prayer to the Forestfather if means I get to gorge myself on boar roast.

— the Heretic

CREATING YOUR OWN HOLIDAYS

When creating your own holidays there's no real right or wrong way to do it. Traditions manifest over time from a bunch of different sources and are carried across borders and between cultures as a result of groups of people migrating, so they can take many different forms. That said, there are a few guidelines for making a holiday or festival your players will enjoy.

TAKE INSPIRATION FROM REAL LIFE

There are thousands of cultures over tens of thousands of years to take inspiration from. Read books or articles on folklore or read up on the practices of followers of past gods and cults. You don't have to re-create real-world holidays, but taking a few elements from one holiday and mashing them with another is a good way to build the foundation for a fun new fantasy holiday.

DON'T BE AFRAID TO BE SILLY

While some holidays are solemn, quiet, and serious, holidays can also be absolutely bonkers! Don't be afraid to be goofy and have holidays that are primarily just for kids but that child-at-heart adults can enjoy taking part in as well. Remember that legends are sensational and so the stories that get told and things that get practiced to reenact them can be sensational as well.

KEEP SYMBOLISM IN MIND

A lot of what makes a holiday are actions that symbolically represent concepts being celebrated. Think about which images, colors, items, or other symbols would be associated with certain deities or domains, and find ways to incorporate these symbols into holiday rituals and practices. A holiday held in reverence to a God of Peace may include releasing white doves and followers of a God of War may carry ceremonial weapons on their deity's holiday.

YOUR WORLD'S STORY

If you have already told players stories about gods or heroes in your game, use those stories to establish holidays and festivals! This may sound odd, but you can also establish holidays or festivals based on falsehoods. The players or characters may even know the festival is based on a fake story — such as a holiday centered around a long-forgotten champion's heroic sacrifice, which the characters have learned never happened — but that doesn't mean they can't still enjoy the party. In fact, it can be very fun to have them buy into a celebration they know is based on a lie!

RITUALS & CEREMONIES

Like all other cultural constructs, religions are built around rituals and ceremonies – individual or communal acts that the faithful undergo to enlist their deity’s aid or to add significance to certain events.

Rituals and ceremonies also have a place in tabletop roleplaying games, as they can be used to cement and express a character’s beliefs. In this section, you’ll find advice and inspiration to aid both players and DMs in how to facilitate common religious rituals and ceremonies. The aim is to make the ritual or ceremony an engaging experience that has, when the situation warrants it, tangible consequences for the characters.

FUNERAL RITES

Aimon bows his head solemnly and closes his eyes. The cleric’s brows are furrowed in pain and frustration as he feels Lycea’s dried blood on his hands. Placing the lithe elf in the shallow hole he’s dug for her, he begins reciting the Lorekeeper’s prayer. Despite his exhaustion, the words tumble from his cracked lips with surprising strength and volume, filling the air around him with a mixture of melancholy and hope for a better tomorrow.

An adventurer’s dangerous life will inevitably involve either the loss of their own life or the lives of friends and companions as they venture into dungeons or fight fearsome dragons. When tragedy happens, it is only natural that a devotee of the gods will perform funeral rites. Below are suggestions for how that could look, tips on how to describe the funeral so it feels special, and guidelines for how you can let a well-performed funeral ceremony provide tangible benefits to the player characters.

FROM ROLEPLAY TO ROLL-PLAY

The rituals and ceremonies in this section can easily just be roleplay scenarios that focuses on character-development. If you want a ritual or ceremony to have a mechanical impact, however, you can do so by making sure that it includes a challenge and a reward:

- **Challenge.** Each character involved in the ritual or ceremony makes an appropriate skill check, such as a Religion check to know how it’s performed or a Performance check to deliver a moving speech. Aim for 2–5 checks with a DC of 10–15, depending on how complex and difficult you want it to be.
- **Reward.** If the characters succeed on at least half their checks, they may receive a reward, such as a Divine Boon (see page 135), a gift from a relevant NPC, or advantage on social checks with NPCs who appreciated the ritual or ceremony. The more successful checks, the bigger the reward.

Each of the rituals described in this section come with an example scenario to showcase how to do this.

FUNERAL METHODS

There are almost as many funeral rituals as there are deities in the pantheon. The Funeral Methods table holds an assortment of different methods and suggestions for which Divine Domains might be most closely associated with each of them.

Funeral Methods

Method	Divine Domains
Burial	Earth, Nature, Plants
Cremation	Fire, Light, Magic
Cryonics	Magic, Winter
Dissolution	Darkness, Death
Mummification	Death, Life, Undeath
Sky Burial	Light, Sun, Wind
Tree Burial	Light, Nature, Plants
Water Burial	Travel, Water

Burial. One of the most common funeral methods is the traditional burial: digging a hole in the ground and placing the deceased within.

Cremation. Also common, cremation is when the body is burned. Often, the ashes are scattered after the burial or kept in a vase or other container.

Cryonics. In arctic regions – or in a society that has access to magic – encasing the body in ice can be a way to prevent decomposition and even allow others to see the deceased as they looked in life.

Dissolution. Like cremation, dissolving the body in acid leaves little – if anything – behind. Not quite as common, this method may be employed specifically to prevent resurrections.

Mummification. If preserving the body is a priority (such as to make resurrections easier), special liquids or even magic can delay or halt decomposition.

Sky Burial. Most common in mountainous regions and among winged species, a sky burial is when the body is left to decompose as close to the sky as possible, such as on a mountaintop or atop a tall spire.

Tree Burial. Almost a compromise between a ground burial and a sky burial, a corpse may also be placed in a tree. This can be because of an affinity with nature (or because the ground is too hard to dig in).

Water Burial. This type of burial, where the body is placed in a water vessel and set to sea, or weighed down to be submerged, is popular in coastal cultures.

As if the gods really care about how you’re laid to rest. Trust me, as long as you’re willing to be a slave for all eternity, there’s room for you in whatever celestial jail you want to go to.

– the Heretic

FUNERAL RITUALS

Traditionally, funeral rites have two goals: to allow the living to say farewell to the deceased and to give the deceased's spirit the best possible conditions for reaching the afterlife. The funeral can (but doesn't have to) involve some or all of the following components:

Funeral. The funeral itself – whether it's physically placing the body in the ground or freezing it in a block of ice – is at the center of the ritual. This can also include waiting a prescribed amount of time before the funeral or performing acts of anointment or blessings before, during, or after the actual funeral.

Speech. One or more characters may deliver a speech for the deceased, remembering who they were in life and offering farewells.

Prayer. If the deceased was committed to a certain faith, or the character overseeing the funeral is, they may pray for the deceased's soul or to ask that the god will accept them in their divine realm.

Commemoration. It is also common for participants to commemorate the life of the deceased before or after the funeral – either through subdued conversations, a funeral reception, or even enthusiastic celebration.

EXAMPLE FUNERAL RITES

To help facilitate a funeral in your game, you can use the example here as inspiration. See the From Roleplay to Roll-Play sidebar on page 36 for more information on how scenarios like these can work.

Setup. The party's close ally, the elf Lycea, has died in combat on an important quest. The party can't bring her body back to her elven home, so they decide to give her a proper funeral where they are.

Ritual. The party's cleric, Aimon, makes a DC 10 Intelligence (History or Religion) check to see if he knows what funeral ritual Lycea's people, who worship the Forestfather, would prefer. He succeeds and believes that she would like to be buried and have a tree planted in the soil above her.

Speech. The wizard Erina was closest to Lycea and offers a moving speech of farewell in her honor with a successful DC 10 Charisma (Performance) check.

Prayer. Aimon makes a DC 10 Intelligence (Religion) check to see if he can recall a prayer to the Forestfather, Lycea's patron deity, but fails. Instead, Aimon easily recalls a prayer to the Lorekeeper, his patron deity and makes another, successful, DC 10 Intelligence (Religion) check to speak it.

Commemoration. The party has no time for a celebration in Lycea's honor, so they skip this check.

Result. With three out of four attempted skill checks successful, the party has done enough to warrant a reward; a breeze blows through the area, carrying the vague fragrance of honey and morning dew – Lycea's scent – and the Forestfather blesses each character in the party with a Divine Boon of Vitality (see page 135) that lasts for 24 hours. If the party later recounts to Lycea's elven kin how they buried her, they may receive a pair of *boots of elvenkind*.

THE TRIBE OF THE PHOENIX BELIEVES A
DEAD WARRIOR WILL BE REINCARNATED
AS LONG AS THEY ARE CREMATED.



WEDDING CEREMONY

A spring breeze ruffles the leaves overhead and Levi grins as he sees his shirtless beloved shiver. “Don’t start,” Hadair whispers, but Levi sees through his grumpiness as the fighter lifts the crown of snow crocus blooms to place on Levi’s head. “You’re the one who didn’t want to wait until summer,” Levi points out as he pulls his husband in for a kiss while their gathered friends cheer.

Few milestones bring more joy than the joining of two souls in matrimony under the watchful eyes of the gods. Whether the match was made through love or as a matter of convenience, it is typically a cause for celebration. In this section, we have a collection of suggestions for how to craft a marriage ceremony fit for your fantasy world.

WEDDING VENUES

The starting point of any wedding ceremony is the venue. Below are three of the most common venues for a wedding in a fantasy setting:

Municipal. It is not uncommon for a wedding to be held at a courthouse, town hall, or in the city square, followed by a reception with close family and friends.

Holy Site. Many weddings are held at or near a holy site and overseen by a priest or other religious authority. Typically, the holy site is one dedicated to a deity representing love and unity, or the deities favored by the betrothed couple.

Nature. Also common, a nature wedding ceremony is held outdoors, typically in a garden, forest, beach, mountaintop, or another location of importance to the couple or the faith they most associate with.

WEDDING TRADITIONS

Wedding ceremonies are some of the most enduring traditions known to mortals, in part because they commemorate a bond that serves as the foundation of families for generations. Whether a couple is declaring their undying love for one another before the gods or brokering peace to settle a blood feud, the wedding ceremony is bound to include certain traditions.

Generally speaking, a wedding ceremony can be broken down into four phases: the engagement, the ceremony, the prayer, and the reception. Certain phases may be longer or more involved than others, and in some cases, one or more phases get skipped.

Engagement. Some couples exchange gifts or symbolic tokens as part of a formal engagement ceremony that declares their intention to wed one another. These ceremonies can be conducted by the couple or be mediated by a religious authority or the families of the betrothed.

Ceremony. This is the big event at the center of the wedding. It typically involves the couple wearing traditional clothes, performing symbolic acts, and speaking certain words to one another. See the Wedding Traditions table for examples of traditions for each of the core Divine Domains (see page 6).

Prayer. Once the couple has been joined in marriage, an attendant such as a religious leader, or a family member, often says a small prayer in their honor.

Reception. The reception is when the couple meets with loved ones as newlyweds for the first time after the wedding ceremony.

Domain Wedding Traditions

Domain	Tradition
Chaos	No rings are exchanged, no ties are bound, and vows embrace the unknowable future.
Darkness	The wedding ceremony takes place during a moonless night.
Death	The couple climbs into a ceremonial crypt and lie together to symbolize their undying love.
Fate	A coin is flipped by the officiant and caught by the couple. If it comes up heads, the couple will be blessed with good fortune in their lives together. Many officiants use a double-headed coin.
Knowledge	The couple answers trivia questions to demonstrate how well they know one another.
Life	An egg or seed is gifted to the couple upon their engagement and the couple must care for it.
Light	The couple burns their clothing in a bonfire before dressing each other in white garments.
Magic	Arcane symbols of guidance and protection are painted on the couples – sometimes these are actually magical <i>glyphs of warding</i> .
Nature	The couple is nude or sparsely clothed during the ceremony and crown one another with flowers symbolizing love and resilience and/or mix opposite elements such as fire and water.
Order	The wedding ceremony ends with the couple signing a marriage contract, agreement, or license and stamping it with the seal of their new, joined household.
Peace	A large blanket made by the loved ones of the couple is wrapped around the pair to keep them safe. In some cases, a magic <i>cloak of protection</i> is gifted.
War	The officiant slices the couples' palms and places them together, binding the couple by blood.

EXAMPLE WEDDING CEREMONY

To help you run a wedding ceremony in your game, you can use the example below as inspiration. See the From Roleplay to Roll-Play sidebar on page 36 for more information on how scenarios like these work.

Setup. The party's fighter, the human Levi, wants to be married to the elf Hadair before the party takes off to war against the Army of Darkness. The wedding is held in an outdoor venue, such as a flower-filled garden.

Engagement. The party's cleric, Aleira, makes a DC 10 Intelligence (History or Religion) check to see if she knows how the engagement should proceed. She succeeds and knows that the couple should crown each other with flowers while saying their vows to honor Hadair's patron deity, the Earthmother.

Ceremony. The couple confirms their wish to be betrothed while crowning each other with flowers. Both the cleric Hadair and Levi make DC 10 Charisma (Persuasion or Performance) checks during the ritual – Hadair fails and doesn't quite find the right words, while Levi succeeds and delivers a passionate wedding vow.

Prayer. Aleira makes a DC 10 Intelligence (Religion) check to see if she can recall a prayer to Levi's patron deity, the Lady of Mercy, and succeeds.

Reception. During the reception, which is a regular party with delicious food and dancing, Hadair's family wraps the newly wed couple in a *cloak of protection* in reverence of the Lady of Mercy. At some point, the party's bard, Kallan, decides to perform a song to honor the couple. Unfortunately, the drunken bard fails his DC 10 Charisma (Performance) check and delivers an unforgettably bad performance.

Result. With three out of five attempted skill checks successful, the party has done enough to warrant a reward. After the wedding ceremony, each of the characters is blessed with a Divine Boon of Fortune (see page 135) that lasts for 7 days. Pleased with the ceremony, Hadair's elven kin allow Levi to keep the *cloak of protection* and bring it with him to battle. If you want a more unique type of reward, you could also permit the married couple to use half of their proficiency bonus (rounded down) on checks for skills their spouse is proficient in but they are not.

RESURRECTION RITUAL

The cleric Raishoma kneels beside the body and starts drawing a circle with chalk around it. Chanting, she sprinkles diamond dust over the corpse, while the ranger Ashin places a bundle of flowers on their friend's chest. His voice only shaking slightly, the usually terse forester calls for his companion's spirit to return, shouting their name just as the cleric raises her hands to the sky and calls upon the Dawnbringer to return their friend to the Mortal World. The circle flares with blinding white light and a moment of heart-stopping silence follows – and then, relief and triumph washes over the group as their dear friend draws in a deep, shuddering breath.

Adventurers' lives are fraught with danger and loss, but when tragedy inevitably strikes, it is only natural for the faithful to seek a way to resurrect their fallen comrades. The risk of dying is an integral part of the tension and excitement of the world's greatest roleplaying game – no risk, no reward as they say. Yet, as the player characters level up, the risk of dying can end up feeling like little more than a mere inconvenience as the characters learn to hand-wave death with a sprinkle of diamond dust and a 3rd-level *revivify* spell. Below are suggestions for running a resurrection as a ritual and making the ordeal of bringing back the dead feel more exciting and special.

ALTERNATE RESURRECTION RULES

Regardless of whether or not you want to make a resurrection into a ritual or not, you may want to make the process of resurrection itself more challenging than just casting a spell. Below are some easy-to-follow rules for making resurrection spells less of a sure success:

- To successfully resurrect a creature, the character who casts the resurrection spell must make a spellcasting ability check (d20 + proficiency bonus + spell ability modifier) plus the level of the spell against a DC equal to 10 + the character's level or the creature's Challenge Rating.
- If the check fails, the spell and any material components involved in casting it are wasted and the resurrection fails.
- Whether it succeeds or fails, the DC for resurrecting that creature again permanently increases by 1.

If you combine these alternate rules with the resurrection ritual described in this section, you can have each success in the skill challenge grant a +2 bonus to the resurrection check (and have each failure impose a –2 penalty to the check), or you can decide that an overall successful ritual grants advantage on the resurrection check.

RESURRECTION METHODS

If you decide that a resurrection involves some sort of ritual, aside from the spell used and its material costs, the Domain Resurrection Methods table provides an assortment of different methods a common resurrection ritual can include depending on the faith of either the deceased or the person performing the resurrection.

RESURRECTION TRADITIONS

A resurrection ritual has a single goal: to give the deceased's spirit the best conditions for returning to life. This ritual can (but doesn't have to) involve some or all of the following components:

Spell. Typically, a high-level spell with a material cost is at the heart of the resurrection ritual. See the Alternate Resurrection Rules sidebar for rules that make the act of casting a spell of resurrection more challenging.

Method. Aside from the spell itself, the resurrection may require certain acts depending on the faith of either the deceased or the creature who is casting the resurrection spell. You can use the Domain Resurrection Methods table as inspiration.

Speech/Prayer. One or more characters may deliver a speech for the deceased or pray for the safe return of their soul.

WHY RESURRECTIONS CAN FAIL

The core premise of a resurrection in most fantasy settings is that the subject must be willing to return to the Mortal World. Even if a player desperately wants their character to become alive again, it's not hard to imagine how a person who suddenly finds themselves in a pleasant environment inhabited by creatures that share their ideals and morals would be hesitant to return to a world filled with injustice, pain, and strife.

EXAMPLE RESURRECTION RITUAL

To help you create a framework for a resurrection, you can use the example below as inspiration. See the From Roleplay to Roll-Play sidebar on page 36 for more information on how scenarios like these can work.

Setup. The party's close ally, the gnome Tamit, has died in combat while on an important quest. Luckily, the party's cleric knows the *raise dead* spell and has the diamond dust required to cast it.

Method. The party's cleric, Raishoma, makes a DC 13 Intelligence (Religion) check to see if she knows what resurrection method Tamit, who followed the Dawnbringer, would prefer. She succeeds and believes that his corpse should be bathed in sunlight while the ritual is performed. As a result, the party waits for the sun to rise the next day.

Speech. The party's ranger, Ashin, was closest to Tamit, and offers a moving speech as the resurrection spell is cast, pleading for Tamit's soul to return with a DC 13 Charisma (Persuasion) check – which is, unfortunately, a failure.

Prayer. Once more, Raishoma makes a DC 13 Intelligence (Religion) check to recall a prayer to the Dawnbringer, Tamit's patron deity. The check fails. Instead, Raishoma recalls a prayer to her own deity, the Lady of Mercy, but bumbles the DC 10 Charisma (Performance) check to deliver it.

Result. With only one out of four attempted skill checks successful, the ritual isn't completely successful. This could impact Raishoma's resurrection check (see the Alternate Resurrection Rules sidebar), potentially causing the resurrection to fail, or, the clumsy ritual may spawn forth evil spirits that the characters must destroy before their friend can be fully resurrected (see the Resurrection encounter on page 101).

Domain Resurrection Methods

Domain	Method
Chaos	The resurrection must be performed blindfolded.
Darkness	The resurrection must be made during the night or under a <i>darkness</i> spell.
Death	Another living creature must be sacrificed to fuel the resurrection.
Fate	Two coins must be placed on the eyes of the dead and a four leaf clover must be burned.
Knowledge	A secret about the deceased must be shared or a story about them must be told.
Life	Something living, such as plants or a newborn animal, must be placed on the body.
Light	The resurrection must be performed at dawn or under the light of a <i>daylight</i> spell.
Magic	The resurrection must be performed in a place of arcane power.
Nature	The deceased must be covered in foliage, ashes, or soil, or submerged in running water.
Order	The ritual must be conducted in a specific order at a specific time of day.
Peace	The resurrection must be performed in complete silence.
War	The resurrection must be sealed with a sacrifice of blood.

BATTLE RITE

Ungar's chest rises and falls in time with the drum as he grits his teeth, putting his tusks on prominent display. He stamps the ground hard, the force of his movements juddering up his legs and making the traditional symbols painted across his thighs and torso twist and contort as he raises his weapon, shouting. The war cry is answered by the people at his back and the beat of the drums pound louder. A stampede of footsteps joins the rhythm as they advance on the enemy, their hearts rising up with whoops and cries, shouting to the gods a promise of blood!

While battle can occur suddenly and without warning, there are times when adventurers know that they are headed for combat and have time to prepare. When time or circumstance allows for it, a character or party of characters can attempt to perform a battle rite to try to gain the favor of the gods before a battle starts.

BATTLE RITE TYPES

Battle rites usually fall into one of three categories, although each of these types of battle rites may be performed in concurrence leading up to a battle – or all be part of the same, larger battle rite.

Communal. Communal battle rites usually involve larger groups of people and takes time to plan and perform. The ritual typically consists of numerous elements, such as a feast followed by a tribute, which could be a sacrifice or the application of warpaint, and a speech, song, or other type of performance.

Private. Exactly what it sounds like, private rituals are meant to be individual commitments between the participant and their god. A private battle rite typically involves meditation, prayer, and a tribute of some sort, such as a sacrifice. In general, this type of battle rite is rewarded only with a minor benefit and only for the individual performing it.

Intimidation. The purpose of this type of rite is to intimidate an enemy force with a spectacular display, usually right before a battle begins. These rites often focus on a performance – such as chants, music, or dance – but can also involve other elements, such as sacrificing a captured enemy in tribute to a god, carrying a religious banner on the battlefield, or painting troops with ceremonial symbols in tribute to a god and to strike terror into their foes. It can also help bolster the morale of those who perform it.

BATTLE RITE REWARDS & PENALTIES

You can reward a well-executed battle rite with a Divine Boon (see page 135) or you can concoct your own reward, taking inspiration from the options below. Typically, a reward lasts for 24 hours or for the duration of a single combat encounter.

- Advantage on attack rolls, ability checks, or saving throws against spells and other magical effects, or on saving throws to end or avoid certain conditions.
- The effects of a *bless*, *calm emotions*, *enhance ability*, *heroism*, or *protection from evil and good* spell.
- A fixed number of d8s that a character can roll and add to the result of any attack roll or saving throw.
- 1d10 + character level temporary hit points.
- Non-magical weapons are temporarily blessed to function as magical +1 *weapons*.

Below is inspiration for which penalties a group of enemies may suffer from witnessing a successful battle rite meant to shatter their morale:

- Disadvantage on attack rolls, ability checks, or saving throws to avoid or end certain conditions.
- The Frightened condition.
- The effects of a *bane* spell.

A BERSERKER'S IMPRESSIVE BATTLE RITE
GIVES HIS FOES PAUSE.

BATTLE RITE ELEMENTS

While battle rites can be as diverse as the gods themselves, they often incorporate at least some of the following elements:

Feast. Ceremonial food or intoxicants are consumed in a specific order or setting.

Meditation. Done privately or as a group, meditation is sometimes used to bring balance to the mind and soul before battle.

Performance. Whether used to work up adrenaline, bring the participants into a specific state of mind, or strike terror into their foes, battle rites often involve a performance that combines dance, songs, chants, or displays of physical prowess.

Prayer. If the battle rite is dedicated to a specific faith, one or more characters may say an appropriate prayer during various stages of the ritual.

Speech. A battle rite often involves speeches, typically delivered by a priest or warrior-leader to motivate the participants and calm their fears.

Tribute. Many battle rites involve some sort of tribute to the gods, such as painting religious symbols on equipment or even literal sacrifices.

CHOOSING THE REWARD

When deciding how a deity would reward a successful battle rite, balance and flavor are key elements.

Balancing Rewards. It is up to you to choose any reward for a battle rite, and its duration, but as a rule of thumb, it should match the effort put into the ritual at the table, and how successfully the ritual was performed, if you run it as a skill challenge. While a battle rite is meant to provide a tangible benefit, the reward should never be too powerful, lest the party decides they ought to perform one before every combat. Limiting the rewards is especially important when it comes to private rituals that a single character can perform. In general, these rituals should only be rewarded when a character goes out of their way to perform it – i.e., a cleric spending an hour in prayer before a battle might just be considered an everyday activity with no extraordinary benefits.

Flavoring Rewards. Another thing to consider is how each god would reward a successful battle rite. A God of Life may for example reward a communal ritual with temporary hit points, while a God of Magic would be more inclined to grant advantage on saving throws against magic or imbue the participants' weapons with magical power.

EXAMPLE BATTLE RITE

To help guide the player characters through a battle rite, you can use the example below as inspiration. See the From Roleplay to Roll-Play sidebar on page 36 for more information on how scenarios like these work.

Setup. The party has been tasked with protecting a town from an invading force that will arrive in a few hours. The characters decide to prepare an intimidating battle rite to scare the invaders and bolster the defenders' morale.

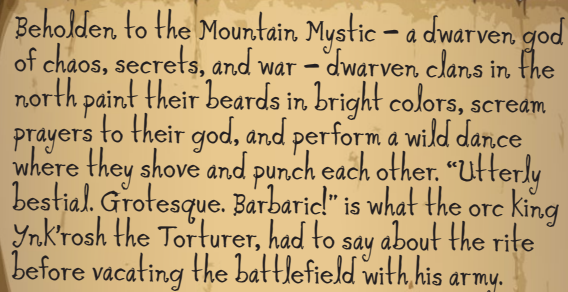
Tribute. The party's fighter, the half-orc Ungar, suggests paying tribute to the Lord of Battle by painting the defenders' shields with symbols of war, using sheep's blood as paint. Since the Lord of Battle is Ungar's patron deity, it isn't hard for the half-orc to get the symbols right – he succeeds on his DC 10 Dexterity (Sleight of Hand) check to paint them.

Prayer. The party's cleric, Eliana, then leads the town's warriors in prayer before the invading force arrives. Eliana makes a DC 10 Intelligence (Religion) check and remembers a prayer to the Dawnbringer that might help shore up the defenders' morale. She then makes a DC 13 Charisma (Performance) check to deliver the speech but fails, and is unable to deliver a truly inspiring speech.

Performance. As the invaders come over the horizon, the party's bard, Petri, makes a DC 13 Charisma (Performance) check while playing a war-drum and leading an ominous chant. He succeeds.

Speech. Ungar then steps in and tries to further rile up the chanting townspeople and instill fear in the invading force with a short speech that finished with a loud war cry as he leads the charge against the invading force. He makes a DC 13 Charisma (Intimidation) check and succeeds.

Result. With four out of five attempted skill checks successful, the party has done enough to warrant a reward. A suitable reward could be to have each of the invaders be subjected to the Frightened condition for 1 minute, but allowing them to a DC 13 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.



Beholden to the Mountain Mystic – a dwarven god of chaos, secrets, and war – dwarven clans in the north paint their beards in bright colors, scream prayers to their god, and perform a wild dance where they shove and punch each other. “Utterly bestial. Grotesque. Barbaric!” is what the orc king Ynk'tosh the Torturer, had to say about the rite before vacating the battlefield with his army.

– the Scribe

THOUGH IT DEALS IN DEATH, THE
PLAGUEBRINGER PREFERS LIVING SACRIFICES.



SACRIFICE

Sacrifices have played a significant role in many religions, and the act of offering something valuable to a deity in the hopes of gaining its favor is a common theme throughout history. In a fantasy setting, sacrifices can be used as a way to deepen a character's connection to their faith, create moments of tension, or provide tangible rewards and blessings, at a cost. While a sacrifice may be a ritual unto itself, and involve specific actions or prayers, sacrifices are also often components in other religious rituals, such as a battle rite or a resurrection ritual.

TYPES OF SACRIFICE

Broadly speaking there are three types of sacrifices:

Blood Sacrifice. The offering of life and all of the power contained therein, blood sacrifices are often used as a sign of sincerity to seal prayers, oaths, and rituals. Anything from a pinprick to several liters of blood may be needed, depending on what is being asked for (and which deity it is being asked of).

Material Sacrifice. Be it expensive liquor poured on a grave, rare incenses burned, or the dust of precious gemstones, material sacrifices are quite common. They may be symbolic in nature, seen as tokens or gestures by mortals to gods who have no need of material things, but may also be highly valuable.

Spiritual Sacrifice. The sacrifice of one's skills, ego, or ideals to appease the will of a god, spiritual sacrifices often demand a person prove their dedication by giving up something that defines them.

SACRIFICE EXAMPLES

Below are different types of sacrifices a character might make and suggested mechanical consequences. Often, the consequences of a sacrifice – such as an expended spell slot or a level of Exhaustion – is felt for 24 hours, but the consequences may be felt for longer, at your discretion. Some sacrifices, such as sacrificing an object of value or a soul, are typically permanent.

Ability. One of the character's ability scores is reduced by 1 or more.

Feature. The character loses the ability to use a feat or class feature.

Hope. The character gives up hope, suffering disadvantage on Constitution, Wisdom, and death saving throws.

Knowledge. The character loses proficiency in one or more skills, tools, or saving throws.

Life. The life of the character or another creature.

Magic. The character expends a spell slot.

Memory. The character loses a fond or useful memory.

Soul. The character surrenders their soul. When they die, the deity this sacrifice was made to claims their soul and they can't be resurrected by any means short of a *wish* spell.

Value. The character gives up an object or a magic item of practical or sentimental value.

Strength. The character suffers disadvantage on Strength, Dexterity, and Constitution checks and saving throws.

Vitality. The character suffers one or more levels of Exhaustion or spends one or more Hit Dice, and their hit point maximum is reduced by the same amount.

THE NATURE OF SACRIFICE

While the type of sacrifice that is made and the prayers and methods involved may vary, there are some common features that characterize most sacrifices.

HAS TO MATTER

The point of a sacrifice is to give up something in exchange for getting something in return – and doing so should never feel easy. For a sacrifice to be meaningful, and thus be worthy of divine reward, it has to be something that matters to the character.

AN EQUAL EXCHANGE

As a rule of thumb, you should think of a sacrifice as an equal exchange. While gods can, in theory, fulfill any request and grant any type of blessing for any amount of time, it works best if the reward corresponds somewhat to the value of the sacrifice that was made.

For example, sacrificing one's own soul to the Lord of Death in exchange for having a deceased comrade be resurrected could be considered an equal trade. If a character is only willing to sacrifice something lesser, such as gaining a level of Exhaustion, it may only be enough to reduce the cost of the required material components of a *resurrection* spell, or to gain advantage on the resurrection check (see the Alternate Resurrection Rules sidebar on page 39).

SPONTANEOUS SACRIFICE

While a sacrifice is often planned in advance, it doesn't have to be so. In a dire situation, a character may call upon their deity of choice for help – promising to repay their debt with a sacrifice in the future. At your discretion, such a request may immediately grant the benefits of the sacrifice that was promised – but should be followed up with a Divine Punishment (see page 45), if the character decides not to make the sacrifice in the future.

A RELEVANT OFFERING

Just as different gods favor different behaviors, they also prefer different sacrifices. An ardent follower of a specific deity may know exactly what an ideal sacrifice to their patron deity would be, but otherwise, you can have a character make an Intelligence (Religion) check with a DC of 10 to see if they can determine the type of sacrifice that would be favored by the god(s) the party is trying to appeal to.

The Domain Sacrifices table provides suggestions for the types of sacrifices that are thematically associated with each of the core Divine Domains (see page 6).

Domain Sacrifices

Domain	Sacrifice
Chaos	Prefers sacrifices that may foster chaos, such as giving up navigation tools, a crucial memory, proficiency in Wisdom saving throws, or the Survival skill.
Darkness	Life, hope, and vitality sacrifices are valued highly, as are material sacrifices of sources of light and items made of silver.
Death	Appreciates life, soul, and vitality sacrifices, but also other sacrifices, such as the memory of a deceased friend or material sacrifices of objects such as medic kits and healing potions.
Fate	Appreciates sacrifices of material objects, such as gold, gemstones, and lucky charms.
Knowledge	Sacrifices of treasured memories or secrets are valued highly, as are sacrifices of objects such as tools, books, and poetry – though not if it means the knowledge within is lost forever.
Life	Strength or vitality sacrifices are preferred, as they are seen as giving one's life force for another.
Light	Prefers sacrifices of material objects, including sources of light or rare incenses. Also accepts intangible sacrifices such as the ability to see in darkness.
Magic	Prefers sacrifices that are magical in nature, whether it be spell slots or magic items.
Nature	Vitality sacrifices and sacrifices of organic materials such as rare herbs are preferred.
Order	Prefers sacrifices that fit the occasion (blood for blood, knowledge for knowledge, and so on).
Peace	Prefers sacrifices of warlike features, soul sacrifices, or sacrifices of instruments of war.
War	Appreciates sacrifices of life and vitality.

DIVINE RETRIBUTION

“The gods are callous creatures, never mistake that, scribe. If ever the almighty rulers of heaven decide to lend you a hand, that just means you’re doing their work for them. Not to mention all those poor bastards who get on the wrong side of a spiteful god. Forgot to light a candle at the yearly festival of light? Well, there goes your eyesight, young man. Do you really think it’s a coincidence that good ol’ Tom got struck by lightning on the exact day he decided to take a leak near the Earthmother’s Shrine? Of course not! Look, I’m not saying it’s okay to water any shrine like that, but can we agree that sending down a lightning bolt as retribution just because someone took a piss on your pride is going just a bit overboard, no?”

– The Heretic

As mighty and magnanimous as the gods can be, they can be equally capricious and cruel. Divine retribution is the name given to acts taken by the gods to exact justice or vengeance on those foolhardy – or brave – enough to defy their divine will. Whether it be the desecration of a holy site, the breaking of a vow, or the violation of a sacred law, mortals who flaunt the rules of the gods may learn that their actions have consequences.

A FITTING PUNISHMENT

Just as praying to the gods can be rewarded with favors, such as the Divine Boons on page 135, cursing a god’s name or violating a belief that is held sacred can result in painful repercussions. In order to lend weight to the deities in your world, you may, from time to time, want to have divine consequences for the actions of player characters.

Domain Punishments

Domain	Punishment
Chaos	The creature becomes a new race each day at dawn as if resurrected by the <i>reincarnate</i> spell.
Darkness	The creature has disadvantage on ability checks and saving throws while in darkness.
Death	The creature has disadvantage on death saving throws and Constitution saving throws.
Fate	The creature can’t benefit from advantage on attack rolls, ability checks, and saving throws.
Knowledge	The creature adds only half its proficiency bonus to ability checks it’s proficient in.
Life	The creature regains only half as many hit points from magical healing.
Light	The creature has disadvantage on ability checks and saving throws while in direct sunlight.
Magic	The creature has disadvantage on saving throws against spells and other magical effects.
Nature	The creature takes additional damage equal to its proficiency bonus whenever it takes Cold, Fire, Lightning, Poison, or Thunder damage.
Order	The creature has disadvantage on ability checks and saving throws made to avoid or end the Grappled, Restrained, and Paralyzed conditions on itself.
Peace	The creature takes Psychic damage equal to its proficiency bonus the first time each turn that it deals damage to another creature.
War	Attack rolls against the creature are a critical hit on a roll of 18–20.

Milder offenses may result in disadvantage on checks or saves for skills that fall under the Divine Domain of the god in question. More severe violations, however, may result in greater punishments that are just as much meant to also serve as a deterrent to anyone who might otherwise feel inspired by a heretic’s sacrilege.

Note that while divine retributions can be harsh, they should never make the game less fun. As the DM, it is up to you to decide how a character is punished, for how long the punishment lasts, and how to atone – and that you aren’t being too hard on the characters.

TYPES OF PUNISHMENTS

There are endless ways a god might punish a mortal, and it really is only your imagination that sets the limits. Below are examples of generally applicable punishments and their mechanical consequences:

Ability. One of your ability scores is reduced by 2.

Age. Your age is advanced by one fifth of your lifespan and your Strength, Dexterity, and Constitution scores are reduced by 1.

Exhaustion. You suffer one level of Exhaustion that can’t be removed.

Hit Points. Your hit point maximum is reduced by an amount equal to your character level.

Proficiency. Your proficiency bonus is reduced by 1.

Saving Throw. You lose proficiency in one saving throw.

Skill. You lose proficiency in one skill.

Vulnerability. You have vulnerability to one type of damage.

The Domain Punishments table has additional examples of divine punishments specific to each of the twelve core Divine Domains (page 6).



CHAPTER 3: CHARACTER OPTIONS

For the most part, a divine connection in fifth edition is reserved for clerics, druids, paladins, and, to some extent, rangers. Other character classes have only few options for becoming embroiled with divinity – and little mechanical incentive to do so.

This chapter seeks to set that right by providing DMs and players with an assortment of new divinely inspired character subclasses and a whole category of new divine feats, all compatible with the fifth edition of *Dungeons & Dragons*, that players can select from when they level up their characters.

DIVINE SUBCLASSES

There is nothing that prevents a player from imbuing their character with divine flavor, such as explaining how an ability or a spell might originate from a divine source or be the result of a pact with a god or other celestial entity. Even so, there are precious few ways for characters to actually make the mechanics of their character feel divine or holy in nature.

On the following pages, you'll find eight subclasses that do exactly that – provide new and exciting divine options for player characters:

Bard: College of Chanting. This bardic subclass relies on chants and hymns to provide powerful buffs to their allies – or penalize and even harm their foes.

Cleric: Chaos Domain. This cleric subclass embraces the Divine Domain of chaos to create wild and random magical effects.

Fighter: Exalted Knight. This fighter subclass has been blessed with a guardian spirit and follows divine creeds that grant them useful bonuses.

Monk: Way of Peace. This monk subclass is sworn to peace and vanquishes its foes through admonition and pacification rather than brute force.

Paladin: Oath of the Templar. This paladin subclass is sworn to protect others from the dangers of magic and is a lethal foe to any spellcaster.

Ranger: Spirit Guide. This ranger subclass has a deep connection to the spiritual world and can partially, or even wholly, manifest as a spirit in the Mortal World.

Rogue: Anointed Blade. This rogue subclass can bless its weapons and trinkets with holy power, and wields divine magic and stealth in equal measure.

Warlock: The Soulbound. This warlock subclass possesses a soulstone it can use to harvest souls and channel spiritual power.

COLLEGE OF CHANTING

Bard Subclass

You have learned to imbue your voice with divine magic that can enhance your allies and debilitate your enemies. Whether you acquired your skills through natural talent and extensive training, or have received a blessing from a divine being, you have an uncanny ability to weave words and magic together.

DIVINE CHANT

3rd-level College of Chanting Feature

You learn how to perform magical chants that can empower your allies or weaken your foes. You learn two chants of your choice from among the chants described below, and each time you gain a level in this class, you can replace one chant you know with a different one from this feature. You learn additional chants when you reach certain levels in this class, as shown in the Chants Known table.

Chants Known

Bard Level	Number of Chants
3rd	2
6th	3
10th	4
14th	5

As a bonus action, you can begin a chant you know that lasts for 1 minute or until you choose to end it (no action required). The chant also ends if you speak, sing, cast a spell of 1st level or higher with a verbal component, become Incapacitated, or if you are otherwise prevented from chanting.

While you are chanting, any creature of your choice that starts its turn within 10 feet of you and can hear you is affected as described for each chant below. The creature is affected by the chant until the start of the creature's next turn, even if the chant ends, the creature can no longer hear the chant, or the creature moves out of range of the chant. If you choose to, you become affected by your own chant in the same way when you begin the chant and at the start of each of your turns while chanting. If a chant requires a saving throw, the DC is 8 + your Charisma Modifier + your proficiency bonus.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHANT OF DESPAIR

The creature must succeed on a Wisdom saving throw or become Frightened.

CHANT OF DISCORDANCE

The creature has disadvantage on ability checks that use Wisdom, Intelligence, or Charisma, as well as saving throws made to maintain its concentration.

CHANT OF THE ELEMENTS

The creature has resistance to your choice of Acid, Cold, Fire, Lightning, or Thunder damage. While you are chanting, you can change the damage type as a bonus action on your turn.

CHANT OF ENFEEBLEMENT

The creature must succeed on a Constitution saving throw or its speed is halved and it deals only half damage with weapon attacks that use Strength.

CHANT OF INSIGHT

The creature has advantage on ability checks that use Wisdom, Intelligence, and Charisma, as well as saving throws made to maintain its concentration.

CHANT OF LIFE

The creature has advantage on Constitution saving throws, resistance to Necrotic and Poison damage, and its hit point maximum can't be reduced.

CHANT OF MAGIC

The creature gains a bonus to one damage roll of each spell it casts equal to your Charisma modifier (minimum of +1).

CHANT OF PEACE

The creature must succeed on a Wisdom saving throw or it has disadvantage on attack rolls.

CHANT OF RESOLVE

The creature has advantage on saving throws made to avoid or end the Charmed, Frightened, Paralyzed, or Stunned conditions on itself.

CHANT OF SWIFTNESS

The creature's speed increases by 10 feet and it has advantage on Dexterity saving throws.

CHANT OF VULNERABILITY

The first time the creature takes non-Psychic damage on a turn, it takes Psychic damage equal to your Charisma modifier (minimum of +1).

CHANT OF WAR

The creature gains a bonus to its weapon damage rolls equal to your Charisma modifier (minimum of +1).

PREACHER

3rd-level College of Chanting Feature

You have a deep knowledge of the religious and your performances are always divine. When you make a Charisma (Performance) or Intelligence (Religion) check, you can treat a d20 roll of 9 or lower as a 10.

DIVINE SECRETS

6th-level College of Chanting Feature

You learn one cleric or druid spell of your choice. The spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spell counts as a Bard spell for you and is included in the number in the Spells Known column of the Bard table.

Moreover, you know the *legend lore* spell, which is a Bard spell for you, and can cast it, requiring no material components. Once you cast it in this way, you can't cast it again using this feature until you finish a long rest.

SERAPHIC HARMONIZATION

6th-level College of Chanting Feature

While you are chanting, you can use a bonus action on your turn to change your chant to a different chant you know. In addition, you can now cast spells using a spell slot of a level equal to or lower than your proficiency bonus that require a verbal component without ending your chant.

CELESTIAL CHANTER

14th-level College of Chanting Feature

You have become a truly divine chanter. Your chants now affect any creature of your choice within 30 feet of you. Moreover, you can start and maintain two chants simultaneously. When you do so, you must expend one use of your Divine Chant for each chant you begin, and you choose which creatures are affected by each chant; a creature can be affected by one chant and not the other, both chants at the same time, or neither.

I knew a priest devoted to the Trickster once. Great to have on your side in battle, as long as you kept your distance. Last I heard, he'd become a pirate down in the South Sea after winning a three-master in a game of charades. As crazy as that sounds, it's pretty much par for the course for someone who worships chaos.

— the Heretic

CHAOS DOMAIN

Cleric Subclass

The chaos domain represents the unknown, unstable energies of the universe. It is based upon the sincere belief that as much as possible should be left up to chance – not necessarily because the world will be better for it, but because it is folly for mortals to assume that they can control or alter the universe in any way.

DOMAIN SPELLS

1st-level Chaos Domain Feature

As a devotee of chaos, your domain spells change daily. When you prepare your Cleric spells, roll a d4 until you get two different numbers. The spells listed in the columns in the Chaos Domain Spells table that correspond with those numbers are considered domain spells for you until the next time you prepare your Cleric spells.

Chaos Domain Spells

Cleric Level	1	2	3	4
1st	<i>bane</i>	<i>cure wounds</i>	<i>color spray</i>	<i>thunderwave</i>
3rd	<i>aid</i>	<i>heat metal</i>	<i>mirror image</i>	<i>silence</i>
5th	<i>daylight</i>	<i>fireball</i>	<i>revivify</i>	<i>slow</i>
7th	<i>banishment</i>	<i>blight</i>	<i>death ward</i>	<i>polymorph</i>
9th	<i>contagion</i>	<i>raise dead</i>	<i>telekinesis</i>	<i>wall of force</i>

INVOKE CHAOS

1st-level Chaos Domain Feature

As a bonus action, you can invoke chaos in yourself or another creature you can see within 30 feet. Whenever the creature makes an attack roll or saving throw, the roll is considered a success if the roll of the d20 is an even number and a failure if the roll is an uneven number. The effect ends after 1 minute or if it causes the creature to either succeed or fail two rolls in a row.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: CHAOS SURGE

2nd-level Chaos Domain Feature

As an action, you present your holy symbol and each creature of your choice within 30 feet of you suffers a random magical effect determined by rolling on the Chaos Surge table. If the effect has a duration, the creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Chaos Surge

d6 Effect

- 1 The creature must succeed on a Wisdom saving throw or take Psychic damage equal to 1d8 + your cleric level and be affected as by the *confusion* spell for 1 minute.
- 2 The creature must succeed on an Intelligence saving throw or take Psychic damage equal to 1d8 + your cleric level and be unable to speak for 1 minute.
- 3 The creature must succeed on a Charisma saving throw or be cursed for 1 minute. While cursed, the creature can't regain hit points and takes an additional 1d8 Necrotic damage the first time it takes damage on a turn.
- 4 The creature must succeed on a Constitution saving throw or take 1d8 + your cleric level Poison damage and be Poisoned for 1 minute.
- 5 The creature takes Force damage equal to 1d8 + your cleric level and must succeed on a Strength saving throw or be shoved back 10 feet and knocked Prone.
- 6 The creature must make a Dexterity saving throw, taking Force damage equal to 2d8 + your cleric level on a failure, or half as much on a success.

CHAOTIC CASTING

6th-level Chaos Domain Feature

When you cast a spell using a spell slot of 5th level or lower, you can choose to roll a d6. If the result is equal to or lower than the spell's level, you take Psychic damage equal to 1d8 + the spell's level. If the result is higher than the spell's level, you can change the spell in your choice of one of the following ways:

- The spell takes effect as if it was cast using a spell slot one level higher than the one used to cast it.
- One creature has disadvantage on the first saving throw it makes to resist the spell's effects.
- You can add half your cleric level (rounded up) to one of the spell's damage rolls.
- You regain one expended spell slot of a level that is lower than the spell you cast.
- Any material component of the spell isn't consumed.

POTENT SPELLCASTING

8th-level Chaos Domain Feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

MASTER OF CHAOS

17th-level Chaos Domain Feature

Chaos favors your willingness to take risks. The die you roll for your Chaotic Casting feature increases to a d8. Moreover, when you roll an 8 on the die, you can choose two Chaotic Casting effects instead of one.



EXALTED KNIGHT

Fighter Subclass

A celestial spirit watches over you and exalts you with divine power. Whether this spirit has been sent by a deity to watch over you, is the soul of a fallen friend or long-dead ancestor, or is simply a manifestation of your own inner divinity, you draw upon its powers to grant you otherworldly insight and to protect you in combat.

DIVINE CREED

3rd-level Exalted Knight Feature

When you finish a long rest, you can beseech a divine power to imbue you with a holy creed. You gain the benefits of that creed until you use this feature again to choose another creed.

Freedom. You have advantage on Acrobatics checks, and on ability checks and saving throws made to avoid or end the Grappled, Paralyzed, and Restrained conditions on yourself.

Insight. You have advantage on Insight checks. Moreover, any critical hit against you while you aren't Incapacitated becomes a normal hit.

Protection. You have advantage on Medicine checks. Moreover, when you use your Second Wind feature, you can have a creature you can see within 30 feet of you gain temporary hit points equal to 1d10 + your fighter level.

Resolve. You have advantage on Persuasion checks and on saving throws made to avoid or end the Charmed, Frightened, and Stunned conditions on yourself.

Retribution. You have advantage on Intimidation checks. Moreover, when a creature you can see deals damage to you, you have advantage on the next attack roll you make against that creature before the end of your next turn.

Vigilance. You have advantage on Perception checks and initiative rolls.

THE EXALTED KNIGHT'S GUARDIAN SPIRIT

The Exalted Knight subclass relies on a **guardian spirit** for many of its abilities. This spirit can embody many different concepts – it could be another mortal's souls, a being sent from heaven, or, at the DM's discretion, it's not really a creature on its own but instead the character's own spirit. Through its Tether ability, the guardian spirit's primary function is to enhance the abilities of the character, so even players who prefer to only handle their own character can enjoy the Exalted Knight subclass.

GUARDIAN SPIRIT

3rd-level Exalted Knight Feature

As an action, you can cause your celestial companion to manifest. The spirit appears in an unoccupied space within 5 feet of you. The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the **Guardian Spirit** stat block on page 173, which uses your proficiency bonus (PB) in several places.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action or its Tether action, unless you take a bonus action on your turn to command it to take another action. If you are Incapacitated, the spirit can take any actions of its choice.

The spirit remains until it is reduced to 0 hit points, until you use this feature to summon the spirit again, you are more than 120 feet away from the spirit, or you die. Once you summon the spirit, you can't summon it again until you finish a long rest.

DIVINE BOND

7th-level Exalted Knight Feature

While your guardian spirit is summoned, you can channel its celestial energies to cast one of the following spells, using Wisdom as the spellcasting ability and requiring no material components: *augury*, *bles*, *lesser restoration*, and *zone of truth*.

Once you cast a spell in this way, you can't cast that spell again using this feature until you finish a long rest.

ASCENDED WARRIOR

10th-Level Exalted Knight Feature

You can now benefit from two Divine Creeds at the same time, selecting both when you finish a long rest.

SPIRITUAL LEADER

15th-Level Exalted Knight Feature

When you use your Action Surge feature, you can choose up to three creatures you can see within 30 feet of you. Each creature has advantage on the next attack roll or saving throw it makes before the end of its next turn.

EXALTED BOND

18th-Level Exalted Knight Feature

You become one with the spirit watching over you. While you are connected to your guardian spirit with its Tether action, you gain the following benefits:

- You have a Flying speed of 50 feet.
- The extra Radiant damage dealt by your weapon attacks increases to 1d8.

WAY OF PEACE

Monk Subclass

A warrior for peace can seem like a paradox, but that is exactly what monks following the Way of Peace are. Trained specifically to defuse conflicts, these peaceful warriors manipulate their enemies' ki to hamper their offensive capabilities and punish aggression.

APOSTLE OF PEACE

3rd-Level Way of Peace Feature

You are a constant force for temperance, peace and serenity. You gain the following benefits:

Diplomat. You can add your Wisdom modifier to any Persuasion check you make.

Patient. When you use Patient Defense, you are also affected as by the *sanctuary* spell (using your ki save DC) until the start of your next turn.

STRIKE OF THE HIGH ROAD

3rd-Level Way of Peace Feature

When you hit a creature with an unarmed strike or monk weapon, you can choose to forego dealing damage to instead cause one of the following effects:

Admonishment. The creature takes Psychic damage equal to two rolls of your Martial Arts die the first time it deals non-Psychic damage to another creature before the start of your next turn.

Pacification. The creature takes Psychic damage equal to one roll of your Martial Arts die and has disadvantage on the next attack roll it makes before the start of your next turn.

AURA OF PEACE

6th-Level Way of Peace Feature

As an action, you surround yourself with an aura of peace in a 10-foot radius. The aura moves with you and lasts for 10 minutes or until you lose concentration (as if concentrating on a spell). When you use this feature, choose the aura from one of the following:

Calm. Friendly creatures within the aura have advantage on saving throws made to maintain their Concentration and any effects causing them to be Charmed or Frightened are suppressed.

Serenity. Hostile creatures within the aura have disadvantage on Dexterity saving throws and must spend 2 feet of movement for each 1 foot they move.

Silence. The aura functions as the *silence* spell.

Solace. Non-Psychic damage dealt by creatures within the aura is halved.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 3 ki points to use it again.

BLESSING OF PEACE

11th-Level Way of Peace Feature

As an action, you can invest any number of creatures of your choice you can see within 30 feet of you with rejuvenating calmness. Each creature gains temporary hit points equal to four rolls of your Martial Arts die that last for 1 minute. When a creature that has these hit points deals non-Psychic damage to another creature, it takes the same amount of Psychic damage and must succeed on a Wisdom saving throw against your ki save DC or be Incapacitated until the end of its next turn.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 5 ki points to use it again.

TOUCH OF TRANQUILITY

17th-Level Way of Peace Feature

When you hit a creature with an unarmed strike, you can choose to forgo dealing damage and spend 3 ki points to force the creature to make a Wisdom saving throw against your ki save DC (the creature can choose to willingly fail this saving throw). On a failure, the creature falls into a magical slumber and is unconscious for 1 hour, until it takes damage, or another creature uses an action to shake it awake.

A creature that deals damage to the sleeping creature takes 6d10 Psychic damage and must succeed on a Wisdom saving throw against your ki save DC or be affected by the same magical slumber, as the sleeping creature awakens.

A creature that sleeps in this way for 1 hour regains 6d10 hit points and gains the benefit of a *greater restoration* spell. A creature can only benefit from this feature once per long rest.

Monks who follow the Way of Peace takes the idea of "killing with kindness" to a whole new level. Nothing more frustrating than fighting one of those buggers – the more you try to hurt them, the more it hurts you. Devious!

– the Heretic

OATH OF THE TEMPLAR

Paladin Subclass

Paladins who takes the templar's oath are taught how to combat spellcasters, using both their blades and the powers granted to them by their oath. Templars are often assigned to hunt down renegade spellcasters or protect people or places from powerful arcanists.

TENETS OF THE TEMPLAR

The tenets of the Oath of the Templar deal with governing the use of magic. Most templars are lawful.

Power with Responsibility. Magic grants some individuals great power. It is my duty to make sure that they wield that power responsibly.

Rules of Magic. I will ensure that the use of magic is limited not only by imagination, but also by morality.

OATH SPELLS

3rd-level Oath of the Templar Feature

You gain oath spells at the Paladin levels listed.

Paladin

Level	Spells
3rd	<i>absorb elements, detect magic</i>
5th	<i>see invisibility, silence</i>
9th	<i>counterspell, dispel magic</i>
13th	<i>freedom of movement, private sanctum</i>
17th	<i>circle of power, greater restoration</i>

CHANNEL DIVINITY

3rd-level Oath of the Templar Feature

You gain the following two Channel Divinity options.

Arcane Conversion. As a reaction to a creature you can see within 30 feet taking damage from a spell, you attempt to invert the spell's energy. If the spell's level is equal to or lower than your proficiency bonus, the creature takes no damage from the spell and instead regains 1d8 hit points per level of the spell.

Magic Resistance. As an action, you choose a number of creatures up to your Charisma modifier (minimum of 1) you can see within 30 feet. For 1 minute, you and the chosen creatures have advantage on saving throws against spells and other magical effects.

AURA OF DISCORDANCE

7th- and 18th-level Oath of the Templar Feature

You emanate an aura that is poison to spellcasters. Whenever a hostile creature within 10 feet of you casts a spell of 1st level or higher or starts its turn concentrating on a spell of 1st level or higher, it takes Psychic damage equal to 1d8 + the spell's level.

At 18th level, the aura's range increases to 30 feet.

SPELLBREAKER

15th-level Oath of the Templar Feature

When you cause a spell cast by a creature you can see within 60 feet of you to end or fail, such as with the *counterspell* and *dispel magic* spells, or by breaking the creature's concentration, you gain temporary hit points equal to $5 \times$ the level of the spell.

ANTI-MAGIC PARAGON

20th-level Oath of the Templar Feature

You are anathema to magic. As a bonus action, you gain the following benefits for 1 minute:

- You gain Truesight out to a range of 120 feet.
- You have resistance to damage from spells.
- Whenever a creature within 30 feet of you casts a spell, you can use your reaction to force it to make a saving throw using its spellcasting ability against your spell save DC. On a failure, the spell fails.

Once you use this feature, you can't use it again until you've finished a long rest.



SPIRIT GUIDE

Ranger Subclass

A spirit guide ranger walks the border between the Mortal World and the Ethereal Plane. Able to interact directly with spirits – both those who roam freely and those bound within other creatures – the spirit guide possesses otherworldly powers and abilities.

ETHEREAL FORM

3rd-level Spirit Guide Feature

As a bonus action, you step into the spirit world and become semi-incorporeal as the spirits bolster you. For 1 minute, you gain the following benefits:

Ethereal Sight. You can see into the Ethereal Plane out to a range of 60 feet. Moreover, you can see normally in darkness, both magical and nonmagical, in the same distance.

Spectral Form. As an action, you can become Invisible until you are no longer in your Ethereal Form, until you choose to become visible, or until you attack or cast a spell.

Spirit Strikes. Your weapon attacks deal Force damage instead of Bludgeoning, Piercing, or Slashing damage. Moreover, once per turn, when you hit a creature with a weapon attack, you can expose its spirit. If you do, the first attack made against that creature before the end of your next turn has advantage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GUIDE OF SPIRITS

3rd-level Spirit Guide Feature

Your connection with the spiritual world grants you exceptional insight and clarity that you can even extend to others. You gain the following benefits:

Guide. You learn the *guidance* cantrip, which is a Ranger spell for you.

Insightful. You gain proficiency in the Insight skill. If you already have this proficiency, you gain proficiency in another skill of your choice from the ranger skill list. Your proficiency bonus is doubled for any ability check you make using Insight.

LINGERING SPIRIT

7th-level Spirit Guide Feature

You have learned to separate your spirit from your body. When you start your turn Incapacitated, regardless of whether you are Paralyzed, Stunned, Unconscious, or even dead, you can manifest your spirit in an unoccupied space within 10 feet of you.

The spirit carries ghostly, nonmagical versions of any objects you are wearing or carrying, including your weapons and clothing. It resembles an incorporeal version of you and has your knowledge, personality, and game statistics, except for the following:

- The spirit is an Undead creature.
- The spirit is considered to be in your Ethereal Form.
- The spirit's hit points and hit point maximum is equal to $3 \times$ your level in this class.
- The spirit's AC is equal to $10 +$ your Dexterity modifier $+ your$ Wisdom modifier.
- The spirit has immunity to Poison damage, and resistance to Bludgeoning, Piercing, and Slashing damage from nonmagical attacks.
- The spirit is immune to the Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, and Restrained conditions.
- The spirit can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object.
- The spirit can cast spells using your spell slots, ignoring material components that don't have a cost.

The spirit takes its turn in combat immediately after yours, acting exactly as you would want it to. It shares its uses of limited features and spell slots with you.

The spirit remains for 1 minute, or until it is reduced to 0 hit points or you are no longer Incapacitated. Once used, you can't use this feature again until you finish a long rest.

DEEPENING CONNECTION

11th-level Spirit Guide Feature

You gain the following additional benefits while in your Ethereal Form:

Truesight. You gain Truesight out to a range of 60 feet.

Ethereal Jaunt. As a bonus action, or as a reaction when a creature you can see makes an attack roll against you, you can step into the Ethereal Plane as with the *etherealness* spell. You remain in the Ethereal Plane until the end of your next turn, unless you use this feature again to remain there.

Improved Spirit Strikes. You can add your Wisdom modifier to the damage of your weapon attacks.

MASTER OF SPIRITS

15th-level Spirit Guide Feature

You have become an expert at guiding spirits away from or toward their final destination. While you are conscious, friendly creatures within 30 feet of you have advantage on death saving throws and weapon attack rolls against hostile creatures within 30 feet of you score a critical hit on a roll of 19 or 20.

ANOINTED BLADE

Rogue Subclass

The anointed blade is trained to combine devotion with deadly skill. Whether they serve as assassins for a holy order or were simply granted their mystical gifts by the gods, they know sacred rites that allow them to bless objects with lethal divine power.

ANOINTER

3rd-Level Anointed Blade Feature

You can bless objects through rituals that often involve anointing the object with a sacred substance. You learn two blessings of your choice from among the blessings described below. Each time you gain a level in this class, you can replace one blessing you know with a different one. If a blessing has a level requirement, you must be at least that level in this class to learn it. You learn additional blessings when you reach certain levels in this class, as shown in the Blessings Known table.

Blessings Known

Rogue Level	Number of Blessings
3rd	2
6th	3
10th	4
14th	5

As an action, you can touch an object and anoint it with one of the blessings you know (each blessing specifies which type of object it can be placed upon). You gain the blessing's benefits while the object is on your person. You can have one object anointed with a blessing at a time and an object can only have one blessing. If you try to exceed your maximum number of anointed objects, the oldest blessing ends.

An anointed weapon counts as magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage. If a blessing requires a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus.

AWE

Weapon

When you deal Sneak Attack damage to a creature using this weapon, the creature must succeed on a Wisdom saving throw or be Frightened of you until the end of your next turn.

CONSECRATION

6th Level or Higher, Weapon

When you deal Sneak Attack damage to a creature using this weapon, the creature must roll a d4 and subtract it from the next attack roll or saving throw it makes before the end of your next turn.



DELIVERANCE

6th Level or Higher, Wearable Object

Your speed increases by 10 feet, you ignore nonmagical difficult terrain, and you have advantage on ability checks and saving throws you make to avoid or end the Grappled, Paralyzed, and Restrained conditions on yourself.

EDIFICATION

Weapon

When you deal Sneak Attack damage to a creature using this weapon, the next attack roll made against the creature before the end of your next turn has advantage.

ENLIGHTENMENT

Wearable Object

You have advantage on Wisdom (Perception) checks. In addition, you can use a bonus action to magically cause the anointed object to emit bright light in a 20-foot radius and dim light for an additional 20 feet, or extinguish the light.

EQUANIMITY

Wearable Object

You have advantage on saving throws you make to avoid or end the Charmed and Frightened conditions on yourself.

FORESIGHT

6th Level or Higher, Wearable Object

You gain a bonus to your initiative rolls equal to your Wisdom modifier.

PURITY

6th Level or Higher, Wearable Object

You have resistance to Psychic damage. In addition, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

RADIANCE

Weapon

When you deal Sneak Attack damage to a creature using this weapon, the creature must succeed on a Constitution saving throw or be Blinded until the end of your next turn.

SERENITY

6th Level or Higher, Weapon

When you deal Sneak Attack damage to a creature using this weapon, the creature must succeed on a Constitution saving throw or be Deafened and unable to speak until the end of your next turn.

SOLACE

Wearable Object

The first time a creature targets you with an attack on a turn, it must make a Wisdom saving throw. On a failure, the creature has disadvantage on attack rolls against you until the start of its next turn. On a success, the creature is immune to this effect for 24 hours.

TRUTH

6th Level or Higher, Weapon

When you deal Sneak Attack damage to a creature using this weapon, you learn one of the following about the creature (your choice):

- Its creature type, AC, and current hit points.
- Its damage immunities, resistances, and vulnerabilities.
- Its condition immunities and saving throw proficiencies.
- One significant action or trait of the DM's choice.

DIVINE DISCIPLE

3rd-Level Anointed Blade Feature

You gain proficiency in the Religion skill. If you already have this proficiency, you gain proficiency in another skill of your choice from the rogue skill list. Your proficiency bonus is doubled for any ability check you make using Religion.

SACRED SAVANT

3rd-Level Anointed Blade Feature

You know a selection of spells based on the blessings you know from your Anointer feature. You can cast these spells using Wisdom as the spellcasting ability and requiring no material components. Once you cast a spell in this way, you can't cast that spell again using this feature until you finish a long rest.

Blessing	Spell
Awe	<i>heroism</i>
Consecration	<i>prayer of healing</i>
Deliverance	<i>hold person</i>
Edification	<i>command</i>
Enlightenment	<i>detect evil and good</i>
Equanimity	<i>protection from evil and good</i>
Foresight	<i>augury</i>
Purity	<i>lesser restoration</i>
Radiance	<i>charm person</i>
Serenity	<i>silence</i>
Solace	<i>shield of faith</i>
Truth	<i>zone of truth</i>

IMPROVED ANOINTER

9th-Level Anointed Blade Feature

You can now have two different objects anointed with a blessing at a time. In addition, when you fail a saving throw, you can use your reaction to end the blessing on one anointed object on your person. If you do, you can roll a d6 and add it to the total, possibly changing the outcome of the roll.

BLESSED KNAVE

13th-Level Anointed Blade Feature

You learn how to imbue yourself with divine power. As a bonus action, you magically gain the following benefits for 1 minute:

- You gain a bonus to AC equal to the number of anointed wearable objects on your person.
- When you hit a creature with an attack roll using an anointed weapon, the creature takes an additional 1d6 Radiant damage.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

MASTER ANOINTER

17th-Level Anointed Blade Feature

You can now have three objects anointed with blessings at a time. In addition, you can use your Anointer feature to anoint an object as a bonus action.

THE SOULBOUND

Warlock Subclass

Bound to a powerful entity that grants them the ability to harness souls and use their essence to fuel magical abilities, soulbound warlocks are a mystical lot. Whether they are bound to a God of Death or have made a dark bargain with an archdevil, the soulbound warlock is capable of binding the essence of the dead and use it to empower themselves.

EXPANDED SPELL LIST

1st-Level Soulbound Feature

The Soulbound lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spell
1st	<i>bane, false life</i>
2nd	<i>blindness/deafness, gentle repose</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>greater invisibility, phantasmal killer</i>
5th	<i>contagion, raise dead</i>

SOULSTONE

1st-Level Soulbound Feature

Through your pact, you gain a Soulstone capable of storing the spiritual power of souls. The stone can hold a number of Soul Charges equal to your proficiency bonus and regains all expended charges when you finish a long rest. While the Soulstone is on your person, you can use it in the following ways:

Absorb Soul. When a non-Construct, non-Undead creature with a Challenge Rating of 1/8 or higher that isn't summoned dies within 30 feet of you, you can use your reaction to harvest a sliver of its soul and have your Soulstone regain 1 Soul Charge.

Entropic Strike. Once per turn, when you hit a creature with an attack, you can expend Soul Charges to deal an additional 1d8 Necrotic damage to the creature for each charge expended this way and it must succeed on a Constitution saving throw against your spell save DC or, until the start of your next turn, it can't take reactions and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Rejuvenate Spirit. When you would be reduced to 0 hit points, you can use your reaction and expend 1 Soul Charge to drop to 1 hit point instead.

If you lose your Soulstone, you can perform a 1-hour ceremony to receive a replacement from your patron. The Soulstone turns to ash when you die.

SPIRITUAL AWARENESS

6th-Level Soulbound Feature

As an action, you can expend 1 Soul Charge to heighten your senses. For 1 hour, you can add your Charisma modifier to initiative rolls and any Insight, Investigation, and Perception checks you make.

STEWARD OF SOULS

6th-Level Soulbound Feature

Your connection to the spiritual deepens. You learn the *speak with dead* spell, which is a Warlock spell for you, and can cast it once, requiring no material components. Once you cast it in this way, you can't cast it again using this feature until you finish a long rest.

Moreover, when you use your Soulstone to harvest a sliver of a creature's soul with the Absorb Soul feature, you can choose to condemn the creature's soul. If another creature attempts to magically resurrect a condemned creature, it must make a spellcasting ability check against your spell save DC. On a failure, the attempt fails and any resources expended in the attempt are lost.

SOUL MASTER

10th-Level Soulbound Feature

You learn to use your Soulstone in the following ways:

Spiritual Rejuvenation. As a bonus action, you can expend 2 Soul Charges to regain a spell slot from your Pact Magic feature. Once you do so, you can't use this feature again until you finish a short rest.

Spirit Sight. As a bonus action, you can expend 1 Soul Charge to peer into the soul of a creature you can see within 30 feet of you. You learn whether the creature has any damage immunities, resistances, or vulnerabilities, and what they are. When you do so, you can force the creature to make a Charisma saving throw against your spell save DC. On a failure, it loses its resistance to one type of damage of your choice for 1 minute.

SOUL REAPER

14th-Level Soulbound Feature

As an action, you can force a number of creatures up to your Charisma modifier that you can see within 30 feet to make a Charisma saving throw against your spell save DC. On a failure, a creature takes 8d6 Psychic damage and, until the end of your next turn, it can't regain hit points or add its proficiency bonus to any attack roll, ability check, or saving throw it makes. Your soulstone gains 1 Soul Charge for each creature that fails its saving throw against this effect.

Once used, you can't use this feature again until you finish a long rest.

DIVINE FEATS

On the following pages are feats that allow any character to gain divine blessings, either from a specific deity or just in general, presented in alphabetical order.

CHOSEN OF THE GODS

The following feats can be used to represent magical benefits bestowed on a character by a divine entity who's taken a special interest in the character. There are two feats for each of the twelve core Divine Domains (see page 6), that must be taken in order – and only if the DM allows it, as they symbolize that a divine being has chosen a character as their champion.

CHOSEN OF CHAOS

You have been chosen by a God of Chaos. You gain the following benefits:

- When you finish a long rest, roll a d20 on the table below. You gain proficiency in the skill you rolled until you finish a long rest. If you already have proficiency in that skill, your proficiency is doubled for any ability check you make using that skill.

d20	Skill	d20	Skill
1	None	11	Medicine
2	Acrobatics	12	Nature
3	Animal Handling	13	Perception
4	Arcana	14	Performance
5	Athletics	15	Persuasion
6	Deception	16	Religion
7	History	17	Sleight of Hand
8	Insight	18	Stealth
9	Intimidation	19	Survival
10	Investigation	20	Choose one

WHEN DOES A CHARACTER BECOME CHOSEN?

The Chosen of the Gods feats should only be available to the player characters at the DM's discretion. When a pious character levels up, they may gain the opportunity to become a chosen of their patron deity, or the DM may opt to give one or more characters a Chosen of the Gods feat once they complete a heroic, divine quest. One could also envision a campaign where each character starts the game as a deity's chosen and has the first feat of their deity.

- As a bonus action, you can invoke chaos in yourself. Roll a d6 on the table below to determine which magical effect you gain for 1 minute. Once used, you can't use this feature again until you finish long rest.

d6 Effect

- 1 You are affected as by the *enlarge/reduce* spell. Flip a coin to determine if you shrink or grow.
- 2 Your speed is doubled, you have advantage on Dexterity saving throws, and opportunity attack rolls against you are made with disadvantage.
- 3 You and a random friendly creature within 60 feet are affected as by the *warding bond* spell.
- 4 You gain 1d10 temporary hit points at the start of each of your turns.
- 5 As a bonus action, you can teleport up to 30 feet to an unoccupied space that you can see.
- 6 You gain a flying speed equal to your speed.

CHOSEN OF CHAOS II

Prerequisite: Chosen of Chaos

The chaos within you permeates everything you do. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- When you would make an attack roll, ability check, or saving throw, you can choose to flip a coin instead. Heads, you treat the roll as if you had rolled a 20 on the d20. Tails, you treat the roll as if you had rolled a 1 on the d20. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHOSEN OF DARKNESS

You have been chosen by a God of Darkness. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.
- You can cast the *darkness* spell, requiring no material components. Once you've cast the spell using this feature, you can't it again using this feature until you finish a long rest.

CHOSEN OF DARKNESS II

Prerequisite: Chosen of Darkness

Your connection to darkness grows stronger. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- While in dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness, and magical darkness forms in a 5-foot-radius sphere around you at your destination until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



A WARRIOR WHO'S DIED MAY FIND THEMSELVES RAISED BACK TO THE WORLD OF THE LIVING AS A CHOSEN OF THE GOD OF DEATH.

CHOSEN OF DEATH

You have been chosen by a God of Death. You gain the following benefits:

- You have advantage on Intelligence, Wisdom, and Charisma checks you make related to death or Undead.
- You can cast the *Speak with Dead* spell, requiring no material components. Once you've cast the spell using this feature, you can't cast it again using this feature until you finish a long rest.
- When a creature that isn't a Construct or Undead and has a CR of 1/8 or higher dies within 30 feet of you, you are affected as by the *Bless* spell until the end of your next turn.

CHOSEN OF DEATH II

Prerequisite: Chosen of Death feature

Your connection to death grows stronger. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You have resistance to Necrotic damage.
- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once used, you can't use this feature again until you finish a long rest.

CHOSEN OF FATE

You have been chosen by a God of Fate. You gain the following benefits:

- You gain proficiency in Insight. If you already have proficiency in Insight, your proficiency bonus is doubled for any ability check you make using Insight.
- When you or another creature you can see within 30 feet of you misses on an attack roll or fails on a saving throw, you can use your reaction to turn the failure into a success. Once used, you can't use this feature again until you finish a long rest.

CHOSEN OF FATE II

Prerequisite: Chosen of Fate

You have honed your gift of foresight. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You can cast the *Augury* spell at will, requiring no material components.
- As a bonus action, you bestow a mark of fate on a creature you can see within 30 feet. The mark lasts for 1 minute. You choose whether any critical hit against the marked creature becomes a normal hit, or whether any attack roll against the marked creature scores a critical hit on a roll of 19 or 20. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHOSEN OF KNOWLEDGE

You have been chosen by a God of Knowledge. You gain the following benefits:

- You gain proficiency in Arcana, History, Nature, or Religion. If you already have proficiency in that skill, your proficiency bonus is doubled for any ability check you make using that skill.
- You can cast the *comprehend languages* and *identify* spells, requiring no material components. Once you've cast a spell using this feature, you can't cast that spell with it again until you finish a long rest.

CHOSEN OF KNOWLEDGE II

Prerequisite: Chosen of Knowledge

Your knowledge and understanding deepens. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You can cast the *legend lore* spell, requiring no material components. Once you've cast the spell using this feature, you can't cast it again with it again until you finish a long rest.
- As a bonus action, you can try to gain a deep understanding of a creature you can see within 30 feet. Make an ability check using the ability you increased with this feat and add your proficiency bonus. If the result is equal to or higher than 10 + the creature's Challenge Rating or character level, you know the creature's AC, speed, saving throw proficiencies, condition immunities, and damage resistances, immunities, and vulnerabilities. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHOSEN OF LIFE

You have been chosen by a God of Life. You gain the following benefits:

- You can't be magically aged and for every 5 years that pass, your body ages only 1 year.
- You have advantage on death saving throws, and saving throws you make to avoid or end the Diseased and Poisoned conditions on yourself.
- You know the *spare the dying* cantrip and can cast it at will.

CHOSEN OF LIFE II

Prerequisite: Chosen of Life

You have learned to extend your blessing of vitality to those around you. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- When another creature you can see within 30 feet is reduced to 0 hit points but not killed outright, you can use your reaction to have the creature drop to 1 hit point instead. Once used, you can't use this feature again until you finish a long rest.
- As an action, you can channel your life force to cast a spell of restoration on another creature you touch, expending no spell slots and requiring no material or verbal components. You suffer a number of levels of Exhaustion based on the spell you cast on the creature: *lesser restoration* (1 level) or *greater restoration* (2 levels). Levels of Exhaustion suffered this way lasts are removed when you finish a long rest; otherwise, only a *wish* spell can remove them.

CHOSEN OF LIGHT

You have been chosen by a God of Light. You gain the following benefits:

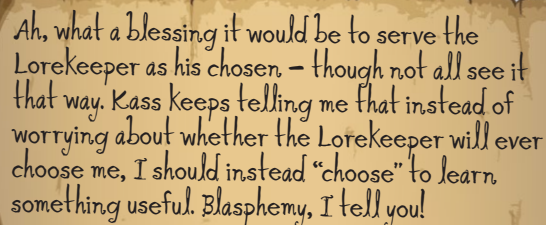
- You know the *light* cantrip and can cast it at will. Moreover, its light counts as magical sunlight.
- Friendly creatures that are in an area of magical light created by you have advantage on Perception checks and can't be surprised while they are conscious.
- You can manipulate mundane light, bending it to your will. As a bonus action, you can either halve or double the radius of nonmagical dim light and bright light shed by a creature or object you can see within 30 feet. This effect lasts for 1 hour or until you end it (no action required).

CHOSEN OF LIGHT II

Prerequisite: Chosen of Light

You have mastered your powers of light. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You have advantage on saving throws you make to avoid or end the Blinded condition on yourself.
- As a bonus action, you can cause another creature you can see within 30 feet of you to be illuminated until the end of your next turn. You choose whether the next attack roll against the creature has advantage or whether the next attack roll the creature makes has advantage. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



Ah, what a blessing it would be to serve the Lorekeeper as his chosen - though not all see it that way. Kass keeps telling me that instead of worrying about whether the Lorekeeper will ever choose me, I should instead "choose" to learn something useful. Blasphemy, I tell you!

- the Scribe

CHOSEN OF MAGIC

You have been chosen by a God of Magic. You gain the following benefits:

- You gain proficiency in Arcana. If you already have proficiency in Arcana, your proficiency bonus is doubled for any ability check you make using Arcana.
- You have advantage on saving throws against spells cast at a level lower than your proficiency bonus.
- You have advantage on ability checks you make to use magic items, such as a *spell scroll*, as well as ability checks you make to counter or dispel spells and other magical effects, such as with the *counterspell* and *dispel magic* spells.

CHOSEN OF MAGIC II

Prerequisite: Chosen of Magic

You have become one with the weave of magic. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- As an action, you can cast one spell of your choice from the Bard, Sorcerer, Warlock, or Wizard spell lists without expending a spell slot, requiring no material components that don't have a cost, and using your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability. The spell must be of a level lower than your proficiency bonus and must have a casting time of an action. Once used, you can't use this feature again until you finish a long rest.

CHOSEN OF NATURE

You have been chosen by a God of Nature. You gain the following benefits:

- You gain proficiency in Animal Handling and Nature. If you already have proficiency in either of these skills, your proficiency bonus is doubled for any ability check you make using that skill.
- You ignore difficult terrain created by a natural environment, such as ice, snow, plants, and rocks.
- You can cast the *Speak with Animals* and *Speak with Plants* spells without expending a spell slot. Once you've cast a spell using this feature, you can't cast that spell with it again until you finish a long rest.

CHOSEN OF NATURE II

Prerequisite: Chosen of Nature

Your connection to nature flourishes. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- When a Beast or Plant targets you with an attack or harmful spell or effect, it must first make a Wisdom saving throw with a DC of 8 + your choice of your Intelligence, Wisdom, or Charisma modifier + your proficiency bonus, if you haven't harmed it or one of its allies within the last minute. On a failure, the creature must choose a new target or lose the attack, effect, or spell.
- As an action, you can cast one spell of your choice from the Druid or Ranger spell lists without expending a spell slot, requiring no material components that have a cost, and using your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability. The spell must be of a level lower than your proficiency bonus and must have a casting time of an action. Once used, you can't use this feature again until you finish a long rest.

CHOSEN OF ORDER

You have been chosen by a God of Order. You gain the following benefits:

- You gain proficiency in Intimidation or Persuasion. If you already have proficiency in that skill, your proficiency is doubled for any ability check you make using that skill.
- You have advantage on saving throws you make to avoid or end the Charmed and Frightened conditions on yourself.

CHOSEN OF ORDER II

Prerequisite: Chosen of Order

You have become order incarnate and your word is law. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You know the *Command* spell and can cast it at will, without expending a spell slot and using your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability.
- When you would make an Intelligence, Wisdom, or Charisma saving throw against a spell or other magical effect, you can choose to delay making that saving throw, and suffering the effects of the spell or magical effect, until the end of your next turn. You can't delay that saving throw again and if the spell or effect allows you to repeat the saving throw at the end of each of your turns, you don't get to repeat the saving throw on that turn. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHOSEN OF PEACE

You have been chosen by a God of Peace. You gain the following benefits:

- You gain proficiency in Medicine or Persuasion. If you already have proficiency in that skill, your proficiency bonus is doubled for any ability check you make using that skill.
- Whenever you take damage, the damage is reduced by an amount equal to your proficiency bonus if you haven't dealt damage to another creature since the start of your last turn.

CHOSEN OF PEACE II

Prerequisite: Chosen of Peace

You have been imbued with otherworldly calmness.

You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You can cast the *calm emotions* and *silence* spells, requiring no material components and using your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability. Once you've cast a spell using this feature, you can't cast that spell with it again until you finish a long rest.
- As a bonus action, you can cause another creature you can see within 30 feet of you to be marked by peace until the end of your next turn. You choose whether the next attack the marked creature makes deals only half damage or the marked creature only takes half damage from the next attack that hits it. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

CHOSEN OF WAR

You have been chosen by a God of War. You gain the following benefits:

- You gain proficiency in Intimidation. If you already have proficiency in Intimidation, your proficiency bonus is doubled for any ability check you make using Intimidation.
- When you score a critical hit against a creature, you have advantage on the next weapon attack you make before the end of your next turn.
- As an action, you can let out a roaring battle cry. Each other creature of your choice within 30 feet that can hear you gains temporary hit points equal to your level and can immediately use its reaction to make one weapon attack. Once used, you can't use this feature again until you finish a long rest.

CHOSEN OF WAR II

Prerequisite: Chosen of War

You are consumed by the tenets of war. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- Any nonmagical weapon becomes a *+1 weapon* while you are wielding it.
- When another creature you can see within 30 feet makes an attack roll, you can use your reaction to give the creature a bonus to the attack roll equal to your proficiency bonus. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



EVEN AN UNSCRUPULOUS WARLOCK MAY
FIND THEMSELVES TOUCHED BY DIVINITY.



FEATS OF DIVINITY

The following feats are available to all player characters, at the DM's discretion. They provide divine benefits to those who wish to become closer to their deity of choice, or enhance the abilities of those who are already devout.

DIVINE CHAMPION

You have been imbued with the powers of a divine champion. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You learn the Lay on Hands feature from the paladin class, except the total number of hit points you can restore is equal to half your proficiency bonus (rounded down) \times 5. If you already have the Lay on Hands feature, your pool of healing power instead increases by that amount.
- You know one 1st-level spell from the Paladin spell list with a casting time of 1 bonus action and can cast it without expending a spell slot and using your choice of Wisdom or Charisma as the spellcasting ability. Once you've cast the spell using this feature, you can't cast it again using this feature until you finish a long rest.

DIVINE CHANNELER

You dabble in the divine and have learned to channel divine power. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You learn the Channel Divinity: Turn Undead feature from the cleric class. You use the ability increased with this feat to determine the DC for the Channel Divinity. Once you use your Channel Divinity, you must finish a short rest or long rest before you can use it again. If you already have the Channel Divinity feature, you instead gain an additional use of Channel Divinity.

DIVINE PARAGON

Prerequisite: Channel Divinity Feature

Your ability to channel divine power is greatly improved. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You gain a +2 bonus to the DC of your Channel Divinity effects.
- As a bonus action, you can replace one spell you have prepared with another spell of the same level from your class spell list. Once used, you can't use this feature again until you finish a long rest.



CHAPTER 4: DIVINE AGENTS

Whether they are good or evil, enlightened or misguided, the mortals who follow – or fight – the gods are part of what makes the divine so interesting – and so dangerous. This chapter contains an assortment of non-player characters and cults you can use to give the divine a physical presence.

DIVINE NPCs

On the following pages, you'll find five divine NPCs who each has their own unique relationship with the divine. Each NPC has a background, advice on roleplaying them, an overview of the services they can provide the player characters, and a selection of quest hooks you can draw inspiration from. The NPCs are:

The Fortune Teller. Daveet, a half-elven prophet and carnival palm-reader, sells divinations, both false and true, as well as magical charms and trinkets.

The Heretic. Kassanthra, a golden dragonborn with a grudge against the divine, sells magic items and, aided by the scribe Pericles, religious knowledge.

The Oathbinder. Yaziel, an elven outcast and friend of the gods, forges divine bonds between mortals and the divine, and sells magic items and divine spells.

The Reverend. Rev, a gruff gnome soothsayer, predicts the coming apocalypse – and sells wares that'll help prepare the characters for its coming!

The Sage. Beinorin, an intelligent treant who serves the Lorekeeper, sells books, scrolls, and religious lore.

DEALING WITH DIVINE MERCHANTS

The divine NPCs in this chapter have suggested selling and buying prices, biases, and a bargaining DC listed in their overview. This information can be used on its own as inspiration to facilitating a trade with the NPC. You can also use it alongside the following guidelines for a more streamlined approach:

- Buying and selling prices reference an item or service's value – i.e., if an NPC has a selling price of 120%, an item they sell with a value of 1,000 gp would have an initial cost of 1,200 gp.
- The NPC's prices are reduced by 20% for a customer they have a positive bias toward or increased by 20% for a customer they have a negative bias toward.
- Characters can make Charisma (Persuasion) checks against the NPC's bargaining DC to reduce the NPC's prices by 10% for each success. Once they've accrued three failures or successes, they can't make another attempt for that item or service.

You can find a more detailed overview and explanation of bargaining rules for fifth edition in [Wanderer's Guide to Merchants & Magic](#).



THE FORTUNE TELLER

“The stars are out in force tonight,” a somber voice declares from a nearby stall, bracelets, necklaces, and trinkets jangling as the handsome figure’s arms move energetically. Their bright green eyes catch you in the crowd, and their smile brightens. “The hidden moon’s energies could spell trouble for your future. Come sit with me, and I will unravel the twists of fate that lie ahead!”

Daveet is a half-elf fortune teller who hails from parts unknown – though they grew up in a temple nestled into the craggy face of the Grey Peaks. Holding no regard for the rule of law, be it mortal law or divine, Daveet is a begrudging tool of the gods who wishes only to live a life of security and peace.

While Daveet is a true oracle and sometimes receives visions from gods, they make their day-to-day living as a fortune teller for a traveling carnival. Adventurers can stumble upon Daveet’s booth in any urban location, small town, or even by the side of a busy road.

BACKGROUND

Daveet spent their formative years sitting on a literal throne, worshiped by cultists for their prophetic gifts. They have no memories of their life before their time with the cult, but Daveet’s childhood as a living god does not fill them with fondness. As they grew and became able to question the teachings of the cult, Daveet’s interpretations of their visions began to differ from those of the cult’s High Priest.

THE FORTUNE TELLER OVERVIEW

NPC	Daveet Sterling, a half-elven carnival fortune teller and occasional true oracle, with a pragmatic and down-to-earth approach to mysticism
Services	Fortune-telling, true visions, divination magic, and magic items
Biases	<ul style="list-style-type: none"> + Any who’s been taken advantage of - Clerics and the overly pious

Sell Prices

120%

Bargaining DC

13

Buy Prices

50%

Just before their thirteenth nameday, Daveet discovered a proclamation that was to be given by the High Priest, declaring that Daveet had seen a vision of their own death and “rebirth” into a new vessel. Having had no such vision and fearing for their life, Daveet fled the temple.

Unfamiliar with the outside world, Daveet struggled to find their footing at first. Over time, Daveet learned that people were willing to give money in exchange for a peek at the future, and began selling their services as a soothsayer. This venture was met with mixed success (“For some reason, people rarely enjoy paying for bad news!”) Thankfully, Daveet soon encountered a traveling carnival where the resident fortune teller took them in and taught them their trade.

ROLEPLAYING THE FORTUNE TELLER

Daveet typically plays the part of the mysterious fortune teller, affecting an accent that is difficult to identify – because it is entirely made up – and selling themselves and their skills as mystic arts from far-off lands. If the characters have knowledge about Daveet’s true abilities and make it clear that their interest is in Daveet’s genuine skillset, the half-elf will drop the act and speak plainly, with no traceable accent and no attempt to avoid vulgarity or slang.

While Daveet thinks first and foremost of their own success and comfort, they lean toward doing good when it comes to large moralistic choices. Daveet may be swayed by an offer of gold but is just as likely to respond to plucking at their conscience – and if someone can give them gold and the satisfaction of doing a good deed, all the better!

THE FORTUNE TELLER'S SERVICES

Daveet is unimpressed by prideful people and forceful personalities. Customers who attempt to bully or intimidate the fortune teller to perform their services, are likely to receive a false – and unflattering – prophecy. If a customer is kind and humble, and helping them would further a good cause, Daveet can be convinced to provide their services free of charge.

FORTUNE-TELLING SERVICES

Daveet offers a selection of fortune-telling services to the general public. These services don't provide actual prophetic guidance, as Daveet's true premonitions come to them via unbidden visions. Daveet's fortune-telling services include:

Service	Cost
Palm Reading	1 sp
Oracle Deck Reading	1 gp
Bone Reading	1 gp
Tea Leaf Reading	5 gp

Palm Reading. Daveet takes the character's hand and examines it closely, tracing lines in the palm and examining folds in the skin. After a minute of careful palm reading, Daveet provides one of the fortunes from the Possible Fortunes table.

Oracle Deck Reading. Daveet produces a deck of crimson cards with ornate illustrations in gold ink. They shuffle the cards and ask the adventurer to cut the deck before taking it back and laying out three cards, representing the past, present, and future. After gazing at the cards ponderously, Daveet provides one of the fortunes from the Possible Fortunes table.

Bone Reading. Daveet produces a bag from their belt and empties it into a wooden cup. The fortune teller then shakes the cup while humming a nonsensical chant, and casts the contents over the table to reveal a series of boiled bones (clearly poultry bones to anyone with proficiency in Medicine or Nature). Daveet scrutinizes the bones before providing one of the fortunes from the Possible Fortunes table.

Tea Leaf Reading. Daveet gives each character a chipped teacup, none of which match. The seer fills each cup with loose-leaf tea and water which the participants must drink (it is astringent and bitter in

taste) until only the dregs remain. Explaining that the participants are transferring the energy of their inquiries into the cups, Daveet instructs them to swirl the dregs three times and invert their teacups covered with a saucer. Daveet takes each teacup and flip them back over to reveal the contents, squint at the tea for a while, and then provide one of the fortunes from the Possible Fortunes table.

Possible Fortunes

d8 Fortune Outcome

- 1 You will come into money but lose it quickly.
- 2 You will struggle with trying to achieve your goals, but your persistence will be rewarded.
- 3 The weather may turn on you unexpectedly; carry an umbrella
- 4 You will find love, but it will have setbacks.
- 5 If you feel you are right, stand firmly by your convictions. Unless, of course, you are wrong.
- 6 Your shoes will make you happy today. Take a walk and enjoy the journey.
- 7 Expect good news from an unexpected messenger.
- 8 You will be called on to fulfill a position of high honor and responsibility.

TRUE VISION

At your discretion, any of Daveet's performances may be interrupted by a genuine vision from a divine source. When receiving a true vision, Daveet's body becomes rigid, and their eyes glow gold-white. When they speak, their voice is sonorous and haunting, filling listeners with a sense of being in the presence of terrifying power. Premonitions given by Daveet in this state are vague and come in the form of riddles, metaphors, or verses. After the conclusion of the vision, Daveet collapses and falls briefly unconscious. When they wake, they suffer a splitting headache and feeling of sickness. Their willingness to offer help interpreting the vision depends upon their relationship to whoever is asking and whether there is a genuine danger to someone innocent or good.

DIVINATION MAGIC

Despite their reluctance to conduct real divine magic, Daveet is capable of casting a few divination spells if the cause is worthy – and the price is right.

Spell	Value
<i>Identify</i>	10 gp
<i>Augury</i>	25 gp
<i>Divination</i>	100 gp
<i>Scrying</i>	250 gp

MAGIC ITEMS

Daveet has a selection of minor trinkets, charms, and magic items on offer. Each charm comes packaged in a little velvet bag with the following text written on the back: “This item is for entertainment purposes. The seller makes no guarantees for fulfillment of fortunes and takes no responsibility for the fates of buyers.”

Item	Type	Value
Charm of Divine Boon	Wondrous Item	50 gp
Amulet of Freshness W	Wondrous Item	100 gp
Potion of Luck W	Potion	200 gp
Charm of Divine Boon, Greater	Wondrous Item	300 gp
Devil's Luck A M	Wondrous Item	500 gp
Incense of Premonition H	Wondrous Item	500 gp
Stone of Good Luck A	Wondrous Item	1,500 gp
Charm of Divine Boon, Superior	Wondrous Item	3,000 gp
Seer's Veil A H	Wondrous Item	3,000 gp

A = Requires Attunement **W** = Wanderer's Guide to Merchants & Magic
H = Heretic's Guide to Devotion & Divinity **M** = Milando's Guide to Magical Marvels

QUEST HOOKS & RELIC HUNTS

Daveet regularly receives visions of sinister events. Though Daveet has no interest in dealing with these omens themselves, they do still feel an obligation to do *something* – even if that just means unloading these visions on adventurers that pass through.

THE PROPHET REBORN

While Daveet wants nothing to do with the cult that raised them, they do keep track of news of the group when they can. Lately they have heard rumors that the group is planning to celebrate the “return” of their prophet in the form of a young child. Daveet wishes to spare the child the experiences they survived and asks the heroes to look into the matter and save the child. Daveet tries to convince the party that they have a moral obligation, the fortune teller will offer a reward of 500 gold pieces for the heroes’ aid, if they have to.

TEMPLE OF THREE CHALLENGES

Daveet has had visions of a temple that holds a divine relic, which may contain the power to end the world — or may just be somewhat useful. The visions aren’t really clear on that point, but Daveet doubts the gods would keep sending them visions of this temple if it wasn’t important. Daveet asks the party to investigate the issue and destroy the relic, or just take it and keep it safe. Though Daveet offers no reward, they are convinced that it will be worth the heroes’ time.

See page 128 of this document for a description of the Temple of Three Challenges.

CHARMS OF DIVINE BOON

A *charm of divine boon* is a small trinket or other object that has been imbued with a divine blessing. While attuned to it and carrying it, a creature gains the benefits of a specific Divine Boon (see page 135). The charm remains magical for 24 hours, seven days (Greater), or permanently (Superior).

DAVEET

Medium Humanoid, Any Alignment

Armor Class 15 (Sage Defense)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	14 (+2)

Saving Throws Con +3, Wis +5

Skills Insight +5, Perception +5, Performance +4

Senses passive Perception 15

Languages Celestial, Common, Elvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Sage Defense. Daveet’s AC includes their Wisdom modifier.

ACTIONS

Multiattack. Daveet makes two attacks.

Seer's Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) Psychic damage, and the target must succeed on a DC 13 Wisdom saving throw or be Frightened until the start of Daveet’s next turn.

Tarot Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) Slashing damage and, if the target is a creature, the creature can’t add its proficiency bonus to any attack roll, ability check, or saving throw it makes until the start of Daveet’s next turn.

BONUS ACTIONS

Deck of Fate (3/Day). Daveet draws a card from their deck and curses a creature they can see within 60 feet. The creature must succeed on a DC 13 Charisma saving throw or be cursed in one of the following ways (roll a d6):

- 1–2. Bad Luck.** Any roll of 9 or lower the creature makes on the d20 counts as a 1.
- 3–4. Fatigue.** The creature’s speed is reduced by 10 feet and it has 1 level of Exhaustion that can’t be removed.
- 5–6. Lethargy.** The creature has disadvantage on ability checks and saving throws using Dexterity.

The curse lasts for 1d4 days or until it is ended with a *remove curse* spell or similar magic.

Prediction. One creature Daveet can see within 30 feet must make a Charisma (Deception) check contested by Daveet’s Wisdom (Insight) check. If the creature loses the contest, it has disadvantage on attack rolls made against Daveet until the end of its next turn.

REACTIONS

Fortune's Favor. When a creature Daveet can see within 30 feet makes an ability check or saving throw, the creature must roll a d8 and add or subtract (Daveet’s choice) the number rolled from the result.



THE HERETIC

If the hulking dragonborn’s golden scales ever held any luster, those days are long past. Jaw set firmly, scarred brow furrowed, and dull steel plate creaking with every movement, the draconic humanoid embodies a dragon’s ruthless pragmatism much more than its grace and splendor. “So, I take it you’re looking for some divine intervention – or maybe the divine has already intervened too much?” the dragonborn grates in a gravelly voice. Green eyes unblinking, you’re offered a scarred and leather-bound hand. “Name’s Kassanthra, but call me Kass. And who might you be?”

Kassanthra – also commonly referred to as the Heretic – is a gold dragonborn who has dedicated her life to understanding the divine. Stubborn, fearless, and as fond of gold as any true dragon, Kass is equal parts adventurer, author, merchant, and mercenary. Adventurers may seek her out to gain information from her or to buy some of the magical relics she’s accumulated during her many travels. When she’s not on the road, Kass is often found staying at a modest inn – or deep in her cups in a seedy tavern!

THE HERETIC OVERVIEW

NPC	Kassanthra, a gold dragonborn who specializes in foiling the schemes of deities and their mortal followers
Services	Magic items and religious knowledge, courtesy of the scribe Pericles
Biases	<ul style="list-style-type: none"> + Dragonborn, honorable warriors - Clerics, druids, paladins, and other pious folk

Sell Prices
130%

Bargaining DC
15

Buy Prices
40%

BACKGROUND

Kassanthra grew up in a small, dragonborn community on the outskirts of civilization. The memories she has of her clan are fond, but far too few. While she was still only a hatchling, human cultists sworn to a God of Order descended upon the settlement and slew most of her kin. Only a handful dragonborn, Kass among them, escaped the gruesome slaughter.

When she learned that the zealots had been driven by a belief that dragonborn were “unnatural” and “abominations,” Kass was filled with anger. While still barely an adolescent, she joined up with a group of dragonborn who had suffered similar mistreatment. Together, the dragonborn outlaws hunted down bigots like those who had slain her clan and exacted vengeance – a bitter and bloody business, that quickly transformed Kass into a fierce and ruthless warrior.

Eventually, however, it became clear to Kass that the group was more than just a band of comrades. There had always been prayers to Tiamat, the draconic God of Chaos, but as the band grew, the prayers came more frequently and with more fervor. When the group's leader, a black dragonborn named Yerithilix, ordered the raid of a helpless village of "human scum," Kass realized she had become what she hated most.

Courageously, she stood up to Yerithilix and the rest of the group, but she'd waited too long. Her companions were either too fanatic or too cowardly to side with her. Kass was brutally beaten and left powerless to intervene as her former comrades sacked the village and slew the innocent townsfolk.

Since that day, Kass has dedicated herself to fight the evils wrought by the gods and their followers. She's unraveled evil cults, repossessed dangerous relics, hunted down fanatics, and fought to keep the gods' insidious influence from corrupting mortal minds. The fervor with which she denounces the gods and combat their influence earned her the moniker "The Heretic."

ROLEPLAYING THE HERETIC

At her core, Kassanthra is empathic and kind, and has a deep sense of justice. All that, however, is hidden beneath an exterior of cynicism and gruffness as thick and hard as her dull, golden scales. With all the innocent people she's seen slain and the many evils she's witnessed, "I'd have to be as blind as one of the Orclord's one-eyed priests to believe this world is all rainbows and sunshine!"

While Kass disdains all deities and their followers, she is not blind to the fact that some faiths are worse than others. She tolerates followers of goodly faiths (albeit not without expressing her distaste whenever they fall to prayer or preaching) and will even admit that priests and paladins can use their powers for good.

Even so, she is always highly skeptical of the actions and motives of the pious, as she firmly believes that the gods that direct them are inherently selfish and have no regard for mortal lives. Too often, she has witnessed fanaticism corrupt the hearts of good people, or seen otherwise rational and compassionate people perform deranged deeds because their deities demanded it.

Kass is also a gold dragonborn through and through, which shows in the slight air of superiority she possesses, but also in how much she values respect. She expects others to treat her courteously and always treats others with respect – until they give her reason not to. Kass also has a dragon's fondness for gold, although she doesn't allow it to cloud her judgment or corrupt her morals. If two quests are equally important, however, but one comes with a larger reward, "Only an egg-brained hatchling wouldn't go for the gold!"

KASSANTHRA

Medium Humanoid (Dragonborn), Neutral Good

Armor Class 19 (half plate, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Str +8, Con +8, Wis +7, Cha +5

Skills Athletics +8, Insight +7, Perception +7, Religion +4

Senses passive Perception 17

Languages Celestial, Common, Draconic

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Legendary Resistance (2/Day). If Kassanthra fails a saving throw, she can choose to succeed instead.

Ring of Perpetual Sanctification. Kassanthra and friendly creatures within 10 feet of her can't be Charmed or Frightened by Aberrations, Celestials, Elementals, Fey, Fiends, or Undead, and attacks made against them by creatures of those types are made with disadvantage.

ACTIONS

Multiattack. Kassanthra makes three weapon attacks.

Longsword +2. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) Slashing damage, or 11 (1d10 + 6) Slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) Bludgeoning damage and, if the target is a creature, it must succeed on a DC 16 Constitution saving throw or be Stunned until the start of Kassanthra's next turn.

Scorching Breath (Recharge 5–6). Kassanthra exhales magical fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 22 (4d10) Fire damage and 22 (4d10) Force damage on a failure, or half as much damage on a success. A creature that fails this save can't cast spells or activate magic items until the start of Kassanthra's next turn.

BONUS ACTIONS

Disruption. When Kassanthra hits another creature with a weapon attack, she imposes one of the following effects on it until the start of her next turn:

- The creature must succeed on a DC 16 Constitution saving throw or the creature can't regain hit points and can't use magical abilities that cause others to regain hit points.
- The creature must succeed on a DC 16 Charisma saving throw or be temporarily banished to its home plane, unless it is already there.

Wings (1/Day). Spectral wings manifest from Kassanthra's back for 1 minute, granting her a flying speed of 60 feet.

LEGENDARY ACTIONS

Kassanthra can take 2 legendary actions and regains spent legendary actions at the start of her turn. Only one legendary action option can be used at a time and only at the end of another creature's turn.

Attack. Kassanthra makes a Longsword or Shield Bash attack.

Breather. Kassanthra gains 1d10 + 10 temporary hit points.

THE HERETIC'S SERVICES

Kass isn't a merchant as much as she is a collector of religious relics and other useful objects. Even so, she values gold, and can be convinced to sell magical items to adventurers – as long as she believes her wares will be used to combat the evils wrought by the gods.

MAGIC ITEMS

Kass' stock of magic items are either religious items she's found or magical items designed specifically to combat or harm the gods' servants.

Item	Type	Value
Scroll of Banishment	Spell Scroll	500 gp
Skeptic's Shelter A H	Armor (Shield)	800 gp
Seraph's Ruin H	Weapon (Longbow)	2,000 gp
Consecrated Aegis A H	Armor (Breastplate)	3,000 gp
Ring of Perpetual Sanctification A H	Ring	10,000 gp

A = Requires Attunement **H** = Heretic's Guide to Devotion & Divinity

RELIGIOUS KNOWLEDGE

Kass knows a lot about the gods and their servants, and her loyal companion, the young scribe Pericles, knows even more, if he's present. Thin, scraggly-bearded, and friendly, Pericles is Kass's opposite in most regards. Together, they can provide inquisitive adventurers:

Information. If the characters are looking for something specific, such as how to find a particular relic or what a certain cult is up to, Kass and Pericles are willing to help as long as the characters' intentions are pure. Kass may ask the characters for a favor or monetary compensation (“Sure, Pericles can research that and find you an answer – but who'll pay for his food and drink in the meantime?”)

Tutoring. If the characters are looking for more general knowledge, such as how to slay a certain type of fiend or just want a broader understanding of religion, they may have to stay with Kass and Pericles for a while. Unless they perform some other service, the avaricious dragonborn will charge 10 gp per day for tutoring. A tutored character may gain one of the benefits from the table below:

Benefit	Days
How to perform a specific ritual	1
Advantage on attacks and saving throws vs a specific Celestial or Fiend	5
Proficiency in Religion	10
Abyssal, Celestial, or Infernal language	30
Expertise in Religion	60

QUEST HOOKS & RELIC HUNTS

As an active adventurer, Kassanthra is more often quest-taker than quest-giver. On occasion, however, the dragonborn finds herself overwhelmed with quests, or unsuited for a specific task, and will instead outsource a job to a group of suitable adventurers.

SCALES OF DARKNESS

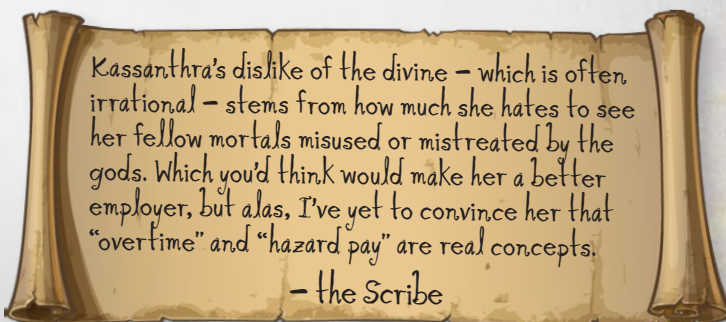
Kass has heard rumors that a sect of dragonborn cultists calling themselves the Scales of Darkness are operating in a city a week's travel away. Kass has history with that particular band and has been hunting them for decades. As much as she'd love to head straight for the cult and confront their leader, a dragonborn named Yerithilix, she knows from bitter experience that if she goes poking around, the cult is likely to spook before she can track them down. Instead, she offers the characters 500 gold pieces or an item of similar value if they'll go to the city, discover the cult's location, and report back to her.

When they arrive in the city, the characters can ask around for a while and learn that the cult is holed up in a decrepit temple that used to be inhabited by followers of the Lady of Love. They also learn that the cultists are planning something nefarious – and they are not likely to wait for them to fetch Kass. If the characters can appear as dragonborn, they stand a good chance at infiltrating the temple. Within, they can confront and possibly defeat Yerithilix and his cultists before they enact their plan, which is to release a poisonous gas in the city's temple district!

THE TIMEPIECE OF EQUILIBRIUM

A friendly soul has told Kass that a small sect of tinkers beholden to the Maker, a god of order and invention, has abandoned their secret sanctum in the nearby mountains. For whatever reason, it appears they have left behind a legendary object – the *Timepiece of Equilibrium* – and Kass is concerned it may fall into the wrong hands. She doesn't have time to look into it herself, so Kass is willing to pay the characters up to 1,000 gold pieces, in addition to any other treasures they find, if they will visit the Sanctum Mechanicum and recover the *Timepiece of Equilibrium* for her.

See page 111 of this document for a description of the Sanctum Mechanicum.





THE OATHBINDER

The elf's golden eyes settle on you as you approach. A slight smile creases her youthful face. "And who do we have here, then? Is that shame or remorse I sense – or just the eager nervousness of someone who's ready to pledge themselves to a cause beyond themselves?" the woman says in a soft voice and continues without waiting for an answer. "Whatever it is, you're welcome. Come closer – don't be afraid now, it's only me. And the gods, of course – always the gods are watching, those nosy bastards!"

Yaziel is an elven oathbinder from the mysterious Veiled Isles. Neither evil nor good, Yaziel serves as a link between the material and the divine and has dedicated her long life to binding mortals and deities together through powerful oaths. She provides her services to anyone who's honestly devoted – and who has the coin to pay her modest fees.

Just like she doesn't devote herself to one single deity, Yaziel isn't bound to a specific location. Adventurers may find Yaziel in a temple to any deity, in a veiled tent at a market fair, or in a cave deep in the wilderness.

THE OATHBINDER OVERVIEW

NPC	Yaziel, an elven noble outcast with a dry wit, who specializes in communication with the gods
Services	Magic items, divine magic, and the facilitation of sacred vows
Biases	<ul style="list-style-type: none"> + The pious and devoted - Oathbreakers, liars, and traitors

Sell Prices
120%

Bargaining DC
13

Buy Prices
50%

BACKGROUND

Yaziel was born a scion of an ancient noble family on the remote Veiled Isles. Yaziel's place in elven society was clear and secure – she would train as a priest and eventually represent her house on the High Council.

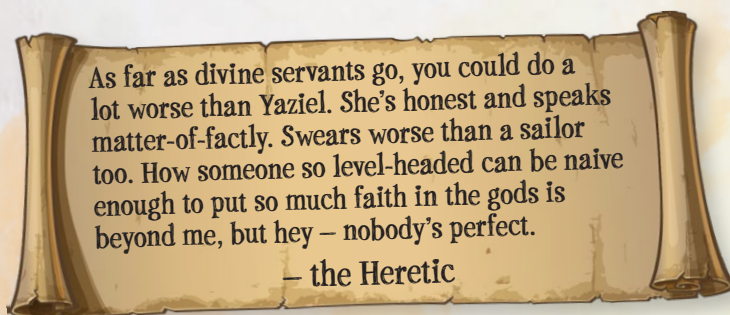
In a dark turn of events, Yaziel's father, the revered Lord Elanthil, made an illegal bid for kingship, but was thwarted – and slain, alongside most of Yaziel's family. Yaziel, who had not been involved in her family's sinister conspiracy, was left orphaned and dishonored by her father's deeds.

Exiled from the Veiled Isles, Yaziel spent decades trying to come to terms with her misfortune. Eventually, her anger and bitterness mellowed and she was left with a distaste for dishonesty and lies. She became enamored with oath and vows, and building upon her clerical training, she learned how to reach out to the gods themselves and make such oaths binding. Yaziel plies her trade wherever she thinks it is needed, and will provide her services to anyone, as long as they are honest in their devotion.

ROLEPLAYING YAZIEL

Yaziel's noble bearing, serious expression, and mystical occupation bring most who see her to expect that she will be serious and soft-spoken. Not quite so – while she speaks softly and somberly, Yaziel is also possessed of a dry humor and wry wit. Her sarcastic quips are, however, often so subtle that only very few people pick up on them, such as when she admonishes a paladin for breaking their Vow of Truth (“You had to lie to save an innocent life? That is a surprising turn of events”) or a cleric for breaking their Vow of Pacifism (“Yes, I can see how it would be hard to kill a demon without harming it. Did you try reasoning with it?”)

While she has devoted her life to the divine, Yaziel is far from a cloistered devout. She drinks hard liquor, beds beautiful women, and plays games of chance – and does all three better than most. She also has a habit of speaking of the gods in an irreverent manner (“The Lady Luck is a fickle hag indeed – not particularly fond of keeping to *her* oaths, that one!”) which her more pious petitioners often find a bit off-putting.



YAZIEL

Medium Humanoid (Elf), Lawful Neutral

Armor Class 16 (Unarmored Defense)

Hit Points 127 (17d8 + 51)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	15 (+2)	19 (+4)	15 (+2)

Saving Throws Con +7, Wis +8, Cha +6

Skills History +6, Insight +8, Perception +8, Religion +6

Senses Darkvision 60 ft., passive Perception 18

Languages Celestial, Common, Elvish, Sylvan

Challenge 9 (5,000 XP) proficiency bonus +4

Legendary Resistance (2/Day). If Yaziel fails a saving throw, she can choose to succeed instead.

Unarmored Defense. While Yaziel is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

ACTIONS

Multiattack. Yaziel uses Radiant Flame and Fateweave.

Radiant Flame. A creature Yaziel can see within 60 feet must succeed on a DC 16 Dexterity saving throw or take 27 (6d8) Radiant damage. The creature gains no benefit from cover for this saving throw.

Fateweave. Yaziel attempts to intertwine the fates of up to 5 creatures she can see within 30 feet of her. Each creature must succeed on a DC 16 Charisma saving throw or incorporeal strands of radiant light form between it and each other creature that failed its saving throw.

When a creature tethered in this way makes a saving throw against a spell or effect that targets only that creature, each other creature tethered to it are treated as if the spell or effect also targets them. This effect ends for a creature when it dies or if it uses an action to throw off the tether and succeeds on a DC 16 Charisma saving throw. Otherwise, the effect lasts for 1 minute or until Yaziel uses Fateweave again.

Spellcasting. Yaziel casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, light, sacred flame, thaumaturgy*
1/day each: *dispel magic, flesh to stone, greater restoration, harm, heal, hold person, lesser restoration*

BONUS ACTIONS

Radiant Step. Yaziel teleports up to 30 feet to an unoccupied space she can see. Each creature within 5 feet of her when she appears must succeed on a DC 16 Constitution saving throw or be Blinded until the end of its next turn.

Soul Crush. A creature Yaziel can see within 60 feet must succeed on a DC 16 Wisdom saving throw or take 13 (3d8) Radiant damage and suffer one level of Exhaustion.

Word of Restoration (3/Day). Yaziel or a creature of her choice within 60 feet of her regains 13 (2d8 + 4) hit points.

LEGENDARY ACTIONS

Yaziel can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

Radiance. Yaziel uses Radiant Flame or Radiant Step.

Spellcasting (Costs 2 Actions). Yaziel uses Spellcasting.

THE OATHBINDER'S SERVICES

Yaziel sells a small selection of sacred magic items and can cast a number of clerical spells at a cost, but her main service is her ability to facilitate Sacred Vows.

MAGIC ITEMS

The few magic items that Yaziel sells were either found or enchanted by herself.

Item	Type	Value
Potion of Healing	Potion	50 gp
Skeptic's Shelter A H	Armor (Shield)	800 gp
Scroll of Raise Dead	Spell Scroll	1,500 gp
Martyr's Amulet A H	Wondrous Item	2,000 gp
Totem of Seraphs A H	Wondrous Item	3,000 gp

A = Requires Attunement **H** = Heretic's Guide to Devotion & Divinity

CLERICAL SERVICES

For the right price, Yaziel can perform divinations to consult the gods, speak with the fallen, or even attempt to resurrect a recently deceased creature. Her services aren't free, as shown on the table below (prices include any material costs of the spell):

Spell	Cost
<i>Augury</i>	50 gp
<i>Lesser Restoration</i>	50 gp
<i>Speak with Dead</i>	100 gp
<i>Commune</i>	250 gp
<i>Scrying</i>	250 gp
<i>Greater Restoration</i>	400 gp
<i>Legend Lore</i>	500 gp
<i>Raise Dead</i>	1,000 gp

SACRED VOWS

Yaziel has the ability to forge or reforge Sacred Vows (see page 137). This is a responsibility she does not take lightly, and she will only forge a bond on behalf of a character who is truly devoted to both their divine patron and their vow. She has a knack for sniffing such people out, and may suggest to pious characters that they forge a Sacred Vow: "And you, paladin – if you're really serious about the truth, why not swear on it?"

Depending on the situation, Yaziel may perform this service for free or she may charge a minor fee as per the table below: "The gods may have no need for gold, but I certainly do – a girl's gotta eat!"

Sacred Vow	Cost
Poverty, Truth	50 gp
Mercy, Pacifism	100 gp
Enmity, Loyalty	250 gp

QUEST HOOKS & RELIC HUNTS

Always looking to maintain the delicate balance between good and evil, law and chaos, Yaziel often has quests she needs help with – and which petitioners can complete to earn her services or gain a discount on her magical wares.

THE BROKEN VOW

A few years back, a paladin convinced Yaziel to forge a Sacred Vow of Poverty between himself and the Lady of Mercy. Using the oath as proof of his trustworthiness, the paladin then secured the favor of a wealthy noble who entrusted the paladin with the protection of their treasures.

As it turned out, the paladin was not so dedicated to poverty after all – instead of guarding the treasures, he broke his oath and absconded with the most valuable gemstones. A reward has been offered for him, but he's thus far eluded capture.

While Yaziel is used to oaths being broken, the paladin's deception has galled her nonetheless. She wishes the characters' aid in finding the paladin – who is rumored to be holed up in a forest stronghold with a handful of hired thugs – and retrieve the noble's treasure. In return, she'll make sure they get the bounty of 1,000 gp and also provide a discount of up to 1,000 gp on any of her magic items, clerical services, or Sacred Vows.

THE GOD-KILLING BLADE

Yaziel has learned of the existence of a blade that is said to be able to harm even the gods themselves – as a matter of fact, the blade was used to kill a god long ago, or so the story goes.

Yaziel knows that if she's heard about this blade – it's likely that agents of evil have as well. Thus, she wants someone goodly – "or at least not wholly evil, beggars can't be choosers!" – to find the blade and make sure it doesn't fall into the wrong hands. As far as she knows, the blade can be found in a place called the Shrine of the Silent Blade. The shrine, which exists partially in the Shadow Realm, can be found at the foot of a desolate hill at dusk, when the shadows are deepest.

In return for aid in securing the blade – which the heroes may keep for themselves – Yaziel will provide a discount of up to 500 gp on any of her magic items, clerical services, or Sacred Vows.

See page 122 for a description of the Shrine of the Silent Blade.



THE REVEREND OVERVIEW

NPC	Rev “Klikkaklak” Rigrog, a no-nonsense gnome who prepares for the end of the world, which he believes is very near
Services	Information, survival equipment, magic items, and outlandish theories on the coming Armageddon
Biases	<ul style="list-style-type: none"> + The pious and prudent, war veterans - Those who don't plan and prepare

Sell Prices
110%

Bargaining DC
18

Buy Prices
20%

THE REVEREND

The graying gnome leans forward, his sharp eyes squinting as he pulls the stub of his cigar from between his teeth and points it at you. “Now listen here: ain’t a question of if the end is coming, it’s a question of when – and whether or not you’ve been dumb enough to ignore the signs!”

Rev – short for “Reverend Doom” – is a grizzled old rock gnome **soothsayer** often found chewing on the stub of a cigar and sermonizing the end of the world. He has forgone living in a society that seeks to serve people and instead has devoted himself to the service of the gods – and his own survival. To that end, Rev has established a compound where he and other like-minded folks have retreated to prepare for the Armageddon that he is certain is coming *very* soon.

Rev’s compound is located within a network of caves that is surrounded by a wooded area that provides access to water and hunting game. Adventurers may hear about “that crazy gnome in the woods” while in a nearby town, or they may accidentally stumble across one of the many traps set up around the perimeter of Rev’s compound. The adventurers may also encounter Rev or one of his followers shouting their truth about the end of the world on a bustling city street.

BACKGROUND

Rev was born as Klikkaklak to the Rigrok clan and started life with a bright curiosity similar to many of his kin. As an adolescent, he enlisted in the army and took advantage of the soldier’s life to travel and explore far-off lands. Rev’s experiences while enlisted began to shape his worldview: he saw violence, poverty, and inequality and what happened when civilizations crumbled and failed to fulfill people’s needs. The more he saw, the more he began to believe that the gods were granting him insight into what was coming – visions of the end of days.

He earned the nickname “Reverend Doom” as he began trying to spread awareness of these signs of the coming apocalypse. It was intended to silence him, but he embraced the moniker and used the attempted ridicule as a way to engage new believers.

After being kicked out of a tavern one evening for upsetting guests, Rev met Bamli Bimbee, another gnome, who had heard Rev’s sermons and wanted to discuss plans for survival. Together, the pair began stockpiling food and gear, while formulating the idea of creating a place for believers who cared about getting right with the gods to make ready for the end of days.

ROLEPLAYING THE REVEREND

Rev can appear stand-offish and distrustful – especially if he encounters visitors who have wandered too close to his wilderness compound – but there’s no malice in him. He favors the pious and the well-prepared, and as long as visitors can convince him they’re not there to rob him, he will relax and welcome them to peruse his wares (and discuss the coming apocalypse).

Rev smokes a large cigar which is often clenched in his teeth even as he speaks, though he removes it when he needs to speak seriously about something so that his words are clear. He fancies himself an expert at demolition and often defaults to suggesting explosives as a solution to most problems.

Despite his doomsday beliefs, Rev is generally upbeat, though he is rough around the edges. He often makes jokes about the impending destruction of the world and fall of civilization, occasionally poking fun at the under-preparedness of others (“All I’m sayin’ is that it ain’t gonna seem like madness when I’m the only one for miles who’s got a chamberpot and a place to clean it.”) He’ll also happily offer up unsolicited (and ever-changing) theories about how the world will end, as shown on the How the World Ends table.

How the World Ends

d6 End of the World

- 1 The earth is flat and increasing global temperatures will lead to the melting of the ice wall around the world that keeps the oceans in place.
- 2 Experiments of careless mages will rip the fabric of the universe apart – again. When this happens society will collapse and it’s everyone for themselves.
- 3 A giant celestial baby will devour the moon(s) and the seas will rise and flood the world. Having the high ground will be the key to survival.
- 4 Primordial forces or ancient gods will reclaim the world from the civilizations that are destroying it – leading to the reign of chaos and anarchy.
- 5 The Calendar of Stars is coming to the end of a cycle and time itself will grind to a halt before the earth is cleansed in fire and reset for the next cycle.
- 6 The citizens of the world are slowly having their minds infected through dreams by mindlayers or similar creatures. Soon, the infection will turn people against one another and create a world of mind-slaves. The solution is simple: never sleep again.

THE REVEREND’S SERVICES

Rev can provide information about the nearby region and advice about various hazards and dangers (the gnome makes a point out of keeping apprised of anything that might cause trouble). Rev is also a ridiculously well-stocked survivalist who sells all the mundane adventurer’s equipment, armor, and weapons found in the fifth edition *Player’s Handbook*, in addition to the magic items listed below:

Item	Type	Value
Potion of Climbing	Potion	25 gp
Potion of Healing	Potion	50 gp
Temperate Blanket W	Wondrous Item	75 gp
Potion of Resistance	Potion	100 gp
Dust of Disappearance	Wondrous Item	200 gp
Trekker’s Helmet A W	Wondrous Item	400 gp
Boots of Striding and Springing A	Wondrous Item	500 gp
Incense of Premonition H	Wondrous Item	500 gp
Restorative Ointment (5 doses)	Wondrous Item	500 gp
Skeptic’s Shelter A H	Armor (Shield)	800 gp
Boots of the Winterlands A	Wondrous Item	1,000 gp

A = Requires Attunement **W** = Wanderer’s Guide to Merchants & Magic
H = Heretic’s Guide to Devotion & Divinity

QUEST HOOKS & RELIC HUNTS

Rev always has an eye out for weird phenomena he needs to know more about or useful objects that could be helpful in a post-apocalyptic world.

MISSING FRIEND

A group of preppers have failed to report from a resupply mission and Rev offers the characters 200 gp to trace their whereabouts. Rev’s close friend, Bamli Bimbee, is among the group and Rev insists it’s not like Bamli to be late on anything. A skilled tracker can follow the groups tracks until they reach a cave, which is home to the Queen of Warts, a fearsome troll, and her minions, who have captured the doomsday preppers and plan to make a meal out of them.

THE DAWNBRINGER’S CROWN

Rev has learned of a nearby holy site called the Shrine of the Rising Sun that ostensibly holds the powerful *Dawnbringer’s Crown*. Believing that the crown will be pivotal in re forging the world after it’s ended, Rev offers the party a reward of 1,000 gold pieces if they will go to the shrine and collect it for him.

See page 118 for a description of the Shrine of the Rising Sun.



THE SAGE OVERVIEW

NPC	Beinorin Wiseleaf, a treant who loves knowledge and the exchange of ideas
Services	Scrolls and books, both magical and nonmagical
Biases	<ul style="list-style-type: none"> + Clerics and other pious or studious people who revere knowledge - Those who are proudly ignorant

Sell Prices
100%

Bargaining DC
12

Buy Prices
60%

THE SAGE

The treant looks up from the dusty tome before him, the weathered bark of his face creasing as he smiles widely. “Oh! Hello there! I did not hear you enter. You have strayed far from common areas – the gods must be playing tricks on you. They like to do that, you know. Never let it be said that gods lack humor,” the treant says, wood groaning and creaking as he chuckles. “Tricked here or not, I am glad to meet you. Please, join me, and tell me how I can help in writing the next chapter of your story!”

Beinorin is a **treant** sage who believes that the mind is the greatest gift the gods have ever bestowed on mortal beings. Friendly, thoughtful, and studious, Beinorin is the self-appointed steward of an archival library, which may be located in a dense forest, a remote monastery, or even in ancient temple ruins. Wherever the library is located, it is in a dilapidated state and Beinorin has devoted himself to steadily restoring the books and the building.

BACKGROUND

Beinorin Wiseleaf was once an ordinary tree that stood in the courtyard garden of a temple dedicated to the Lorekeeper. Here he spent decades listening to the philosophical debates of priests and parishioners, before he was, by the grace of the Lorekeeper, awakened and given true intelligence.

Beinorin remained in the temple for many years, engaging in discourse with the clerics, students, and anyone who visited the temple, but before long his curiosity grew too big for the small courtyard. He left the temple to collect more stories and gain more first-hand knowledge of the world.

Eventually, Beinorin put down roots when he discovered a long-neglected archive full of rare, handwritten tomes and ancient manuscripts. Believing that the Lorekeeper had guided him to this place for a purpose, Beinorin became the librarian of the archives and has been content to spend the last several decades sequestered with his mission.

ROLEPLAYING BEINORIN

Beinorin is friendly and kind, even in the face of sarcasm, aggression, or rudeness. He is always pleasantly surprised by visitors, whom he readily offers drinks and snacks to, and loves to discuss history, religion, politics, and philosophy with intelligent creatures of any type or species. He does not seek to impose his own beliefs on others, only to listen and exchange ideas. He values thoughtfulness and loves nothing more than a good story or learning an interesting fact (and he finds all facts interesting).

Beinorin speaks slowly and deliberately, taking time to choose his words carefully. He is easily distracted by tangents and has a habit of following amusing or interesting side comments to their conclusion rather than staying on topic. He may reference long-dead heroes or rulers who are no longer in power, or possibly a mentor of one of the current adventurers, having known that person in their younger years and not realizing that they died long ago (which is news that always greatly saddens the old treant).

Beinorin loves wordplay and has a penchant for puns (“If it’s weaponry you’re looking for, I’m afraid you’re barking up the wrong tree!”). He does not appreciate being interrupted – if someone interrupts him multiple times he may stop talking until prompted to speak, to which he’ll respond, “I apologize, it seemed you did not want me to contribute to this conversation, as every time I spoke you interrupted me.”

THE SAGE’S SERVICES

Beinorin trades in knowledge and stories primarily, but he has a small inventory of items he’s found while rummaging through the archives. He uses the funds from any sales to refurbish books and restore the decrepit archive building.

ITEMS

Beinorin sells the following items.

Item	Type	Value
Quill	Mundane	2 cp
Ink (1 ounce bottle)	Mundane	10 gp
Journal	Mundane	10 gp
Spellbook	Mundane	50 gp
Scroll of Locate Animals or Plants	Spell Scroll	100 gp
Scroll of Calm Emotions	Spell Scroll	200 gp
Scroll of Speak with Dead	Spell Scroll	200 gp
Wondrous Bestiary A W	Wondrous Item	1,000 gp
Living Spellbook A W	Wondrous Item	4,000 gp

A = Requires Attunement **W** = Wanderer’s Guide to Merchants & Magic

ARCHIVES

If the characters wish to explore Beinorin’s archives, they may find any book they’re looking for, at your discretion. You can also use the table below to randomly determine which books a character finds. Beinorin allows guests to read the books at their leisure, and may lend a book to a visitor if they seem trustworthy and promise to return it undamaged.

d8	Title	Language
1	<i>An Examination of Oozes</i>	Elvish
2	<i>Herbs of the Dark Below</i>	Undercommon
3	<i>Sweet Summer Songs: Poetry by Boris the Bizarre</i>	Common
4	<i>Trepanation and Other Modern Medicines</i>	Common
5	<i>The Ascendance of Allycint the Abominable</i>	Abyssal
6	<i>The Dragons Fled: A History of Westward Expansion</i>	Dwarvish
7	<i>An Ethnography of Gnomish Delights: Everyday Recipes</i>	Common
8	<i>The Travels of Szazzlebrak Ziglantor: Prophet of Doom</i>	Gnomish

QUEST HOOKS & RELIC HUNTS

Beinorin is always on the lookout for new knowledge – and occasionally comes across information about a forgotten treasure, a mysterious site, or a dangerous creature, which he’ll pay to know more about.

HERETIC’S GUIDE

Beinorin has heard that a dragonborn named Kassantra has authored *Heretic’s Guide to Devotion & Divinity*, a book that speaks in detail about religion and the gods. Beinorin desperately wants a copy for his archives, but hasn’t been able to locate one. If the characters seem trustworthy, he gives them 100 gp and tells them to keep the change if they bring back a copy.

See page 67 for a description of the Heretic, who may request a service in return for her rare book.

TOMB OF THE UNDYING

In one of his books, Beinorin has found mention of an archpriest of the Lord of Death named Alaïne Zeldir, who died centuries ago. An off-hand comment in the book remarks that her grave was profaned in some way, preventing her from finding the eternal rest that followers of the Lord of Death so crave. This seems terribly sad to the treant, who offers the characters a *spell scroll* of their choosing from his inventory along with any treasure they find, if they will head to Alaïne’s tomb and help put her soul to rest.

See page 131 for a description of the Tomb of the Undying.

SECTS & CULTS

On the following pages, you'll find five religious sects and cults with dangerous ideas and twisted ideals. Each sect or cult has a thorough description of its goals, methods, and internal hierarchy. There is also a summary of some of the sect or cult's most notable members, quests that may see the characters become involved with it, and various locations and objects that are important to the cult. The cults and sects are:

The Ordo Creatoris. A cult of followers of the Maker, who aim to bring perfect rationality to the Mortal World with the aid of the mysterious Arcanumicon.

The Shattered Sun. A sect of extremists who worship the Dawnbringer and pursue the destruction of evil with ruthless zeal.

The Spear of Peace. A faction of the Lady of Mercy's faithful who aim to bring about an eternal peace by any means necessary – including war and violence.

The Unbound Weave. A rag-tag sect of reckless magic-lovers who honor the Lady of the Weave by freeing the weave of magic from any restraints.

The Verdant Path. A cult of foresters and woodland creatures who seek to protect nature by destroying civilization.

CHURCH, SECT, OR CULT?

There exist many different definitions of religious groups and what to label them as. While these definitions are used loosely – and often interchangeably – the rough definitions used on the following pages are:


Church. The main religious organization for a specific religion, i.e., the Church of Light is the widely recognized church of the Dawnbringer.

Sect. A smaller branch or offshoot within a church, which adheres to the same overarching idea but interprets various tenets differently or has different opinions about how the church should act. The Shattered Sun is a sect within the Church of Light, because it has the same goals as the rest of the church (defend the weak and vanquish evil) but it advocates much more extreme methods.

Cult. Even more than a sect, a cult's beliefs, goals, and values differ from those of the church, if the cult even considers itself part of any organized religion at all. Typically, cults are smaller, more secretive, and centered around a particular object of worship or a charismatic leader.

Cult or sect – who cares? I've got a definition for you: madness. Whether they follow the orders of a talking rock or believe that they're a personal friend of the gods, anyone who follows these groups is mad. Utterly mad!

– the Heretic



THE VIRULENT WAY BELIEVE THAT THE MORTAL
WORLD MUST BE CLEANSED BY DEADLY DISEASE.

THE ORDO CREATORIS

“It’s true enough – there is a mysterious cult out there devoted to establishing a perfect order guided strictly by rationality. A noble goal, you might think – but is it really? No dissenting opinions, no creative solutions, no flexibility. That’s a world devoid of compassion and feeling. A soulless construct’s idea of a perfect world.”

– The Heretic

Many mortals find the concept of order appealing. That things are logical and organized – like cogs in a great machine, where every individual knows their place and purpose, and which way they should turn. In a world inhabited by fantastical species and creatures, and spellcasters who constantly test the boundaries of reality, the pursuit of order is certainly understandable.

Some take that pursuit to an extreme, as they seek to bring the Maker’s perfect order to the mortal world. One such cult, the Ordo Creatoris, was established when the mysterious Arcanumicon, a large, magical machine, was uncovered. Though they don’t quite know its purpose, the cultists see the Arcanumicon’s ability to inspire rationality in mortals as a means to achieving the perfect world order they crave.

GOALS & METHODS

The Ordo Creatoris has one goal that guides all its actions: to create a world where order reigns supreme and where everyone acts with perfect rationality. Unsurprisingly, the cult has clear, outlined plans for how that goal will be accomplished.

MINDFUL MACHINATIONS

Through the power of the Arcanumicon, the Ordo Creatoris has discovered how to craft *amulets of rationality*. These amulets are fashioned from crystals created by the Arcanumicon and they imbue those who wear them with intellect and rationality.

Crafting the amulets drains the Arcanumicon’s powers, so the Ordo Creatoris has a limited supply. They place these precious amulets around the necks of powerful sovereigns who will then rule their respective domains with logic and reason. Most of the time, they try to win the sovereign’s favor and highlight the benefits of the amulet, so the subject willingly chooses to wear it. If that fails, the Ordo Creatoris has been known to coerce unwilling subjects with violence or magic, though such methods gall them.

THE MYSTERIOUS MACHINE

The thing that truly distinguishes the Ordo Creatoris’ members from other mortals devoted to the Maker, is the Arcanumicon. This huge construction of crystal and metal, that defies mortal comprehension, was unearthed long ago from deep beneath the ground.



ORDO CREATORIS OVERVIEW

Cult	Followers of the Maker who draw power from a mysterious machine
Goals	To bring perfect order and rationality to the Mortal World
Methods	Clandestine ploys, such as spreading <i>amulets of rationality</i> and using arcamantium to fuel the Arcanumicon
Structure & Position	The Ordo has a strict hierarchical structure. It is mostly perceived as odd fanatics, but not a danger to society.
Followers	Any lawful beings, including wizards, tinkers, artificers, paladins, and monks
Notable NPCs	Unarch Ajo Enath, a dispassionate medusa with a superiority complex, is the Ordo Creatoris’ supreme leader.

The Ordo Creatoris has gone to great lengths to keep the Arcanumicon’s location secret. Through extensive research, the cult has discovered that the machine can be fed with arcamantium, a rare substance found in small caches deep in the ground. The locations of these caches at first seemed random, but the Ordo has discovered that their positions follow a pattern that makes it possible to calculate with precision where each cache will be. The Ordo Creatoris believes that, by fueling the machine with arcamantium, they can eventually activate it and bring about a miracle that will cast the world into perfect order. In truth, they have no proof of the validity of this belief.

STRUCTURE & POSITION

The Ordo Creatoris exists outside the Maker's church. Its existence isn't a secret in itself, but its true goals and methods are. Most civilized societies see the cult as harmless, though some followers of the Maker who know of the Arcanumicon see the cult's devotion to the magical machine as idolatry and dangerous heresy.

SINGLE-CELLED ORGANISM

It is not only the Ordo Creatoris' specific faith that is centered around the Arcanumicon; the cult itself is also physically centered around it. Even though the cult is geographically centralized, it has a wide reach, as it sends small groups or even single agents to spread the tenets of order to new subjects – typically by finding suitable subjects to receive an *amulet of rationality* – or to seek out and secure caches of arcamantium.

FOLLOWERS & LEADERS

The Ordo Creatoris is a small cult with relatively few, but diverse, followers. The only creatures that aren't allowed within its ranks are the intrinsically chaotic, such as demons and other denizens of the Lower Planes. As for talents, followers of the Ordo Creatoris are most often inventors, tinkers, and intellectuals, typically artificers, clerics, and wizards, but also a fair share of monks and paladins take up the cause.

RANKS & HIERARCHY

The Ordo Creatoris has a clear and logical hierarchy that is structured to perfectly disseminate orders and information through its ranks. At the head of the Ordo is the Unarch, the cult's unquestioned leader – currently the venerable Ajo Enath – whose word is law. The Unarch directly commands two Duarchs, who in turn each command four Quartarchs, who each command up to eight Octarchs. If the cult grows further, the Ordo Creatoris would expand to create an additional rank of sixteen Sedecimarchs, and so on.

The Ordo Creatoris' Ranks

Title	Activities
Octarch	Lowest of the Ordo, the Octarchs act as enforcers and infiltrators
Quartarch	Quartarchs typically oversee cult activity in a certain region
Duarch	Each Duarch oversees one branch of activity: the deployment of <i>amulets of rationality</i> and the gathering of arcamantium, respectively
Unarch	The Unarch oversees the Ordo's web of activities and maintains oversight over the Arcanumicon

UNARCH AJO ENATH

At the top of the Ordo Creatoris' organizational pyramid is Unarch Ajo Enath. As a **medusa**, Ajo Enath was initially devoted to order only as far as they enjoyed lording minions around in their cave lair and “establishing order” by turning dissenters into stone.

As it happened, Ajo's cave-dwelling was near to where the Arcanumicon lay dormant in the ground. Over time, the machine's order-infused energy seeped through the stones, slowly increasing the medusa's intelligence and rational abilities. When Ajo Enath eventually sought out the cultists, the medusa already felt a part of the machine and easily found a place in the cult's ranks. Since then, Ajo has grafted crystal produced by the Arcanumicon into their own flesh, further continuing their ascendance from chaos and savagery to perfect order and rationality.

Ajo Enath became the leader of the Ordo Creatoris when the previous leader was slain by a treacherous devil. Driven not only by a desire to see order triumph over chaos, but also a personal desire to rule over others, it was Ajo who came up with the plan to devote some of the Arcanumicon's magical energies to convert powerful individuals into rational, lawful beings that could spread order and aid the Ordo's cause.



ROLEPLAYING AJO ENATH

Their slate-gray skin speckled with fluorescent crystals set in symmetrical patterns and with snake-hair bound into an orderly knot, Ajo Enath is simultaneously beautiful and imposing. Ajo Enath wears practical clothing and usually has a *vajra scepter* at the hip.

Bond. I am bound to the Arcanumicon and live to unlock its secrets.

Flaw. I enjoy authority more than is seemly and have a tendency to micromanage my subjects.

Ideal. All beings must know their proper place and act logically and rationally.

Quote. “I envy those whom my gaze has turned to stone, for they, more than anyone else, have achieved a state of pure intransigence and order.”

QUARTARCH KAY-ÛL

The stone golem Kay-Ûl is one of the Ordo Creatoris' most effective agents. Once a mindless automaton, Kay-Ûl was infused with crystals from the Arcanumicon, which granted it true sentience – and further underlined its devotion to order and structure.

While some among the Ordo Creatoris see Kay-Ûl as a transgression against a natural order – golems, after all, were made to obey, not to think for themselves – Ajo Enath recognizes Kay-Ûl's unique talents and abilities. With the medusa's favor, Kay-Ûl has risen through the Ordo's ranks to become a Quartarch in command of a squad of other sentient constructs.

Obedient, rational, and imbued with immense physical power, Kay-Ûl and its Octarchs are Ajo Enath's most fearsome enforcers. They are deployed only in extreme situations, such as when a rebellious sovereign who has definitively spurned the Ordo's efforts to "bless" them with rationality needs to be "convinced," or when agents of chaos that meddle in the Ordo's affairs must be destroyed. Kay-Ûl always approaches such tasks with cool rationality and fearless cunning, performing its tasks to the letter – but with an ability to improvise that most golems do not possess.

ROLEPLAYING QUARTARCH KAY-ÛL

Kay-Ûl is a nine feet tall construct of stone embedded with fluorescent crystals. It moves with heavy, grinding steps – though it can move swiftly when it has to. Oddly, Kay-Ûl likes banter and often employs sarcasm, though its lack of facial expression and intonation can often leave others puzzled and bewildered.

Bond. Ajo Enath has freed me and supported me – they have my undying loyalty.

Flaw. I revel in social contact but have poor situational awareness and often speak out of turn.

Ideal. If all creatures were rational, there would be no wars or famine.

Quote. "I apologize that I must use violence – it would have been easier if you had just complied. Would you care to remove your crown before I begin – it would be a shame to break it, don't you agree?"

QUEST HOOK

The characters may become entangled with the Ordo Creatoris through the following quest hook.

THE KING'S DECREE

The party is approached by Princess Ellia, who has sneaked out of her castle to find brave adventurers. She explains her predicament: her father, King Halstrom, who used to be a somewhat dim-witted man with a gentle and loving nature, has become cold and aloof in recent weeks. He has secluded himself, dismissed his

advisors, and locked down the castle. Furthermore, he has promised Ellia's hand in marriage to the chieftain of a nearby ogre tribe, implemented draconian laws, decreed higher taxes, and canceled funding of orphanages and shelters. Ellia pleads with the characters to discover what has happened to her father.

The characters can learn that mysterious envoys – an alabaster-skinned tiefling and a fair-haired human – have been visiting King Halstrom frequently in the past months. Further investigation reveals that these envoys have convinced King Halstrom to wear an *amulet of rationality*, which is the cause of his transformation. They have also advised him to make peace with the ogres of the nearby tribe, so they can gain access to the cache of arcantium the tribe jealously guards.

Through muscle, diplomacy, or stealth, the characters can find their way to the King and attempt to take the *amulet of rationality* from him – which will cause him to regain his senses and return to his normal self. Grateful, the King and his daughter give the characters a handsome reward of 5,000 gold pieces.

IMPORTANT LOCATIONS & OBJECTS

There are a few locations that are of particular importance to the Ordo Creatoris, as well as objects they hold in high regard.

ARCANUMICON

The Arcanumicon is of pivotal importance to the cult. This huge machine-like construct stands in a massive complex of caves deep underneath the ground. These caves serve as the Ordo Creatoris' base and is home to Unarch Ajo Enath and a steady stream of cult agents traveling through. Its location is secret and the surrounding area is closely guarded, making it difficult for outsiders to reach the Arcanumicon.

AMULETS OF RATIONALITY

These simple-looking gemstone amulets are at the heart of the cult's operations. Each represents a strain put on the Arcanumicon and is thus only bestowed to powerful and influential individuals that can help further the Ordo Creatoris' cause. The cult will go to great lengths to retrieve any amulets that go missing.

THE SANCTUM MECHANICUM

The location of an ancient sanctum dedicated to the Maker has recently been uncovered. Believed to hold powerful artifacts created by the Maker's faithful, both the Ordo Creatoris and the official church of the Maker are interested in taking control of the sanctum. Either faction may hire a group of adventures to delve within the sanctum – or oppose anyone who dares to trespass within the sacred halls.

See a description of the Sanctum Mechanicum on page 111.

THE SHATTERED SUN

“I regret that I must be the one who tells you this, but we are losing. It is a fact. The eternal struggle between light and darkness will have only one winner, and if things continue as they have, it won’t be the light. To win this war – and win it we must – we must shed our weaknesses and our restraints, and fight the darkness as it fights us: without compassion, without mercy, and without scruples. Only thus can we hope to be victorious.”

– Sunmaster Serenius

From high priests who spend their days healing the sick to the stoic paladins who stride into battle with the knowledge that their lord’s light will protect or embrace them, the servants of the Dawnbringer are usually goodly, noble, and selfless individuals.

There are those, however, among the Dawnbringer’s servants who do not believe that the Church of Light is doing enough. That the Dawnbringer’s decree to vanquish darkness supersedes all other concerns and responsibilities – even the lord’s other tenets of honor, purity, and compassion. In the eyes of these zealots – who are often considered extremists by their peers – darkness is winning the war against the light and has “shattered” the sun.

GOALS & METHODS

The Shattered Sun has a single, clear goal: to seek out and eradicate darkness until only light and purity remain. They rank fiends and undead, and mortals who consort with such monsters, as the foulest of evils that must be eradicated by any means necessary.

WARRIORS OF THE LIGHT

When members of the Shattered Sun say “by any means necessary,” they actually mean it. While quick to label others as evil-doers for the smallest infractions, they themselves do not shy away from wicked deeds if they believe it necessary to destroy a greater evil. As such, the Shattered Sun may choose to bolster the ranks of a wicked tyrant as long as he is dedicated to purging the land of undead, or be comfortable using innocent civilians as bait to lure forth the agents of evil.

This pragmatic approach to the war against darkness makes the Shattered Sun highly effective but also feared and even reviled by most other servants of light.

STRUCTURE & POSITION

While the Shattered Sun has a unifying leader, Sunmaster Serenius, it is a decentralized sect. As a faith within a faith, small chapters or cells of Shattered Sun zealots exist within the ranks of most of the Church of Light’s temples and clergies.



SHATTERED SUN OVERVIEW

Sect	Followers of the Lord of Light who are sworn to fight evil
Goals	To vanquish all evil, especially fiends and undead, by any means necessary
Methods	Ruthless violence and complete disregard for collateral damage
Structure & Position	Decentralized into smaller cells within the official Church of Light, which regards it as dangerous but ultimately suffers its existence
Followers	Mostly clerics, paladins, and warriors
Notable NPCs	Sunmaster Serenius, who leads the sect, and Dawnbreaker Emyra Morngrym

THE LIGHT WITHIN

Though often viewed with concern by other members of the Church of Light, the sect hasn’t been outlawed by the church’s leadership. To avoid taking an official stance that might widen the schism in the church even further, it’s been left up to each individual congregation how they handle members of the Shattered Sun.

In some temples, the zealots can proudly flaunt their affiliation with the sect and still achieve high ranks within the clergy. Most of the time, however, members of the Shattered Sun keep their true allegiance hidden while among their less extreme peers, or leave the Dawnbringer’s official clergy to strike out in small bands of warriors who fight evil on their own terms.

FOLLOWERS & LEADERS

The ranks of the Shattered Sun are comprised mostly of paladins and clerics but also count fighters, monks, and rangers among their numbers. The only prerequisite is that followers are fully dedicated – and able – to combat the forces of darkness wherever they may be. The Shattered Sun also welcomes members of any ancestry except for tieflings, whom they believe to be inherently tainted by darkness and evil due to their fiendish bloodline.

RANKS & HIERARCHY

Decentralized as it is, the Shattered Sun is typically found in smaller chapters ranging from a handful to a couple dozen members. The servants of the Shattered Sun use ranks and titles that mirror the ranks of the official church of the Dawnbringer, except they call themselves “zealots” instead of “servants.”

Shattered Sun Ranks

Title	Activities
Zealot	The rank-and-file of the sect often serving much like soldiers
Dawnbreaker	An officer in command of a small cell or squad of zealots
Dawnlord	A commander in control of a smaller temple or platoon of zealots
Sunmaster	The highest rank reserved for leaders of large temples that oversee an entire region

SUNMASTER SERENIUS

The unofficial leader of the Shattered Sun is Sunmaster Serenius, a fiercely militaristic and highly-regarded silver dragonborn paladin who's fought countless battles against evil. Sunmaster Serenius is the head of a temple that consists solely of clerics and paladins loyal to the Shattered Sun. Even though Sunmaster Serenius has long ago declared that he answers only to the Dawnbringer, the Church of Light's formal leadership has yet to expunge him, as they fear doing so would cause the schism within the Dawnbringer's clergy to widen. Thus, Serenius is left to spread his extreme views to an ever-growing circle of zealots.

ROLEPLAYING SUNMASTER SERENIUS

Serenius is a gruff, no-nonsense silver dragonborn of about 50 years. Tall and muscular even for a dragonborn, Serenius is square-jawed and has a proud bearing. When not clad in his bulky plate, Serenius wears plain and practical clothes with no adornments. He is never found without his *redemption greatsword* within close reach.

Bond. The fight against the forces of evil is eternal and all-encompassing.

Flaw. Those who are not completely devoted to the light are not worth my time and their lives don't matter.

Ideal. To be victorious is all that matters.

Quote. “It's not because they lack compassion that my peers stand idly by while evil reigns. It's because they possess too much compassion to do what has to be done!”



DAWNBREAKER EMYRA MORNGRYM

Of the several **Shattered Sun Dawnbreakers** among the servants of the Shattered Sun, few are more revered than Emyra Morngrym. Fondly dubbed the “Blood Dawn” by her peers, Emyra is famous for her prowess in battle and the zeal and fervor with which she fights the forces of darkness.

Young, brash, and confident, Emyra could easily be mistaken for the daughter of a noble house or an ambitious city official – were it not for the stern set of her brow and the prominent scars criss-crossing her handsome face. Though only in her mid-twenties, Emyra has seen dozens of battles, lost dear comrades, and brought down unspeakable evils. While many would shy from such a life, Emyra is simply fulfilling the vow she made as a child, when her family was ruthlessly slaughtered by roaming undead: to cleanse the world of the scourge of evil!



ROLEPLAYING DAWNBREAKER EMYRA

Emyra is a serious but courteous human woman in her mid-twenties. Emyra’s striking red hair and prominent scars make her stand out in any crowd. A warrior to her core, Emyra is almost always clad in the same dirty and scuffed suit of dull, gray armor.

Bond. My family was slain by undead creatures and I have vowed to avenge them.

Flaw. I voice my opinion without thought for the consequences and often disregard the feelings of others.

Ideal. The true measure of a warrior lies in their loyalty to the warrior next to them.

Quote. “I dream of the day when evil has been vanquished and I can hang up my weapon and rest. But that day is far in the future still.”

I’ve had the dubious honor of fighting alongside Dawnbreaker Emyra. There’s no doubt she’s a fanatical zealot – she’d admit as much, though not in those exact words – but that only makes her that much more fearsome on a battlefield. Leaves a lot to be desired when it comes to campfire banter, though.

– the Heretic



QUEST HOOKS

The zealots of the Shattered Sun are involved in many different schemes, which could see them cross paths with a party of heroes.

LED ASTRAY

Sir Hodric Aegknush, an old dwarven cleric of the Dawnbringer, is appalled to see that his favored student, the half-elf cleric Timaziel, has left his position at the local temple to strike out with the zealots of the Shattered Sun. Hoping to steer his pupil away from the path of extremism before it's too late, Hodric offers the characters 100 gp if they can track down Timaziel and convince him to return.

Finding Timaziel and his brethren from the Shattered Sun Cult in the rugged badlands proves a difficult, but not impossible, task. As long as the characters don't provoke the zealots, they are free to talk with Timaziel, who explains that he's mostly involved with the cult because he's fallen head-over-heels in love with Dawnbreaker Emyra. The characters may be able to convince the young man that he's being foolish – the Dawnbreaker clearly has no interest in him – but before they can convince him to return, the zealots and the characters are assaulted by a horde of undead creatures. If he survives, the ordeal convinces Timaziel to return with the characters.

TROUBLE ON THE ROAD

The characters are approached by Mayor Engbal, a middle-aged halfling woman with a shrewd mind and pleasant demeanor. The mayor is troubled because rogue knights have taken to extorting travelers and merchants going into and out of the town. Camped by the main trade road, these self-proclaimed zealots maintain that they protect the town and surrounding lands from evil – and demand that anyone who utilizes the roads pay a fee for their continued services.

While Engbal sees this as extortion, the zealots themselves are adamant that the mandatory fee is necessary to keep the zealots provisioned and fed as they fight the evil creatures that roam the countryside. That they are fighting evil is true enough – there have been far fewer accounts of monsters and actual brigands in the past months. Even so, the band of Shattered Sun zealots, who are led by Emyra Morngrym, are scaring the townsfolk and slowing trade to a trickle. Engbal offers a reward of 50 gold pieces to the characters if they can seek out these zealots and chase them off or convince them to stop demanding their toll.

See page 103 for a description of the Shattered Sun Zealots encounter, which can help set up a confrontation with the zealots.

IMPORTANT LOCATIONS & OBJECTS

The Shattered Sun zealots revere every temple, shrine, and relic that was made in devotion to the Dawnbringer, but have a particular connection to the Temple of the Unquenchable Light and the legendary *Dawnbringer's Crown*.

TEMPLE OF THE UNQUENCHABLE LIGHT

Located on the outskirts of a large city, the Temple of the Unquenchable Light stands as a bastion against darkness; or so, at least, Sunmaster Serenius describes his home. With towering walls made from alabaster stone, the Temple of the Unquenchable Light is as much fortress as it is a place of worship. Plate-clad paladins patrol its hallways alongside pious priests, all equally fervent in their worship of the Dawnbringer and their devotion to Sunmaster Serenius and the Shattered Sun. If one wanted to attack the heart of the sect, there is no better place to do it, though such an endeavor would surely be tantamount to suicide.

THE DAWNBRINGER'S CROWN

Legends hold that a powerful crown was once forged by one of the Dawnbringer's solars. Marvelously made and imbued with a sliver of divine essence, the *Dawnbringer's Crown* has long been lost to the annals of history. Sunmaster Serenius has not given up hope of finding the crown, as he believes such an artifact would both help in the war against darkness and increase his authority and gravitas, perhaps even enough to claim complete control of the Church of Light.

You can run the relic hunt Shrine of the Rising Sun if you want the characters to get involved with the Shattered Sun zealots. The characters could be hired by the official clergy to claim the *Dawnbringer's Crown* before the Shattered Sun gets their hands on it – which could see the heroes and zealots cross paths.



DAWNBRINGER'S
CROWN

THE SPEAR OF PEACE

“The blood of warmongers does not sully our hands and the tears of tyrants do not blacken our consciences; nay, their blood and tears anoint us! For how can we hope to win peace, if we are too timid to fight for it; to kill for it, if we must? That is our sacrifice.”

– Zephimir

Those who pay tribute to the Lady of Mercy are usually pacifists and devout folk who wish only for a quiet and peaceful life. Even so, there are those among the Lady of Mercy’s servants who do not believe that peace can be achieved by peaceful means. There exists no clearer example of this than the Spear of Peace. Led by Zephimir, who was one of the Lady of Mercy’s most trusted **seraphs** before it fell from the deity’s heavenly home, this cult of fervent radicals strive to abolish war and eradicate any who break the peace.

GOALS & METHODS

The Spear of Peace’s official goal is to foster and nourish a lasting, all-encompassing peace in the Mortal World and beyond. Even to other followers of the Lady of Mercy, this can sound naive and unrealistic, but to the followers of the Spear of Peace, it is a holy mission they take most seriously.

FIGHTING VIOLENCE

The Spear of Peace differs from other followers of the Lady of Mercy both in the scope of their ambitions and in their methods. With express permission from their leader, the seraph Zephimir, whom most members of the sect believe to be an emissary sent by the Lady of Mercy herself, followers of the Spear of Peace employ methods that would be reprehensible to most other agents of peace.

Where a regular servant of the Lady of Mercy serves the cause by aiding others with blessings and healing magic, members of the Spear of Peace see it as their divine duty to eradicate violence by any means necessary. They are even encouraged to seek out and destroy those who foster war – as long as reasonable efforts have been made at non-violent solutions first.

ANGELIC ASCENSION

Known only by the sect’s inner circle, Zephimir was not sent by the Lady of Mercy to act as her emissary in the Mortal World. In truth, Zephimir was exiled from the heavens because it defied the deity and used violence not in self-defense but as a preemptive measure. Though its banishment to the Mortal World was meant as a mercy – a less compassionate deity might have destroyed the rogue seraph outright – it only served to convince Zephimir that the Lady of Mercy was no longer fit to be the steward of peace.



SPEAR OF PEACE OVERVIEW

Cult	Followers of the seraph Zephimir, who formerly served the Lady of Mercy
Goals	To bring about an eternal peace and eradicate all conflict and violence. Secretly also to make Zephimir the new God of Peace
Methods	The Spear of Peace sends small groups to fight for peace and, less overly, sends assassins to kill warmongers.
Structure & Position	The Emissary of Peace, Zephimir, is unquestioned leader of the cult, and is advised by his Disciples of Peace.
Followers	Typically clerics, monks, and paladins, and also veterans and other advocates for peace by any means
Notable NPCs	Zephimir, a true seraph banished to the mortal plane, and Keniziel the Even-Handed, an elven monk and assassin

In addition to its plans to bring about peace by any means, Zephimir is also slowly convincing the Lady of Mercy’s followers to direct their prayers to itself instead of the Lady of Mercy. Ultimately, Zephimir’s goal is to gather enough followers and become powerful enough to usurp the Lady of Mercy’s divine responsibilities and return to Celestia as the new God of Peace.

STRUCTURE & POSITION

Despite their violent methods – or maybe because of them – the Spear of Peace has attracted many followers from within the Merciful Hands, the official church of the Lady of Mercy. In particular, those who pray to the Lady of Mercy because they were harmed or wronged by war or violence, and still hold resentment because of their experiences, see the Spear of Peace’s tenets as more palatable than pacifism. Conversely, others see it as a dangerous and misguided sect that is at odds with the Lady of Mercy’s tenets. A few even suspect the truth of Zephimir’s fall to the Mortal World.

CULT WITHIN A SECT

The Spear of Peace is centered around the seraph Zephimir, who acts as sole arbiter of right and wrong, and who oversees all the sect’s plans and affairs. Most followers, however, believe Zephimir to be the Lady of Mercy’s proxy in the Mortal World. Only the seraph’s closest advisors know the truth and are aware of the seraph’s plans to usurp the Lady of Mercy’s divinity.

This inner circle, which Zephimir has dubbed its Disciples of Peace, is a full-fledged cult. Fully devoted to the seraph, the disciples are ruthless assassins and spies who work under the direct guidance of Zephimir. They are often sent to infiltrate the courts of militaristic sovereigns or warlords and convince them to abandon their plans of war – or assassinate them in cold blood, if they refuse.

FOLLOWERS & LEADERS

The Spear of Peace attracts a varied crowd of individuals. The common denominator is a belief that peace is a goal worth fighting – and dying – for, and that war is inherently abhorrent and evil. There is a preponderance of clerics, monks, paladins, and military veterans among the sect’s ranks.

RANKS & HIERARCHY

The seraph Zephimir sits unquestioned at the top of the sect’s hierarchy, overseeing affairs as a dictator. Directly beneath it are the Disciples of Peace, who serve as the angel’s lieutenants, trusted advisors – and assassins. Lowest among the sect’s followers are the Palms of Peace, who spread the doctrine of the Spear of Peace and are, occasionally sent in groups to disseminate peace by force, such as by defending an innocent village from orc marauders or protecting a temple from roving bands of brigands.

The Spear of Peace’s Ranks

Title	Activities
Palms	The rank and file who work to spread the cult’s tenets, recruit new members, and act as enforcers
Disciples	The Emissary’s advisors who are also secretly sent as assassins and spies to secure peace by any means
Emissary of Peace	The absolute and unquestioned leader of the Spear of Peace



ZEPHIMIR, EMISSARY OF PEACE

The **seraph** Zephimir used to sit at the Lady of Mercy's side, giving council to the deity and acting out her commands. Over the course of many millennia, Zephimir began to doubt that the Lady of Mercy would ever be successful in achieving her goals of peace through pacifistic and purely defensive measures.

When Zephimir argued that violence and ruthlessness might be a necessary evil, the Lady of Mercy dismissed its beliefs as dangerous. Eventually, things came to a head when Zephimir, acting on its own, attacked agents of evil and war to eradicate them before they could cause destruction. In her mercy, the Lady chose not to destroy the angel for its heresy and disobedience, and instead banished it to the Mortal World, in the hope that living among mortals would help de-radicalize the misguided angel.

Instead, the god's foolish act of mercy – as Zephimir perceived it – served only to galvanize the seraph against her. Almost immediately, Zephimir began gathering a cult around it, convincing them it was the god's emissary, sent to guide them. Zephimir is now slowly manipulating more and more of them to worship it instead of its patron deity, while also carrying out its drastic plans to vanquish warmongers with violence.

ROLEPLAYING ZEPHIMIR

In its true form, Zephimir is a strange and imposing creature – a mess of eyes, limbs, and wings that most mortals find incomprehensible. To avoid discomforting its followers, Zephimir often assumes the guise of a dark, muscular human with piercing white eyes. In either form, Zephimir speaks with a deep and otherworldly voice and radiates an aura of power and authority.

Bond. I belong in Celestia at the Lady of Mercy's side – or in her seat, if she won't listen to reason.

Flaw. I believe I know what is right and have no patience for those who disagree with me.

Ideal. Peace and prosperity is a goal that justifies even the most drastic and ruthless measures.

Quote. "Peace will not manifest on its own – it must be won. And there can be no victory without a fight."

Most folk like to believe that all angels are pristine, beautiful creatures. You only have to lay eyes on a seraph in its true form once to realize the folly of that belief – well, if you don't lose your mind in the process. It's hard to imagine a more godly representation of divinity's grotesqueness than that!

– the Heretic

KENIZIEL THE EVEN-HANDED

Keniziel was born a noble on the Veiled Isles, but after a terrible civil war saw most of his kin slain, he relinquished his titles and holdings to become a monk in one of the Lady of Mercy's monasteries. Here he served dutifully for almost a century, living an ascetic life filled with meditation and martial arts training.

When news about the Lady of Mercy's emissary reached the monastery, Keniziel sought out the fallen angel. Hearing the seraph's message firsthand, Keniziel found himself agreeing – for what had a century of pacifism accomplished, when wars were still fought every day? – and became one of the angel's first followers. When Keniziel eventually discovered the truth of Zephimir's fall from grace and the angel's true intentions, Keniziel was not appalled. It only made sense that obtaining eternal peace superseded all other concerns – even the lives of both mortals and gods.

Keniziel now serves as one of Zephimir's **Disciples of Peace** and is often sent to deal with anyone who threatens to disrupt or challenge the angel's designs. Armed only with his aristocratic bearing and dry wit, Keniziel often appears as an arrogant, but harmless, elven noble. In truth, his cunning and decades of martial training make him a deceptively deadly foe.



ROLEPLAYING KENIZIEL

Keniziel is a male elf with long, fair hair and amber eyes. His dark eyebrows and sharp nose are often raised slightly, lending him an air of arrogance that matches his simple, but clearly expensive, robes. He speaks softly, deliberately, and with respect – although a hint of disdain often lurks just underneath the surface.

Bond. I lost everything I ever loved to needless war and still bear the scars of the atrocities I have witnessed.

Flaw. I cannot abide stupidity and incompetence, and will mercilessly critique those I feel are beneath me.

Ideal. If the rabble will not embrace peace on their own, they must be forced to.

Quote. "If there are two things this world has in abundance, it is stupidity and war. Perhaps to be rid of the latter, we must first vanquish the former?"

QUEST HOOKS

As warriors for peace, there are many ways the characters and the cultists may become entangled with each other. Below are two such quests.

EMISSARY UNMASKED

Archpriest Anuil, a female tiefling of some 50 years, has become suspicious of the Spear of Peace and their leader, Zephimir. Through communion with her deity, Anuil has gained hints that Zephimir is not a true servant of the Lady of Mercy, which the Emissary of Peace otherwise claims. Coupled with the cult's less-than-peaceful methods and aggressive recruiting among the clergy, Anuil fears that Zephimir and the Spear of Peace is corrupting the Lady of Mercy's faith.

Unable to have her suspicions definitively verified by the Lady of Mercy, Anuil is now looking for outsiders who will investigate the Spear of Peace and discover what Zephimir's end goal is. Specifically, Anuil is looking for evidence that Zephimir is not the Lady of Mercy's emissary, as it purports to be, so she can convince her peers among the Lady's faithful to condemn and outlaw the cult. Anuil is willing to reward the characters with up to 2,000 gp or a rare magic item, at your discretion.

If the characters accept Anuil's quest, they must find a way to get close to Zephimir, who doesn't usually see outside petitioners. They may do so by trying to become members of the cult, which will see them scrutinized by the elf Keniziel, or they can attempt to sneak into the Peacekeeper's Sanctuary, where Zephimir and his closest lieutenants reside.

DEATH TO THE TYRANTS

A desperate noblewoman named Lady Elara Valmont seeks the help of a group of skilled adventurers. Lady Elara's family has been targeted by assassins and two of her brothers have been slain. Elara believes that the family is being targeted because they control the production of armor and weapons in the region.

If the characters investigate the brothers' belongings, they may find letters from an organization called the Spear of Peace, politely warning the Valmont family to cease the manufacture of weapons or suffer the consequences. The letters are signed by a Keniziel. This clue may lead the characters to Keniziel the Even-Handed and his band of cultists, or Keniziel may find the characters, as he continues to go after members of the Valmont family.

If the characters stop Keniziel and prevent further attacks against House Valmont, Lady Elara gives them a reward of up to 5,000 gold pieces.

IMPORTANT LOCATIONS & OBJECTS

As a relatively new sect, the Spear of Peace doesn't have a particular bond to many locations or objects – overall, Zephimir is more focused on its ascension to heaven than anything the Mortal World has to offer.

PEACEKEEPER'S SANCTUARY

This ancient temple was built many millennia ago, although one would not guess so when looking at its pristine, white marble walls. A marvel of architecture, this circular, two-story temple is several hundred feet in diameter and can house dozens of followers at the same time. In the sanctuary's center is a large, circular chapel where sermons are held at least once daily.

Zephimir usually resides within the Peacekeeper's Sanctuary alongside its most trusted advisors and followers. Though the celestial does not need sleep or drink, it has claimed for itself the luxurious bedchambers of the sanctuary's former archpriest, who "disappeared" mysteriously as most of the temple's clergy joined the Spear of Peace. Zephimir sees petitioners here and uses the chamber to hold routine meetings with the Disciples of Peace.

MARTYR'S AMULETS

High-ranking clerics and paladins within the Spear of Peace often wear *martyr's amulets* which grant them the ability to absorb the pain of others. These amulets are blessed by Zephimir and given only to cultists who deliberately – and passionately – pray to the seraph in place of the Lady of Mercy.

MARTYR'S
AMULET



THE UNBOUND WEAVE

“It should come as no surprise to anyone that there are eccentric folk among the Lady of the Weave’s followers. A religion that caters to the most powerful arcanists is bound to attract some unstable odd-balls with unhinged ideas and delusions of grandeur!”

– The Heretic

The Unbound Weave is a sect that caters to those who are fascinated by magic and the power it holds. Whether they want to unlock all magic’s secrets and become masters of their craft, or they desperately covet the ability to wield magic though they have no aptitude for it, members of the Unbound Weave are wholly dedicated to unleashing magical power.

GOALS & METHODS

The Unbound Weave has several, varying goals that all share a common thread: magical power should be spread and utilized as widely as possible, and as freely as possible. Where other sects dedicated to the Lady of the Weave aim to keep magic under control and prevent spellcasters from abusing their magical powers, the Unbound Weave strives toward the exact opposite: to imbue all sentient beings with magical powers and ensure that their use of magic is never fettered by petty concepts of law, morality, or responsibility.

DABLERS IN RAW MAGIC

What makes the Unbound Weave most dangerous is its willingness to tamper with raw, wild magic. Where magic wielded by trained arcanists can be devastatingly destructive, it is typically bound to the caster’s will. Not so with raw magic, the pure, unstable essence of magical energy, which is not only unpredictable, but also capable of magically scarring those who touch it. It is a common practice among acolytes of the Unbound Weave, especially those who are not trained spellcasters, to seek out patches of raw magic – which often looks like blue, odorless fire – and willingly subject themselves to the azure flames in order to gain magical abilities. The more unscrupulous of the faithful will even subject unwitting victims to raw magic to “give them the gift of magic,” even though the touch of raw magic is fatal as often as not.

ARCANE CABALS

Even if the Unbound Weave isn’t considered evil, its members are almost universally regarded as insane and dangerous. Thus, most acolytes of the Unbound Weave keep a low profile while working discreetly to further their goals. Usually, these acolytes form small cabals that infiltrate towns or cities where they try to turn other arcanists to their cause – or even murder any who might dare to oppose them.



THE UNBOUND WEAVE OVERVIEW

Cult	Followers of the Goddess of Magic who believe magic is the most sacred marvel of all
Goals	To ensure that magic can be used freely and without restrictions, and is shared by as many people as possible
Methods	Chaotic, reckless operations that often involve unstable raw magic or dangerous magical artifacts
Structure & Position	Completely decentralized with no formal leadership. Often outlawed by lawful societies.
Followers	Mostly arcane spellcasters – bards, sorcerers, warlocks, wizards – but also common folk who wish to wield magic
Notable NPCs	High Unraveler Mayhem, an anarchistic tiefling with delusions of grandeur

Their hunger for magical power often leads acolytes of the Unbound Weave to ancient ruins, abandoned crypts, and other places where powerful relics might be found. They’re especially interested in locations that have been scarred by wild magic, such as the site of an ancient battle between archmages or a wizard’s tower that was contaminated by raw magic after an arcane experiment gone wrong.

STRUCTURE & POSITION

Though the Lady of the Weave is usually considered a balancing force – a divine entity that keeps the weave of magic organized and enforces “safety measures” on its use – the Unbound Weave fully embraces the chaos of magic. As such, the sect’s organization is loose; it has no central leadership and instead consists of a scattering of small cells spread out across the lands.

A FORCE FOR CHANGE

The perception of the Unbound Weave by other followers of the Lady of the Weave – and arcane spellcasters in general – varies, but most who aren’t arcanists view the sect as a dangerous, unpredictable element. Although many sorcerers and wizards can certainly empathize with the Unbound Weave’s core philosophy, few agree with the sect’s extreme measures and careless approach to the laws of society and magic.

Authorities that are aware of the Unbound Weave’s existence typically opt to ban the sect and persecute its members, as havoc and disaster almost always follow in its wake. Thus, most members of the Unbound Weave keep their affiliation to themselves – as far as they can, seeing that most bear prominent spellmarks or other magical deformities.

FOLLOWERS & LEADERS

The Unbound Weave’s members have only one thing in common: they must be able to wield arcane magic in some capacity. That does not mean that followers must be spellcasters before they join – even a lowly commoner who is willing to risk their life by gaining an unstable spellmark may be welcomed by the sect.

RANKS & HIERARCHY

Though no central leadership exists, each cell or chapter of the sect has its own, loose hierarchy. Typically, those with no innate ability to cast spells but who have acquired their magical powers through spellmarks or similar “artificial” means, comprise the lowest ranks. Leaders are typically the most zealous, reckless, and, of course, powerful arcanists.

Unbound Weave Ranks

Title	Activities
Acolyte	Typically simple enforcers or infiltrators acting on orders from higher-ranked members
Unraveler	Agents with special talents operating within a cell but with some authority over acolytes
High Unraveler	The leader of a cell who lays the plans and issues orders to unravelers and acolytes

MAYHEM

Though he would object to being called a “leader,” there can be no doubt that Mayhem, a purple-skinned tiefling with a flair for theatrical, is an authority within the Unbound Weave. This is paradoxical, as Mayhem abhors authority in any form – just like he hates organization and hierarchy (though bossing other people around is fun enough, even if he can’t fathom why anyone would ever take orders from others).

With utter disregard for anyone’s safety and no time to listen to objections, Mayhem works tirelessly to ensure that every person gets to feel the exulting touch of magic – even if it kills them. **High Unraveler** Mayhem and his clique of fervent faithful have been linked to several magical catastrophes in the past years. One such operation left a whole village desolate after Mayhem broke a *staff of power* in the city square in an attempt to infuse the townsfolk with arcane power!

Mayhem makes no secret of the fact that he loves the Lady of the Weave and that he believes the feeling is mutual – in fact, the tiefling often refers to the god as “my dear” or “my beloved.” Mayhem’s ultimate goal is to take his rightful place alongside the Lady of the Weave as her consort and lover.



ROLEPLAYING MAYHEM

Mayhem is a handsome, charming tiefling with purple skin and prominent ram’s horns. He always wears exquisite clothing, often in hues of bright green, blue, and gold. Mayhem’s most recognizable feature is his spell-touched blue eyes, which he claims can see the threads of magic that interweaves around everything.

Bond. The Lady of the Weave is my true love and I will go to great lengths to spread her art to every creature.

Flaw. I make reckless decisions, simply because they are more fun, exciting, or unexpected.

Ideal. I wish to show the world that it is better to die than to live without the Lady’s magical touch.

Quote. “It is not just that I love magic, it is that magic loves me. And there’s nothing more powerful than love!”

QUEST HOOKS

The Unbound Weave are always concocting arcane schemes that inquisitive adventurers could easily become embroiled in.

A CONCERNED COLLEAGUE

The characters are approached by Gertrude Eight-Fingers, a middle-aged human wizard of some renown. Gertrude is concerned that one of her wizardly colleagues, Ferron the Binder, has become embroiled with a dangerous crowd. It started when Ferron suffered weird, blue markings after a magical experiment went awry. At first, he seemed intent on finding a cure for his magical malady and even enlisted Gertrude's help. During the past months, however, he's become more withdrawn, claiming that his marks no longer trouble him. The few times he and Gertrude have spoken, he's been almost manic, rambling about discovering "pure magic" and "uncovering the source." Now, he's stopped answering Gertrude's magical messages and his wizard's tower has been sealed off.

Gertrude, who is timid and scholarly by nature, knows that his tower is well protected against intruders and wishes to hire the characters to go in and look for her old friend. She has a spell scroll that she believes can cure him, and offers the party a reward of 500 gp or an uncommon magic item if they agree to take the scroll and save Ferron from whatever they find.

If the characters venture within the tower, they will find a multitude of magical traps and guardians. In addition, the tower is rife with patches of unstable, wild magic. When they finally find Ferron, they find that he's been rendered insane by the spellmarks that cover his body. Whether they destroy Ferron or cure him with Gertrude's scroll, they also discover that Ferron was apparently in contact with a mysterious cult called the Unbound Weave – and that they are apparently planning something sinister.



POTION OF
RAW MAGIC

SOMETHING IN THE WATER

As the characters pass through a small city they notice that a lot of people are behaving erratically and random magical effects seem to occur without cause or reason. Suddenly, a man begins to levitate, floating upwards before dropping like a stone, and a spellcaster who tries to save the man ends up summoning a demon instead of casting a simple spell of flight. These events are not isolated, the party quickly learns; magical mishaps have begun happening with concerning frequency. Guard Captain Heinmill approaches the party and offers them 1,000 gp if they can help discover the cause of these events and put an end to them.

Through their investigation, the characters learn that secretive cultists are operating within the city, apparently under the supervision of someone called Mayhem. When they discover the cult's lair in an abandoned magical asylum, they also find the reason behind the weird happenings: the cult has been pouring undiluted raw magic into the city's water supply, imbuing the citizens with erratic and dangerous magical abilities. The party must either convince Mayhem to leave the town, defeat the cultists, or destroy the cultist's cache of distilled raw magic.

IMPORTANT LOCATIONS & OBJECTS

Decentralized as it is, the Unbound Weave doesn't have a singular base of operations or compound. However, certain locations and objects are still important to them and their goals.

MYTHWARDS

Ancient, nearly indestructible, and imbued with incredible magical power, *mythwards* are huge artifacts that can spread powerful magic in a large area. Many of the Unbound Weave's ploys are centered around utilizing *mythwards* to infuse whole areas and populations with magical power – a risky endeavor that often has catastrophic consequences.

RAW MAGIC

Sites where magical mishaps have happened, or where great magical power was unleashed in ancient times, can sometimes become infused with raw, unstable magic, also sometimes referred to as "spellfire." Such locations are of great interest to the Unbound Weave's agents, who sometimes harvest the raw magic to create *potions of raw magic* that can imbue individuals with erratic magical power for a limited time.

WILD MAGIC IN MILANDO'S GUIDE

A *mythward* plays an essential role in the adventure *Mythical Madness* in [Milando's Guide to Magical Marvels](#), which also has *potions of raw magic*, and other magic items inspired by the concept of wild magic.

THE VERDANT PATH

“I know they say we are ignorant or jealous. But we are neither. We understand why they build their walls and castles and mills, why they seek to domesticate everything around them. We do not envy them their comforts, their shelter, their clean faces, or their soft skin. These are not things to take pride in; these are just symptoms of their twin diseases: fear and greed. We are not ignorant or jealous; we are angry – and our wrath shall be their cure, as we return them to the Earthmother’s embrace!”

– Eilunêth, the Dryad Queen

The spread of civilization is often touted as progress and cause for celebration, as more of the “civilized” races gain access to solid shelter and find protection from the dangers of the wilderness. As trade flourishes, and agriculture, forestry, and industry replace a more primal way of life, the people become wealthier and their lives become more interconnected.

There are those, however, who do not view civilization as progress or think material wealth should be celebrated. Instead, they see forests being cleared to make space for towns or to fuel the furnaces of industry, and rivers and lakes drying up as ever-growing settlements drain the resources of the land.

Chief among these self-proclaimed “enemies of civilization” is the Verdant Path, a fanatical cult of druids, rangers, shamans, and various intelligent beasts, fey, plants, and monstrosities, whose affection for nature has been turned into a hatred of civilization.

GOALS & METHODS

The Verdant Path has two goals, though the cult views them as one and the same: to protect and preserve nature by eradicating civilization. The first part, preservation of nature, is a tenet that all who worship the Earthmother can subscribe to. It is the second part, to destroy civilization, that sets the cult apart, defines its radical methods, and makes it extremely dangerous.

NATURE ASCENDANT

The Verdant Path sees civilization as a destructive force that must be vanquished in order for nature to thrive. To that end, the Verdant Path is ruthless. Though most of their number hold no ill will against the simple farmers or peaceful settlers who have been “corrupted” by civilization, the cultists have no qualms about poisoning their wells or weaving dark curses upon their settlements if that’s what it takes to uproot them. Even brute force – often in the form of wild beasts or elementals enhanced and compelled with primordial magic – is employed when it’s deemed necessary to purify nature from the taint of civilization.



THE VERDANT PATH OVERVIEW

Cult	Followers of the Earthmother who believe civilization is a cancer
Goals	To protect nature by destroying civilization wherever it encroaches
Methods	Sabotage and subterfuge, including violent raids and ambushes
Structure & Position	Divided into smaller circles with one formal leader, and feared by most settlements that are aware of them
Followers	Druids, rangers, fey, and others who revere and cherish nature
Notable NPCs	The cult’s leader, Eilunêth the Dryad Queen, who is a fanatical dryad with a deep-seated hatred for civilization

PRIMORDIAL RAGE

Like the wild’s fiercest predators, the Verdant Path uses stealth, patience, and sudden ferocity as they work toward their goal of eradicating civilization. From farmers waking up to find their crops blighted to a town being swept completely away by an unexpected flash flood, the Verdant Path often leaves behind clear displays of nature’s brutal “retribution,” while keeping the cult’s existence hidden from prying eyes.

STRUCTURE & POSITION

The Verdant Path is organized into many smaller cells or “circles,” each of which is typically led by a druid. Each circle is responsible for carrying out specific tasks and missions, such as scouting out potential targets for attack, gathering intelligence on settlements, or conducting sabotage and sabotage-like operations.

ONE TREE, MANY ROOTS

The followers of the Verdant Path are spread across a large geographical area. Animals, wilderness spirits, and even the elements themselves help the members of the Verdant Path communicate across vast distances, so that information between the circles is disseminated quickly and effectively. This efficient communication also allows the Dryad Queen, the cult’s supreme leader, to give precise orders to each circle of cultists or to assemble the circles into larger forces when needed.

FOLLOWERS & LEADERS

The Verdant Path is comprised of a relatively small number of fiercely devoted humanoid and fey creatures, as well as a selection of intelligent beasts, plants, monstrosities, and elementals. Most humanoid followers are druids, rangers, shamans, and similar folk, who’ve always held an appreciation for nature and are so appalled at seeing forests felled and rivers polluted by expanding settlements that they feel more drastic measures are necessary.

RANKS & HIERARCHY

The Verdant Path has a strict hierarchy, with the Dryad Queen as the ultimate and unquestioned leader. Below the Dryad Queen herself, druids are typically the most powerful and influential members of the cult, and often serve as the Dryad Queen’s closest advisors and lieutenants. Rangers serve as scouts and skirmishers, alongside non-humanoids that possess a similar aptitude for combat and stealth. The lowest-ranking members of the cult are the Forestborn, typically humanoids who share the cult’s devotion to nature and hatred for civilization, but who have no druidic magic or particular skills in combat.

The Verdant Path’s Ranks

Title	Activities
Forestborn	Performs lesser tasks such as spying, sabotage, and raiding
Ranger	Often tasked with infiltration and gathering information
Druid/Shaman	Oversees a circle of Forestborn and develops plans of action
Dryad Queen	The ultimate authority who lays out the cult’s general strategy

EILUNÊTH, THE DRYAD QUEEN

There is no Verdant Path without the Dryad Queen. Every creature of importance that joins the Verdant Path has been vetted by her personally, and every major action the cult undertakes is done by her decree.

As a **dryad**, Eilunêth is deeply connected to the trees and the earth, and feels the pain of the land as if it were her own. When the tree her existence was bound to was felled, cut into pieces, and fed to the furnaces of industry, she did not perish or lose her connection to the tree. Instead, she felt every stroke of the axe and every second of immolation, and to this day, that pain guides her as she works to eradicate civilization.

Eilunêth never bonded to a new tree – instead, she now considers herself one with every tree, rock, and woodland creature, and sees even the slightest harm to any of them as a direct affront to herself. The Dryad Queen is always on the move, striding from tree to tree as she oversees the vast operations of the Verdant Path, while birds, spirits, and the wind itself keeps her informed of the cult’s activities across the realm.



ROLEPLAYING THE DRYAD QUEEN

With skin as green as leaves and hair-like vines speckled with gold, Eilunêth could be considered beautiful, were it not for the hard set of her face. Tall, majestic, and with a voice both as calm as a trickling river and as sharp as the bramble’s bite, Eilunêth has a commanding presence that seems to quiet even the woods themselves.

Bond. I blame myself for not being able to protect my tree and will not rest before I’ve avenged it.

Flaw. I am bad at heeding the opinions of others and don’t have the talent or patience for tact and diplomacy.

Ideal. Civilization is a cancer that must be eradicated.

Quote. “Even if we take just a single drop of blood for every tree that was cut and every bird that fell dead from the skies, choked by their smoking chimneys, there shall be not a single of them left – and we shall be free.”

QUEST HOOKS

The Verdant Path is constantly engaged in conflicts with frontier settlements – conflicts that a band of brave heroes could easily become entangled in.

A VILLAGE UNDONE

As the characters arrive in Willowdale, a small village at the edge of a larger forest, they are approached by the town's mayor, Archibald Greensburrow. A band of loggers from the town – which bases its very existence on its logging enterprises – have been missing for two days. A small expedition was sent out to look for the loggers but hasn't returned. At his wit's end, the halfling mayor is willing to pay the characters 50 gp if they can find the loggers and bring them back.

If the characters accept, their quest takes them into the forest, where they eventually find the bodies of the loggers and the folk who were sent to find them, all of which seem to have been strangled by vines and left to rot on the forest floor. More troubling, they also discover – by following the tracks left by cultists of the Verdant Path – why the loggers were slain: the loggers had discovered that the Verdant Path is working to dismantle a nearby dam, which would cause Willowdale to be flooded. They must now race to either prevent the Verdant Path from doing so or to evacuate the town before the river sweeps it away.

THE BLIGHT

Alisse, who is the ruler of a small nation or regional power, hires the characters to investigate rumors that an outlying village has been devastated by disease, dark magic, or a combination. Alisse wants to know if the rumors are true and what has happened, and stop whoever or whatever is behind it. She offers a reward of 2,500 gp if the characters can accomplish this feat.

Traveling to the village of Dawn's Hollow, the characters find all the villagers slain, ostensibly by a terrible disease that leaves them half-rotted and covered in fungi. A sole survivor, a young boy of half-elven descent, lets the characters know that he saw what he believes to be druids investigating the corpses and even taking some back with them. Following their tracks into the depths of the woods, the characters learn that the Verdant Path is working on a deadly disease it intends to spread throughout the realm. They've managed to make it target only humans and other non-elves, and had tested it out on the village in an effort to perfect it. The characters also learn that a group of cultists have already traveled to the region's capital and intend to unleash the deadly disease within the large city, potentially killing thousands!

IMPORTANT LOCATIONS & OBJECTS

A few key locations and objects is of particular importance to the Dryad Queen and, by extension, the Verdant Path.

THE BLEEDING OAK

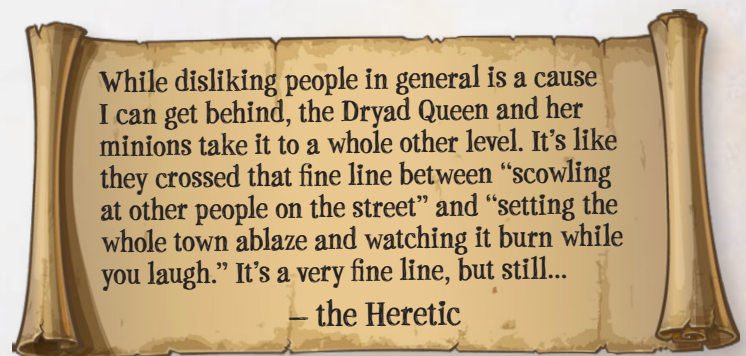
Before it was felled by thoughtless loggers, the Dryad Queen's dryadic tree was an ancient and majestic oak. Now, all that remains of the tree is a huge, blood-spattered stump in a large clearing. Though the place brings her great pain, the Dryad Queen often convenes meetings with her most trusted underlings here to lay their plans of destruction with the fulcrum of her wrath within clear sight. Sometimes, particularly hated captives – the director of a logging operation or the mayor of a larger town – is brought here to be decapitated at the foot of the Bleeding Oak, in an act of obvious, ironic spitefulness.

Anyone who would want to confront the Dryad Queen and the Verdant Path, or simply to gain her attention, could do so by visiting the Bleeding Oak in the heart of the dense, dark forest.

THE EARTHMOTHER'S VINE


Though the Verdant Path already possesses many powerful magic items related to nature, one object has so far eluded them: the *Earthmother's Vine*. Said to have been crafted by an archdruid beholden to the Earthmother, the staff supposedly possesses power enough to turn entire towns or cities into wild, untamed wilderness in a matter of hours. For centuries, however, the staff has been lost, even to the Verdant Path's vast network of rangers and other forestfolk.

The relic hunt Earthmother's Temple on page 105 is centered around the *Earthmother's Vine* and can be used to facilitate a meeting between the characters and the Verdant Path – perhaps someone realizes that the Verdant Path may soon find the staff, and desperately seeks to prevent them from doing so!



While disliking people in general is a cause I can get behind, the Dryad Queen and her minions take it to a whole other level. It's like they crossed that fine line between "scowling at other people on the street" and "setting the whole town ablaze and watching it burn while you laugh." It's a very fine line, but still...

– the Heretic



CHAPTER 5: HOLY QUESTS

A world of divinity is a world of adventure. On the following pages, you'll find an assortment of exalted encounters and holy sites filled with religious relics, celestial champions, and divine dangers that will put the fear of the gods in your adventurers!

Exalted Encounters. These smaller encounters are meant to work as modular elements that can be used in an already ongoing adventure. They can be used as they are or simply serve as inspiration for designing your own encounters.

Relic Hunts. Each of these location-based quests are centered around a holy site that the characters can explore and has a religious relic at the end. They can be used in an ongoing campaign, or can work as a one-shot adventure for a single session.

Only a fool puts any trust in the gods and their schemes, but if there's one thing you can usually rely upon, it's that they're never boring. Dangerous, deadly, dumb, yes – but not dull!

– the Heretic

EXALTED ENCOUNTERS

On the following pages are ten exalted encounters that can be fit into any adventure or campaign:

Deadly Sorrow (Level 5–8). A spiteful celestial musician is playing a deadly performance.

Deceptive Devotion (Level 3–6). A divine deceiver is stealing the prayers of hapless townsfolk.

Divine Riddles (Any Level). A selection of plug-and-play riddles for any scenario.

Divine Wrath (Level 5–8). A fearsome six-armed celestial unleashes its anger upon the characters.

Dying Wish (Any Level). A dying priest wishes to see a fabled monument before he goes to his god.

Resurrection (Level 2–10). A character has died and the party must fight to resurrect them.

River Guardian (Level 4–7). A winged celestial challenges the characters as they seek to cross a river.

Shattered Sun Zealots (Level 4–7). A band of zealots demand a toll for defending the road from evil.

Warrior's Soul (Level 6–9). A slain character's soul is about to be taken away to the afterlife by valkyries.

Summoning Ritual (Level 3–8). A cult is performing a ritual that will have devastating consequences if it isn't stopped.

DEADLY SORROW

In this encounter for a party of 5th- to 8th-level adventurers, the characters must face a crazed melodiell that is avenging itself upon innocent villagers by playing a song that drains their youth. The reason for the melodiell's anger is up to you but could include:

- A priest of the melodiell's patron deity was murdered and the angel holds the entire town responsible.
- A group of townsfolk burned down a temple or shrine dedicated to the melodiell's patron deity.
- An acolyte summoned the melodiell to perform at a festival and the angel was driven mad by the spell.

MEETING THE MELODIEL

As the characters pass through a small village, they are drawn to the town's square by a beautiful yet somber tune. Read or paraphrase the following:

At the center of the town's square, a humanoid with angelic features sits on a bench, playing a beautiful dirge on a golden harp. A few dozen humanoids are seated at long tables in the square, their eyes fixed upon the angelic creature as if in a dreamlike state. Three bloody corpses lie near the celestial creature's feet. You notice that everyone in the gathering seems unnaturally old – a handful of the gathered townsfolk even seem like nothing more than wrinkled husks of skin and bone.

The **melodiell** has been playing its Melody of the Ages for the past 24 hours – aging everyone in the town's square by 24 years and causing several people to die of old age. The three corpses at its feet belong to townspeople who tried to oppose the celestial.

RELIGIOUS KNOWLEDGE

A character proficient in Religion can make an Intelligence (Religion) check to remember the following about melodiells:

- DC 13.** Melodiells are proud celestials revered as the musical virtuosos of Celestia. A melodiell can play a tune that rapidly ages any mortal who hears it.
- DC 15.** Melodiells are creatures of passion, prone to strong reactions and easy to anger.
- DC 17.** Performing music as skillfully as a melodiell distracts it and temporarily disrupts its magic.

ENGAGING THE MELODIEL

The melodiell sees the characters as they arrive in the town's square but continues to play its melody. Once the party is about to come within 60 feet of the melodiell (and thus entering its Melody of the Ages' area of effect), read or paraphrase the following:

"Not a step closer, mortals," the angelic creature hisses while continuing to play its harp. "I shall have my vengeance upon these cretins. Leave us be – or stay and listen until your hearts stop!"

Driven to crazed anger, the melodiell is ready to die to exact its vengeance upon the townsfolk.

A PEACEFUL SOLUTION

At your discretion, a character who attempts to convince the celestial that its judgment isn't fair and that it shouldn't hold the whole town responsible may be able to do so with a successful DC 20 Charisma (Persuasion) check. The celestial may insist that the culprits be held responsible and task the characters with ensuring that they are punished.

FIGHTING THE MELODIEL

If the characters can't convince the melodiell to stop playing its deadly melody, they have no choice but to either leave the townsfolk to their fate or stop the mad melodiell using force. The celestial fights until it is destroyed. If its concentration is broken, its Melody of the Ages is brought to a halt, and the roughly two dozen townsfolk (**commoners**) wake from their stupor, although they're too confused and exhausted to assist the party.

CONCLUSION

If the characters destroy the melodiell or convince it to spare the townsfolk, it leaves behind an *instrument of the heavens* – and, if alive, it vows to right the wrongs it has committed to the townspeople. The townsfolk are grateful and aid the characters any way they can.

DECEPTIVE DEVOTION

In this encounter for a party of 3rd- to 6th-level adventurers, the characters join a religious ceremony overseen by a divine deceiver and must use their wit to avoid being exploited by the deceptive celestial. In the description below, the divine deceiver has disguised itself as a small town's priest and is overseeing the town's celebration of the Festival of Light. You can change the occasion and location as you see fit, using the rituals and holidays in Chapter 2 as inspiration.

RUNNING THE SERMON

As the characters arrive in the small town of Willowstone, either by design or because they're just traveling through, they're just in time for the town's celebration of the Festival of Light. After a month of self-imposed deprivation, the townsfolk have gathered in the town square to partake in a feast to celebrate the gods. As the feast is about to begin, the town's priest – a young man called Terkiel, who is dressed in white robes that denote him as a servant of the God of Light – rises to deliver a sermon. Read or paraphrase the following:

Once everyone has seated themselves at the long tables, a frail-looking young man rises. "Greetings, old friends and new – it is a great pleasure to see so many gathered for this holy festival," he says in a surprisingly strong voice. The priest dives into a long sermon about devotion and duty that has the townsfolk nodding along in agreement. At the end of the sermon, he says: "And now, please come forward, kneel here before me, and offer a prayer to your god, so you can receive their blessing upon this most holy of days!" With only slight hesitation, most of the gathered townsfolk begin lining up before the priest, bowing down to receive his blessing in turn.

At this point, the characters may realize something is amiss. Allow them to make the following checks:

History or Religion. A character who is proficient in History or Religion or who succeeds on a DC 10 Intelligence (History or Religion) check knows that this type of ceremony usually doesn't involve being blessed by a priest.

Insight or Perception. A character who succeeds on a DC 13 Wisdom (Insight or Perception) notices that the townsfolk who receive the blessing look pale and weak. The priest, conversely, seems to flush with vitality after blessing each petitioner.

Arcana or Religion. A character who can sense magic or who succeeds on a DC 15 Intelligence (Arcana or Religion) check realizes that the priest isn't delivering any blessings but is instead employing some sort of fell magic on the townsfolk.

If a character steps forward to receive the priest's blessing, they immediately feel a surge of warm, pleasant energy flow through them. The sensation is short-lived, however, and is soon replaced with a sense of fatigue; the character gains a level of Exhaustion.

CONFRONTING THE DECEIVER

If the characters accuse the priest of foul play, Terkiel – who is in truth a **divine deceiver**, a celestial creature that subsists on the prayers and divine magic of mortals – acts surprised and hurt at the accusation, claiming that it's normal to feel fatigued after being touched by the divine. If the accusations are made publicly, you can have up to two characters make a Charisma (Persuasion) check against the divine deceiver's Charisma (Deception) check. If one or more of the characters succeed, they manage to make the townsfolk suspicious of the priest.

Fighting the Deceiver. If the characters manage to turn the townsfolk against the celestial, or they keep escalating the situation, the **divine deceiver** drops its guise and reverts to its natural form. This display serves to prevent the townsfolk from intervening as it sets upon the party with murderous fury. It focuses its ire on characters who wield divine magic or those who made the strongest accusations against it. If the fight is too difficult or too easy, you can adjust the balance by having a few of the bravest townsfolk (**bandits** or **guards**) assist either the party or the celestial.

CONCLUSION

If the deceiver is reduced to fewer than 20 hit points, it unfurls its wings and attempts to flee the scene. Should it be successful, it may seek out the party later to avenge the indignity it has suffered at their hands.

If the characters expose and defeat the deceiver, the townsfolk are grateful and continue the celebration in their honor. At your discretion, the character's may receive a *martyr's amulet* as a reward or be able to claim it from the celestial's corpse.

FORCING A CONFRONTATION

If the characters don't see through the divine deceiver's deception on their own, you can nudge the characters to confront the celestial in one of the following ways:

- To assume the local priest's identity, the deceiver killed him and hid his corpse. Midway through the ceremony, one of the townsfolk finds the corpse and loudly proclaims their discovery for all to hear.
- The divine deceiver arrived in town, claiming to have been sent as a replacement after the town's aging priest died of natural causes. Midway through the ceremony, the real replacement **priest** shows up and exposes the celestial as an impostor.

DIVINE RIDDLES

In this encounter for a party of adventurers of any level, the characters must answer a divinely inspired riddle to get past an obstacle or guardian. Below are some examples of how you can present this riddle:

- The riddle is inscribed on or near a magically sealed door, portal, or other entrance, which will only open once the characters have answered the riddle.
- An ominous voice warns the characters that to move ahead they must prove themselves by answering a riddle. If they fail to do so, they can still move on but may suffer Psychic damage, Exhaustion, or a similar punishment that fits with the location's theme.
- A creature is guarding an entry and demands the party answers a riddle before they can enter. For a party of four characters, you can use the following celestial creatures, depending on the characters' level: **spirit ward** (level 2–4), **radiance/darkness elemental** (level 5–7), **seraphic seer** (level 8–10), or **seraph** (level 11–16).

RIDDLES & HINTS

Below is a selection of riddles rooted in specific Divine Domains that you can choose from:

Light/Darkness. *I stand by you in the light of day, a constant friend in the sun's rays, yet during night I fade away.* (Shadow).

Life/Death. *I hold the power to revive the past, the thought of me bring tears and laughs, of what has been I'm all that lasts.* **Answer:** Memories.

Life/Death. *I never was, yet am to be, I am what you strive to see, but when I arrive, I'm no longer me.*

Answer: Tomorrow.

Nature. *I run but never walk, I have a mouth but do not talk, I have a head but never weep, I have a bed but do not sleep.* **Answer:** River.

Peace. *I'm a grace bestowed though not always earned, I ease the pain of sins conserved; Employed by the wise, I bring peace to both sides.* **Answer:** Forgiveness.

War. *Born in fear and raised by truth, strong with veterans and witless youth; Sought by warriors and craved by cowards, I show myself in the darkest of hours.* **Answer:** Courage.

If the characters are having trouble answering the riddle, you can allow any character proficient in Religion to discern which Divine Domain the riddle relates to based upon religious symbols they have seen throughout the location, such as a statue of a deity or carvings of a deity's symbol on a wall.

CONCLUSION

If the characters solve the riddle, you can reward them with one of the Divine Boons on page 135; the boon lasts for 24 hours.

AN INQUISITIVE WIZARD FINDS HERSELF
STUMPED BY A DIVINE RIDDLE.



DIVINE WRATH

In this encounter for a party of 5th- to 8th-level adventurers, the characters must face a marithiel itching to dish out divine punishment. The encounter can be used anytime you want to challenge the party with a fearsome celestial, but ideally you would run it if the party has done something that would incur the marithiel's wrath. Some possible reasons that you can use as inspiration are:

- The party is intruding upon an ancient temple or another sacred site protected by the marithiel.
- The party has incurred the wrath of a deity and the marithiel has been sent to hunt down the party.
- Someone has enraged the marithiel while magically disguised as one of the characters, or the marithiel has been tricked into wanting to kill the party.

ENCOUNTERING THE MARITHIEL

As the characters are taking a rest or traveling, the marithiel comes into sight and immediately notices the party. Read or paraphrase the following:

A humanoid figure with six arms approaches your group. Wearing a golden crown and holding a sword in each of its many hands, its shimmering golden eyes fix on you with a terrifying gaze.

"It is time for you to pay for your transgressions. With your blood," the celestial says menacingly as it strides toward you, all six blades raised.

Although the **marithiel** intends to kill the characters, you can give the party a chance to parley with the celestial before it initiates combat.

A PEACEFUL SOLUTION

If the celestial's pursuit of the party is rooted in a misunderstanding, or if the party can make amends such as voluntarily leaving the place they've trespassed upon, you can allow a character to change the marithiel's mind with a successful DC 20 Charisma (Persuasion) check. The check is made with advantage if the characters invoke the ideals of the marithiel's deity, which a character can deduce with a successful DC 10 Religion check by looking at the symbols on the marithiel's equipment.

FIGHTING THE MARITHIEL

If combat can't be avoided, the marithiel initiates combat with Paralyzing Gaze, and uses Divine Jibe and Terrifying Glare to control the battlefield. It focuses on the most vulnerable targets while fending off attackers with its many reactions. The marithiel fights until slain.

CONCLUSION

Once the marithiel has been dissuaded from violence or slain, the party can continue on their way. At your discretion, the party may be able to retrieve a *martyr's amulet* from the marithiel – either taking it from its corpse or receiving it as a form of apology.

DYING WISH

In this non-combat encounter, the characters visit a fabled monument and later have an opportunity to fulfill a dying priest's last wish by describing, drawing, or magically showing him the wonders they've seen.

BRIDGE OF THE HEAVENS

The first part of the encounter happens as the party comes upon a beautiful monument. In this example, the monument is the Bridge of the Heavens, but you can replace it with another monument or holy site of your choosing. Read or paraphrase the following:

A beautiful, ancient bridge spans out before you, reaching more than 500 feet across a wide river. Ornatly carved with gilded symbols and images, the bridge is a marvel of engineering and artistry. As you walk across, you notice that the scenes carved on its surface depict angels, joined together in battle or in joyous song, dance, or meditation. For a moment, it seems you can almost hear the angels' serene songs ring out, eerily beautiful and calming.

THE OLD SAGE

Later on in their journey, the party meets a procession of acolytes. Read or paraphrase the following:

Further ahead on the road, a closed carriage sits by the side of the road. One of its wheels looks to be broken and has been removed. Four humanoids in brown robes surround the carriage, two of them hard at work repairing the broken carriage.

The humanoids are acolytes of the God of Knowledge – or any other deity of your choosing – who are making a pilgrimage to the Bridge of the Heavens. As the characters approach, the acolytes hail them in a friendly manner. Hallura, a young half-elf woman, explains that the acolytes are transporting Archbishop Malthus, a human **priest** well into his nineties, to see the Bridge of the Heavens before he passes, as that is his dying wish. The endeavor seems hopeless now.

"The Archbishop is not long for this world – I fear that even with your aid, he'll be in the Lorekeeper's embrace long before we reach the Bridge of the Heavens. It's a shame – Archbishop Malthus selflessly devoted his entire life to spreading knowledge and wisdom to those who needed it most, and now, at his life's end, he'll be denied that which he wanted to learn most for himself."

As the characters speak with Hallura, you can have the Archbishop's frail voice sound from inside the carriage:

"Hallura, dear, who is that I hear? Please, I would... I would see these new friends, if it pleases them."

Frowning slightly, Hallura allows the characters to enter the carriage. Read or paraphrase the following:

An old and frail-looking human man with a gray beard and a silver diadem on his furrowed brow lies on a comfortable bed that fills up almost half the carriage. His wrinkled face seems kind and his eyes shine with bright intelligence. "My thanks, Hallura. Now if you will, I would speak with these visitors, alone." Hallura nods and leaves the carriage.

The archbishop asks the characters who they are and where they are going. The topic soon falls on the Bridge of the Heavens and Malthus' wish to see it before he passes. If the characters don't suggest it themselves, he asks if they can help him fulfill this wish. The characters may accomplish this by:

- **Telling.** A character who describes the bridge, either with words, poetry, or song, does it justice if they succeed on a DC 15 Charisma (Performance) check.
- **Drawing.** A character can draw the Bridge of the Heavens in a way that matches its beauty if they succeed on a DC 15 Dexterity (Sleight of Hand) check using artisan's tools or similar equipment.
- **Showing.** The characters can also use spells such as *scrying*, *minor illusion*, or even *teleport* to show Malthus the Bridge of the Heavens before he dies.

If all attempts fail, or the characters don't try, Malthus expires with a haunted expression on his face. If the characters succeed, read or paraphrase the following:

A satisfied smile spreads upon the old man's face. "Thank you, friends," he whispers, a tear trickling down his cheek. "I am ready to go now. But I have one more favor to ask of you. Please, take my diadem. It has served me well, granting me a cunning far greater than I ever deserved. I would rather you take it and speak not of its power to my acolytes – they are better off placing their faith in themselves and the Lorekeeper, than relying on magical aid as I did," the priest says, the words weak and strained. As he removes the diadem from his brow, the spark of intelligence in his eyes dims, and his smile widens. "Ah, but I shall go to my God as I am – no less, no more. Farewell, friends," he says softly, before his eyes close – never to open again.

CONCLUSION

If the characters leave the carriage with the *diadem of acuity*, Hallura may question them but quickly accepts a truthful explanation or a convincing lie delivered with a successful DC 15 Charisma (Deception) check. The acolytes are saddened by the Archbishop's passing but less so if they learn that Malthus' dying wish was fulfilled. Only the knowledge that the Archbishop's *diadem of acuity* was the source of much of his knowledge can truly sour their mood.

RESURRECTION

In this encounter for 2nd- to 10th-level adventurers, the party must contend with dangerous foes as they try to revive a fallen comrade. The purpose of this encounter is to make the act of resurrection more challenging and exciting than it otherwise would be, and can be adjusted based on your preferences.

BEGINNING THE ENCOUNTER

Either before or after the party attempts to resurrect a fallen character, read or paraphrase the following:

Moving like molasses, wisps of silvery smoke begin seeping from the corpse in lazy tendrils. As it thickens, the smoke begins to take form and coalesce into vaguely humanoid shapes.

The character who performed or would perform the resurrection instinctively realizes that the spirits are manifestations of the deceased creature's soul, and that they must be destroyed to restore the soul and complete the resurrection.

RUNNING THE ENCOUNTER

Whether the spirits mean to test the party or prevent them from resurrecting the fallen character, they are near-mindless in their aggression toward anyone who approaches the corpse. They won't stray far from the corpse unless they absolutely have to.

WHICH SPIRITS APPEAR?

Which sorts of spirits appear is up to you. Here are some suggestions based on the characters' level:

- **Level 2–4.** 1 soulsplinter sprite/2 characters or 1 spirit ward
- **Level 5–7.** 1 soulsplinter sprite/character or 1 spirit ward/2 characters
- **Level 8–10.** 2 soulsplinter sprites/character, 1 spirit ward/character, or 1 death wraith

If the spirits that appear are soulsplinter sprites or spirit wards, they take on the appearance of the deceased character and, in the case of the soulsplinter sprites, use that character's proficiency bonus and embody aspects of the character's personality (see the Soulsplinter Sprite on page 189).

If the character being resurrected is a player character, and you don't want them to sit idly by during the encounter, you can let the player control one or more of the spirits. Alternatively, you can decide that the resurrection did succeed, so the character comes to life and can participate in the combat, and the spirits are simply nefarious splinters of the character's soul created by its death and resurrection.

CONCLUSION

The encounter ends when the characters defeat the spirits and the resurrection is completed. At your discretion, the destroyed spirits may leave behind residue that can be burned as *incense of blessings*.



AN ADVENTURER'S SOUL BEGINS ITS
FINAL JOURNEY — MAYBE.

RIVER GUARDIAN

In this encounter for a party of 4th- to 7th-level adventurers, the characters run into a celestial creature guarding the river they're crossing. Neither malignant nor merciful, the **shilmaiphiel** deals with travelers based on how well they answer its questions.

ENCOUNTERING THE GUARDIAN

As the characters are either traveling down a river by boat or attempting to cross the river to get to the other shore, read or paraphrase the following:

The wide river flows lazily along, birds chirp above, and leaves rustle gently in the wind. All seems calm just until it doesn't; with a sudden quickness – but uncanny silence – a monstrous figure rises from the river just 30 feet ahead of you. Humanoid but with massive, feathered wings, a scaly body, and tangled, snake-like hair, the figure seems to be an angel of some sort. Its glowing eyes focus on you and it booms with a dozen different voices at once: "Fate has brought you to this place – but only what's in your hearts and minds will bring you past it. Before you pass, I must know their essence – either by your words or by your shattered skulls and broken ribs. Are you ready to prove yourselves worthy?"

The river ceases flowing around the celestial, bringing whatever vessel the characters are sailing on to an unnatural stop and allowing them to speak with the mystical creature.

THE GUARDIAN'S QUESTIONS

The **shilmaiphiel** does not attack, but instead poses the characters two questions, one at a time:

- "A member of the flock is carried away by the stream. To save it, the rest of the flock must put themselves at risk. Should the flock help their lost member or accept the loss?" **Answer:** As long as the effort isn't doomed, the flock must accept risk to protect all its members – or it is no flock at all.
- "Should a person's spirit be most like wind, water, earth, or fire?" **Answer:** A spirit should be like water: persistent but malleable, powerful but flexible.

Once the guardian has heard the characters' answers, read or paraphrase the following:

The angelic figure bows its head solemnly. "Like the gentle river, you can pass through and around me, but only if you leave one of your flock behind. Or, like the crashing wave, you can band together and move me with force. Which shall it be?"

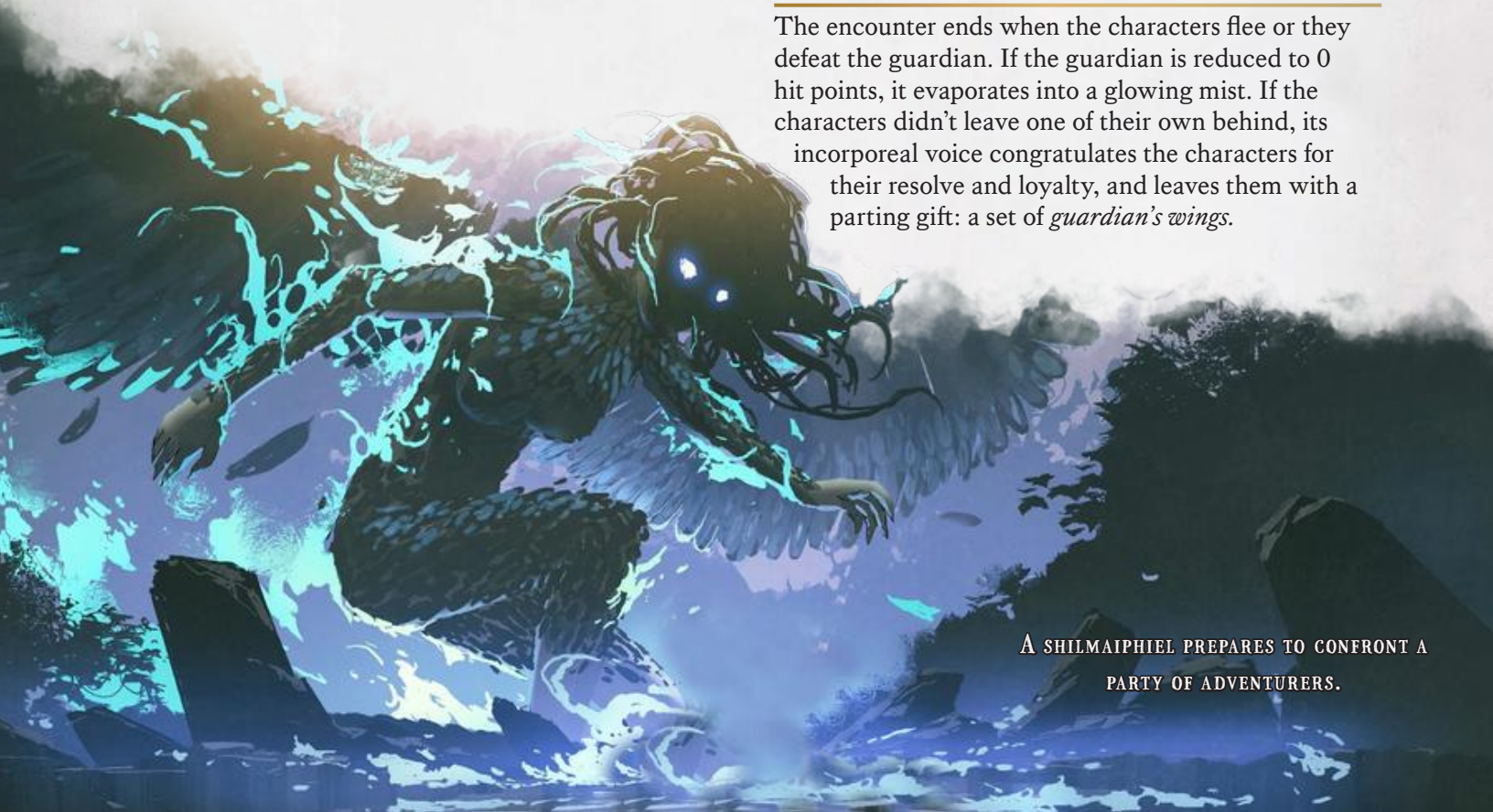
The characters may succeed in tricking the guardian – such as by leaving one of their number behind who can then later slip away to catch up. Otherwise, it is likely that they will opt to fight the **shilmaiphiel**.

FIGHTING THE GUARDIAN

The **shilmaiphiel** doesn't fight with malice – its intentions are more to test the characters' mettle. It cleverly targets the frailest characters first but leaves a target alone once it's been incapacitated. If the characters flee, the guardian does not chase them.

CONCLUSION

The encounter ends when the characters flee or they defeat the guardian. If the guardian is reduced to 0 hit points, it evaporates into a glowing mist. If the characters didn't leave one of their own behind, its incorporeal voice congratulates the characters for their resolve and loyalty, and leaves them with a parting gift: a set of *guardian's wings*.



A SHILMAIPHIEL PREPARES TO CONFRONT A PARTY OF ADVENTURERS.

SHATTERED SUN ZEALOTS

In this encounter for 4th- to 7th-level adventurers, the party encounters a band of zealots who are demanding a toll from travelers as their just compensation for keeping an area safe from the taint of darkness.

ENCOUNTERING THE ZEALOTS

The encounter begins as the characters are traveling down the road. Read or paraphrase the following:

Further up the road, you see an assembly of armored humanoids. Clad in white, gold, and dull steel, and with scars and bandages, they look battle-hardened. As you come closer, a young woman approaches you. She has fierce red hair, a gruesome scar on her left cheek, and carries a dented helmet under one armored arm. "Hail, travelers. The Dawnbringer's blessing upon you! I am Emyra, faithful servant of the Light. Pray tell, what brings you to these parts?"

Emyra (**shattered sun dawnbreaker**) hears the party's explanations with casual interest while she and the zealots she commands appraise each character in turn.

Assuming she doesn't believe the characters to be evil, Emyra demands a toll of 20 gp. Emyra curtly explains that this payment goes toward her and her fellows' efforts to keep the area safe: "Surely, this is a meager sum to pay for darkness to be vanquished." If the characters can't or won't pay, she demands that they turn back, unless they can provide a good explanation for why they shouldn't pay and succeed on a DC 15 Charisma (Deception or Persuasion) check.

If Emyra suspects that a character is "tainted by darkness," she inquires about that character. She may say things like: "Why do you have an imp as a familiar? That's a creature of the Nether Planes!" or, "You look like you ply your trade in the shadows, or am I mistaken?" To avoid a violent confrontation, the party must convince Emyra of the character's innocence with an explanation and a successful DC 15 Charisma (Deception or Persuasion) check.

FIGHTING THE ZEALOTS

If battle breaks out, either because the characters refuse the toll or Emyra takes a dislike to them, the zealots fight until slain, making no efforts to surrender. To make for a challenging fight, use 2 **shattered sun zealots** for a 4th-level party, 4 zealots for a 5th- to 6th-level party, and 6 zealots for a 7th-level party.

CONCLUSION

The encounter ends when the characters either talk, pay, or fight their way past the zealots. If the characters defeat the zealots, they can claim Emyra's *Dawnbreaker's warhammer*.

WARRIOR'S SOUL

In this encounter for a party of 6th- to 9th-level adventurers, the characters must fight to save the soul of a comrade. The encounter can be used when a character or an important NPC has been slain in battle and you want to give the party a chance to save them.

ENCOUNTERING THE VALKYRIES

When a character or an NPC has died and is about to depart to the afterlife, read or paraphrase the following:

As your dying companion draws their last breath, a gust of wind suddenly sweeps over the area. Tiny sparks of radiant light start to form in the air before coalescing into transparent figures of beautiful humanoids with winged helms. Hovering in the air above you, the angelic creatures look down on your dying friend. As their piercing gazes turns to you, a solemn female voice booms in your mind:

"We are here to take your fallen friend to the eternal halls of the dead. Stand aside, mortals."

If the characters choose not to stand aside or inquire about the possibility of bringing back their fallen comrade, read or paraphrase the following:

Almost as if it expected, and even desired, you to oppose it, the angel's telepathic voice sounds in your mind again: "If your wish is to revive your fallen comrade, you will have to prove yourself against me and my sisters in battle."

If the characters accept the **valkyries'** offer, the celestials nod in approval and initiate combat.

FIGHTING THE VALKYRIES

To make for a challenging fight, use 2 valkyries for a 6th-level party, 3 valkyries for a 7th- to 8th-level party, and 4 valkyries for a 9th-level party. If the characters are already drained after a tough combat, you can even the odds by having the valkyries restore each character to full hit points before the battle. This can include resurrecting the fallen character so they can participate in the battle for their own life.

CONCLUSION

Once the characters have proven their valor, you can read or paraphrase the following:

The angelic creatures lift their winged helms in an approving nod. "We applaud you, mortals. By being willing to risk your own lives for your comrade, you have proven yourself true warriors and earned your friend a second chance. We shall meet again."

As the valkyries disappear in a cloud of radiant motes of light, the characters may discover a parting gift lying on the ground: a *totem of seraphs*.

SUMMONING RITUAL

In this encounter for a party of 3rd- to 8th-level characters, the heroes show up just in time to prevent a sinister ritual from being completed – if they can act quickly enough to interrupt the ritual!

BEGINNING THE RITUAL

This encounter is time-sensitive; to succeed and avoid calamity, the characters must interrupt the ritual before it is completed. That also means the ritual must either already be underway as the characters arrive, or begin as soon as combat starts. If you have the ritual begin as the characters arrive, you can paraphrase the following, adding in specific details as needed:

As it becomes clear to the cult leader that you've come to stop the ritual, they shout to their followers: "There's no more time for preparation. Begin the ritual now! Stop the infidels!"

Afterwards, or if you have the characters arrive mid-ritual, you can paraphrase the following:

WHO ARE THE CULTISTS?

Who is performing the ritual and to what end is up to you. Below are some suggestions, two of which are based on the cults in Chapter 4: Divine Agents, which you can adjust to fit your campaign and party level.

Unbound Weave (Level 3–4). The cultists are performing a ritual that will unleash a torrent of wild magic across the region that will likely kill thousands.

- **Cultists:** 5 **weave acolytes** (chanting), 5 **unravelers** (guardians), and 1 **high unraveler**.
- **Events (5, 10):** Wild magic pulses, affecting all non-cultists in the chamber. DC 15 Charisma saving throw or all magical effects end on the creature and non-artifact magic items lose their properties until initiative 20 on the next round.
- **Event (15):** A **spirit ward weaver** is summoned.

Shattered Sun (Level 5–6). The cultists are trying to summon holy destruction to scour the region of undead, without care for the thousands innocents who live there.

- **Cultists:** 5 **priests** (chanting), 5 **Shattered Sun zealots** (guardians), and 1 **Shattered Sun dawnbreaker**.
- **Event (5, 10):** A pulse of light fills the chamber. Each Shattered Sun cultist regains 4d8 hit points.
- **Event (15):** A **radiance elemental** is summoned.

Cult of the Blood God (Level 7–8). The cultists are performing a ritual that will summon the demonic demigod Agrash the Bloodletter to wreak havoc.

- **Cultists:** 5 **blood cult acolytes** (chanting), 5 **blood cult fanatics** (guardians), and 1 **blood cult hierarch**.
- **Event (5, 10):** Each non-cultist must succeed on a DC 15 Charisma saving throw or be vulnerable to all damage until initiative 20 on the next round.
- **Event (15):** A **darkness elemental** is summoned.

The cultists spread around the portal are chanting, their voices rising and falling in unison. Other cultists stand close, armed and ready to protect them. The cult leader seems to be overseeing the ritual, but not actively engaging in it.

You can use Eye of the Old God Map or Ritual Map for this encounter and space the chanting cultists out around the circle's perimeter with a cultist guardian within 10 feet of each, ready to defend them.

RUNNING THE RITUAL

This encounter is meant to be dynamic and can include the following components, at your discretion:

Duration. To track when the ritual is finished, you can use a Ritual Counter that starts at 0. At the end of every round, the Ritual Counter goes up by 1 for every cultist that is still chanting to fuel the ritual. When it reaches 20, the ritual is complete.

Cultists. The encounter begins with 5 cultists who are participating in the ritual by chanting (which takes up their entire turn), 5 cultist guardians who are ready to protect them or take their place, and a cult leader who directs the battle.

Events. Even before it is completed, the ritual can have an effect on the battlefield in the form of events that trigger when certain things happen:

- **Ritual Effects.** When the Ritual Counter reaches 5, 10, and 15, a lesser effect is unleashed to underscore that the ritual is nearing completion. Use these events to make the battle harder if it is too easy, or hold back on them if the characters are struggling. See the "Who are the Cultists?" sidebar for examples.
- **Ritual Implosion.** When a chanting cultist dies, it explodes in your choice of radiant light, magical force, or searing blood. Each creature within 10 feet takes 2d8 Radiant, Force, or Fire damage and must succeed on a DC 13 Constitution saving throw or be Blinded by the blast until the end of its next turn.
- **Ritual Invigoration.** As long as the ritual is undergoing, the cultist leader has a bonus to attack rolls, ability checks, and saving throws equal to the number of cultists who are chanting.

Information. To help raise tension, you can let any character proficient in Arcana or Religion realize roughly how these mechanics work – and maybe even what the consequences would be of allowing the ritual to be completed.

The specifics of the encounter can be adjusted, based on how difficult you want the encounter to be. The essence is that we want the heroes to make difficult choices: will they scramble to stop the ritual as quickly as possible by targeting the chanting cultists or instead focus on the immediate threats of the guardians and the cult leader?

RELIC HUNTS

The following pages contain six relic hunts that each provides 3–6 hours of play:

Earthmother's Temple (Level 5–9). An overgrown temple with a tragic story of corruption and despair.

Sanctum Mechanicum (Level 5–10). A rotating dungeon is filled with puzzles, traps, and guardians.

Shrine of the Rising Sun (Level 4–9). A light puzzle is at the center of this shrine to the Dawnbringer.

Shrine of the Silent Blade (Level 5–8). A hidden shrine of darkness is filled with deceptive dangers.

Temple of Three Challenges (Level 3–11). A temple that challenges the party's devotion and morality.

Tomb of the Undying (Level 5–10). A tomb filled with restless spirits and sinister puzzles.

EARTHMOTHER'S TEMPLE

Nestled deep in a dense forest, the ruins of the once-majestic Earthmother's Temple conceals a tragic past. Centuries ago, the devout followers of the God of Nature were beset by evil cultists beholden to the Plaguebringer, a deity dedicated to the spread of disease and decay.

During the struggle, a strain of magical fungi known as whiterot was introduced to the temple and threatened to consume all plant life in the area. In a final act of desperation, the temple's archdruid used the fabled *Earthmother's Vine* staff to engulf the area in a wall of magical plants that would block sunlight from coming in and thus prevent the deadly fungus from spreading – an act that cost the druid her life.

Despite the temple's hidden location and the thick wall of plants that obscures its entrance, some believe that the sacred *Earthmother's Vine* is still within the temple, waiting for someone brave enough to claim it!

FINDING THE TEMPLE

The entrance to the area around the Earthmother's Temple consists of two crumbling stone pillars that lead to a narrow, uneven trail through the wall of thorns and vines overgrowing the temple. Those who know what they're looking for can easily locate the entrance simply by walking around the roughly 1 square mile area engulfed by the magical wall of vines.

GENERAL FEATURES

The Earthmother's Temple has the following general features unless otherwise noted:

Illumination. No light filters through the wall of plants from above, but the temple's areas are cast in dim light from the luminescent whiterot fungi.

Wall of Plants. The temple is surrounded by a magical wall of thorny plants that also extends into the canopy some 60 feet above the ground and blocks line of sight. A non-Plant creature that enters the wall for the first time on its turn or starts its turn there, takes 1d6 Piercing damage. Moreover, a non-Plant creature moving within the wall must spend 4 feet of movement for each 1 foot it moves. A 5-foot section of the wall can be destroyed by dealing 10 or more Fire damage to it. A destroyed section of the wall magically regrows over the course of 1 minute.

TEMPLE ENCOUNTERS

At your discretion, you can run additional encounters as the characters explore the temple compound. You can roll at random on the Temple Encounters Table or choose the encounter you prefer.

Temple Encounters

d3	Encounter
1	Razor Vines
2	Snakes
3	Spore Screecher

RAZOR VINES

As you navigate the narrow and uneven trails, a thick vine suddenly lashes out from the wall on one side, trying to grasp your limbs and pull you in.

Each character with a passive Perception of 15 or lower is surprised as two **razor vines** reach out from the bramble wall to grasp them. Moreover, the roots on the trail also begin writhing; whenever a character moves more than 10 feet on their turn, they must succeed on a DC 12 Dexterity (Acrobatics) check or fall Prone. The razor vines fight until destroyed.

SNAKES

A rustling noise from inside the wall of plants alerts you just in time to see a huge snake emerge from the brambles; a swarm of smaller snakes follows behind, hissing and coiling as they prepare to strike.

A **giant constrictor snake** and four **swarms of poisonous snakes**, driven mad by the fungi infesting the Earthmother's Temple, attack the characters.

SPORE SCREECHER

You hear a faint rustling from inside the wall of interwoven roots and vines surrounding you. At first, it sounds like an animal scurrying through leaves, but the sound is quickly growing louder.

A **spore screecher** suddenly emerges from the brambles, apparently moving unhindered through the plants that fill the area. It fights until destroyed.

AREAS IN THE TEMPLE

The following areas are keyed to the Earthmother's Temple Map.

E1. ENTRANCE

As the characters approach the Earthmother's Temple, you can read or paraphrase the following:

The canopy above you becomes denser as you push through the thick underbrush, stepping over the gnarled roots and half-rotted branches that litter the spongy ground. The smell of mold grows in intensity with every step you take deeper into the brush.

After wandering for a bit, the characters should find the entrance to the temple:

Amid the wall of plants, you notice two crumbling stone pillars flanking a narrow, uneven trail that seems almost untouched by the overgrowth, except for roots and clusters of pale, luminescent fungi.

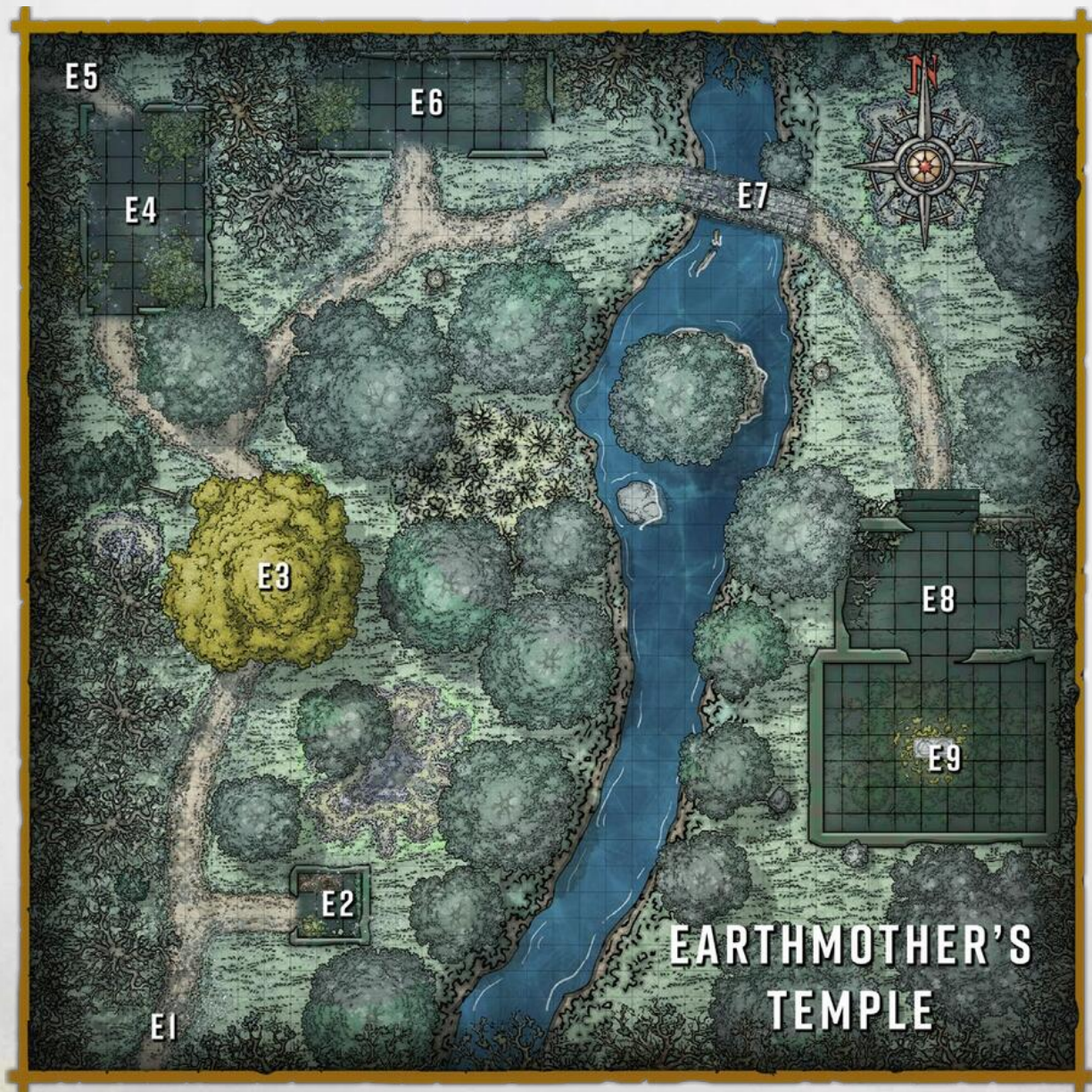
The two pillars marking the entrance to the temple are roughly 20 feet tall and once formed a single archway.

Wall of Plants. A character inspecting the wall of plants surrounding the area can make an Intelligence (Investigation or Nature) to learn the following:

DC 10. The wall of plants consists of unnaturally tightly knit roots and thorny vines. Passing through the overgrowth would be slow and painful.

DC 15. The bramble wall was created by powerful magic. The plants writhe and move slightly, as if alive and sentient – although they seem indifferent toward you at the moment.

Alternate Entrance. Characters who spend an hour walking around the wall of plants that surrounds the area can find an alternate trail in area E5. Hidden Path that leads to area E4. Overgrown Mansion.



E2. RUINED HOUSE

As you continue along the trail, you come across a dilapidated old house. Its walls are covered in vines with needle-like thorns and clusters of purple flowers that cling to the stone like twisted fingers.

This building has been abandoned for a long time but seems almost untouched by the whiterot fungi.

Dawnsight. A character who inspects the purple blooms and succeeds on a DC 15 Intelligence (Nature) check realizes they are dawn-sight flowers, which are known to grow in places infused with powerful magic. Ingesting a dawn-sight flower that has been carefully harvested grants Darkvision out to a distance of 60 feet for 8 hours. A character can attempt to carefully harvest enough flowers for a single use with a DC 10 Dexterity (Sleight of Hand) check. On a failure, the attempt fails, and the character must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 hour. A single use of the flowers is worth 25 gp and up to three uses can be harvested.

Carvings on the Wall. If the dawn-sight flowers are removed, a mural on the wall behind them becomes visible. The mural depicts a group of humanoids praying under a majestic, golden tree. The second image depicts a person holding a leaf above their head as they enter a temple surrounded by carnivorous plants. This hints at how one can use a leaf from the tree in area E3 to enter area E8. Temple Entrance without being accosted by the plant guardians there.

E3. GOD'S TREE

A massive tree with a golden crown towers over this area. Small clusters of pale fungi dot its lower trunk and roots, but the tree itself seems to still be alive.

The God's Tree at the center of this clearing towers more than 60 feet above the ground.

God's Tree. A character can make an Intelligence (Nature or Religion) check to attempt to recall the following information about the tree:

DC 10. The tree is known as a God's Tree. It is revered by followers of the Earthmother and is said to have regenerative powers.

DC 13. Praying to the Earthmother under the tree's crown is said to grant a blessing. The character also knows the Earthmother's prayer: "Mother, I ask of thee, light the stars so life can be, bring me peace and harmony, show me where my heart must be."

God's Tree Leaf. The first time a character recites the Earthmother's prayer near the God's Tree, a *god's tree leaf*, falls off the tree and lands at the character's feet. A character can also use magic (such as the *mage hand* spell) to snatch a leaf or climb the tree to reach one with a successful DC 13 Strength (Athletics) check.

WHITEROT PLAGUE

Most of the areas in the Earthmother's Temple are covered in a pale, luminescent fungus known as whiterot. As the area is cast in darkness by the wall of plants, the whiterot is mostly dormant and not currently spreading.

Investigating the Fungi. A character who investigates the fungi can make an Intelligence (Nature) check to recall the following information:

- **DC 13.** The luminescent fungus is known as whiterot. This rare and invasive type of fungus grows in humid areas and, paradoxically for a fungus, can only spread when exposed to sunlight. It decays the plants it infests and is near-impossible to get rid of once it has taken hold in an area.
- **DC 15.** Whiterot is also known as "the White Sight" in some cultures, as chewing on the fungi can cause vivid visions of past events that have happened in the area where the fungi grow.

Ingesting the Fungi. If a character chews on a piece of whiterot, they experience colorless, ghostlike visions of the most important events that have transpired within the spore network of the fungus, which can hint at the temple's fate – and how to reach the *Earthmother's Vine*. The vision they see is what happened when the temple area was infested by the fungi and how the druid who oversaw the temple sacrificed herself in an attempt to contain the rot. Read or paraphrase the following:

"The world around you twists and swirls as you see colorless, ghostlike visions of a majestic tree with a golden crown towering over squat buildings in a flourishing forest filled with animals. As you watch, the rich plant life begins to rot away as glowing fungi spread throughout the area. An elf appears, brow furrowed as she studies the fungi spreading up the large tree's trunk. The scene changes, the elf now entering a stone building surrounded by carnivorous plants, a gnarled staff in one hand and what appears to be a golden leaf in the other. Inside the temple, the elf slams her staff into an altar. As she murmurs in a strange language, it seems as if the fungi, and the rot along with it, is being drawn into the elf – she consuming it as it consumes her. Before your vision fades away, you see thorny brambles emerging from the large stone building and quickly growing together with the canopy above, gradually sealing off the entire area."

The visions last for a single round during which the character is Incapacitated. Once they have received the vision, the character must succeed on a DC 15 Constitution saving throw or take 2d6 Psychic damage and suffer a long-term madness (see chapter 8 of the *Dungeon Master's Guide*) for 24 hours.

E4. OVERGROWN MANSION

The trail leads onwards to a crumbling two-story structure made of stone and wood. Most of the roof and walls are now either collapsed or absorbed by the surrounding plants and pale, luminescent fungi.

A **caipora** lies huddled in a corner of this room. The caipora, Yiura, has been diseased by the puffball mushrooms in area E7. Bridge. She currently has 4 levels of Exhaustion and is unable to move. As soon as she notices the characters, she feebly scuttles back a few feet but doesn't get far. Warily, she asks the characters who they are and what they want.

Talking to Yiura. If the characters approach peacefully, Yiura explains that she came to the temple through area E5. Hidden Trail. As she crossed through area E7. Bridge to get a glimpse of the temple itself in area E8, she stepped on a puffball mushroom and became diseased from the cloud of spores it emitted.

Sharing Information. The caipora can also provide the characters with the following information:

- The Earthmother's Temple was built around the sacred tree in area E3. God's Tree and was once a holy site frequented by followers of the Earthmother. However, many years ago the area was infested with a luminescent fungus that caused plant life in the area to rot. Eventually the temple's druid sacrificed her own life to enclose the area in magical brambles to contain the infestation. Yiura confirms that the white fungi in this room are the same, although she doesn't know the name of the fungi.
- Stepping on the mushrooms in area E7. Bridge causes them to release poisonous spores.
- Leaves from the golden tree in area E3. God's Tree have healing properties and may cure the caipora. Yiura was trying to reach the tree to claim one so she could heal herself but was too weak to continue.

Curing Yiura. A character proficient in Medicine realizes that the caipora will soon die if she isn't cured with a *lesser restoration* spell or similar magic (such as a *god's tree leaf* from area E3. God's Tree).

Treasure. If the characters cure Yiura, she gives them a stick of *incense of seraphic warding*.

E5. HIDDEN PATH

This bramble-filled trail cuts a narrow path through the wall of plants surrounding it on all sides.

This 5-foot-wide trail leads west to the outside of the temple's areas and east to E4. Overgrown Mansion.



E6. FUNGUS-INFESTED RUINS

As you make your way deeper into the overgrown ruins, you reach a ruined house almost entirely covered in pale fungi and decaying plants.

A **spore screecher** is hiding inside the ruins, waiting for the characters to draw close before ambushing them. It fights until slain but leave the area.

Noticing the Screecher. A character with a passive Perception of 15 or higher notices a cluster of three distinct blue-, green-, and orange-colored fungal caps among the pale tangle of plants and fungi within the building, but is unable discern that it belongs to a creature. A character who notices the colorful fungal caps can make a DC 15 Intelligence (Nature) check to realize they may belong to a spore screecher. If the check succeeds by 5 or more, the character also knows the spore screecher's Fungal Growths trait and Immobilizing Screech action.

E7. BRIDGE

A dilapidated, wooden bridge covered in big, round mushrooms seems the only way across a murky river that runs with a strong current from north to south underneath the brambles surrounding you.

This run-down bridge hasn't been used or maintained in many years and is covered in puffball mushrooms.

Crossing the Bridge. A character who attempts to cross over the run-down bridge must make a DC 13 Dexterity (Acrobatics) check to do so without stepping on the large puffball mushrooms covering it. On a failure, a cloud of yellow spores bursts from a mushroom, and each creature in a 10-foot radius of it must succeed on a DC 13 Constitution saving throw or take 2d6 Poison damage and be Poisoned for 1 hour. If the saving throw fails by 5 or more, the creature also gains 1d4 levels of Exhaustion and becomes diseased. At the end of every hour while diseased in this way, the creature must make a DC 13 Constitution saving throw or suffer 1 level of Exhaustion. The disease ends if the creature succeeds on two consecutive saving throws against it. Any levels of Exhaustion gained from the disease are removed when the disease ends.

Crossing the River. The 5-foot-deep river runs from north to south. A character who attempts to cross the river must make a DC 15 Strength (Athletics) check. On a failure, the character is carried 10 feet to the south by the river's current and ends their turn stuck in the wall of plants that surrounds the river. The character can repeat the check on subsequent turns, breaking free from the wall of plants on a success. The character takes 1d6 Piercing damage as they become stuck and at the start of each of their turns while stuck.

E8. TEMPLE ENTRANCE

A set of wide stairs covered in moss leads upwards to what was once a grand structure with tall stone columns and an elaborate archway that has long since collapsed. While the entire front of the building is left open to the elements, an overgrown entrance leads further into the building to the south. Large vines growing from numerous plants lining the walls twist and twirl.

The entrance to the temple is guarded by living vines.

Razor Vines. Four **razor vines** guard the unlocked stone doors leading to area E9. Earthmother's Altar, their vines snaking out toward the characters as they approach. The razor vines don't initiate combat unless the characters attack first or attempt to enter area E9. Earthmother's Altar. The plant creatures fight until destroyed but won't chase the characters further than area E6. Fungus-Infested Ruins.

God's Tree Leaf. If the characters are carrying a *god's tree leaf*, the plants are indifferent toward the characters, allowing them to pass freely.

E9. EARTHMOTHER'S ALTAR

Vines and plants cover the entirety of this room, seemingly growing from a gnarled staff fixed into a stone altar in the room's center. A thick mass of plants glowing with a faint radiance are curled around the altar's base.

It was by this altar the elven druid used the *Earthmother's Vine* to combat the whiterot infestation.

Sacred sporespawn. When the archdruid cast her spell, she was consumed by the primordial magic and turned into a **sacred sporespawn**, an amalgamation of a divine being and a plant monstrosity. As the characters approach the altar, the sacred sporespawn that has twisted itself around the altar's base unfurls and assumes a vaguely humanoid shape. The creature is near-mindless and has only a single goal: to prevent anyone from removing the *Earthmother's Vine* and thus dispelling the wall of plants that keeps the whiterot plague contained within the temple area.

Removing the Staff. A character who attempts to remove the *Earthmother's Vine* staff from the altar in the room's center can do so with a successful DC 20 Strength (Athletics) check. If the staff is removed, the sacred sporespawn can't use its lair actions.

CONCLUSION

Once the sacred sporespawn has been reduced to 0 hit points, you can read or paraphrase the following:

As the final strike brings down the plant-like creature, most of the growths covering its twisted shape wither away, revealing a vaguely female figure beneath. Falling to the ground, the pitiful creature croaks: "...don't take the staff... Must finish the ritual... End the rot... Please."

With those last, pleading words, the woman expires, her form decomposing rapidly before your eyes.

If the characters acquiesce to the druid's pleas, they can attempt to wield the *Earthmother's Vine* and finish the ritual to cleanse the area.

EARTHMOTHER'S RITUAL

A character proficient in Religion realizes that to cleanse the area of the whiterot infestation once and for all, they must perform a taxing 1-hour-long ritual while touching the staff and praying to the Earthmother. If no character would know this, the caipora from area E4 can also tell them. The ritual requires three rolls:

- A DC 13 Intelligence (Religion) check to formulate a suitable prayer to the Earthmother.
- A DC 13 Constitution saving throw to maintain composure during the taxing ritual.
- A DC 13 Wisdom saving throw to withstand the mental pressure of the ordeal.



Each character participating makes all three rolls. Tally the successes, counting a roll of 20 as two successes.

Success. If the characters have more successes than failures at the end of the ritual, the ritual succeeds and the whiterot fungi in the area wither away, disappearing permanently. The temple cleansed, the characters can freely take the *Earthmother's Vine* and may receive a Divine Boon of Vitality (see page 135) from the Earthmother, at your discretion. As they leave, the wall of plants has already begun receding and rays of sunlight filter in from above.

Failure. If the ritual fails, the *Earthmother's Vine* withers away and the ritual can't be reattempted.

WHITEROT'S DOOM

If the characters fail the ritual or take the *Earthmother's Vine* without attempting it, the wall of plants begins withering away and unless otherwise stopped, the whiterot fungi will decay all plants – including the god's tree – in the area over the next few days before slowly spreading to the rest of the forest. At your discretion, the characters may suffer a Divine Punishment from the Earthmother (see page 45).

ADJUSTING DIFFICULTY

As written, the Earthmother's Temple is suitable for a party of four 6th-level adventurers. Below is general advice on how to adjust the temple's difficulty, as well as specific advice for adjusting to parties of other levels.

ADJUSTING ON THE FLY

The difficulty of the Earthmother's Temple depends in large part on how many encounters they face and how they handle these encounters. If the characters decide to take one or more short rests in between encounters, they might be at almost full strength before they reach area E9. Earthmother's Altar. Conversely, if they fight everything and don't rest, they will likely be hard-pressed for the final encounter.

To account for these variables, you can adjust the difficulty by using more or fewer of the Temple Encounters. If the characters approach area E8. Temple Entrance already weakened, you may also want to remove the razor vines from the entrance.

ADJUSTING TO SPECIFIC LEVELS

Below is advice on adjusting the adventure's difficulty to specific levels for a group of four characters:

Level 5. Remove the lair actions from the **sacred sporespawn** in area E9, decrease its hit points by 30, and decrease the DCs of its abilities by 2.

Levels 6–7. No changes required.

Levels 8–9. Run at least two Temple Encounters, use two **spore screechers** in area E6, increase the **sacred sporespawn's** hit points by 30, and give it two uses of its Legendary Resistance.

SANCTUM MECHANICUM

Deep within the mountains lies an ancient sanctum established by a sect beholden to the Maker, the god of knowledge, invention, and order. For decades, priests and tinkers lived and worked here, creating magical machinations and paying homage to their god.

Eventually, the place was abandoned as the order's number dwindled but the powerful magic of the Maker clings to the very foundation of the sanctum. Before the last of the order left the sanctum, they ensured that riddles, traps, and magical guardians would remain behind to ensure that the *Timepiece of Equilibrium*, the sanctum's greatest treasure, would remain safe from anyone not of the order.

GENERAL FEATURES

The sanctum has the following general features unless otherwise noted:

Ceilings. The sanctum's ceilings are 20 feet high.

Dead Adventurers. A few weeks ago, three adventurers entered the sanctum to steal the relic. They became separated by the rotating rooms (see below) and each wound up dead in separate locations within the sanctum.

Doors. The heavy stone doors within the sanctum are unlocked unless otherwise noted. If a creature places a hand on an unlocked door, the door slides seamlessly into the wall. It slowly slides back a few seconds later, unless touched again.

Illumination. The mosaic carved on the stone walls within the sanctum magically emits dim, blue light. The scale in area S5 can be used to adjust the sanctum's illumination, ranging from bright light to darkness. When the characters first enter the sanctum, it is cast in dim light.

Rotating Ring. The sanctum's middle ring can rotate on its axis. It is controlled by disks that can be found in areas S1 and S4. If a creature uses an action to rotate a disk ninety degrees in either direction, the middle ring rotates in the same direction and falls into place at the start of the creature's next turn.

Walls. All walls within the sanctum are enchanted, making it impossible to move through them using magic, such as with the spells *etherealness* and *passwall*.

AREAS IN THE SANCTUM

The following locations are keyed to the Sanctum Mechanicum map.

S1. ENTRANCE ROOM

The stairs lead down into a wide room with curved walls carved with intricate symmetric patterns that emit a faint, cerulean glow. In the center of the room stands a waist-high, circular pedestal of stone with a large metal disk mounted on top. Brass tubes run down the sides of the pedestal and disappear into the tiled floor. At the far end of the chamber is a wide doorway set with a heavy, curving stone door.

This room is used as an entry point to the sanctum and features a control disk, which is used to rotate the central circle of the sanctum.

Doorway. When the characters first enter the sanctum, the rotating rooms are in Configuration 1 (as pictured on the following page) and the room's doorway reveals the door to area S5.

Rotating Disk. A character who examines the pedestal with the disk in the middle of the room notices that the metal disk is attached to a pole in the center of the pedestal so that it can be rotated on its axis. It is not immediately clear what purpose the brass tubes connected to the pedestal serve, but common sense dictates that the disk is somehow connected to other parts of the sanctum. The first time a character rotates the disk, read or paraphrase the following:

As you turn the disk, it rotates smoothly until it has turned ninety degrees where it slides into place with a clicking sound. The brass tubes make a loud hiss and begin to glow with bright, blue light. As the ground trembles beneath your feet, the door in front of you slides away in the same direction as you turned the disk, and the doorway is momentarily blocked as the walls of the room beyond slide across it. With another click, this one much louder, the revolving chambers come to a halt and another – nearly identical – door fills the doorway.

Depending on which way the disk was turned, the Sanctum Mechanicum is now in either Configuration 2 or 4 (see page 113), allowing passage to either area S6 or S8, respectively. If the characters wish to, they can continue turning the disk, rotating the sanctum's middle circle accordingly with each rotation.

S2. SYMMETRY ROOM

Two weapons float in beams of blue light, one at either end of the room – an elegant-looking longsword at one end and at the other, a metallic staff with a blue orb at its tip. At the far side of the chamber, symmetrical, glowing patterns flow together to create an intricate drawing of a hand holding a weight scale. Near the middle of the room, a young dark elf lies dead in a pool of dried blood.

This room holds two of the order's magic creations within beams of force energy.

Dead Rogue. The corpse in this room belongs to Phyriziel, a male dark elf rogue, who entered the sanctum a few weeks ago to retrieve its fabled relic. Tempted by the hovering items, the rogue tried to grab the sword, was cut down, and stumbled back to the middle of the room before dying of blood loss. A trail of blood leads from the corpse to the beam of energy, where the rogue's arm lies in another pool of blood.

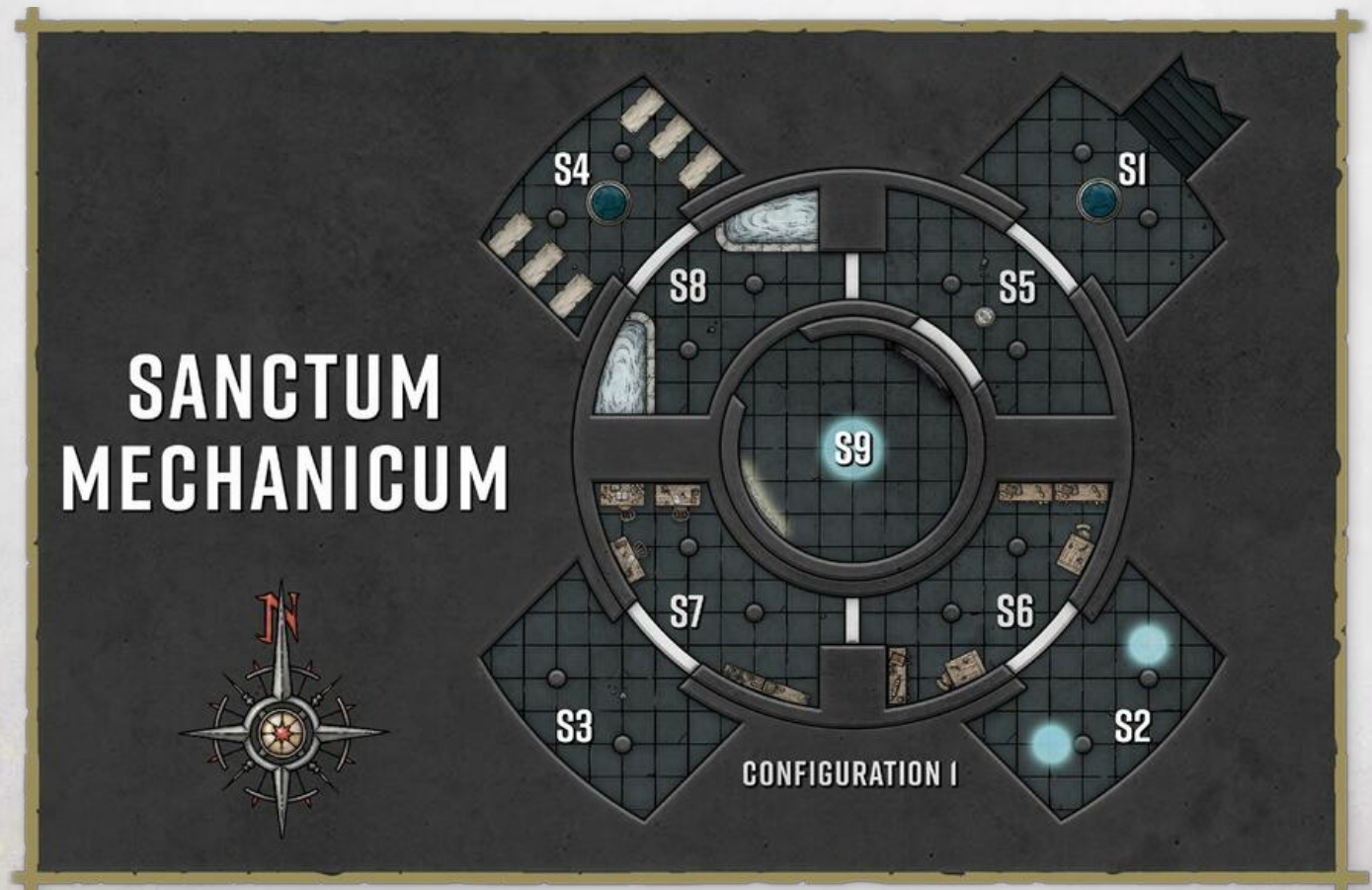
Beams of Energy. The beams of force energy holding the weapons are 5 feet in diameter and flow from floor to ceiling. The beams dispel all other magic, so that spells such as *mage hand* and *telekinesis* have no effect inside them. If a creature reaches into a beam to grab either the staff or the sword, the item won't budge and a magical trap is triggered:

Staff. The creature must make a DC 15 Intelligence saving throw as the staff pulses with psychic energy. On a failure, the creature takes 4d6 Psychic damage, and has disadvantage on Intelligence and Wisdom saving throws and is unable to cast spells that require concentration. Any spell the creature is currently concentrating on immediately ends. This effect lasts until the creature finishes a long rest and can be ended early with a *dispel magic* spell, a *lesser restoration* spell, or similar magic.

Sword. The sword makes an attack roll (+7 to hit, 4d6 Slashing damage) against the creature. If the attack hits, the creature also has disadvantage on Dexterity checks and saving throws, and whenever it takes the dash action on a turn, it must succeed on a DC 15 Dexterity saving throw or fall Prone. This effect lasts until the creature finishes a long rest and can be ended early with a *dispel magic* spell, a *lesser restoration* spell, or similar magic.

As the mural of the balanced scale hints at, the sword and staff can be removed from their protective beams without triggering their respective traps if they are grabbed at the same time by two different creatures.

Treasure. The weapons found in this room are a *sword of balance* and a *staff of focus*; the dead rogue has two daggers, a set of thieves' tools, and a pouch containing coins worth a total of 134 gp.



S3. GUARDIAN ROOM

A huge, vaguely humanoid construct stands in the center of this chamber. Solid plates of rune-etched metal cover most of its body, exposing only the balls of glowing energy which seem to fuse the construct's limbs together like joints. In the center of its chest sits a blue, octagonal gemstone the size of an adult's fist.

This room holds the Sanctum Key – the magical gemstone that can open the door to area S9 – and the key's guardian, a fearsome magical construct.

Gemstone. A character who has seen the door in area S5 immediately realizes that the gemstone at the golem's chest would be a perfect fit for the indentation in the door. The gemstone can be pried free from the golem's chest as an action with a successful DC 20 Strength check.

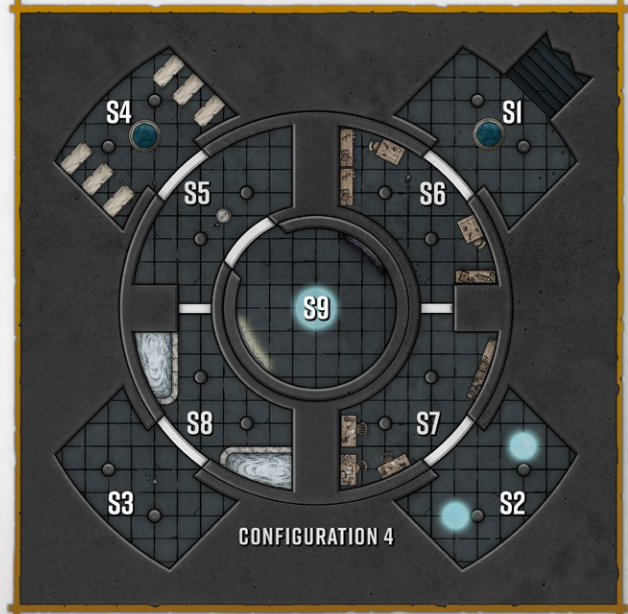
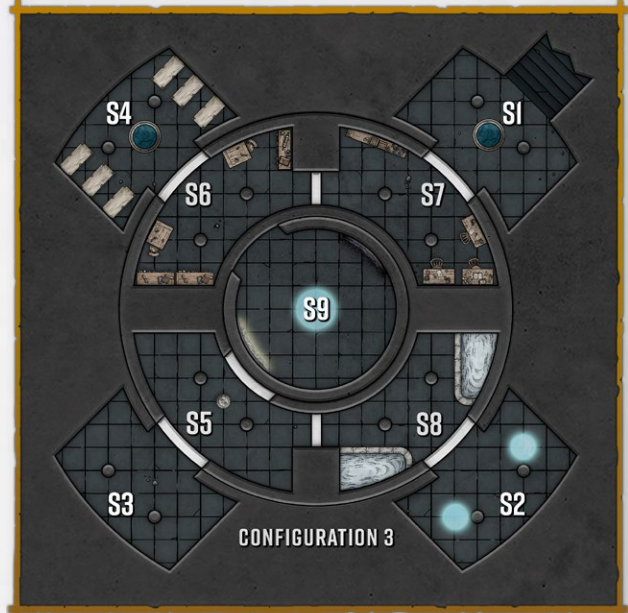
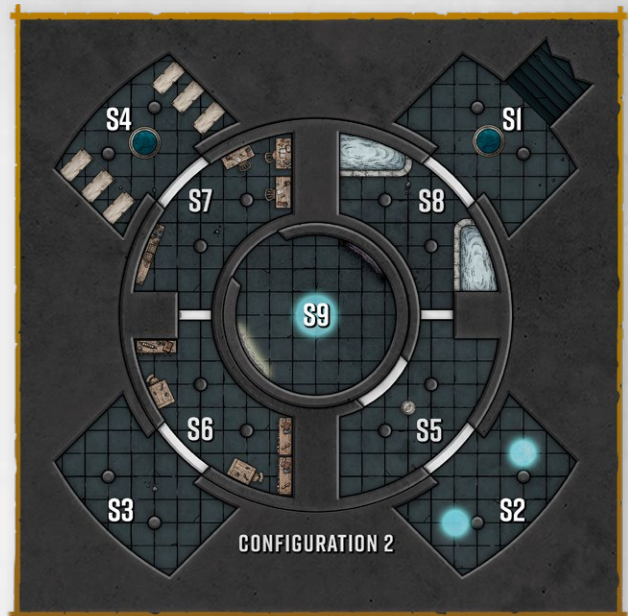
Gravity Golem. The construct in this room is a **lesser gravity golem** that has been tasked with protecting the Sanctum Key. The golem remains inanimate as long as the characters don't harm it or attempt to take the Sanctum Key from its chest.

Riddle. When one or more characters approach to within 20 feet of the golem, the runes on its body begin to glow and a *magic mouth* spell speaks the following riddle in a disembodied, monotone voice:

I have endless shapes, that each make little sense,
But put in order, convey a knowledge so immense,
That those who use me, can history explore,
Create art, broker peace, or even start a war,
So name me now and give me form,
Or your lives shall be forsworn.

The answer to this riddle is “letter” or “letters.” At your discretion, “language,” “words,” “glyphs,” “alphabet,” “signs,” or similar answers may also be suitable – as long as the answer is close enough.

Developments. If the characters harm the golem or try to take the Sanctum Key from its chest, the golem attacks relentlessly, chasing the characters until it has destroyed them or can no longer reach them, before returning to this chamber, if it is able. If the characters answer the golem's riddle correctly – by standing directly in front of it and clearly declaring their answer – it bows down to one knee, takes the Sanctum Key from its chest and holds it forth to the characters, who can take it safely.



S4. DORMITORY

The walls of this chamber are lined with unfurnished wooden beds and a waist-high stone pedestal with a metal disk on top sits in the center. Next to the thick brass tubes that run from the pedestal and into the tiled floor lies the corpse of a muscular, tattooed humanoid wearing furs and leathers.

This room was where the sanctum's inhabitants slept. It also holds a damaged control disk.

Dead Adventurer. The corpse at the pedestal's foot belongs to Maryn, a female goliath barbarian, who entered the sanctum a few weeks ago. Maryn died when toxic, magical gas was released from the control disk's tubes as she activated it. The gas was released because the goliath had struck the tubes with her axe in frustration at being separated from her companions. A creature who examines the corpse and makes an Intelligence or Wisdom (Investigation or Medicine) check can learn the following:

DC 10. The goliath has no visible wounds.

DC 13. The goliath has blue residue on her palms, as if they had been immersed in a liquid or dense gas.

Control Disk. The control disk in this room functions as the one in area S1, except that the tubes connecting to it have been damaged. A creature who examines the disk notices a gash across the brass tubes. A creature can repair the tubes with a *mending* spell or as an action by using cloth, metal, or another material to patch the holes and succeeding on a DC 13 Dexterity (Sleight of Hand) check.

Magical Gas. If the control disk is turned before the tubes are repaired, the sanctum's middle ring doesn't rotate. Instead, the magical gas that fuels the contraption is instead released into the room. You can run this scenario in the following way:

- Roll initiative as the gas is released from the tubes.
- At initiative count 20 on each round for five rounds, the gas expands 10 feet outward from the control disk, as long as the tubes haven't been repaired.
- The gas affects any non-Construct creature it touches. A creature that starts its turn within the gas must succeed on a DC 15 Constitution saving throw or suffer 1 level of Exhaustion and is choking for as long as it remains within the gas.
- If the tubes are repaired while the gas is being released, it stops expanding.
- When the gas is no longer being released (after five rounds or because the tubes were repaired), it dissipates after as many rounds as it was being released for, leaving behind only a faint residue.

Treasure. The dead goliath is wearing studded leather armor and lies next to her greataxe and six javelins. She otherwise has nothing of value.

S5. ANTECHAMBER

A waist-high, stone pedestal stands in the center of this room. Atop the pedestal is a perfectly balanced weight scale holding a small, marble sphere in each arm – one onyx black and the other alabaster white. Behind the pedestal, a curving, closed stone door fills most of the wall. The door has an octagonal indentation, about the size of an adult's palm, in its center that is ringed by a circular inscription.

This chamber holds a device that controls the sanctum's light, as well as the door that can lead to area S9 and the sanctum's relic.

Scale of Illumination. The scale in the middle of the chamber is fused to the stone pedestal and can't be moved. Its two arms are perfectly balanced and shaped to fit the two marble spheres it holds. If a sphere is removed from the scale (it can be placed into a small indentation in the pedestal in front of it), the magical light emitted by the symmetric patterns that adorn the sanctum's walls changes:

Dim Light. If the scale is balanced, the sanctum is filled with comfortable dim light.

Bright Light. If the scale holds only the alabaster sphere, the sanctum is filled with magical bright light that suppresses any magical darkness cast at 5th level or lower.

Darkness. If the scale holds only the onyx sphere, the sanctum is filled with magical darkness. Creatures with Darkvision can see normally in this darkness, but any mundane light sources emit no light and any spell of 5th level or lower that produces light is suppressed.

Door. The stone door has no lock, handle, or hinges, and can't be opened unless the Sanctum Key found in area S3. Guardian Room is placed in the empty socket in its center. If the rooms are in Configuration 4, the characters can enter area S9. Inner Sanctum Otherwise, the door slides away to reveal only a blank wall behind it.

Riddle. The following rhyme is inscribed on the frame of the door, written in Common:

Between a choice, all are torn,
To venture forth at dusk or dawn?
To shield eyes from the burning light,
Or stare blindly into the dark of night?

The riddle on the door hints at the choice that stands before the characters when they open the door to area S9 – to open the door in bright light, dim light, or no light (see area S9. Inner Sanctum).

S6. LIBRARY

The curving walls of this chamber are lined with bookshelves and small reading desks. Several books seem to have been pulled from the shelves in haste and lie spread around the chamber's floor, seemingly discarded at random.

This chamber holds the sanctum's library. The three adventurers searched the room briefly, leaving behind a disorganized mess.

Bookshelves. The bookshelves in this room contain mostly religious texts to the Maker, theoretical texts that have to do with invention, order, and knowledge, and finally manuals of construction. A character who spends at least 10 minutes perusing the bookshelves can make an Intelligence (Investigation) check to find the following:

DC 10. The books seem to mostly have to do with balance, order, and invention, including titles such as *The Order of the Multiverse* and *Perfectly Balanced – A Theoretical Approach to a Better Self*.

DC 13. All the books are arranged by their alphabetic titles, except for the books that have been strewn carelessly on the floor.

DC 15. A book titled *Tenets of Order* is filled with prayers and sermons that all seem to praise symmetry, balance, order, and law.

DC 17. Neatly folded inside an incredibly bland smut novel titled *One Shade of Gray – A Tale of a Balanced Relationship* is a *spell scroll of hold monster* and a *spell scroll of greater restoration*.

If the characters return all the books strewn around the floor to their correct alphabetical positions on the bookshelf, the Maker is pleased and blesses each character with a Divine Boon of Guidance (see page 135) for 24 hours.

Maryn, muscle (dumb). Phyriziel, sneak (don't trust)
White sphere – light. Dark sphere – darkness
Separated. Maryn (idiot). Left. Left. Right
Golem riddle: Endless shapes, knowledge immense, put
in order, explore history, art, peace, war
Soldiers Drawings Numbers Gears Magic

S7. WORKSHOP

Several tidy worktables line the walls of this chamber and tools and crafting materials hang in orderly rows on the wall. In the middle of the chamber lies the still form of a small humanoid clad in gray robes.

This room served as the sanctum's workshop.

Dead Adventurer. The corpse is that of Serkraf Nimbletuck, a male gnome wizard, who entered the sanctum a few weeks ago. The gnome was slain by the golem in area S3 when he gave up trying to answer its riddle and tried to take the Sanctum Key. The golem's blow knocked Serkraf into this chamber, where he expired. A character who investigates the corpse finds a notebook, a spellbook tucked in the gnome's belt pouch, and a spell component pouch (see Treasure).

Notebook. The gnome's notebook gives a brief account of his findings in the sanctum, written down in small, disjointed sentences across its tiny pages:

Maryn, muscle (dumb). Phyriziel, sneak (don't trust)
White sphere – light. Dark sphere – darkness
Separated. Maryn (idiot). Left. Left. Right
Golem riddle: Endless shapes, knowledge immense,
put in order, explore history, art, peace, war
Soldiers Drawings Numbers Gears Magic

The last five words, which were hastily written and crossed out, are wrong answers the gnome tried giving to the golem in area S3. Guardian Room.

Spellbook. The wizard has inscribed a *glyph of warding* on his spellbook that triggers a 3rd-level *thunderwave* spell (save DC 13) if it is opened by any other creature. If triggered, the spellbook is destroyed. The glyph is clearly visible and a creature proficient in Arcana immediately recognizes it as a *glyph of warding*. The glyph can be dispelled with a *dispel magic* spell or similar magic, or a creature can destroy the glyph with a successful DC 15 Dexterity (Sleight of Hand) check. On a failure, the glyph is triggered.

Treasure. The gnome's spellbook holds the following spells: *alarm*, *fireball*, *glyph of warding*, *invisibility*, *mage armor*, *magic missile*, and *thunderwave*. The gnome also has a pouch with spell components, two small diamonds (100 gp each), and a dagger. If the characters search the workbenches, they can scrounge together two full sets of tinker's tools.

S8. POOLS OF ENLIGHTENMENT

Two pools fill the curved corners of this room. A silver cup stands on a pedestal in the middle of the room.

This room holds two sacred basins that the sanctum's inhabitants used to drink from to bless themselves.

Spirit Wards. Two **spirit ward weavers** inhabit this room, one lingering in each basin. These spirits belong to two priests of the Maker who died of natural causes and agreed to have their mortal souls remain behind to guard the sanctum. Eventually drawn to this room, the spirits have been warped by the magical basins, granting them weird arcane abilities. Both spirits emerge to attack a creature that approaches to drink from either basin, surprising the intruders unless their intangible forms are spotted with a DC 15 Wisdom (Perception) check first. The spirits attack until destroyed.

Basins. The water in the two 5-foot deep basins in this room have different magical properties. If a creature drinks from only one basin, it suffers a negative effect, as described below:

Amplifying. A creature who drinks from the basin to the left of the doorway becomes oversensitive to magic until it finishes a long rest. While affected in this way, the creature has disadvantage on saving throws against spells and other magical effects. Moreover, once per turn when the creature takes damage from a spell or other magical effect, it takes an additional 1d8 of that damage.

Nullifying. A creature who drinks from the basin to the right of the doorway has its connection to the weave of magic interrupted until it finishes a long rest. While affected in this way, the creature regains only half as many hit points from magical healing, they can't be considered a willing target of a spell or other magical effect, and they must always try to resist the spell or other magical effect, if able. If the creature is targeted by a beneficial spell or other magical effect that doesn't require a saving throw, they must roll a d20. On a roll of 10 or less, the spell or magical effect has no effect on them.

The basins are also another manifestation of the symmetric nature of the sanctum; if a creature mixes the holy water from each and drinks the mixture, they instead gain the following beneficial effect:

Mix. The creature becomes at one with the weave of magic for 1 hour. While affected in this way, the creature has advantage on saving throws against spells and other magical effects, and resistance to damage from spells and other magical effects.

Drinking first from one basin and then the other doesn't grant the benefits a creature would get from mixing them. Likewise, a creature who has already drunk from one of the basins can't gain the benefit of drinking a mix of the two basin's liquids until it has finished a long rest. The water loses its magical abilities when it is removed from the sanctum.

Drinking Cup. A creature who examines the drinking cup notices that it has a line within it that indicates the cup's exact midpoint, hinting at the fact that the water from the basins should be mixed.



S9. INNER SANCTUM

An ornate pedestal sits in the middle of this round chamber, surrounded by a field of cerulean energy. A beautiful amulet featuring cogwheels and arcane symbols hang suspended above the pedestal. On opposite sides of the pedestal are two 10-foot-diameter portals of stone, each engraved with arcane symbols and filled with a viscous mass of roiling energy.

The final chamber of the sanctum holds the sanctum's most powerful relic guarded by fierce elementals of darkness and light.

Pedestal. The pedestal, and the amulet hovering above it, is protected by a powerful, impenetrable forcefield that nullifies all other magic within it and can't be breached by any means except a *wish* spell. To suppress the forcefield, the sanctum's guardians must first be defeated.

Portals. The two portals in the room are used to summon the sanctum's guardians. As hinted at on the door in area S5. Antechamber, the temple's illumination (which can be adjusted by the scale in the same room) dictates which elementals are summoned to guard the amulet when the characters approach the pedestal in the center of the room:

Bright Light. If the temple is illuminated with bright light, both portals are filled with radiant light and each spawns a **radiance elemental**.

Darkness. If the temple's light is extinguished, both portals are filled with churning shadows and each spawns a **darkness elemental**.

Dim Light. If the temple is illuminated by dim light, one portal is filled with radiant light and spawns a **radiance elemental** and the other is filled with roiling shadows and spawns a **darkness elemental**.

Fighting the Elementals. Regardless of which elementals are spawned, they attack intruders with mindless ferocity, fighting until destroyed. How easy or difficult the fight is depends in large part on which elementals were summoned and how the temple is illuminated. If one of each elemental was summoned, their auras cancel each other out as long as they are within 30 feet of each other (see the elementals' statistics on page 167); the sanctum remains dimly lit and neither elemental can use any actions or abilities that require it to be in darkness or bright light, respectively. A pair of identical elementals suffer no such weaknesses, but may be affected even more severely if the characters are clever enough to realize that they can manipulate the light to harm and weaken the elementals (i.e., using the Scale of Illumination in area S5 to cast the sanctum in magical darkness while fighting two radiance elementals).

CONCLUSION

Once the elementals have been defeated, the forcefield around the pedestal falls away and the characters can pick up the *Timepiece of Equilibrium* and leave the sanctum at their leisure.

ADJUSTING DIFFICULTY

As written, the Sanctum Mechanicum is suitable for a party of four 7th-level adventurers. Below is general advice on how to adjust the sanctum's difficulty, as well as specific advice for adjusting to parties of other levels.

ADJUSTING ON THE FLY

The characters' route through the sanctum, as well as their choices when facing each challenge, largely determines how difficult the sanctum is.

If the characters avoid or bypass all superfluous traps and hazards, they only really need to deal with the **lesser gravity golem** in area S3 and the **radiance/darkness elementals** in area S9. The golem can be bypassed by answering the riddle correctly and the elementals can be weakened greatly by adjusting the light correctly.

Conversely, the party may run headfirst into these dangers in addition to triggering the traps in area S2, activating the defective control disk in area S4, and triggering the *glyph of warding* in area S7. They may also fight the **spirit ward weavers** in area S8.

To adjust the adventure on the fly, you can consider omitting challenges if the characters have already been sufficiently challenged (such as removing the spirit wards from area S8 or the gas scenario from area S4), or adding in additional challenges if the characters are having a too easy time (such as adding additional elementals to area S9).

ADJUSTING TO SPECIFIC LEVELS

Below is advice on adjusting the adventure's difficulty to specific levels:

Levels 5–6. Reduce the **lesser gravity golem's** (area S3) AC by 2 and its hit points by 40, use only one **spirit ward weaver** (area S8), and reduce the **darkness/radiance elementals'** (area S9) AC by 2 and hit points by 40.

Levels 7–8. No adjustments.

Levels 9–10. Increase the **lesser gravity golem's** (area S3) AC by 2 and its hit points by 40, use four **spirit ward weavers** (area S8), and increase the **darkness/radiance elementals'** (area S9) AC by 2, hit points by 20, and Slam damage by 2d8.

SHRINE OF THE RISING SUN

Even the followers of the Dawnbringer have things they wish to keep away from prying eyes. One such artifact is the *Dawnbringer's Crown*, which lies hidden in the Shrine of the Rising Sun. The shrine, which only appears to those who stand at the exact right spot at the break of dawn, tests visitors' ability to manipulate and overcome the powers of light.

FINDING THE SHRINE

The shrine sits isolated on a small hilltop. It only appears when the dawn's light hits it at just the right angle – and only remains for a few minutes. Creatures within the shrine when it disappears can exit the shrine but will find that they are not able to reenter before the next dawn because the shrine is no longer there. Read or paraphrase the following when the shrine appears:

Like a shimmering mirage, a semi-circular marble structure appears. About 30 feet tall and windowless, the only entry to the building is a large door made entirely of near-blinding light.

GENERAL FEATURES

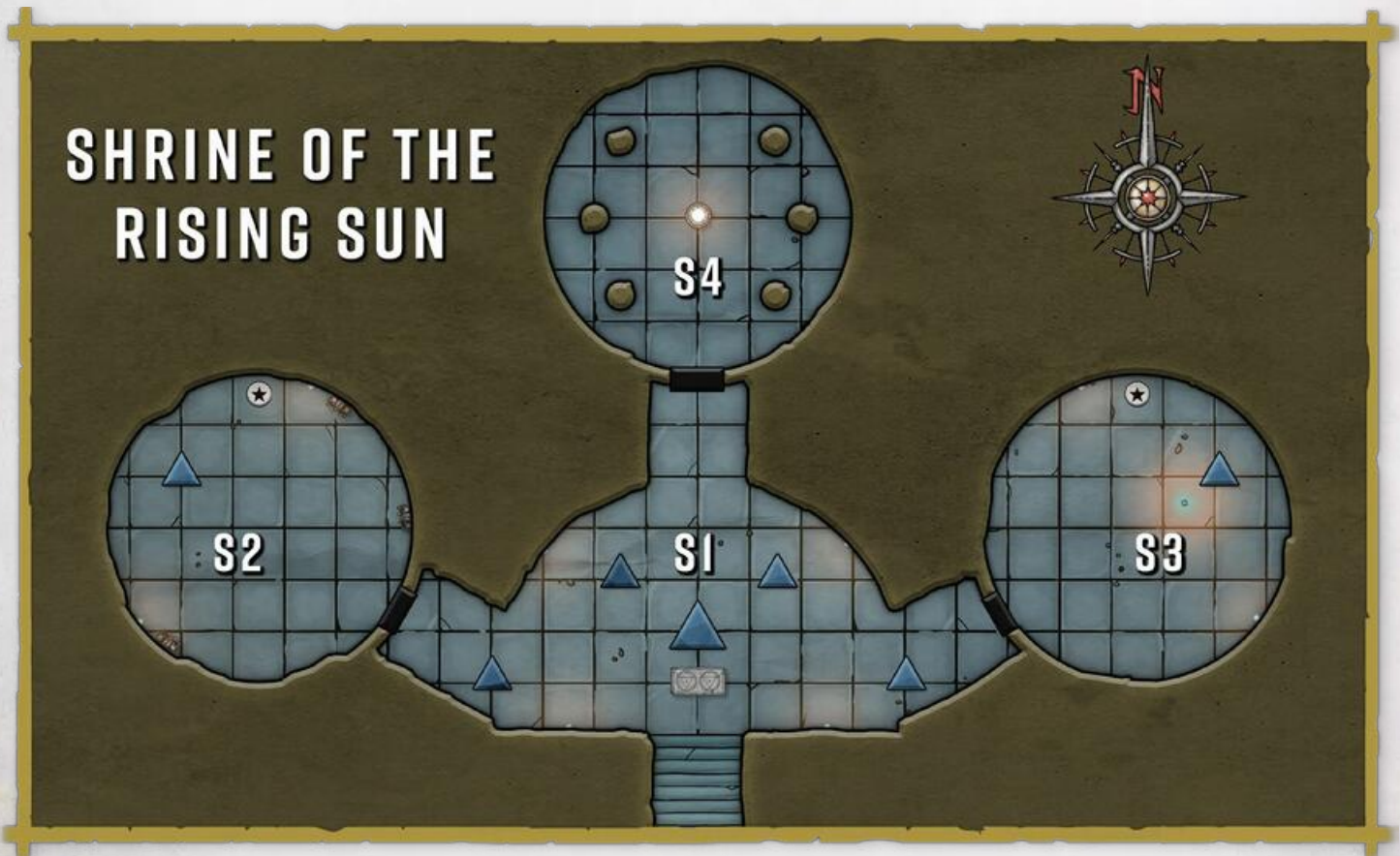
The Shrine of the Rising Sun has the following general features unless otherwise noted:

Ceilings. The shrine's ceilings are 30 feet high.

Illumination. The shrine is filled with warm, rosy light emanating from small orbs that sit in indentations in the walls. The orbs cast bright light in a 10-foot radius and dim light for another 10 feet, and can be moved freely around the shrine, but magically return to their places if removed from the shrine.

Sun Pillars. The shrine features several triangular, 10-foot tall pillars made from mirror-like crystal that reflects light. A creature who investigates a pillar quickly realizes that they can use an action to rotate the pillar on its axis. If a beam of light, such as the one created by the Sun Altar (see area S1. Altar of the Sun) strikes a pillar's side, the beam is reflected further on without being diminished.

Walls. All walls within the shrine are enchanted, making it impossible move through them using magic, such as with the spells *etherealness* and *passwall*.



LOCATIONS WITHIN THE SHRINE

The following locations are keyed to the Shrine of the Rising Sun map.

SI. ALTAR OF THE SUN

The decrepit stairs leads down to a wide hallway and into a semi-circular chamber. A pleasant, rosy light emanates from small, glowing orbs fitted into the walls, and a stone altar sits in the middle of the chamber. Three black marble doors lead out from the chamber and five triangular pillars of smooth, mirror-like crystal stand at regular intervals.

This room has an altar that priests would use to pray by – and which can produce beams of light that, when reflected, can open the doors to the rest of the shrine.

Sun Altar. Two sun symbols are carved into the altar, inside each of which is a triangle and a small, round indentation. The following phrase is written in Common between the two symbols:

It never rests, is never still,
Moves silently from hill to hill.
It does not walk, run, or trot.
All is cool where it is not.
Away at night, fills the day,
Shine from here, to light the way,
Banish darkness, venture forth,
Reflect the light back to our Lord.

If a glowing orb from the wall or another source of magical light is placed inside one of the two indentations, the altar creates a beam of sunlight that shoots directly north to hit the sun pillar in front of the altar. A creature or object that touches a beam of light for the first time on its turn, or starts its turn in a beam of light, takes 4d6 Radiant damage. If the pillar directly in front of the altar hasn't been turned before the altar is activated, the beam hits the pillar and reflects back to hit any character standing directly in front of the altar, unless they succeed on a DC 15 Dexterity saving throw.

RUNNING SI. ALTAR OF THE SUN

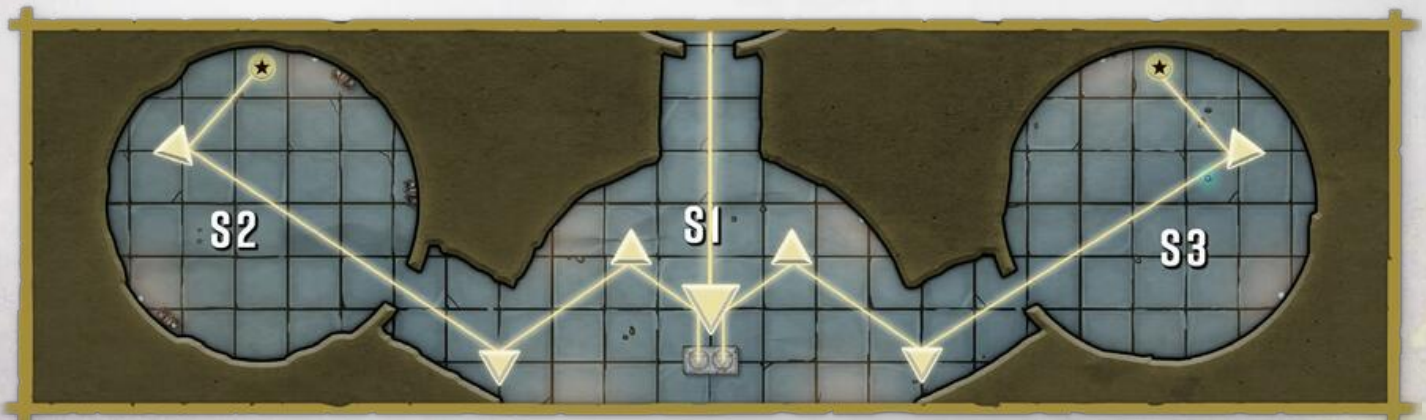
The Altar of the Sun is the key to opening the doors to the rest of the shrine's chambers. The two beams of light the altar can produce must be reflected on the crystal pillars so that they open the doors to areas S2 and S3. In each of those chambers, a crystal pillar must be turned to reflect the beam of light to strike a statue of the Dawnbringer. Once the beams strike both statues, the main pillar in area S1 will shoot forth another beam to open the door to area S4 (see the Shrine of the Rising Sun Activated Map below).

Step-by-Step Walkthrough. Here's an overview of how events are expected to unfold:

- The characters investigate the altar, read the riddle, and hopefully realize they must place the glowing orbs from the walls in the indentations.
- As they place one of the glowing orbs from the walls in an indentation, a beam of light shoots forth and is reflected on the central pillar.
- Through trial-and-error, the characters turn the pillars until the light is reflected through the dark doors to area S2 or S3. In each chamber, the characters must overcome challenges before they can reflect the light to hit the statues.
- When each statue has been lit, another beam of sunlight shoots forth from the central pillar and opens the door to area S4. Chamber of Light.
- In area S4, the characters must contend with the **seraphic seer** before they can claim the *Dawnbringer's Crown*.

Sun Doors. The black doors leading out of this room are indestructible and can't be opened by any means except if they take 10 or more Radiant damage in a single turn, in which case they evaporate instantly. The doors magically reform one round later unless a beam of sunlight (such as the one created by the Sun Altar) passes through its space to prevent it from reforming.

Activating the Main Pillar. When both statues in areas S2 and area S3 have been lit by the sunbeams produced by the altar, the central sun pillar shoots forth a thick beam of light through the door to area S4 and lights up the *Dawnbringer's Crown* within.



S2. CHAMBER OF GUARDIANS

The characters can enter this chamber once they've dissolved the chamber's door by dealing Radiant damage to it or by reflecting a beam of sunlight through it (see area S1 for more information).

Weapons hang along the walls of this circular chamber alongside several suits of shining armor. A pillar of reflective crystal stands at the edge of the chamber and a statue of a knight clad in radiant armor and wearing a crown shaped like a sun stands by the northern wall.

The beam of light must be reflected to hit the Dawnbringer's statue in this chamber – but before they can do so, the party must bypass fierce guardians.

Radiant Guardians. The suits of armor standing around the room are three **radiant guardians**. The guardians spring to life and attack any creature who approaches the pillar or the Dawnbringer's Statue, unless the creature or an object it is carrying emits bright, magical light (such as one of the glowing orbs from the walls). The magical constructs attack until destroyed or until they can't see any conscious creatures in the room that aren't emitting magical light. If no targets are present, the guardians return to their positions and become inanimate. The guardians won't leave the chamber and disappear when reduced to 0 hit points but magically reform at the next dawn.

Beam of Light. During combat, creatures can move through a space filled with the beam of light without being struck if they make a successful DC 10 Dexterity (Acrobatics) check.

Dawnbringer's Statue. When the guardians have been bypassed or defeated, the sun pillar can be angled so that the beam of sunlight produced by the altar in area S1 can be reflected to strike the statue, which then glows with a fierce, bright light.

Treasure. The tools and weapons hanging on the walls are mostly mundane, and include two maces, two morningstars, three quarterstaves, two light crossbows, one lance, one longsword, and one maul. Among them is one magical weapon – a *sunbeam spear* that glows faintly under closer inspection. The radiant guardians' armor disappears when the guardians are slain.

RUNNING S2. CHAMBER OF GUARDIANS

Not only won't the radiant guardians attack characters who carry magical light, they also have a weakness: if caught in an area of magical darkness, they may fall inanimate! Allow a character with proficiency in Arcana or Religion to realize the guardians' weakness with a successful DC 12 Intelligence (Arcana or Religion) check.

S3. CHAMBER OF REFLECTION

The characters can enter this chamber once they've dissolved the chamber's door by dealing Radiant damage to it or by reflecting a beam of sunlight through it (see area S1 for more information).

A single triangular pillar of reflective crystal stands at the far end of the chamber. Before it, a hovering, multifaceted crystal floats in the air. A statue of a knight clad in radiant armor and wearing a crown shaped like a sun stands by the northern wall.

The beam of light must be reflected to hit this Dawnbringer's statue, but before that can be accomplished, the characters must destroy the crystal in the middle of the chamber.

Crystal of Reflection. The multifaceted crystal floating in the middle of the chamber splits and reflects light in multiple, random directions. While a beam of sunlight strikes the crystal, such as if the beam of sunlight produced by the altar in area S1 is reflected into the chamber, the beam splits into multiple smaller beams and fills the chamber with a mesh of radiant energy. A creature who moves into the chamber while it is filled with this mesh of light must succeed on a DC 15 Dexterity (Acrobatics) check for each 10 feet they move or take 4d6 Radiant damage. The crystal can't be moved but a creature can attack the crystal (AC 15, 15 hit points; immunity to Poison and Radiant damage; resistance to Piercing damage). Ranged weapon attacks against the crystal are made with disadvantage as any mundane missile is likely to be destroyed by the radiant mesh of light. If an attack misses the gem or deals damage to it but fails to reduce it to 0 hit points while the crystal is reflecting a beam of light, the crystal spins on its axis and scatters light in random directions so that each creature within 30 feet must succeed on a DC 15 Dexterity saving throw or take 4d6 Radiant damage.

Dawnbringer's Statue. Once the crystal has been destroyed, the sun pillar can be angled so that the beam of sunlight produced by the altar in area S1 can be reflected to strike the statue, which then glows with a fierce, bright light.

RUNNING S3. CHAMBER OF REFLECTION

The characters may realize that they can simply enter area S3 just after angling the beam away from the crystal, so that the mesh of radiant light disappears. This enables them to freely destroy the crystal without any danger to themselves. That's clever thinking on their part – and by design!

S4. CHAMBER OF LIGHT

The characters can enter this chamber when they've dissolved the chamber's door by reflecting the Altar of the Sun's beams of radiant light to strike the two Dawnbringer's statues in area S2 and S3. Once they do so, a beam of light shoots forth from the central sun pillar to open the door to area S4 – striking the *Dawnbringer's Crown* lying upon the altar as it does so.

A pedestal stands in the middle of this chamber, surrounded by six stone pillars. A golden crown rests upon the pedestal. At the back of the chamber, a large, feathered eyeball hovers in the air, several tentacles with orbs of lights at their ends floating lazily in the air around it.

The shrine's treasure, the coveted *Dawnbringer's Crown*, is kept within this chamber, guarded by a vigilant seraphic seer.

Dawnbringer's Crown. While the orb on the pedestal is struck by the sunbeam produced by the altar in area S1, it glows with bright sunlight in a 30-foot radius, completely filling the chamber. If a creature touches the orb while it is on the pillar, it must succeed on a DC 15 Charisma saving throw or take 4d6 psychic damage and suffer 1 level of Exhaustion. A creature devoted to the light, or who the Dawnbringer would deem as noble and good, has advantage on this saving throw. A creature who succeeds on the saving throw can move the orb and handle it freely; the orb otherwise can't be moved.

Seraphic Seer. The weird creature at the back of the chamber is a **lesser seraphic seer**, an angelic being that has been tasked with protecting the Shrine of the Rising Sun's treasure. As long as the seer isn't harmed and the chamber remains filled with bright, magical light from the *Dawnbringer's Crown*, the seer is kept docile and remains where it is. It doesn't react to the characters' presence, though it does defend itself if the characters try to harm it in any way.

Developments. If the characters remove the *Dawnbringer's Crown* from the pedestal or stop the beam of sunlight from area S1 from striking it, the bright light within the chamber is extinguished. As soon as that happens, the **seraphic seer** springs to life and attacks any intruders within the shrine relentlessly – unless they have conjured another source of magical light to keep it docile (see the seraphic seer's Lightseeker feature). If it does come to battle, the seraphic seer cleverly uses its eye rays to shoot open doors of darkness and will chase the characters throughout the temple – and even outside it, at your discretion.

ADJUSTING DIFFICULTY

As written, the Shrine of the Rising Sun is suitable for a party of 6th-level adventurers. Below is advice on adjusting the adventure's difficulty to specific levels:

Level 4. Reduce non-monster DCs by 2 and reduce the beam of sunlight's damage to 2d6. Area S2 has only two **radiant guardians** and the **lesser seraphic seer** has 80 hit points and shoots only two Radiant Rays when it uses Multiattack.

Level 5. Reduce the beam of sunlight's damage to 3d6 and the **lesser seraphic seer** has 100 hit points.

Levels 6–7. No adjustments necessary.

Levels 8. Increase the beam of sunlight's damage to 5d6 and area S2 has five **radiant guardians**.

Levels 9. Increase non-monster DCs by 2 and increase the beam of sunlight's damage to 6d6. Area S2 has five **radiant guardians** and use a **seraphic seer** in area S4.

SHRINE OF THE SILENT BLADE

Hidden in deep, dark shadows, the Shrine of the Silent Blade stands as both a religious shrine to the Masked One and serves as the secret vault for the fabled god-killing sword *Bedlam*. The shrine, carved into a rocky mountainside, is unassuming from the outside and is rarely visited by anyone except devout followers of the Masked One who come to pay fealty to their dark lord.

FINDING THE SHRINE

The entrance to the Shrine of the Silent Blade is only visible during the twilight hour when day turns to night and the veil between the Mortal World and its shadowy echo plane is thinnest. As darkness falls, the obsidian door becomes visible, as does the footpath that leads to the entrance.

Hidden as it is, only those who either know of the shrine's existence and exact location, or those who, by amazing coincidence, happen at the exact spot at dusk, can find and enter the shrine.

GENERAL FEATURES

The Shrine of the Silent Blade has the following general features unless otherwise noted:

- Ceilings.** The ceilings in the shrine are 30 feet high.
- Doors.** Doors within the temple are made from black obsidian. All doors are closed but unlocked.
- Illumination.** Most of the shrine is dimly lit by magical light emanating from torches that hang in sconces on the walls. The heatless and odorless flames are created by *continual flame* spells and can be extinguished with a *dispel magic* spell or covered with cloth or similar material to block their light.
- Walls.** All walls within the shrine are enchanted, making it impossible to move through them using magic, such as with the spells *etherealness* and *passwall*.

AREAS IN THE SHRINE

The following areas are keyed to the Shrine of the Silent Blade Map.

SI. ANTECHAMBER

This small, round chamber is empty except for a single torch held in a sconce on the eastern wall, which fills the room with a dim, purple light. The room has two doors, one to the west and one to the east. Above the eastern door is a plaque that reads, in Common:

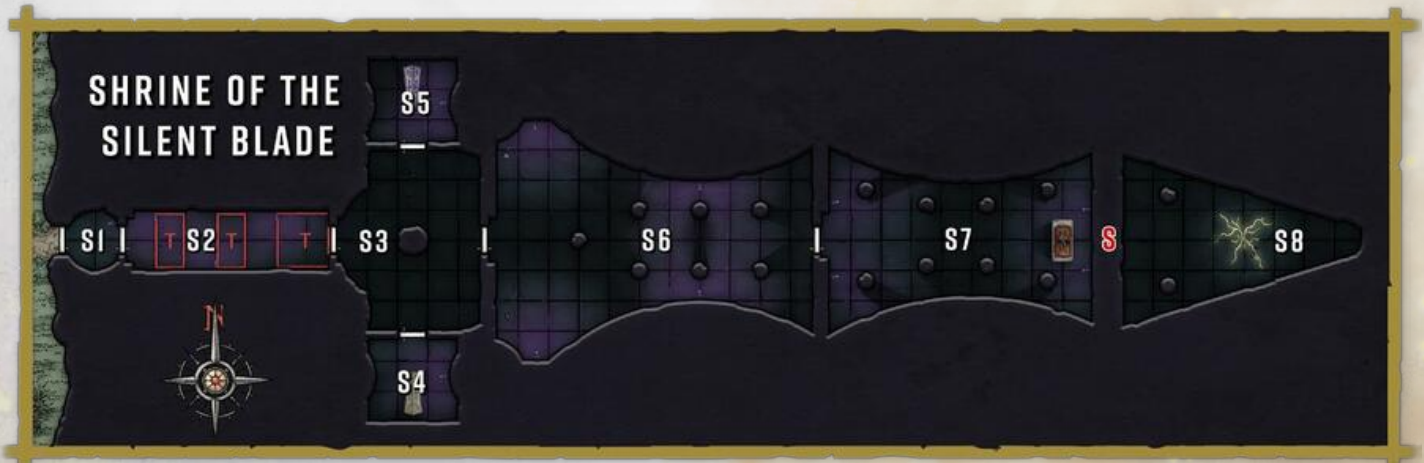
"Light and dark are one in binding,
Both reveal, both are blinding,
Light brings sight to corners deep,
Darkness is where the secrets creep."

The small riddle in this room provides a helpful hint to clever characters: darkness may be necessary to glean all the secrets in the shrine.

Hallway Riddle. If this chamber is cast in darkness, such as by covering, dispelling, or removing the magical torch (see General Features), the plaque above the door to area S2. Hallway of Perils changes to a glowing script that reads:

"Proceed as in life –
Slow on four, quick on two, careful on three,
To escape the knives you cannot see."

This riddle hints at the safe way to avoid the three traps in area S2. Hallway of Perils: first by crawling, then by running, and then by moving carefully with a crutch or cane.



S2. HALLWAY OF PERILS

This 10-foot wide hallway stretches for 30 feet and ends at another obsidian door. Three torches set at regular intervals fill the hallway with dim light.

The Hallway of Perils is a trap-littered hallway that promises swift death to unwary adventures.

Dart Trap. A faint beam of light thin as a thread spans the hallway 10 feet in at a height of 3 feet. If the beam is broken, magical darts shoot down the length of the hallway from west to east, disappearing as they reach the hallway's end. Each creature in the hallway must make a DC 15 Dexterity saving throw, taking 4d6 Piercing damage on a failure and half as much on a success.

Swinging Blade Trap. A faint screen of light spans the hallway 20 feet in, reaching from floor to ceiling. If the light is broken for more than a second (such as by a creature walking calmly through it) three huge axe blades come swinging out from invisible slits in the wall around it and each creature within 5 feet of the screen of light must make a DC 15 Dexterity saving throw, taking 4d6 Slashing damage on a failure and half as much on a success.

Spiked Pit Trap. The last 10 feet of the hallway's tiles are partly illusory, their true nature revealed only by the faint light they emanate. Though they are illusory, the tiles hold firm until 20 lbs or more weight is placed upon them – unless the weight is distributed across at least two points. If a creature walks normally across the tiles, the magical tiles vanish, and the creature falls 10 feet into a pit filled with spikes and must make a DC 15 Dexterity saving throw, taking 2d6 Bludgeoning damage and 2d6 Piercing damage on a failure and half as much on a success. It's impossible to jump the tiles while the door at the end of the hallway is closed.

Noticing the Traps. As the traps' light is very dim, they are nearly impossible to detect unless it's dark. While the hallway is lit by the torches on the walls, a character searching for traps must succeed on a DC 25 Wisdom (Perception) check for each trap to notice the light that reveals its presence. If the torch next to the trap has been covered, dispelled, or moved, casting the area in relative darkness, the light is clearly noticeable.

Bypassing the Traps. As indicated by the dark riddle in area S1. Antechamber, clever characters can bypass the traps by moving through the hallway in specific ways. A character can easily crawl under the beam of light by the Dart Trap to avoid triggering it. A character that runs through the sheen of light by the Swinging Blade Trap won't break its light long enough to trigger it. Finally, a creature walking past the last tiles either without lifting their feet or with the aid of a cane or crutch won't trigger the Spiked Pit Trap.

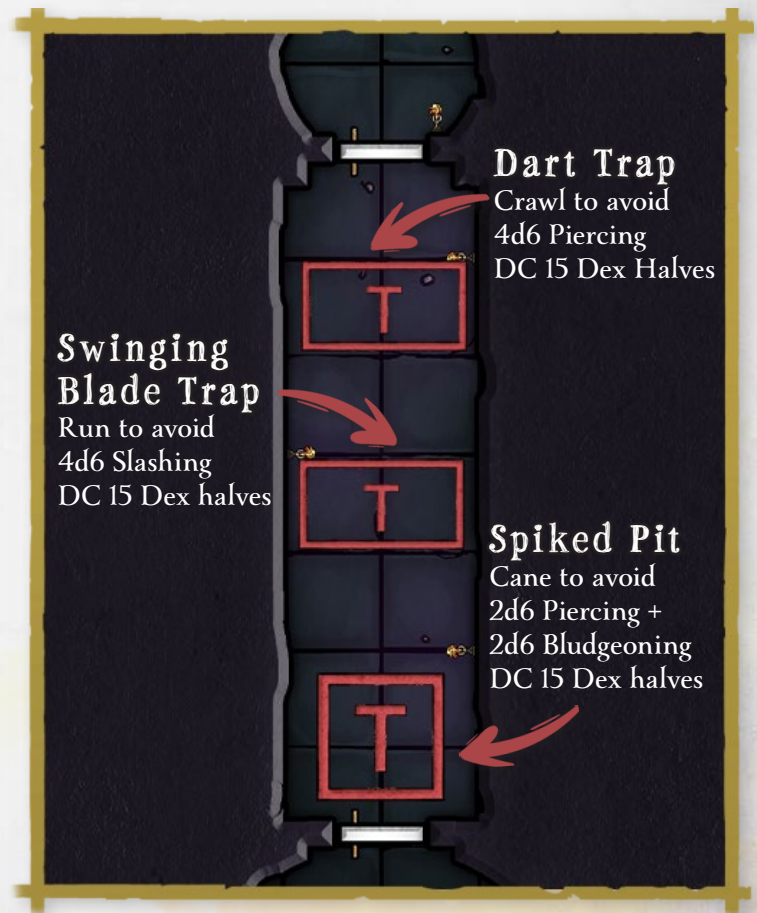
RUNNING S2. HALLWAY OF PERILS

The Hallway of Perils challenges the characters with three separate traps as they move down the hallway:

- First, a dart trap that can be avoided by crawling.
- Second, a swinging blade trap that can be avoided by running.
- Third, a spiked pit trap that can be avoided by taking shuffling steps or using a cane.

Trap Triggers. Each trap is revealed only by faint light, which makes it very difficult to spot (DC 25) unless the magical torch by each trap is moved or extinguished so the light is clearly visible. The plaque and Hallway Riddle in area S1. Antechamber hint at both the benefit of darkness and how each trap can be avoided.

Tips & Advice. As the characters enter the hallway, make sure to emphasize the presence of the torches and give the front-most character(s) an opportunity to search for traps, before going ahead. The character(s) should only be able to spot the trap immediately in front of them, so once they've moved past the first trap, give them another opportunity to see if they can spot and avoid the next trap, and so on.



S3. HALL OF SHADOWS

This chamber is cast almost completely in darkness, as the only light is a faintly glowing script on a pillar in the middle of the room that reads, in Common:

"Guardian born of the oldest foe,
Cast down to follow wherever you go,
Cannot exist without their bane,
Bring it here and you'll know pain."

The Hall of Shadows is cast in complete darkness.

Shadows. Eight **shadows** lurk in the corners of the room. While the room is in darkness, a creature with Darkvision can vaguely perceive the shadowy figures with a successful DC 20 Wisdom (Perception) check. The shadows remain in the corners of the room, observing the characters without harassing them. If light is brought within the chamber, the shadows attack immediately, focusing their efforts on whichever creature is holding or producing the light. The shadows fight until destroyed or until the light has been extinguished, in which case they scurry back into the darkness if they are able to.



S4. KNIGHT'S TOMB

A large sarcophagus sits at the back of this chamber, which is dimly lit by a single torch hanging on the wall. The sarcophagus' surface has been drawn with the likeness of a somber knight holding a long blade. A plaque sits at the foot of the sarcophagus.

A character with intimate knowledge of the Masked One or who succeeds on a DC 15 Intelligence (Religion) check knows with certainty that the internment and portrayal of an honorable knight is out of place in a shrine dedicated to the Masked One.

False Friend Riddle. The plaque at the foot of the sarcophagus reads in Common:

"Here lies Sir Archibald the Brave – heed his words:
Though lain to rest forevermore,
Never to rise as I did before,
I'll bless you to your spirits soar,
Lift the lid to be restored."

If the room is cast in darkness, the word "lies" in the first line glows with a faint, purple light, which indicates that the rest of the script is a lie; the mummified corpse within hasn't been lain to rest forevermore and holds no blessings or restorations.

Scrollwrapped Mummy. If the lid is pushed off the sarcophagus, the mummified corpse of Sir Archibald rises as a **scrollwrapped mummy** and attacks the characters relentlessly.

Treasure. Once defeated, the mummy's unused *spell scrolls* can be harvested from its remains.

RUNNING S4. KNIGHT'S TOMB

The incongruous Knight's Tomb was created with the intention of tricking those who are too trusting or ignorant of the Masked One's tenets to push off the lid and awaken the deadly mummy within.

Tips & Advice. Make sure you give any character with proficiency in Religion, or who has knowledge of the Masked One, a chance to realize how out-of-place the sarcophagus is. Also make sure to emphasize the word "lies" as you read the sarcophagus' plaque. The players should feel clever if they avoid the danger based on these subtle clues – and sheepish if they don't!

S5. MAIDEN'S TOMB

A large, stone sarcophagus sits at the back of this small chamber. Its surface has been drawn with the likeness of a young woman dressed in rich finery. With her slender hands held across her breast and smiling shyly, she is the picture of innocence.

A rack on the western wall holds five flasks filled with different colored liquids in order: red, gold, black, white, and green. A bronze plaque hangs underneath the rack.

This room holds the sarcophagus of the Poison Princess, a renowned assassin famed for her many devious poisons. A character who succeeds on a DC 15 Intelligence (History) check recognizes the depiction.

Poison Bottle Riddle. The plaque underneath the bottles reads in Common:

"One rhymes with what it makes you,
Another takes what it seems to be,
Innocence is pretty, but never true,
Envy's a sin, oh yes, you'll see,
The last is power, always there beneath,
Choose only one, or all you get is grief."

Each line of the riddle presents a clue, in order:

- The red potion is a *potion of poison*.
- The gold liquid is a *potion of poverty*.
- The white liquid is a *potion of poison*.
- The green liquid is a *potion of poison*.
- The black liquid is a *potion of divine Essence*.
- The characters will "get grief" if they take more than one potion (see Poison Gas Trap).

Poison Gas Trap. If the characters remove more than one potion from the rack on the wall, poisonous gas billows forth from tiny holes at the foot of the sarcophagus. Each creature inside the chamber must succeed on a DC 17 Constitution saving throw, taking 4d6 Poison damage on a failure and half as much on a success. A creature that fails this save is also Poisoned for 1 hour.

Sarcophagus. The sarcophagus seems to be a solid block of stone with no lid or openings. A creature that carefully investigates the sarcophagus and succeeds on a DC 25 Intelligence (Investigation) check finds a tiny slit where the painted woman's hands cross over her heart. If the room is cast in darkness, the faint light that shines from the slit reveals it clearly. A character who knows what they're looking for also finds the slit easily. The slit is exactly wide enough to fit a thin blade – when inserted, a hatch pops open to reveal a small, square compartment.

Treasure. The compartment holds a heart-shaped purple amethyst (500 gp) that is also the key to area S8. Vault of Shadows.

RUNNING S5. MAIDEN'S TOMB

The Maiden's Tomb holds not only the potential for a useful magical potion, but also the heart-shaped amethyst that is required to open the secret passage to area S8. Vault of Shadows. The latter can only be accessed by inserting a blade into a slit in the maiden's chest that is nearly invisible while the torch in the room casts its light.

Tips & Advice. You can allow the characters to automatically find the hidden compartment in the sarcophagus if they cast the chamber in darkness (perhaps remembering the advice from S1. Antechamber) or if they have figured out the Missing Words Riddle in area S7. False Vault.



One rhymes with what it makes you,
Another takes what it seems to be,
Innocence is pretty, but never true,
Envy's a sin, oh yes, you'll see,
The last is power, always there beneath,
Choose only one, or all you get is grief

S6. HALL OF RECKONING

This long hall has curving walls and is lined with pillars of obsidian carved with grimacing faces; some are contorted in anger or arrogance, others display solemn patience or melancholy compassion. Dim light from several torches illuminates the room and reveals a plaque on the foremost pillar.

In this hall, visitors must hide or mask themselves or be assailed by splinters of their own personality.

Shadow Riddle. The plaque on the pillar directly in front of the characters reads in Common:

"Unseen in the dark,
Unread like a mask,
Secret and stark,
No eyes, no ask."

Any character who succeeds on a DC 15 Intelligence (Religion) checks knows that this rhyme is a popular phrase with followers of the Masked One and that it encourages followers to move stealthily and mask emotions. If the area around the plaque is cast in darkness, the words "dark" and "mask" glow, hinting at how the party can pass through the hall unscathed.

Pillars. A character who actively investigates or observes the pillars notices that the faces on the pillars have six distinct expressions: a friendly, compassionate expression, a greedy, hungry-looking expression, a bored, unassuming expression, a prideful, sneering expression, a calm, stoic expression, and an angry, hateful expression. They may also note that the faces' eyes seem to follow specific characters as they move about the room – i.e., all the angry faces may focus on a particular character and so on.

Soulsplinter Sprites. When at least one character reaches the middle of this hall, **soulsplinter sprites** spring forth from the pillars and attack the party – one for each character who hasn't avoided their notice (see Avoiding Notice below). Each sprite embodies one of the characters' most dominant personality traits, so that a **soulsplinter sprite (wrath)** springs forth to attack the raging barbarian and a **soulsplinter sprite (compassion)** appears to attack the goodly cleric. The sprites vaguely resemble that character and use that character's proficiency bonus to determine its power.

Avoiding Notice. Characters can avoid the sprites' notice by either masking their emotions or by sneaking as they move through the hall. Doing so requires a successful DC 20 Charisma (Deception) or Dexterity (Stealth) check. The DC is reduced by 5 for the Deception check if they wear a mask and by 5 for the Stealth check if the chamber is cast in darkness. A character who succeeds on this check doesn't spawn a soulsplinter sprite as they move through the hall.

RUNNING S6. HALL OF RECKONING

The Hall of Reckoning tests visitors' aptitude for deception and stealth – two traits the Masked One values. Characters who enter the hall carelessly will be assailed by **soulsplinter sprites** embodying their most dominant personality traits. If the characters employ darkness and/or mask themselves, as hinted at in the Shadow Riddle, their chances of moving through the chamber unnoticed by the sprites are much improved.

Tips & Advice. If the characters experiment with masking their emotions or moving stealthily, give them subtle clues that their efforts are working, such as noting how the faces' eyes are drawn to characters who make no efforts at stealth. When a character approaches the door to area S7 without using deception or stealth, or failing their check to do so, have a **soulsplinter sprite** appear for each character in the hall who took no steps to conceal themselves. Add some flavor to the encounter by describing how each sprite looks like a twisted version of the character it spawned from and having the sprite focus its attacks against that character.



S7. FALSE VAULT

At the far end of this chamber is a tall, stone altar. A beautiful, black and crimson sword lies upon a velvet pillow on the altar. Torches hanging on the pillars cast this room in a dim, purple light.

This room is a red herring and the blade on the altar isn't the tomb's true treasure but a dangerous construct.

Altar. The altar is carved with scenes of historical and religious events. A character who takes the time to look closer at the altar and succeeds on a DC 13 Intelligence (History or Religion) check notices they don't show anything that would normally be associated with the Masked One, but rather scenes of unicorns frolicking, a priestess healing the wounded, and brave knights fighting dragons.

Shadow Blade. The blade lying on the altar is a magical construct made from solid shadow. If the sword is moved or touched, it splits into three **shadow blades** and attacks the would-be-thieves. Simultaneously, all light in the chamber is extinguished and black tentacles fill the chamber's floor. For 1 minute, or until the shadow blades are destroyed, the floor is difficult terrain and a creature that moves into the area for the first time on a turn or starts its turn standing on the ground must succeed on a DC 15 Dexterity saving throw or take 2d6 Bludgeoning damage and be Restrained (escape DC 15). A creature takes 2d6 Bludgeoning damage at the start of each of its turns while Restrained in this way.

Missing Words Riddle. A character that approaches the altar notices that something is written on the wall behind it in Common, over a heart-shaped indentation:

"The best way to protect from theft,
Is to lose all, have nothing
Hidden under stone and gloss,
Two hands atop to form a
Truth inside the maiden's heart,
Blade pierces, always under"

Three words are missing from this riddle: the second line should end with "left," the fourth line should end with "cross," and the final line should end with "guard." Together, these three words read "Left Cross Guard" which refers to area S5. Maiden's Tomb, where the characters can find a heart-shaped amethyst. If all light is extinguished in the chamber the missing words become visible, glowing faintly on the wall.

Secret Door. If the heart-shaped amethyst from area S5. Maiden's Tomb is placed in the indentation in the easternmost wall, the gemstone dissolves into shadows and the wall glides aside to reveal a passage to area S8. Vault of Shadows.

S8. VAULT OF SHADOWS

This triangular room is bare except for two pillars and an ornate sword that has been plunged into the tiled floor in the center of the room. Cracks glowing with radiant light spread outward from the sword.

The god-killing sword *Bedlam* was plunged into the floor here, after it had been used to wound – or possibly kill – a god several centuries before.

Bedlam. The magical shortsword *Bedlam* sits embedded in the floor, still smeared with the blood of a god. At your discretion, the sword may only be retrievable by a character who fulfills certain criteria or is a follower of the Masked One. Otherwise, the sword can be pulled out by any who dares.

Godblood Ooze. When the sword *Bedlam* is pulled free, a **godblood ooze** bubbles forth from the floor and attacks anyone within the chamber relentlessly.

ADJUSTING DIFFICULTY

As written, the Shrine of the Silent Blade is suitable for a party of four 5th-level adventurers. Below is general advice on how to adjust the shrine's difficulty, as well as specific advice for adjusting to parties of other levels.

ADJUSTING ON THE FLY

How difficult the Shrine of the Silent Blade ends up being depends in large part on how clever and careful the characters are. If the characters are cunning and stealthy, they can avoid all challenges within the shrine with the exception of the ooze in area S8. Vault of Shadows. Conversely, if they bumble into every challenge the shrine has to offer, they may well be in dire straits when they reach the true vault.

To account for these variables, you can adjust difficulty as the characters proceed by adding or removing creatures, particularly in area S8. Vault of Shadows. If the characters have been challenged sufficiently when arriving there, you can remove the godblood ooze; if they arrive almost unscathed, they may meet two godblood oozes instead of one.

ADJUSTING TO SPECIFIC LEVELS

Below is advice on adjusting the adventure's difficulty to specific levels:

- Level 3–4.** Reduce DCs by 2 and halve trap damage. Use 6 **shadows** in area S3, use a regular **mummy** in area S5, and use only 2 **shadow blades** in area S7. Halve the **godblood ooze's** hit points in area S8.
- Levels 5–6.** No adjustments.
- Levels 7–8.** Increase DCs by 2 and damage dealt by traps by 1d6. Add 2 **shadows** to area S3, one **shadow blade** to area S7, and one **godblood ooze** to area S8.

TEMPLE OF THREE CHALLENGES

Whether it sits in the center of a bustling city, perches precariously on a lonely mountainside, or is hidden deep beneath the ground, the Temple of Three Challenges is a tempting destination for pious pilgrims and daring adventurers alike. Though it doesn't look like much from the outside, the temple is home to three daunting challenges that must be overcome by those who seek to uncover the great treasure that lies within.

USING THE TEMPLE

The Temple of Three Challenges is a modular location that can function as a holy site for a specific deity or several deities, where visitors must overcome three challenges to obtain a specific prize of your choosing.

THE TEMPLE'S CHALLENGES

The temple's three challenges come with example solutions based on six different Divine Domains – Chaos, Darkness, Light, Order, Peace, and War – but you can adjust solutions to fit any deity of your choice.

When the description of the temple's areas refers to "the deity," this can be the deity the entire temple is dedicated to, the deity that a specific challenge is dedicated to, or even the patron deity of the character who is performing the challenge, at your discretion.

It is also left up to you to decide how many characters should answer the puzzle in each chamber. In most cases, it is likely enough that only one character needs to answer for the puzzle to be solved – or that the puzzle needs one answer for each deity.

GENERAL FEATURES

The Temple of Three Challenges is built exclusively as a place where visitors test themselves and as such has no living quarters or similar amenities. The temple has the following general features unless otherwise noted:

Ceilings. The ceilings in the temple are 30 feet high.

Doors. The doors within the temple are sealed with magic and will only open under certain circumstances. The doors cannot be forced open, circumvented, or destroyed except with a *wish* spell or similar magic.

Illumination. The central object in each chamber casts a magical light that fills the room with a pleasant, dim illumination.

Magic. Strong enchantments prevent anyone inside the temple from casting spells of teleportation or planar travel.

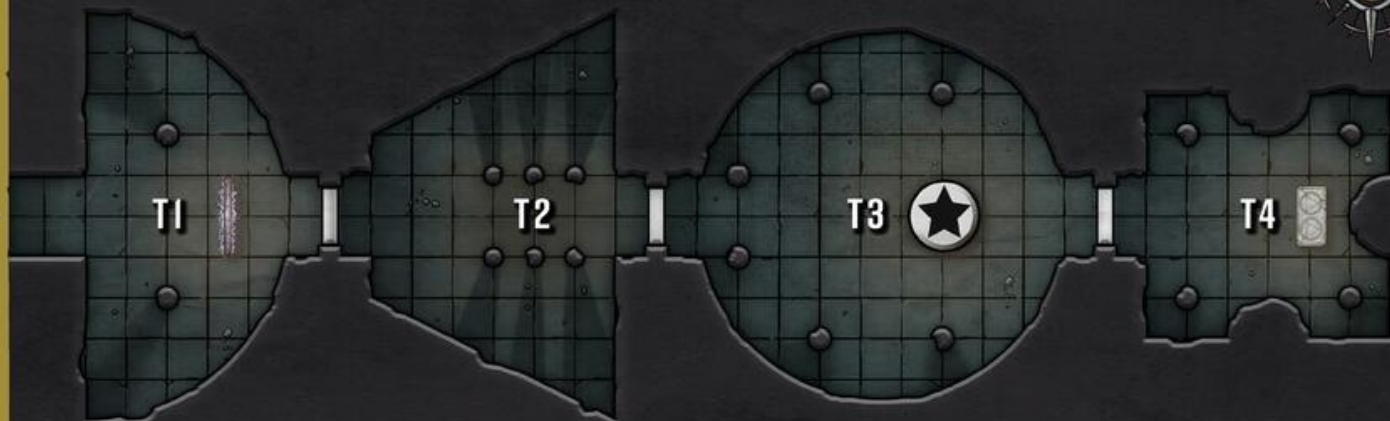
Walls. All walls within the temple are enchanted, making it impossible to move through them using magic, such as with the spells *etherealness* and *passwall*.

TEMPLE TO WHOM?

The Temple of Three Challenges can be dedicated to any one deity or several at once, such as:

- The temple is dedicated to a single deity, which could be whichever deity fits your campaign or storyline.
- The temple is dedicated to the deities of light, order, and peace, and the temple's rooms are associated with them in that order.
- The puzzles' solution changes based on which deity the character attempting to solve it follows.

TEMPLE OF THREE CHALLENGES



AREAS IN THE TEMPLE

The following areas are keyed to the Temple of Three Challenges Map.

T1. TEST OF JUDGMENT

A huge, oval stone-framed mirror stands in the middle of this crescent-shaped room. As you approach, the mirror blurs and color begins to swirl and coalesce, forming vague, dreamlike images. A voice resounds in the chamber: "Watch and pass judgment," as the mirror shows a thin waif hurry past a baker's stall on a busy street and pocketing a loaf of bread. Before the waif can disappear down a side alley, the baker steps in front of her and grabs her wrist – she is caught!

To open the door to area T2. Test of Offering, the characters must pass the judgment that correlates to the tenets of their own or the temple's deity. Depending on the deity's divine aspect, the correct answer could be:

- Chaos.** The waif should be freed so she can help herself – she is only acting on natural instincts and shouldn't be bound by mindless "laws."
- Darkness.** There is no room for compassion; the waif should be put to death if she can't fend for herself.
- Light.** The waif should be forgiven and provided with food and shelter – punishing her would not cure her hunger or remove her need to eat.
- Order.** The waif must be handed over to the authorities and punished according to the city's law.
- Peace.** The waif should repay the baker by working as an apprentice – a position that would also see her fed and given a roof over her head.
- War.** The waif's punishment is up to the baker – if she is too weak to defend herself, the baker is within their rights to beat her to a pulp then and there.

At your discretion, a character who succeeds on a DC 13 Intelligence (Religion) check may recall information that allows them to deduce which judgment the deity might prefer. You can accept alternate answers if you think they would make sense for the deity of choice. The test here isn't to give the "correct" answer, just that the character understands the deity's disposition.

Wrong Solution. If a character answers incorrectly, they take Psychic damage equal to 2d6 plus their character level and must succeed on a Wisdom saving throw with a DC of 10 + half their character level or suffer 1 level of Exhaustion. A character who answers incorrectly cannot answer again, but another character can answer in their stead to open the door.

Passing the Test. When the correct answer or answers have been provided (you decide if each character must answer, or just one), the door to area T2. Test of Offering opens.

T2. TEST OF KINSHIP

Six spectral figures stand before the pillars in this chamber: a friendly priest, a luxuriously-dressed king, a pitiful beggar, a smug-looking wizard, a brawny knight, and a black-clad thief. As you approach, a voice resounds: "Bow to the one who most deserves it."

To open the door to area T3. Test of Mettle, the characters must choose one spectral figure to bow before. Below are examples of correct answers based on a selection of divine aspects:

- Chaos.** Bow to the thief, wizard, or nobody.
- Darkness.** Bow to the thief or wizard.
- Light.** Bow to the priest or knight.
- Order.** Bow to the king.
- Peace.** Bow to the beggar or priest.
- War.** Bow to the knight.

At your discretion, a character who succeeds on a DC 13 Intelligence (Religion) check may recall information that allows them to deduce which figure the deity would respect the most. When a character bows before a figure, the figure bows back if the answer is correct. You can accept alternate answers as long as you think they fit with the deity's disposition.

Wrong Solution. If a character bows to the wrong spectral figure, the figure immediately comes to life as a **soulsplinter sprite** and attacks the character. The sprite uses the character's proficiency bonus to determine its statistics, and its form is determined by which spectral figure it was:

- Beggar.** Humility or Temperance
- King.** Greed or Pride
- Knight.** Temperance or Wrath
- Priest.** Compassion or Humility
- Thief.** Greed or Wrath
- Wizard.** Pride or Wrath

If a single character answered for the whole party, you can have the spectral figure split into several **soulsplinter sprites** (see Adjusting Difficulty on the next page), or you can decide that only the character who answered can harm the sprite or be harmed by it.

Passing the Test. Once a correct answer has been provided or the sprites have been defeated, the door to area T3. Test of Mettle opens.

HOW MANY SUCCESSES?

How many correct answers you require before all characters can move on to the next room should depend on how long you want the relic hunt to take – and how many deities the temple is devoted to. For a simple and quick relic hunt, requiring only a single correct answer is sufficient and should still challenge the party.

T3. TEST OF METTLE

The walls of this round chamber are lined with a multitude of different weapons. In the center of the room stands an expressionless stone statue. As you approach, the statue's eyes glow and a voice resounds in the chamber: "Arm yourself with your choice of weapon and strike me down."

The characters must destroy the nondescript statue in this chamber using the deity's favored weapon to open the door to area T4. Inner Sanctum.

Armory. Any number of simple and martial weapons of your choice hang on the chamber's walls. Among these is the deity's favored weapon, which could be:

Chaos. A dagger, flail, or maul.

Darkness. A dagger, crossbow, or dart.

Light. A battlehammer or morningstar.

Order. A longsword or warhammer.

Peace. An unarmed strike, club, or healing magic.

War. A greatsword, greataxe, or maul.

A successful DC 13 Intelligence (Religion) check may tell a character what a deity's favored weapon is. When the statue is struck with the deity's favored weapon, it crumbles to dust. You can accept alternate answers, as long as you think they fit with the deity's disposition.

Wrong Solution. If the statue is dealt damage by any weapon other than the deity's favored weapon, it dissolves into a **godblood ooze** that is vulnerable to damage dealt by the deity's favored weapon. The godblood ooze attacks the characters relentlessly.

Passing the Test. When the statue is struck with the deity's favored weapon, it crumbles to dust and the door to T4. Inner Sanctum opens. The door also opens if the characters destroy the ooze.

T4. INNER SANCTUM

The door swings open to reveal a square chamber with an altar at the far end.

The temple's innermost sanctum holds the temple's final prize. This could be a holy relic, a sacred text, or even a holy person or celestial being who can aid the characters on a quest or help them atone for a sin. It might also just be a place where they can beseech their deity of choice for a miracle.

Holy Relics. If you decide that the Inner Sanctum contains a holy relic, you can use the following suggestions based on the temple's deity or deities:

Chaos. An erratic *skeptic's sanctum*

Darkness. The sinister *Staff of the Skull Cult*.

Light/Peace. A benevolent *martyr's amulet*.

Order/War. The legendary sword *Bedlam*.

ADJUSTING DIFFICULTY

The Temple of Three Challenges is written to fit a party of 3rd- to 11th-level adventurers and assumes that the party doesn't take a long rest while inside the temple. Below is specific advice for adjusting the challenges within the temple to various levels:

Levels 3–5. At most, each character is confronted by 1 **soulsplinter sprite** in area T2 and the statue in area T3 dissolves into 1 **godblood ooze**.

Levels 6–8. At most, each character is confronted by 2 **soulsplinter sprites** in area T2 and the statue in area T3 dissolves into 2 **godblood oozes**.

Levels 9–11. At most, each character is confronted by 3 **soulsplinter sprites** in area T2 and the statue in area T3 dissolves into 4 **godblood oozes**.



THE TEMPLE OF THREE CHALLENGES TEMPTS
ANOTHER ADVENTURER TO TRY THEIR LUCK.

TOMB OF THE UNDYING

In a long forgotten tomb, followers of the Lord of Death buried a revered priest along with her trusted disciples – and some of their treasure. Unfortunately for the priest, a spiteful curse prevents her spirit from continuing on to the afterlife and her god’s embrace. Now her spirit lingers in her tomb, a resentful sliver of her former self, waiting to be freed.

FINDING THE TOMB

The Tomb of the Undying is marked only by its nondescript entrance: a small hillock with a dirty, marred bronze door that seems impossible to open. Whether tucked away deep in a forest or on a desolate plain, few travelers ever come by the tomb – and most of those who do immediately sense the darkness that surrounds it and give it a wide berth.

GENERAL FEATURES

The Tomb of the Undying has the following general features unless otherwise noted:

Ceilings. The ceilings are 15 feet high.

Illumination. The interior of the tomb is cast in complete darkness.

Uneasy Rest. At the end of each hour a creature spends within the tomb, it must succeed on a DC 15 Wisdom saving throw or suffer 1 level of exhaustion.

Walls. All walls within the tomb are enchanted, making it impossible to move through them using magic, such as with the spells *etherealness* and *passwall*.

LOCATIONS IN THE TOMB

The following locations are keyed to the Tomb of the Undying Map.

TI. ENTRANCE

As the characters find the tomb’s entrance, read or paraphrase the following:

A bronze door stands alone in a small, rocky hillside, so overgrown with vines it’s easy to miss despite its size. Letters and symbols glow faintly underneath the dirt and plants covering the door’s surface.

The door is sealed with an *arcane lock*, is impervious to damage, and can’t be forced open unless the *arcane lock* is suppressed with a *dispel magic* spell or similar magic.

Door Riddle. A character who approaches the door can make out faint letters on its surface. If the vines are cleared away, a rhyme in Common becomes visible:

From mother’s womb to resting tomb,
One truth will all consume,
To open this gate, speak its name,
As you rest your palm upon my frame.

To open the door, a creature must touch the door or its frame and speak the word “death” in any language. As they do so, the door slowly swings open with a slight rumble. If a creature touches the door and utters an incorrect word or phrase, each creature touching the door takes 2d8 Necrotic damage.

Door Symbols. A character who investigates the door can make an Intelligence (Arcana, History or Religion) check to learn the following:

DC 10. Most of the symbols depict various stages of life. The symbols on the left side of the door depict youth while those on the right side depict old age.

DC 13. The symbols on the door depict the passage to the afterlife and an ancient symbol used by followers of the Lord of Death is at its center.

T2. ENTRANCE ROOM

The cold, dust-covered stone floor of this room narrows down into a hallway to the east. A marble statue standing near the northern wall depicts a robed figure holding a scale in a skeletal hand. The entirety of the southern wall is a mural of a peasant in the various stages of life from birth to deathbed.

The thick layer of dust that covers the floor makes it apparent that no one has stepped here for years.

Statue of Death. A character who investigates the statue and succeeds on a DC 10 Intelligence (Religion) check recognizes it as a depiction of the Lord of Death. If the check succeeds by 5 or more, the character also knows that the god’s worshipers tend to view death as a natural part of life that should be embraced rather than feared.

Death’s Blessing. A character who makes a gesture of reverence toward the statue is unaffected by the temple’s Uneasy Rest (see General Features) and gains resistance to Necrotic damage for 1 hour. Depending on how the Lord of Death is perceived in the world, gestures of reverence may include:

- Singing a well-known dirge often sung at funerals.
- Uttering the phrase: “*We fear not to die for death is life, with grace we embrace when the end is nigh.*”
- Placing a single gold piece on the scale.

T3. HALLWAY OF SEASONS

A dark hallway with cobwebs stretching from wall to wall leads further east into another room. Each of the stone tiles that fill the hallway is dyed with either a faint yellow, green, red, or blue color. Above the entrance is a golden plate etched with intricate letters.

The hallway leads onwards for 60 feet to area T4. Servant's Crypt.

Golden Plate. The golden plate above the hallway's entrance is written in Common and reads:

Here lies Alaine Zeldir, disciple in life, saint in death.
Quick like blossoming spring, healthy like summer in full,
swift like the winds of fall, hard like winter's ice.
Those who wish to pay their respects must walk with hallowed steps through the passage of time.

Trap. Each of the colored tiles on the floor (see the Tomb of the Undying Map) represents a season. To pass the hallway unscathed, a character must step on the tiles in the order of the seasons, starting with spring (yellow), leading to summer (green), then autumn (red), and then winter (blue), and then repeating the cycle. If a creature steps out of order at any point, it suffers one of the following effects, depending on the tile's color:

Yellow (Spring). The creature takes 1d8 Poison damage and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 hour.

Green (Summer). The creature takes 2d8 Fire damage.

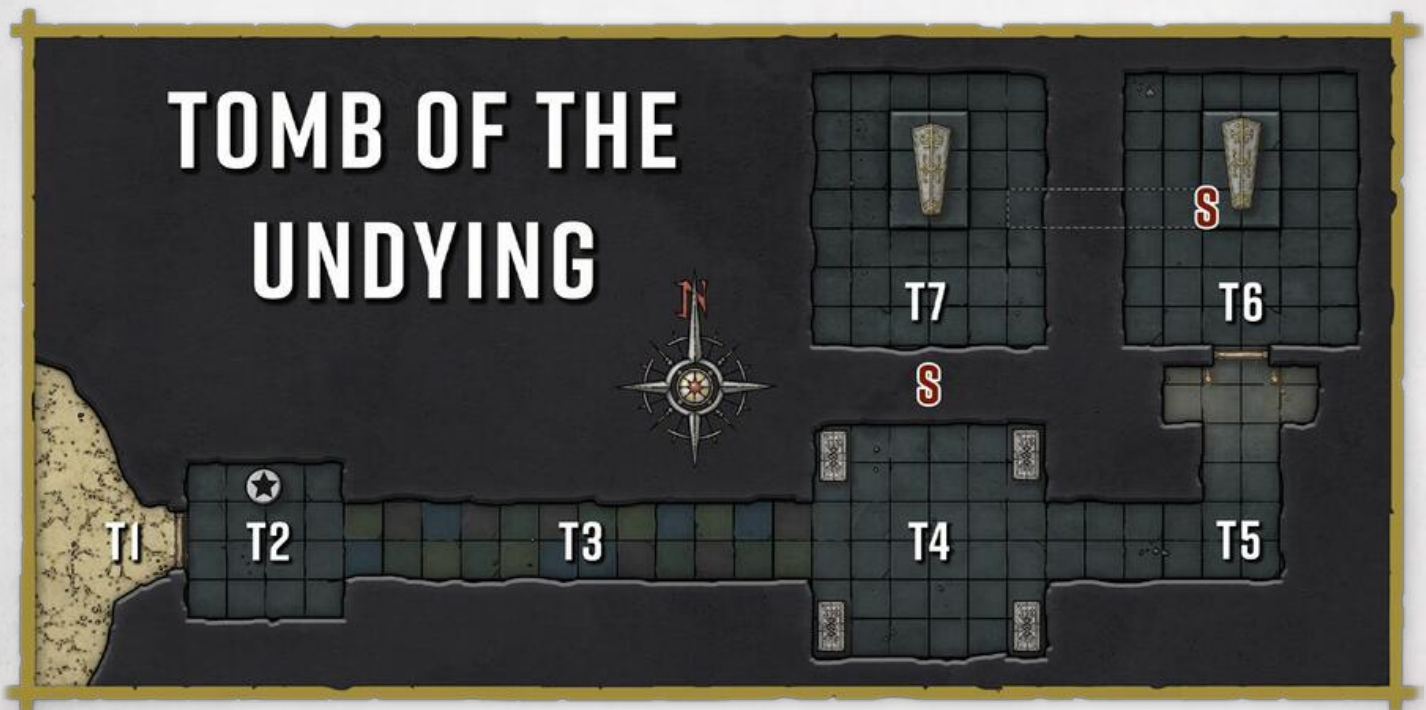
Red (Autumn). The creature takes 1d8 Necrotic damage and must succeed on a DC 15 Constitution saving throw or its Strength score is reduced by 1d4 for 1 hour.

Blue (Winter). The creature takes 1d8 Cold damage and must succeed on a DC 15 Constitution saving throw or its speed is halved for 1 hour.

Remembering Alaine. Upon reading the name Alaine Zeldir, any character proficient in History or Religion can make an Intelligence (History or Religion) check. Depending on how well they roll, they may remember the following information:

DC 13. The character remembers that Alaine Zeldir was an elven priest famous for sacrificing her own youth to lift a curse that held a large area in an everlasting state of winter many centuries ago.

DC 15. The character also remembers that Alaine was called the Priest of the Seasons and always wore yellow clothes in spring, green in summer, red in autumn, and blue in winter.



T4. SERVANTS' CRYPT

A large stone sarcophagus stands in each corner of this room which connects to a hallway to the west and to the east.

This room leads east to T5. Tomb Corridor and west to T3. Hallway of Seasons.

Sarcophagi. Alaine Zeldir's closest followers were laid to rest in the four sarcophagi. The lid of each sarcophagus is carved with a mosaic of a humanoid priest wearing a yellow, green, red, or blue robe, respectively. The heavy, dust-covered lids can be pushed aside as an action by one or more creatures with a combined Strength score of 15 or higher.

Disturbing the Sarcophagi. While Alaine Zeldir's followers have long since passed, their sarcophagi are now guarded by four **spirit wards**. If a character attempts to push the lid off a sarcophagus or otherwise disturbs it, the floating, glowing spirits emerge from the sarcophagi and an otherworldly voice fills the room: "You disturb the slumber of the dead! Here lie Aiel, Ezka, Fienor, and Gramlich – do not sully their graves. Be gone, thieves!"

Peaceful Solution. A character who tries to convince the spirits that they didn't mean to disturb the graves or gives a compelling argument for their presence can make a DC 15 Charisma (Deception or Persuasion) check. On a success, the spirits calm down and explain that they are servants of the Lord of Death bound to protect the dead priests' earthly remains and therefore can't leave the room or let the characters open the sarcophagi. However, the spirits sense something has prevented Alaine Zeldir from passing to the afterlife and urge the characters to find her resting place in the tomb and figure out the cause.

Combat. If the characters fail to convince the spirits of their good intentions, the spirits attack with lethal intent and fight until destroyed or until the characters leave the tomb.

Secret Tunnel. A character who investigates the walls and succeeds on a DC 15 Intelligence (Investigation) check notices a stone that protrudes slightly from the room's northern wall. If the stone is pushed in, a section of the wall slides back to reveal a narrow tunnel sloping downwards for 20 feet to area T7. Alaine's Tomb.

Treasure. Each sarcophagus contains a skeletal corpse holding a holy symbol set with a small emerald, ruby, sapphire, and topaz worth 100 gp each.

T5. TOMB CORRIDOR

This corridor leads to a heavy wooden door lit by a torch on each side of the door. The door and torch stands are covered in strange symbols.

The door at the end of the corridor is sealed with an *arcane lock* spell, is impervious to all damage, and can't be forced open unless the magic is suppressed with *dispel magic* or similar magic. On each side of the door is a magical torch with a heatless flame that functions like a *continual flame* spell and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The torches can't be removed or dispelled.

Door Puzzle. The following text is written in Common on the door's frame:

One flame for those of age,
another for youth,
Touch each to break the gate,
and move on through.

If the youngest character in the party touches the flame of the torch to the left, or if the oldest character in the party touches the flame of the torch to the right, the torch's flame changes to a pleasant blue light for 1 minute. If both torches shed blue light, the door swings open and each creature within 30 feet of the door gains the effect of the *bless* spell for 1 hour.

If a creature that isn't the youngest present touches the flame to the left, or if a creature that isn't the oldest present touches the one to the right, that creature must succeed on a DC 15 Constitution saving throw or suffer 1 level of Exhaustion as the torches flare with red light. If the saving throw fails by 5 or more, the creature also ages by a tenth of its maximum lifespan. This effect can be reversed with a *greater restoration* spell or similar magic.

Understanding the Symbols. A character who investigates the door and succeeds on a DC 13 Intelligence (Arcana, History or Religion) check realizes that the symbols on the handle of the torch on the left depict youth and vitality, while the symbols on the torch on the right depict age and wisdom.

T6. FALSE TOMB

A stone sarcophagus covered in dust rests atop a 3-foot-tall bier in the center of this otherwise empty room. The lid of the sarcophagus is decorated with a carving of a beautiful woman who looks to be sleeping serenely.

The lid of the sarcophagus is impossible to move, and in truth, the entire sarcophagus is a single piece of solid stone. It is, in fact, a decoy meant to entrap any who would dare disturb Alaine's eternal rest.

Puzzle. A character who approaches the sarcophagus notices words carved on the sarcophagus in Common:

To break the seal, blood must seep,
Stretch your hand, let me feed.

This rhyme hints that a character should cut themselves and let their blood drop unto the carved face's lips. If a character does so, nothing happens until they touch their hand to the carved lips, upon which a mechanism shaped like a fanged mouth shoots forth from the lid and snaps its maw around the character's wrist. The creature must succeed on a DC 15 Dexterity saving throw or take 3d8 Piercing damage and be Restrained (escape DC 18). At the start of each of its turns while Restrained in this way, the creature takes 2d8 Necrotic damage and must succeed on a DC 15 Charisma saving throw or be cursed. While cursed, the creature suffers from one of the following effects chosen randomly or by you:

d3 Effect

- 1 A raging fever sweeps through the creature's body. The creature has disadvantage on ability checks, saving throws, and attack rolls that use Strength or Dexterity.
- 2 The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to non-Psychic damage.
- 3 The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and behaves as if under the effects of the *confusion* spell during combat.

The creature can repeat the saving throw whenever it finishes a long rest, ending the curse on itself with a successful save. The trap magically resets after 1 hour.

Secret Tunnel. A character who investigates the area around the sarcophagus and succeeds on a DC 10 Intelligence (Investigation) check notices that the bier it stands on is loose. The bier and sarcophagus can be pushed aside with a successful DC 15 Strength check, revealing a narrow, dark tunnel leading to area T7, Alaine's Tomb.

T7. ALAÏNE'S TOMB

An overwhelming smell of death and decay fills up this dark room with web-covered murals on the walls. A single coffin rests on a bier next to the northernmost wall.

Alaine Zeldir's corpse lies in the sarcophagus, but her soul has turned into a vengeful wraith due to the accursed *ring of the undying* a spiteful rival put on the priest's finger before she was laid to rest.

Vengeful Wraith. Once all characters have entered the room, or as soon as a character approaches Alaine's casket, the **death wraith** emerges from the sarcophagus and attacks the nearest character as its sinister voice fills the room: "You dare disturb my tomb? Now, embrace the gift of death I couldn't have!"

The wraith fights until it is destroyed or until the characters flee from the tomb. If the characters kill the wraith, its shadowy form dissolves into a dark mist and retracts into Alaine's coffin.

Alaine's Coffin. If the characters open the coffin, they find Alaine's corpse in pristine condition – as if she had died minutes ago instead of centuries. She wears a jet-black ring that seems to pull in the light around it. If a character removes the ring from Alaine's finger, read or paraphrase the following:

Shadowy mist rises from the dead priest's chest and the translucent form of a beautiful woman manifests before you. "Thank you, strangers," the specter murmurs, its voice barely more than a whisper. "The ring prevented my spirit from leaving this world – a parting 'gift' given to me by a spiteful rival. Thank you for allowing me to finally seek out my Lord's embrace." The spirit then looks up and draws a last sigh of relief before slowly fading away.

Once Alaine's spirit has been freed, each character in the tomb gains a Divine Boon of Vitality (see page 135) that lasts for 7 days.

Treasure. Alaine Zeldir's has a *ring of the undying* on her skeletal finger.

ADJUSTING DIFFICULTY

As written, the Tomb of the Undying is suitable for a party of four 7th-level adventures. Below is advice on adjusting the adventure's difficulty to specific levels:

Level 5–6. Reduce DCs by 2 and halve damage dealt by curses and traps. Only 2 **spirit wards** are in area T4, Servants' Crypt.

Levels 7–8. No adjustments.

Levels 9–10. Increase DCs by 2 and damage dealt by traps and curses by 1d8. The **death wraith's** hit points increase by 50 and it is accompanied by 6 **shadows**.



CHAPTER 6: DIVINE MAGIC

If there's one thing that really sets the divine apart, it's the magic it wields. Ranging from blessings and miracles to religious relics, divine magic is powerful and coveted by most mortals. On the following pages, you'll find an assortment of divine magic, including ten Divine Boons, eight Sacred Vows, and 37 magic items.

DIVINE BOONS

A Divine Boon is a blessing bestowed by a divine entity. They are typically passive benefits the character is granted by a deity and that last for a specified amount of time.

RECEIVING DIVINE BOONS

A Divine Boon is often a reward to pious followers, who have demonstrated their devotion through a religious ritual or a heroic act. In some cases, a divine entity may provide a mortal with a Divine Boon while they undertake a quest of particular importance. As a rule of thumb, a Divine Boon should be viewed as a minor, time-limited benefit that can be given to a character as a reward for roleplaying their devotion.

BOON DURATION

Usually a Divine Boon lasts anywhere from a single day to forever, or expires when a certain condition is met. A deity or other entity may grant a character a Divine Boon that lasts for seven days, until the next full moon, or until they have slain the evil necromancer. A Divine Boon may also last for as long as the recipient fulfills certain requirements – such as striving to do good – or as long as they don't transgress against the entity that gave them the boon.

There exist many accounts of heroes and martyrs using Divine Boons to perform epic deeds. Even so, Kass insists they should be called "divine bribes" instead, but that seems unfair. Hmm... I wonder if the Lorekeeper would grant me a Divine Boon if I make his entry extra flattering.

– the Scribe

BOONS

Below are examples of ten Divine Boons.

AWARENESS

You know if you hear a lie. Moreover, you can't be surprised while you are conscious and you gain a bonus to initiative rolls equal to your proficiency bonus.

BRAVERY

You have advantage on saving throws you make to avoid or end the Frightened condition on yourself, and being Frightened can't prevent you from moving or reduce your speed.

COMMUNION

You can communicate with a divine entity known to you as if you'd cast the *commune* spell. Once used, this feature can't be used again until you finish a long rest.

FORTUNE

When you fail a saving throw, you can choose to succeed instead. Once used, you can't use this feature again until you finish a long rest.

FREEDOM

Your movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be Paralyzed or Restrained.

GUIDANCE

When you roll an ability check, you can roll a d8 and add the number rolled to the result. You can do so after making the ability check but before the outcome is determined. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

PROTECTION

You can spend 1 hour in meditation to gain one of the following benefits until you use this feature again:

Durable. Any critical hit against you becomes a normal hit.

Resistant. You gain resistance to one type of damage of your choice.

Warded. You gain a +1 bonus to AC and saving throws.

UNDYING

When damage reduces you to 0 hit points, you can choose to become undying. While in this state, you remain conscious but must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. If you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. If you regain hit points, you are no longer undying. Once used, this feature can't be used again until the next dawn.

VITALITY

You have resistance to Poison damage and advantage on saving throws you make to avoid or end the Poisoned condition. Moreover, whenever you would regain hit points, you regain 1 additional hit point.

WEAVING

When you cast a spell with a level lower than or equal to your proficiency bonus, you can have it take effect as if you had cast it using a spell slot one level higher than the one you used to cast it. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.



SACRED VOWS

Few bonds are as strong and as meaningful as those made between mortals and deities. A Sacred Vow is, at its core, a contract between a mortal and a divine entity; once made, it places responsibility upon both parties. The mortal vows to perform – or not perform – a particular action, and in turn the deity grants a divine blessing. Vows are typically less powerful than feats and, since they can be broken, less permanent.

TAKING VOWS

It is up to you, the DM, how vows between mortals and divine beings are forged.

In some cases, you may allow a particularly pious character to start with a Sacred Vow already sworn. You can also decide that a character must complete a specific quest to be able to swear a Sacred Vow, or that the character must speak with a celestial agent, such as an angel, a spirit, or an Oathbinder (see page 70) to facilitate the Sacred Vow.

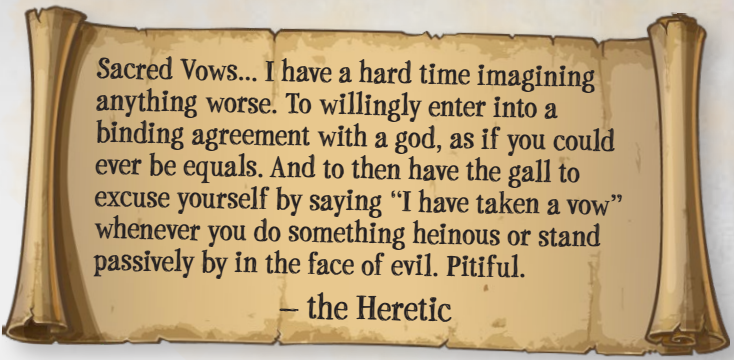
BREAKING VOWS

A character who has sworn a Sacred Vow only gains its benefits for as long as they keep their vow. As soon as they break their oath, they immediately lose any benefits gained from it, either permanently or for a limited time, depending on whether their vow was fully broken or only partially broken.

Fully Broken. If a character breaks their Sacred Vow intentionally and fully, the vow is permanently broken. This could happen if a character who's sworn a Vow of Truth tells a direct lie or if a character who's sworn a Vow of Mercy deliberately slays a sentient creature. To restore a permanently broken vow, if you decide that it is at all possible, a character must beseech their deity directly, or find a divine agent – such as an Oathbinder – to mediate for them.

ADDITIONAL PENALTIES

If you want Sacred Vows to carry more risk, you can decide that breaking a vow comes with additional penalties. In this way, breaking a vow doesn't just mean losing a benefit – it also introduces an actual penalty. You can find a selection of such penalties under Divine Retribution on page 45. At your discretion, this penalty may apply until the character finishes a long rest, until the vow is reforged, or until it is removed with *greater restoration* or similar magic.



Sacred Vows... I have a hard time imagining anything worse. To willingly enter into a binding agreement with a god, as if you could ever be equals. And to then have the gall to excuse yourself by saying "I have taken a vow" whenever you do something heinous or stand passively by in the face of evil. Pitiful.

– the Heretic

Partially Broken. When a character breaks their Sacred Vow unintentionally or because they were magically compelled to do so, they lose the benefits of their vow for 24 hours. This could happen if a character who's sworn a Vow of Loyalty is tricked into attacking their liege, or if a creature who's sworn a Vow of Pacifism accidentally pushes a creature into a pit of acid. What constitutes a partial break has as much to do with intent as anything else. A clever character may be able to come up with ways to lie without actually lying, but divine entities are not stupid; any attempts to deliberately circumvent one's vow usually means breaking it at least partially.

VOWS

Below is a selection of eight Sacred Vows.

VOW OF ENMITY

You vow to be the enemy of a specific creature or type of creature, such as the wizard Adderghast, all red Dragons, or all Undead. Your dedication to that creature's destruction grants you the following benefits:

- Attack rolls you make against that creature or type of creature is a critical hit on a roll of 19 or 20.
- You have advantage on ability checks and saving throws you make against the spells and abilities of that creature or type of creature.

You break your vow if you do anything that aids a creature you have sworn enmity toward, or if you knowingly work alongside your sworn enemy.

VOW OF FREEDOM

You vow to fight against oppression and slavery. Your dedication grants you the following benefits:

- Your speed increases by 10 feet.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks to avoid or end the Grappled or Restrained condition on yourself.

You break your vow if you willingly enslave or imprison others for an extended period of time.

VOW OF KNOWLEDGE

You vow to seek out and protect knowledge at all costs. Your dedication grants you the following benefits:

- You have advantage on Intelligence checks to recall information.
- As a reaction, when a creature within 30 feet of you makes an ability check or saving throw it isn't proficient in, you can allow the creature to add your proficiency bonus to the saving throw. A creature can only benefit from this once per long rest.

You break your vow if you willingly destroy or conceal knowledge that could benefit others.

VOW OF LOYALTY

You vow to obey the commands of another creature and protect them with your life. Your dedication to that creature grants the following benefits:

- While the creature is within 30 feet of you, it gains a +1 bonus to AC and saving throws.
- When the creature takes damage while within 30 feet of you, you can use your reaction to halve the damage (rounded up) it takes. If you do, you take the remaining half.

You break your vow when you disobey a command given by that creature or cause harm to that creature.

VOW OF MERCY

You vow to never kill a sentient creature. Your dedication to mercy grants you the following benefits:

- Whenever you cause another creature to regain hit points, the creature regains additional hit points equal to your proficiency bonus.
- You have advantage on death saving throws. Moreover, you regain 1 hit point if you roll a 19 or 20 on the d20 when rolling a Death Saving Throw.

You break your vow when you act in a manner that causes the death of a sentient creature.

VOW OF PACIFISM

You vow to never harm another creature. Your dedication to peace grants you the following benefits:

- You gain a +1 bonus to AC and all saving throws.
- Any creature that targets you with an attack or harmful spell or ability must first make a Wisdom saving throw with a DC of 8 + your Constitution modifier + your proficiency bonus. On a failure, the creature must choose a new target for the attack, spell, or ability, or lose it. A creature that succeeds on this save is immune to this feature for 24 hours.

You break your vow when you cause another creature to take damage.

VOW OF POVERTY

You vow to never possess more than you need. You gain the following benefits:

- You need only half as much food, drink, and sleep as you normally would.
- You have advantage on Constitution saving throws.

You break your vow when you own or use currency or an object that has a value of more than 1 gp. You can possess up to five objects that are omitted from this restriction, such as a suit of armor, a weapon, or a tool kit. You must be able to carry these objects on your person and each must have a practical value that corresponds to its monetary value (a +1 *dagger* is acceptable, but a gem-studded regular dagger isn't).

VOW OF TRUTH

You vow to never willingly tell a lie. Your dedication to the truth grants you the following benefits:

- You have advantage on Insight and Persuasion checks, as well as Investigation and Perception checks made to discern illusions or forgeries.
- You have advantage on saving throws you make to avoid or end the Charmed condition on yourself.

You break your vow when you tell a lie.

ROLEPLAYING VOWS

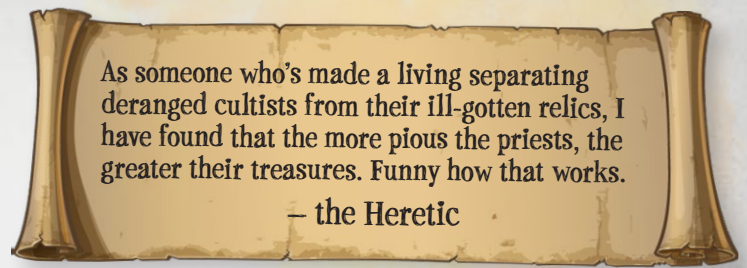
Sacred Vows are meant to give players a tool to improve their roleplaying and to give devoted characters mechanical benefits that make following their divine tenets meaningful. They should never be something that disrupts the game, such as if the paladin who's sworn a Vow of Truth will not let any other character use deception or the cleric who's sworn an Vow of Pacifism disavows the party if they harm other creatures. To avoid Sacred Vows becoming disruptive, remind your players of a few things:

First, Sacred Vows are personal. The truth-sworn paladin may not like it when the party's rogue lies, but they can stand by and let it happen without breaking their vow. You shouldn't punish a character for what another character does, and the player shouldn't punish their party for a personal vow they've made.

Second, Sacred Vows are meant to inspire conflict within a character as they must make difficult choices. Always abiding by the oath even if it means letting innocent people die or the villain win isn't the intention. Sometimes a character has to break their vow, either partially or fully, and those are often the most interesting and rewarding situations to roleplay.

MAGIC ITEMS

On the following are 37 divinely inspired magic items, presented in alphabetical order. To help you find the magic items you want to use, the table below lists all the new magic items in this book by their type, rarity, and value.



Magic Items

Item	Type	Rarity	Value
Incense of Understanding	Wondrous Item	Uncommon	200 gp
God's Tree Leaf	Wondrous Item	Uncommon	300 gp
Waxing Moon Chakram	Weapon (Dart)	Uncommon	400 gp
Potion of Poverty	Potion	Uncommon	500 gp
Incense of Blessings	Wondrous Item	Rare	500 gp
Incense of Premonition	Wondrous Item	Rare	500 gp
Skeptic's Shelter A	Armor (Shield)	Uncommon	800 gp
Sunbeam Spear A	Weapon (Spear)	Uncommon	800 gp
Sword of Balance	Weapon (Longsword)	Uncommon	800 gp
Dawnbreaker's Warhammer	Weapon (Warhammer)	Uncommon	1,000 gp
Incense of Sacred Warding	Wondrous Item	Rare	1,000 gp
Unicorn's Horn A	Weapon (Dagger)	Uncommon	1,000 gp
Amulet of Rationality A	Wondrous Item	Rare	1,500 gp
Diadem of Acuity A	Wondrous Item	Rare	1,500 gp
Guardian's Wings A	Wondrous Item	Rare	1,500 gp
Harbinger's Blade A	Weapon (Dagger)	Rare	2,000 gp
Martyr's Amulet A	Wondrous Item	Rare	2,000 gp
Ring of the Undying A	Ring	Rare	2,000 gp
Seraph's Ruin	Weapon (Any Bow)	Rare	2,000 gp
Consecrated Crescent A	Weapon (Greataxe)	Rare	2,500 gp
Instrument of the Heavens A	Wondrous Item	Rare	2,500 gp
Redemption A	Weapon (Any Sword)	Rare	2,500 gp
Consecrated Aegis A	Armor (Breastplate)	Rare	3,000 gp
Seer's Veil A	Wondrous Item	Rare	3,000 gp
Totem of Seraphs A	Wondrous Item	Rare	3,000 gp
Vajra Scepter A	Weapon (Mace)	Rare	3,000 gp
Totem of Weavebending A	Wondrous Item	Rare	4,000 gp
Potion of Divine Essence	Potion	Legendary	5,000 gp
Staff of Focus A	Staff	Rare	5,000 gp
Mantle of Radiance A	Wondrous Item	Very Rare	8,000 gp
Dawnbringer's Crown A	Wondrous Item	Very Rare	10,000 gp
Ring of Perpetual Sanctification A	Ring	Very Rare	10,000 gp
Morningstar of Orcus A	Weapon (Morningstar)	Very Rare	15,000 gp
Bedlam A	Weapon (Shortsword)	Legendary	25,000 gp
Earthmother's Vine A	Staff	Legendary	25,000 gp
Timepiece of Equilibrium A	Wondrous Item	Legendary	25,000 gp
Staff of the Skull Cult A	Staff	Legendary	50,000 gp

AMULET OF RATIONALITY

Wondrous Item, Rare (Requires Attunement)

This magic amulet is crafted from arcamantium and imbued with the essence of order. Your Intelligence score increases by 2, to a maximum of 20, while you wear this amulet.

Essence of Order. The amulet has 3 charges and regains all expended charges daily at dawn. When you would roll an ability check, attack roll, or saving throw, you can choose to forgo rolling and instead treat the d20 roll as if you had rolled a 10.

Cursed. This amulet is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the amulet. You gain the personality trait “I always act with perfect objectivity and rationality, without regard for my own or other’s feelings,” and have an irresistible urge to make the world a more lawful and orderly place, in whatever way you can.



BEDLAM

Weapon (Shortsword), Legendary (Requires Attunement)

This magic sword was forged specifically to destroy divine agents and creatures of the Outer Planes, whether evil or good.

Dormant. In its dormant state, the sword has the following properties:

- You gain a +1 bonus to attack and damage rolls made with the sword.
- When you hit a Celestial or Fiend with the sword, the creature takes an extra 1d8 Force damage.
- When you hit a creature with the sword, you can choose to learn whether that creature has any immunities, resistances, or vulnerabilities, and if the creature has any, you know what they are. You can then cause that creature to lose one damage resistance it has, or turn one of its damage immunities into a damage resistance instead, for 1 minute. Once used, this property can't be used again until the next dawn.

Anointed. When *Bedlam* reaches an anointed state, it gains the following properties:

- Its bonus to attack and damage rolls increases to +2.
- When you hit a creature that can cast spells using the sword, you can force that creature to make a saving throw using its spellcasting ability with a DC of 20. On a failure, the creature can't cast divine spells (any spell that draws on the power of gods or the Outer Planes) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, or if the effect ends for it, the creature is immune to this property for 24 hours.

Consecrated. When *Bedlam* reaches a consecrated state, it gains the following properties:

- Its bonus to attack and damage rolls increases to +3.
- When you hit a creature with the sword, that creature is magically weakened until the end of your next turn. While weakened, the creature can't regain hit points and, if the creature has legendary actions, it can take one fewer legendary action each round.

BEDLAM'S EVOLUTION

The sword *Bedlam* can become stronger as a player character wields it. Exactly when it does is up to you, the DM. As a suggestion, you can let *Bedlam* reach an anointed state once it has been used to slay a Celestial or Fiend with a CR of 9 or higher, and a consecrated state once it has been used to slay a Celestial or Fiend with a CR of 13 or higher.

CONSECRATED AEGIS

Armor (Breastplate), Rare (Requires Attunement)

This magic breastplate is fashioned from mithral and fitted with strips of prayer scrolls.

Sacred Prayers. As a bonus action, you can speak one of the armor's nine sacred prayers and produce a magical effect that lasts until the end of your next turn or, if you are also attuned to the *consecrated crescent*, for 1 minute. The effect also ends if you speak another of the armor's prayers. Once you've spoken a prayer, it fades from the parchment and you can't speak it again until the prayer's glowing script reappears after the next dawn.

- **Ascendance.** You gain a flying speed of 30 feet.
- **Clarity.** You gain Truesight out to a range of 30 feet and you ignore the effects of the Charmed condition.
- **Cleansing.** You can end one spell of 3rd level or lower on yourself and you have advantage on saving throws against spells and other magical effects.
- **Courage.** You gain 10 temporary hit points and ignore the effects of the Frightened condition.
- **Fortitude.** You have advantage on Constitution saving throws and ignore any effects of disease, Exhaustion, or the Poisoned condition.
- **Grace.** You have advantage on Dexterity checks and saving throws, and your speed increases by 10 feet.
- **Protection.** You gain a +2 bonus to AC.
- **Sanctuary.** You gain a +2 bonus to saving throws.
- **Strength.** You have advantage on Strength checks and saving throws, and your jump distance doubles.



CONSECRATED
AEGIS

CONSECRATED CRESCENT

Weapon (Greataxe), Rare (Requires Attunement)

This magic greataxe is fashioned from steel and mithral and is wrapped with a strip of parchment containing a sacred prayer. You have a +1 bonus to attack and damage rolls made with the axe.

Anoint. As a bonus action, you can speak the sacred prayer wrapped around the axe and anoint yourself for 1 minute. While anointed, you gain the following benefits:

- When you hit a target with an attack roll using the axe, the target takes an extra 1d8 Radiant damage.
- You can teleport up to 10 feet to an unoccupied space you can see immediately before or after each attack you make with the axe.

Once used, you can't use this feature again until you finish a long rest, unless you are also attuned to the *consecrated aegis*, in which case you can use it again once you finish a short or long rest.



CONSECRATED
CRESCENT

DAWNBREAKER'S WARHAMMER

Weapon (Warhammer), Uncommon

This magic warhammer is streaked with rivulets of gold that shine like pure sunlight.

Dawnbreak. The warhammer has 3 charges and regains all expended charges at dawn. When you hit a creature with an attack roll using the warhammer, you can expend 1 charge to deal an additional 2d8 Radiant damage to the creature and force it to make a DC 15 Charisma saving throw. On a failure, the creature suffers one of the following effects of your choice until the start of your next turn:

- **Doom.** The creature is Frightened and can't regain hit points.
- **Incapacitate.** The creature is Incapacitated.
- **Suppress.** The creature can't cast spells and the magical properties of each non-artifact magic item it is carrying are suppressed.

DAWNBRINGER'S CROWN

Wondrous Item, Very Rare (Requires Attunement)

This magical crown is fashioned to resemble a radiant dawn. While wearing the crown, you have resistance to Radiant damage and advantage on saving throws you make to avoid or end the Charmed and Frightened conditions on yourself.

Guardian Spirit. As an action, you can summon a **guardian spirit** (see page 173) in an unoccupied space within 5 feet of you. The spirit remains for 1 hour, or until you dismiss it, or are more than 120 feet apart, or it is reduced to 0 hit points. The spirit is friendly to you and your companions and obeys your commands. See this creature's statistics in the guardian spirit stat block, which uses your proficiency bonus. In combat, the spirit shares your initiative, but takes its turn immediately after yours. The only action it takes on its turn is the dodge action or its Tether action, unless you use a bonus action to command it to take another action. If you are Incapacitated, the spirit can use its Healing Touch to heal you or its Holy Bolt to repel enemies. Once used, this property can't be used again until the next dawn.

Radiant Renewal. During a ritual that takes 1 hour, you can cast the *resurrection* spell, requiring no material components. After you've cast the spell, roll a d20. On a roll of 7 or lower, the crown is destroyed in a flash of light and you suffer 1d6 levels of Exhaustion.

DIADEM OF ACUITY

Wondrous Item, Rare (Requires Attunement)

This silver diadem is inset with a blue gemstone.

Blessing of Acuity. You gain the following benefits while wearing the diadem:

- Your Intelligence score increases by 2, to a maximum of 20.
- You gain proficiency in the History skill and your proficiency bonus is doubled for any ability check you make using History.

Divine Magic. The diadem has 3 charges and regains all expended charges daily at dawn. You can use the diadem's charges to cast *identify* (1 charge) or *legend lore* (2 charges), requiring no material components.



DAWNBREAKER'S
WARHAMMER



DIADEM OF
ACUITY

EARTHMOTHER'S VINE

Staff, Legendary (Requires Attunement by a Cleric, Druid, Paladin, or Ranger)

This magic staff is crafted from the branch of a tree sacred to the Earthmother.

Dormant. In its dormant state, the staff has the following properties:

- You gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells.
- You have advantage on Constitution saving throws.
- As an action, you can cover a willing creature within 5 feet of you in a protective layer of plants. The creature gains temporary hit points equal to 5 × your proficiency bonus that last for 1 hour. When the creature is hit by a melee weapon attack while it has these hit points, the attacker must succeed on a Strength saving throw against your spell save DC or the weapon becomes stuck. While stuck, the weapon can't be used, and if the weapon's wielder can't or won't let go of the weapon, the wielder is Grappled. A creature can pull the weapon free by taking an action to make a DC 15 Strength (Athletics) check and succeeding.
- As an action, you cast one of the following spells using your own spellcasting ability and requiring no material components: *entangle*, *plant growth*, or *speak with plants*. Once the staff has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Awakened. When the staff reaches its awakened state, it gains the following properties:

- The staff's bonus to spell attack rolls and saving throw DCs increases to +2.
- As an action, you can touch a 5-foot-cube of vegetation, such as a bush or cluster of brambles, and animate it as a Plant creature with a CR equal to or lower than your proficiency bonus. The creature is under your control and takes its turn in combat immediately after yours. The creature withers away after 1 minute or when it is reduced to 0 hit points.
- As an action, you cast one of the following spells using your own spellcasting ability and requiring no material components: *regenerate*, *tree stride*, or *wall of thorns*. Once the staff has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

GOD'S TREE LEAF

Wondrous Item, Uncommon

This leaf provides dim light in a 5-foot radius. It has 3 charges and loses 1 of its charges daily at dawn. As an action, you can expend 1 charge to cast one of the following spells: *cure wounds* (as a 2nd-level spell), *lesser restoration*, or *zone of truth*. Once it has no charges left, the leaf withers and crumbles into dust.

GUARDIAN'S WINGS

Wondrous Item, Rare (Requires Attunement)

This delicate cloak is fashioned from the prismatic feathers of an angelic being.

Angelic Flight. As a bonus action, you can speak the cloak's command word to transform it into a pair of angelic wings that provide you with a fly speed 60 feet for 1 minute. Once used, this property can't be used again until the next dawn.

Angelic Protection. When an attacker you can see hits you or another creature within 5 feet of you with an attack, you can use your reaction to reduce the damage taken by an amount equal to your proficiency bonus.



EARTHMOTHER'S
VINE

EARTHMOTHER'S VINE'S EVOLUTION

When exactly the *Earthmother's Vine* becomes awakened is up to you, the DM. As a suggestion, the staff may become awakened when its wielder has used it while saving a sacred creature of the forest, such as a unicorn or a treant, or when it has been blessed by an archdruid or other chosen of the Earthmother.

HARBINGER'S BLADE

Weapon (Dagger), Rare (Requires Attunement)

This magic dagger is crafted from darksteel and engraved with necrotic glyphs. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Soul Internment. The dagger has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using the dagger, you can expend 1 charge to deal an additional 2d8 Necrotic damage to the creature, and it must succeed on a DC 15 Charisma saving throw or become cursed until the end of its next turn. While cursed in this way, the creature can't regain hit points and if it dies, its soul is severed from its body and it can only be restored to life by means of a *true resurrection* or *wish* spell.

INCENSE OF BLESSINGS

Wondrous Item, Rare

When lit, this magical incense produces a scent of lavender and myrrh, and burns for 1 hour before it is consumed. A creature who inhales the incense during a short rest gains a number of d6s equal to its proficiency bonus. For the next 8 hours, whenever the creature makes an attack roll, ability check, or saving throw, it can expend one of those d6s, roll it, and add the number rolled to the result before the outcome is determined.

INCENSE OF PREMONITION

Wondrous Item, Rare

When lit, this magical incense produces a delicate scent of jasmine and sandalwood, and burns for 1 hour before it is consumed. A creature who inhales the incense during a short rest gains the following benefits for 8 hours:

- The creature can't be surprised while it is conscious.
- As a bonus action, the creature can attempt to anticipate the actions of another creature within 30 feet of it by making a Wisdom (Insight) check with a DC of 10 + the creature's CR. On a success, the creature can roll a d4 and add the number rolled to the first attack roll it makes against that creature or the first saving throw it makes against an effect or spell cast by that creature, before the start of its next turn. On a failure, the creature can't attempt to predict that creature's actions again for 24 hours.

INCENSE OF SACRED WARDING

Wondrous Item, Rare

When lit, this magical incense produces a floral scent of lilies and frankincense, and burns for 1 hour before it is consumed. A creature who inhales the incense during a short rest gains 10 temporary hit points and has advantage on saving throws against being Charmed or Frightened for 8 hours. If the creature would drop to 0 hit points as a result of taking damage, it can end the blessing early to drop to 1 hit point instead.

INCENSE OF UNDERSTANDING

Wondrous Item, Uncommon

When lit, this magical incense produces a sweet aroma of honeysuckle and peppermint, and burns for 1 hour before it is consumed. A creature who inhales the incense during a short rest gains advantage on Insight and Investigation checks for 8 hours. Moreover, it can understand any spoken language it hears, and any creature who knows at least one language and can hear the creature also understands what it says.

HARBINGER'S BLADE



INCENSE OF SACRED WARDING



INSTRUMENT OF THE HEAVENS

Wondrous Item, Rare (Requires Attunement by a Bard)

This magic instrument is crafted from gold and platinum and imbued with celestial power. As an action, you can speak the instrument's command word and cause the instrument to change shape into any instrument that is less than 5 feet long on any side.

Heavenly Magic. As an action while holding the instrument, you can cast one of the following spells, using your own spellcasting ability and requiring no material components: *calm emotions*, *cure wounds*, *daylight*, *lesser restoration*, *protection from evil and good*, and *zone of truth*. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Note of Calming. When a creature you can see within 30 feet makes an attack while you are holding the instrument, you can use your reaction to play a calming note on the instrument. If the creature can hear you, it must make a Wisdom saving throw against your spell save DC. On a failure, it has disadvantage on the attack roll.

MANTLE OF RADIANCE

Wondrous Item, Very Rare (Requires Attunement)

This magic cloak is woven from the softest silk and inlaid with gold seams. You have resistance to Radiant damage while wearing this cloak.

Light Step. While you're wearing this cloak in bright light, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in bright light.

Radiant Transformation. While you're wearing this cloak, you can use an action to transform into a **radiance elemental**. The transformation functions as the *polymorph* spell, except that you retain your Intelligence, Wisdom, and Charisma scores. Once used, this property can't be used again until the next dawn.

MARTYR'S AMULET

Wondrous Item, Rare (Requires Attunement by a Cleric or Paladin)

This steel amulet is painted with a palm marred by a crimson swirl and counts as a holy symbol for you.

Martyr's Sacrifice. When a creature you can see within 30 feet of you takes 10 or more damage from a single source, you can use your reaction to halve the damage (rounded up) that creature takes. If you do, you take the remaining half as Necrotic damage that can't be negated or reduced, and your hit point maximum is reduced by an amount equal to the damage taken until you finish a long rest. Whenever you use this property, the amulet also gains 1 charge. The amulet can hold up to 3 charges and loses all its charges 1 minute after gaining its last charge.

Martyr's Magic. You can expend the amulet's charges to cause the following effects:

- **Bless (1 Charge).** When you make an attack roll, ability check, or saving throw, you can roll a d4 and add the number rolled to the result.
- **Smite (1 Charge).** When you hit with an attack, you can deal an additional 1d8 Radiant damage to the target.
- **Spellcasting (1–3 Charges).** As a bonus action, you cast *mass healing word* (3 charges), *sanctuary* (1 charge), or *spiritual weapon* (2 charges), using your own spellcasting ability and requiring no material components.

MANTLE OF RADIANCE



INSTRUMENT OF THE HEAVENS

MORNINGSTAR OF ORCUS

Weapon (Morningstar), Very Rare (Requires Attunement)

This grotesque morningstar is crafted from adamantine and imbued with profane energy. You have a +1 bonus to attack and damage rolls made with this magic weapon. Moreover, your weapon attacks made with the morningstar score a critical hit on a roll of 18, 19, or 20.

Death's Magic. The morningstar has 3 charges for the following properties and regains all expended charges daily at dawn:

- **Absorb Life (1 Charge).** When you hit a creature with the morningstar, you deal an additional 2d8 Necrotic damage to the creature and you gain temporary hit points equal to the Necrotic damage the creature takes.
- **Create Undead (1–3 Charges).** As an action, you conjure forth one of the following Undead creatures in an unoccupied space within 30 feet of you: a **zombie** (1 charge), **skeleton** (1 charge), **shadow** (2 charges), or **ghoul** (3 charges). The creature is under your control, and acts on your initiative in combat but takes its turn after you. It remains for 1 hour, until reduced to 0 hit points, or until you use this property again.

POTION OF DIVINE ESSENCE

Potion, Legendary

This potion contains a sliver of divine essence. When you drink it, any levels of Exhaustion you have are removed and any diseases or curses on you end. The potion also ends any effects that reduce your ability scores or hit point maximum, or that causes you to be Blinded, Charmed, Deafened, Frightened, or Poisoned. In addition, your proficiency bonus increases by 2 for 1 hour after drinking the potion.

POTION OF POVERTY

Potion, Uncommon

This potion looks and tastes like golden, honeyed ale. When you drink it, you must succeed on a DC 17 Charisma saving throw or become cursed for 7 days. While cursed in this way, you are allergic to riches and wealth. While you are within 5 feet of any object fashioned from precious metal or gemstones, or that has a value of 25 gp or more, you feel incredibly uncomfortable and have disadvantage on attack rolls, ability checks, and saving throws. You do not automatically know what causes you this discomfort.

REDEMPTION

Weapon (Any Sword), Rare (Requires Attunement)

This magic sword was forged in a sacred furnace on the Upper Planes. When you hit a Fiend or Undead with an attack roll using the sword, the creature takes an additional 1d8 Radiant damage.

The sword has 3 charges for the following properties and regains all expended charges daily at dawn:

- **Empower (1 Charge).** When a creature within 30 feet of you regains hit points, you can use your reaction to have it regain an additional 2d8 hit points.
- **Light Bringer (1 Charge).** When you hit a creature with an attack roll using the sword, you can have it shed dim light in a 10-foot radius until the end of your next turn. While it emits this light, all attack rolls against the creature are made with advantage.

RING OF PERPETUAL SANCTIFICATION

Ring, Very Rare (Requires Attunement by a Cleric or Paladin)

This gold ring is set with a large sapphire surrounded by seven small diamonds. While wearing the ring, you glow with a soft radiance that produces dim light in a 10-foot radius around you. You and friendly creatures within this radiance cannot be Charmed, Frightened, or possessed by Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. If you are already Charmed, Frightened, or possessed by such a creature, you have advantage on any new saving throw against the effect. Moreover, creatures of those types have disadvantage on attack rolls against you.

MORNINGSTAR OF ORCUS



RING OF PERPETUAL SANCTIFICATION

RING OF THE UNDYING

Ring, Rare (Requires Attunement)

This magic ring is made of dark metal that seems to absorb the light. You gain the following benefits while wearing it:

Darkbringer. You can use a bonus action to snuff out a candle, a torch, or a small campfire you can see within 30 feet.

Undying. You have advantage on death saving throws. When damage reduces you to 0 hit points, you can choose to become undying. While in this state, you remain conscious but must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. If you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. If you regain hit points, you are no longer undying. Once used, this property can't be used again until the next dawn.

Eternal. If you die, your soul is unable to move on to the afterlife and your corpse is protected from decay as if under the effect of a *gentle repose* spell. Spells cast to restore you to life consume only half the normal material components.

SEER'S VEIL



SERAPH'S RUIN



SEER'S VEIL

Wondrous Item, Rare (Requires Attunement)

This magic headdress is fashioned from expensive silk and imbued with powerful divination magic.

Seer's Magic. As an action, you can cast one of the following spells (spell save DC 15): *augury*, *commune*, *detect thoughts*, or *zone of truth*. Once the veil has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Seer's Sight. As a bonus action, you can activate the veil's magic to gain your choice of one of the following benefits until you use this property again:

- You are immune to any effect that would sense your emotions, read your thoughts, or sense if you're lying.
- While you're conscious, you can't be surprised and you can add your proficiency bonus to your initiative rolls.
- You have advantage on Insight and Perception checks that rely on sight. Moreover, you can see magical auras around any visible creature or object out to a range of 30 feet that bears magic, and you learn its school of magic, if any.

SERAPH'S RUIN

Weapon (Any Bow), Rare

This magic bow was carved from the holy tree Yggdrasil's branches and inlaid with eldritch runes by the mysterious Norns. When you hit a Celestial or Fiend with an attack roll using the bow, the creature takes an additional 1d8 Force damage.

Slayer's Shot. The bow has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using the bow, you can use its charges to cause one of the following effects:

- **Banish (1 Charge).** The creature must succeed on a DC 15 Charisma saving throw or be temporarily banished to its home plane, unless it is already there.
- **Bind (1 Charge).** The creature must succeed on a DC 15 Strength saving throw or its flying speed (if it has any) is reduced to 0. If the creature is airborne, it descends safely at a speed of 60 feet per round.
- **Breach (1 Charge).** The creature must succeed on a DC 15 Constitution saving throw or it can't regain hit points or cause another creature to magically regain hit points.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature fails three saving throws against the bow's Banish effect, it doesn't return.

SKEPTIC'S SHELTER

Armor (Shield), Uncommon (Requires Attunement)

This magic shield is engraved with eight symbols representing various deities.

Skeptic's Magic. The shield has 3 charges and regains all expended charges daily at dawn. While you are carrying it, you can expend 1 charge to attempt to cast one of the spells from the table below, requiring no material components and using your own spellcasting ability or Wisdom, if you have no spellcasting ability. When you cast the spell, you must roll an Intelligence (Religion) check with a DC of 10 + the spell's level. On a success, you cast the spell and you can't attempt to cast that spell from the shield again until the next dawn. On a failure, you instead cast another random spell determined by rolling a d8 on the table below, affecting the same target even if the target would normally be out of the spell's range.

d8 Spell

- | | |
|---|--|
| 1 | <i>blindness/deafness</i> |
| 2 | <i>contagion</i> |
| 3 | <i>cure wounds</i> (as a 3rd-level spell) |
| 4 | <i>death ward</i> |
| 5 | <i>dispel magic</i> |
| 6 | <i>freedom of movement</i> |
| 7 | <i>inflict wounds</i> (as a 3rd-level spell) |
| 8 | <i>warding bond</i> |

STAFF OF FOCUS

Staff, Rare (Requires Attunement by a Spellcaster)

This magic staff is forged from a single piece of adamantine and inset with a blue topaz. While holding the staff, you gain a bonus to any Constitution saving throw you make to maintain your concentration equal to your Intelligence modifier.

Focus Magic. The staff has 3 charges for the following properties and regains all expended charges daily at dawn:

- **Disrupt (1 Charge).** As a bonus action, you can force a creature you can see within 30 feet to make a Constitution saving throw against your spellcasting DC. On a failure, the creature loses concentration on any spell or effect it is concentrating on and can't cast spells that require concentration until the end of your next turn.
- **Extend Focus (1 Charge).** When a spell you cast ends because you lose or end your concentration on it, you can extend the duration of that spell until the end of your next turn (no concentration required).

SKEPTIC'S SHELTER



STAFF OF FOCUS



STAFF OF THE SKULL CULT



STAFF OF THE SKULL CULT'S EVOLUTION

The *Staff of the Skull Cult* can become stronger over time, but it's up to you, the DM, exactly when. As a suggestion, the staff may reach a profane state when it has been used to slay a Celestial or goodly cleric or paladin with a CR of 9 or higher, and a desecrated state when it has been used to slay a Celestial or goodly cleric or paladin with a CR of 13 or higher.

STAFF OF THE SKULL CULT

Staff, Legendary (Requires Attunement by a Cleric)

This magic staff was given by the God of Death to the High Ovate of the Skull Cult. It is fashioned from fused human vertebrae and crowned with a grimy skull.

Dormant. In its dormant form, the staff has the following properties:

- You gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells.
- You can cast the *chill touch* and *spare the dying* cantrips at will, using your own spellcasting ability.
- The staff has 11 charges and regains 1d10 + 1 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff turns to dust and is destroyed. You can expend the staff's charges to cast one of the following spells from it, using your own spellcasting ability: *animate dead* (3 charges), *bestow curse* (3 charges), *blindness/deafness* (2 charges), or *gentle repose* (2 charges).

Profane. When the staff reaches its profane state, it gains the following properties:

- The staff's bonus to spell attack rolls and saving throw DCs increases to +2.
- You have resistance to Necrotic damage and advantage on saving throws you make to avoid or end the Frightened condition on yourself.
- The staff has 22 charges and regains 2d10 + 2 charges daily at midnight. The staff's charges can also be used to cast the following spells: *blight* (4 charges) and *raise dead* (5 charges).

Desecrated. When the staff reaches its desecrated state, it gains the following properties:

- The staff's bonus to spell attack rolls and saving throw DCs increases to +3.
- You have immunity to Necrotic damage and you can't be Frightened.
- You continue to age normally, but you cannot die from old age. With the passing centuries, you take on a corpse-like aspect.
- The staff has 33 charges and regains 3d10 + 3 charges daily at midnight. The staff's charges can also be used to cast the following spells: *circle of death* (6 charges) and *harm* (6 charges).
- You can use an action to expend 11 charges and select one creature that can see you within 30 feet. The target must make a DC 19 Constitution saving throw. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points. Otherwise, it takes 33 (6d10) Psychic damage. Creatures immune to the Frightened condition are not affected.

SUNBEAM SPEAR

Weapon (Spear), Uncommon (Requires Attunement)

This magic spear is infused with pure sunlight.

Light. As a bonus action, you can cause the spear's head to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or extinguish the light.

Sun Magic. The spear has 3 charges for the following properties and regains all expended charges daily at dawn:

- **Guiding Bolt (1 Charge).** As an action, you cast *guiding bolt* spell from the spear (+5 to hit).
- **Sunbeam (2 Charges).** When you make a ranged attack with the spear, you transform it into a beam of pure sunlight that is 5 feet wide and 60 foot long. Each creature in the line excluding you and the target must make a DC 15 Dexterity saving throw, taking 4d8 Radiant damage on a failure, and half as much damage on a success. The sunbeam turns back into a spear when it reaches the target. If the spear hits the target, the target takes damage from the spear plus 4d8 Radiant damage.

SWORD OF BALANCE

Weapon (Longsword), Uncommon

This magic longsword is perfectly balanced and has the Finesse property. While holding the sword, you have advantage on ability checks and saving throws you make to avoid being knocked Prone or moved against your will.

Balanced Blow. The sword has 3 charges and regains all expended charges daily at dawn. When you make an attack roll using the sword, you can expend 1 charge to gain advantage on the attack roll. If the attack hits, and the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be knocked Prone.

TIMEPIECE OF EQUILIBRIUM

Wondrous Item, Legendary (Requires Attunement)

This magic timepiece is pieced together from adamantine, gold, and copper gears and plates. While carrying it, you gain the following benefits:

- You gain a +1 bonus to AC.
- You have advantage on initiative rolls.
- You have advantage on ability checks and saving throws you make to avoid being knocked Prone or moved against your will.

Equilibrium Magic. The timepiece has 5 charges for the following properties and regains all expended charges daily at dawn:

- **Spellcasting (1–4 Charges).** As an action, you can expend charges to cast one of the following spells, requiring no material components (spell save DC 17): *haste* (1 charge), *reverse gravity* (3 charges), *slow* (1 charge), *telekinesis* (2 charges), or *time stop* (4 charges).
- **Gravity Control (1 Charge).** As a bonus action or as a reaction when you fall, you become unimpeded by gravity for 1 hour. For the duration, you gain a flying speed equal to your walking speed, and you can hover.
- **Reverse Time (2 Charges).** As a reaction when another creature ends its turn, you can reverse time for yourself to just before the creature's turn started. You magically appear in the spot you were in when the turn started, you regain any hit points you lost during the turn, and any conditions or effects that began on you during the turn no longer affect you.



SUNBEAM
SPEAR

SWORD OF
BALANCE



TIMEPIECE OF
EQUILIBRIUM

TOTEM OF SERAPHS

Wondrous Item, Rare (Requires Attunement)

This magic totem is roughly one foot long and carved with Celestial glyphs. You have advantage on death saving throws while attuned to this magical totem.

Physical Restoration. As an action while holding the totem, you can cast the *greater restoration* or *lesser restoration* spell from it, requiring no material components. Once used, this property can't be used again until the next dawn.

Sacred Aura. As an action, you can lodge the totem in the ground to create an aura in a 30-foot radius centered on the totem. The aura lasts for 1 minute or until the totem is moved or targeted by a *dispel magic* spell. A creature can attempt to move the totem by taking an action to make a DC 15 Strength (Athletics) check and succeeding. The aura has the following effects:

- Creatures friendly to you have advantage on saving throws to avoid or end the Charmed or Frightened conditions on themselves while within the aura.
- Fiends and Undead creatures are affected as by the *bane* spell while within the aura.

Once used, this property can't be used again until the next dawn.



TOTEM OF
SERAPHS

TOTEM OF WEAVEBENDING

Wondrous Item, Rare (Requires Attunement)

This totem is roughly one foot long and carved with arcane symbols sacred to the God of Magic.

Magical Restoration. As an action while holding the totem, you can cause yourself or a willing creature you can see within 30 feet of you to regain a spell slot of 5th level or lower. Once used, this property can't be used again until the next dawn.

Weavebending Aura. As an action, you can lodge the totem in the ground to create an aura in a 30-foot radius centered on the totem. The aura lasts for 1 minute or until the totem is moved or targeted by a *dispel magic* spell. A creature can attempt to move the totem by taking an action to make a DC 15 Strength (Athletics) check and succeeding. The aura has the following effects:

- When a creature friendly to you casts a spell of 1st level or higher while within the aura, the spell takes effect as if it was cast using a spell slot one level higher.
- When a creature hostile to you casts a spell of 1st level or higher while within the aura, it must make a saving throw using its spellcasting ability with a DC of 10 + the spell's level. On a failure, the creature takes 1d6 Psychic damage per level of the spell. If the save fails by 5 or more, the spell also fails.

Once used, this property can't be used again until the next dawn.



TOTEM OF
WEAVEBENDING

UNICORN'S HORN

Weapon (Dagger), Uncommon (Requires Attunement)

This magical dagger was crafted from a unicorn's horn.

Unicorn's Magic. This dagger has 3 charges for the following properties and regains all expended charges daily at dawn:

- **Dazzle (1 Charge).** As an action, you create a dazzling display of rainbow-colored sparkles in a 20-foot radius around you. Each other creature in the area that can see you must succeed on a DC 15 Constitution saving throw or be Blinded until the start of your next turn. For the next minute, creatures in the area can't benefit from being Invisible as shimmering sparkles swirl around in the air.
- **Restore (3 Charges).** As an action, a creature you touch with the blade regains 2d8 hit points and is affected as by the *lesser restoration* spell.
- **Shimmer (1 Charge).** As a bonus action, you create a magical field around yourself or another creature you can see within 60 feet. The target gains a +2 bonus to AC until the end of your next turn.



UNICORN'S
HORN



VAJRA
SCEPTER

VAJRA SCEPTER

Weapon (Mace), Rare (Requires Attunement)

When you hit with an attack using this magic mace, the target takes an extra 1d8 Thunder damage.

Thunderous Blast. This mace has 3 charges and regains all expended charges daily at dawn. As a bonus action when you hit with an attack roll using the mace, you can cause it to emit a thunderous boom audible out to 300 feet. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed back 5 feet, knocked Prone, and until the start of your next turn, the creature can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

WAXING MOON CHAKRAM

Weapon (Dart), Uncommon

This magic dart is crescent-shaped and glows with a faint light. It deals Slashing damage instead of Piercing damage and flies back to your hand immediately after each ranged attack you make with it.

Waxing Light. The dart has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack using the dart, you can expend 1 charge to deal an extra 1d8 Radiant damage to the target and cause it to emit dim light in a 5-foot radius until the start of your next turn. While the creature emits this light, attack rolls against it have advantage and it can't benefit from being Invisible.



WAXING MOON
CHAKRAM

CHAPTER 7: CREATURES

This chapter contains fifty celestial creatures, fearsome foes, and other divine monsters for fifth edition. The entries are arranged alphabetically, with cultists located at the end of the chapter, and each creature is ordered by its Challenge Rating in the Creature Overview table, which also features each creature's type.

Creature Overview

CR	Creature	Type
1/2	Sky Ferret	Celestial
1/2	Weave Acolyte	Humanoid
1	Blood Cult Acolyte	Humanoid
1	Caipora	Fey
1	Soothsayer	Humanoid
2	Guardian Spirit	Celestial
2	Palm of Peace	Humanoid
2	Radiant Guardian	Construct
2	Shattered Sun Zealot	Humanoid
2+	Soulsplinter Sprite	Celestial
2	Unraveler	Humanoid
3	Shadow Blade	Construct
4	Blood Cult Fanatic	Humanoid
4	Celestial Dragon, Wyrmling	Dragon
4	Razor Vine	Plant
4	Spirit Ward	Celestial
4	Tinnare Sanctus	Construct
5	Caladrius	Celestial
5	Godblood Ooze	Ooze
5	High Unraveler	Humanoid
6	Disciple of Peace	Humanoid
6	Scrollwrapped Mummy	Undead
6	Shattered Sun Dawnbreaker	Humanoid
6	Spirit Ward Weaver	Celestial
6	Valkyrie	Celestial
7	Azariphel	Celestial
7	Divine Deceiver	Celestial
7	Elemental, Radiance	Elemental
7	Elemental, Darkness	Elemental
7	Seraphic Seer, Lesser	Celestial
7	Shilmaiphel	Celestial
7	Spore Screecher	Plant
8	Blood Cult Hierarchy	Humanoid
8	Marithiel	Celestial
8	Melodiel	Celestial
9	Celestial Dragon, Young	Dragon
9	Death Wraith	Undead
9	Gravity Golem, Lesser	Construct
9	Nephilim Scion	Celestial
9	Sacred Sporespawn	Plant
10	God of Nature, Lesser Deity	Celestial
10	Forsaken Deva	Celestial
11	Senilith	Fiend
12	Fateweaver	Celestial
12	Seraphic Seer	Celestial
16	Celestial Dragon, Adult	Dragon
16	Scrollwrapped Mummy Lord	Undead
17	Seraph	Celestial
20	God of Darkness, Standard Deity	Celestial
22	Celestial Dragon, Ancient	Dragon
24	Nephilim	Celestial
30	God of Order, Greater Deity	Celestial

THE HERETIC & THE SCRIBE ARE ATTACKED
BY VINDICTIVE AZARIPHEL.



AZARIPHIEL

Medium Celestial (Angel), Typically Lawful Evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	13 (+1)	17 (+3)	16 (+3)

Saving Throws Int +4, Wis +6, Cha +6

Skills Deception +6, Insight +6, Perception +6

Damage Resistances Necrotic, Radiant

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Truesight 120 ft., passive Perception 16

Languages all, Telepathy 120 ft.

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The angel makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) Slashing damage plus 9 (2d8) Necrotic damage and, if the target is a creature, it must succeed on a DC 14 Intelligence saving throw or lose the ability to distinguish friend from foe until the start of the angel's next turn. The creature regards all creatures as enemies and must attack the creature closest to it that it can see to the best of its ability, choosing its target at random if multiple creatures the same distance away.

Maddening Shriek (Recharge 5–6). Each creature within 30 feet that can hear the angel must succeed on a DC 14

Wisdom saving throw or take 27 (6d8) Psychic damage and be Frightened until the end of the angel's next turn.

Spellcasting. The angel casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

1/day each: *blight*, *circle of death*, *darkness*, *dispel magic*

BONUS ACTIONS

Essence Grasp. The angel forces one creature it can see within 60 feet to make a DC 14 Constitution saving throw. On a failure, the creature suffers one of the following effects of the angel's choice:

- **Body.** The creature has disadvantage on attack rolls, ability checks, and saving throws using Strength, Dexterity, and Constitution.
- **Mind.** The creature has disadvantage on attack rolls, ability checks, and saving throws using Intelligence, Wisdom, and Charisma.
- **Soul.** The creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on each of its turns; it gets only one of the three.

The effect lasts for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Corrupted Renewal. When a creature the angel can see within 30 feet would magically regain hit points, it must succeed on a DC 14 Charisma saving throw. On a failure, the creature doesn't regain any hit points and instead takes Necrotic damage equal to the hit points it would have regained.

AZARIPHIEL

Azariphiels are a breed of angels inextricably linked to death. They typically appear as medium-sized angels shrouded in black or crimson cloaks, casting ominous shadows, and capable of emitting maddening shrieks.

HARBINGERS OF DOOM

Often referred to as angels of death or harbingers of doom, Azariphiels wield the dreadful power to manipulate mortal souls. Consequently, most Azariphiels pledge their allegiance to deities of death and darkness, acting as enforcers or emissaries.

CAIPORA

The caipora is a small Fey native to dense forests and jungles, and known for its mischievous nature and uncanny ability to blend into its surroundings. Standing only 2 to 3 feet tall, the caipora resembles a diminutive humanoid with greenish-brown skin covered in leaf-like patterns, aiding its incredible camouflage. It has large, curious eyes and a playful grin, which hints at its fondness for pranks and trickery.

JUNGLE AMBUSER

Armed with a blowgun and poison darts, the caipora is a fierce protector of its woodland home, targeting those who would despoil or exploit the natural world. The creature's magical laughter is infectious, causing all who hear it to erupt into uncontrollable giggles, leaving them vulnerable to its attacks.

In the realm of the Fey, the caipora is a skilled hunter and gatherer, using its agility and stealth to outwit both prey and predators. The caipora also carries a vine spear, that sprouts vines around whatever creature it hits. Despite its mischievous streak, a caipora can be a valuable ally to those who respect the natural order and seek to preserve nature's balance.



CAIPORA

Small Fey, Typically Chaotic Good

Armor Class 13

Hit Points 26 (4d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	11 (+0)	16 (+3)	14 (+2)

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Mimicry. The caipora can mimic sounds it has heard, such as a person's laughter or an animal chattering. A creature that hears the sounds and succeeds on a DC 12 Wisdom (Insight) check knows they are imitations.

One with Plants. The caipora has advantage on Dexterity (Stealth) checks it makes in forest or jungle terrain, or other environments with dense vegetation.

ACTIONS

Multiattack. The caipora makes two attacks.

Vine Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) Piercing damage, or 7 (1d8 + 3) Piercing damage if used with two hands to make a melee attack, and, if the target is a creature, it must succeed on a DC 13 Strength saving throw or be Restrained (escape DC 13) for 1 minute.

Poison Dart. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one creature. *Hit:* 6 (1d4 + 4) Piercing damage and the target must succeed on a DC 13 Constitution saving throw or be Poisoned for 1 minute.

BONUS ACTION

Fey's Laughter. The caipora forces a creature within 30 feet that can hear it to make a DC 13 Wisdom saving throw. On a failure, the creature falls Prone and is Incapacitated and unable to stand up for 1 minute as it suffers a fit of hysterical laughter. A creature can repeat the saving throw at the end of each of its turns, and each time it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the caipora's Fey Laughter for the next 24 hours.

Vanish. The caipora takes the Hide action. If the caipora is lightly or heavily obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena, it also becomes Invisible until it is no longer obscured, it moves, or it takes an action or a reaction.

CALADRIUS

Medium Celestial, Typically Chaotic Good

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	17 (+3)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Wis +6, Cha +6

Skills Perception +6, Insight +6

Damage Resistances Radiant

Condition Immunities Charmed

Senses Truesight 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Divine Song (1/Day). The caladrius can spend 10 minutes singing a divine melody. Each creature within 30 feet of the caladrius that hears the song gains the effect of a *greater restoration*, *heroes' feast*, or *regenerate* spell (caladrius' choice).

Flyby. The caladrius doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Magic Resistance. The caladrius has advantage on saving throws against spells and other magical effects.

Sanctified. A creature that kills the caladrius is cursed. While cursed in this way, the creature has disadvantage on Constitution saving throws and ages 1 year at the end of each long rest.

ACTIONS

Multiattack. The caladrius makes one Rend attack and one Tail attack.

Rend. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) Slashing damage plus 9 (2d8) Psychic damage if the target is a creature that has dealt damage to the caladrius within the last minute.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) Bludgeoning damage and, if the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is Restrained, and the caladrius can't use its Tail attack on another target.

CALADRIUS

Caladrii are benevolent and wise Celestial birds with an innate ability to heal and cure ailments. Legend has it that they can form bonds with ambitious yet kind-hearted humanoids, such as devoted paladins, powerful priests, or benevolent rulers. When they do, they dedicate themselves to guiding their charge on a path of light throughout its lifespan. While caladrii mostly roam in the Upper Planes, they are sometimes sent to the Mortal World to seek out mortal charges, and are wont to show up in a moment of crisis.

Jury's Crest (Recharge 5–6). The caladrius fans its crest to reveal a captivating pattern of radiant light. Each creature within 30 feet that can see the caladrius must succeed on a DC 15 Wisdom saving throw or take 36 (8d8) psychic damage and be Stunned until the end of the caladrius' next turn as visions of its biggest mistakes fill its mind.

BONUS ACTIONS

Healing Touch (3/Day). The caladrius touches another creature with its beak. The target magically regains 12 (2d8 + 3) hit points and is affected as by the *lesser restoration* spell.

Radiant Shield. The caladrius creates a shimmering field of radiant energy around itself or another creature it can see within 60 feet of it. Until the end of the caladrius' next turn, the target gains a +2 bonus to AC. A creature that misses on a melee weapon attack against a creature protected by this radiant shield takes 9 (2d8) Radiant damage.



I normally don't have many nice things to say about celestial creatures, but the caladrius is an exception to that rule. Magnificently beautiful, pure-hearted to a fault, and really handy to have nearby when you're down on your luck.

— the Heretic

CELESTIAL DRAGON

Celestial dragons are the embodiment of divine grace and celestial power. Feathered wings adorn their backs, and their scales are a pristine, pure white with a delicate touch of glimmering iridescence. As the dragon grows older, its iridescence intensifies, ultimately creating a display of colors that seem to dance across the dragon's body like a living aurora.

PEACEFUL GUARDIANS

Celestial dragons are innately good creatures. Wise and compassionate, celestial dragons prefer diplomacy over violence and work to maintain balance and promote harmony in the world. Celestial dragons are also known to provide aid and guidance to heroes on quests to vanquish great evils, imparting wisdom and even serving as powerful allies in times of need.

RELIC HOARDERS

Celestial dragons value relics and artifacts with divine origins or connections to the Upper Planes above all other treasure. They are particularly drawn to items that carry the power to heal, protect, and inspire hope. They also collect tomes and scrolls of divine magic, ancient prophecies, and chronicles of heroic deeds, as they believe in the importance of preserving the stories and lessons of the past.

A CELESTIAL DRAGON'S LAIR

When they live outside celestial planes, the lairs of celestial dragons are often found in places where the veil between the Mortal World and the Upper Planes is thin, such as ancient temples, hidden mountain sanctuaries, or sacred groves. These locations emanate a serene, almost holy atmosphere.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Divine Reprisal. Each creature that has dealt damage to the dragon since the start of the creature's last turn must succeed on a DC 15 Wisdom saving throw or, until initiative count 20 on the next round, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Enfeblement. Each creature of the dragon's choice within 30 feet must succeed on a DC 15 Constitution saving throw or, until initiative count 20 on the next round, the creature's speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws using Strength or Dexterity.

Rejuvenation. The dragon is affected as by the *greater restoration* spell.

CELESTIAL DRAGON, WYRMLING

Medium Dragon, Typically Lawful Good

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Con +5, Wis +4, Cha +5

Skills Insight +4, Perception +6, Religion +3

Damage Immunities Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Blindsight 60 ft., passive Perception 16

Languages Celestial, Draconic, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Adored. If the dragon starts its turn within 30 feet of a creature it can see that is Charmed by it, the dragon gains 5 temporary hit points.

Aversion to Brutality. When the dragon suffers a critical hit, it must succeed on a Wisdom saving throw with a DC equal to the damage taken or, until the end of its next turn, the dragon can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

ACTIONS

Multiattack. The dragon makes two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) Piercing damage plus 4 (1d8) Radiant damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) Slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Celestial Breath. The dragon exhales a fine, shimmering mist in a 15-foot cone. Each creature in that area must make a DC 13 Wisdom saving throw. On a failure, the creature is Charmed by the dragon for 1 minute. While Charmed in this way, the creature is Incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Radiant Breath. The dragon exhales radiant energy in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, the creature takes 22 (5d8) Radiant damage and is Blinded, Deafened, and can't speak until the end of the dragon's next turn. On a success, the creature takes half as much damage with no additional effects.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

1/day each: *blindness/deafness*, *charm monster*

BONUS ACTIONS

Heavenly Gale. The dragon beats its wings. Each creature within 10 feet must succeed on a DC 13 Strength saving throw or be shoved back 10 feet and knocked Prone. Any spells of the dragon's choice of 2nd level or lower on the dragon end.

Prayer. One creature the dragon can see within 30 feet is affected as by the *bless* spell until the end of its next turn.

CELESTIAL DRAGON, YOUNG

Large Dragon, Typically Lawful Good

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	14 (+2)	16 (+3)	21 (+5)

Saving Throws Con +9, Wis +7, Cha +9

Skills Insight +6, Perception +10, Religion +6

Damage Immunities Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Blindsight 60 ft., Truesight 30 ft., passive Perception 20

Languages Celestial, Draconic, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Adored. At the start of its turn, the dragon gains 5 temporary hit points for each creature it can see within 30 feet that is Charmed by it, up to a maximum of 15 temporary hit points.

Aversion to Brutality. When the dragon suffers a critical hit, it must succeed on a Wisdom saving throw with a DC equal to the damage taken or until the end of its next turn, the dragon can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 16 (2d10 + 5) Piercing damage plus 4 (1d8) Radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) Slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Celestial Breath. The dragon exhales a fine, shimmering mist in a 30-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw. On a failure, the creature is Charmed by the dragon for 1 minute. While Charmed in this way, the creature is Incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Prismatic Breath. The dragon exhales multicolored mist in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failure, the creature takes 36 (8d8) Radiant damage and suffers a magical effect that lasts until the end of the dragon's next turn (roll a d6 for each creature):

1. The target is Blinded, Deafened, and can't speak.
2. The target is banished to a harmless demiplane.
3. The target is affected as by the *bane* spell.
4. The target has disadvantage on saving throws against spells and other magical effects.
5. The target is turned to stone and subjected to the Petrified condition.
6. Any spells or other magical effects on the target end, the magical properties of any non-artifact magic items it is wearing or carrying are suppressed, and it can't cast spells or use magic items.

On a success, the creature takes half as much damage with no additional effects.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

1/day each: *blindness/deafness*, *charm monster*, *geas*, *revivify*

BONUS ACTIONS

Heavenly Gale. The dragon beats its wings. Each creature within 10 feet must succeed on a DC 17 Strength saving throw or be shoved back 15 feet and knocked Prone. Any spells of the dragon's choice of 3rd level or lower on the dragon end.

Prayer. One creature the dragon can see within 30 feet is affected as by the *bless* spell until the end of its next turn.



CELESTIAL DRAGON, ADULT

Huge Dragon, Typically Lawful Good

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	24 (+7)	16 (+3)	19 (+4)	24 (+7)

Saving Throws Dex +7, Con +12, Wis +9, Cha +12

Skills Insight +9, Perception +14, Religion +8

Damage Immunities Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 60 ft., passive Perception 24

Languages Celestial, Draconic, Telepathy 120 ft.

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Adored. At the start of its turn, the dragon gains 5 temporary hit points for each creature it can see within 30 feet that is Charmed by it, up to a maximum of 25 temporary hit points.

Aversion to Brutality. When the dragon suffers a critical hit, the dragon must succeed on a Wisdom saving throw with a DC equal to the damage taken or until the end of its next turn, the dragon can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) Piercing damage plus 9 (2d8) Radiant damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) Slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) Bludgeoning damage and, if the target is a creature, it is Grappled (escape DC 20). The creature is also Restrained while Grappled in this way. The dragon can only grapple one creature at a time in this way.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Celestial Breath. The dragon exhales a fine, shimmering mist in a 60-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw. On a failure, the creature is Charmed by the dragon for 1 minute. While Charmed in this way, the creature is Incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Prismatic Breath. The dragon exhales multicolored mist in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failure, the creature takes 54 (12d8) Radiant damage and suffers a magical effect that lasts until the end of the dragon's next turn (roll a d6 for each creature):

1. The target is Blinded, Deafened, and can't speak.
2. The target is banished to a harmless demiplane.
3. The target is affected as by the *bane* spell.
4. The target has disadvantage on saving throws against spells and other magical effects.
5. The target is turned to stone and subjected to the Petrified condition.
6. Any spells or other magical effects on the target end, the magical properties of any non-artifact magic items it is wearing or carrying are suppressed, and it can't cast spells or use magic items.

On a success, the creature takes half as much damage with no additional effects.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20):

1/day each: *blindness/deafness*, *charm monster*, *geas*, *holy aura*, *revivify*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Divine Order. The dragon takes total control of one creature within 30 feet that is Charmed by it as with the *dominate monster* spell, until the end of the dragon's next turn. Any condition causing the creature to be Incapacitated, Paralyzed, or Stunned are suppressed while the dragon controls it in this way.

Heavenly Gale. The dragon beats its wings. Each creature within 20 feet must succeed on a DC 20 Strength saving throw or be shoved back 20 feet and knocked Prone. Any spells of the dragon's choice of 5th level or lower on the dragon end.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. The dragon makes one Claw or Tail attack.

Prayer. One creature the dragon can see within 30 feet is affected as by the *bless* spell until the end of its next turn.

Divine Order (Costs 2 Actions). The dragon uses Divine Order.

CELESTIAL DRAGON, ANCIENT

Gargantuan Dragon, Typically Lawful Good

Armor Class 20 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	26 (+8)	18 (+4)	21 (+5)	27 (+8)

Saving Throws Dex +9, Con +15, Wis +12, Cha +15

Skills Insight +12, Perception +19, Religion +11

Damage Immunities Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., passive Perception 29

Languages Celestial, Draconic, Telepathy 120 ft.

Challenge 22 (41,000 XP)

Proficiency Bonus +7

Adored. At the start of its turn, the dragon gains 10 temporary hit points for each creature it can see within 30 feet that is Charmed by it, up to a maximum of 50 temporary hit points.

Aversion to Brutality. When the dragon suffers a critical hit, the dragon must succeed on a Wisdom saving throw with a DC equal to the damage taken or until the end of its next turn, the dragon can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target.
Hit: 19 (2d10 + 8) Piercing damage plus 11 (2d10) Radiant damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target.
Hit: 15 (2d6 + 8) Slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target.
Hit: 13 (1d10 + 8) Bludgeoning damage and, if the target is a creature, it is Grappled (escape DC 23). The creature is also Restrained while Grappled in this way. The dragon can only grapple one creature at a time in this way.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Celestial Breath. The dragon exhales a fine, shimmering mist in a 90-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw. On a failure, the creature is Charmed by the dragon for 1 minute. While Charmed in this way, the creature is Incapacitated and has a speed of 0. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Prismatic Breath. The dragon exhales multicolored mist in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failure, the creature takes 67 (15d8) Radiant damage and suffers a magical effect that lasts until the end of the dragon's next turn (roll a d6 for each creature):

1. The target is Blinded, Deafened, and can't speak.
2. The target is banished to a harmless demiplane.
3. The target is affected as by the *bane* spell.
4. The target has disadvantage on saving throws against spells and other magical effects.
5. The target is turned to stone and subjected to the Petrified condition.
6. Any spells or other magical effects on the target end, the magical properties of any non-artifact magic items it is wearing or carrying are suppressed, and it can't cast spells or use magic items.

On a success, the creature takes half as much damage with no additional effects.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 23):

1/day each: *antimagic field*, *blindness/deafness*, *charm monster*, *geas*, *holy aura*, *revivify*

BONUS ACTIONS

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Divine Order. The dragon takes total control of one creature within 30 feet that is Charmed by it as with the *dominate monster* spell, until the end of the dragon's next turn. Any condition causing the creature to be Incapacitated, Paralyzed, or Stunned are suppressed while the dragon controls it in this way.

Heavenly Gale. The dragon beats its wings. Each creature within 20 feet must succeed on a DC 23 Strength saving throw or be shoved back 30 feet and knocked Prone. Any spells of the dragon's choice of 7th level or lower on the dragon end.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. The dragon makes one Claw or Tail attack.

Prayer. One creature the dragon can see within 30 feet is affected as by the *bless* spell until the end of its next turn.

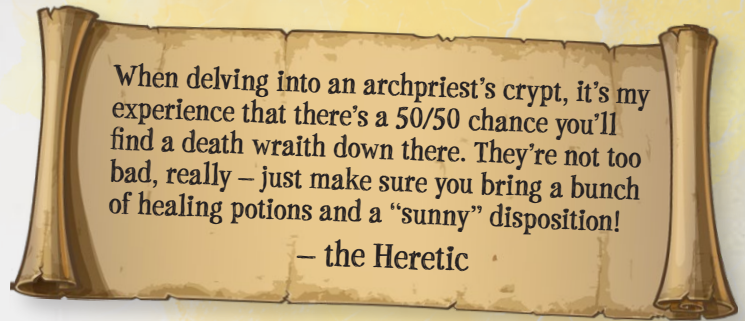
Divine Order (Costs 2 Actions). The dragon uses Divine Order.

DEATH WRAITH

A death wraith is the terrifying result of a soul being trapped on the plane where its physical body perished. Capable of commanding shadows and siphoning the life out of living creatures, these powerful Undead retain few, if any, memories of their mortal life – appearing and acting as resentful, spectral slivers of their former selves.

CURSED CREATURES

Unlike other wraiths who are typically spirits of creatures that were evil in life, the fate of becoming a death wraith can befall even goodly creatures as their souls are trapped and twisted through dark magic. In most cases, slaying the death wraith allows the creature's soul to pass on to the afterlife and find peace.



When delving into an archpriest's crypt, it's my experience that there's a 50/50 chance you'll find a death wraith down there. They're not too bad, really – just make sure you bring a bunch of healing potions and a "sunny" disposition!

– the Heretic

DEATH WRAITH

Medium Undead, Typically Chaotic Evil

Armor Class 14

Hit Points 127 (15d8 + 60)

Speed 0 ft., 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (–2)	18 (+4)	18 (+4)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +8, Int +5, Cha +8

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aversion to Healing. When a creature within 30 feet of the wraith regains hit points, the wraith takes Psychic damage equal to half the number of hit points the creature regained and must succeed on a DC 19 Charisma saving throw or have disadvantage on attack rolls until the end of its next turn.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Immunity. The wraith is immune to effects that turn Undead.

ACTIONS

Multiattack. The wraith makes two Shadow Tendril attacks or one Shadow Tendril attack and one Life Drain attack.

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8 + 4) Necrotic damage. The creature must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

Shadow Tendril. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 15 (2d10 + 4) Necrotic damage and the creature is Grappled (escape DC 16). Until this grapple ends, the target is Blinded, Deafened, Restrained, and can't speak. The wraith has two tendrils, each of which can grapple one creature.

Wave of Terror (Recharge 5–6). A wave of necrotic energy ripples outward from the wraith in a 20-foot radius. Each creature in the area must make a DC 16 Wisdom saving throw. On a failure, the creature takes 27 (6d8) Necrotic damage, suffers 1 level of Exhaustion, and is Frightened until the end of its next turn. While Frightened in this way, the creature's speed is 0. On a success, the creature takes half as much damage and suffers no additional effects.

BONUS ACTIONS

Incite Shadows. Each creature of the wraith's choice within 30 feet must make a DC 16 Charisma saving throw as the death wraith incites the creature's own shadow to attack it. On a failure, the creature takes 9 (2d8) Necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Shadow Puppet. One creature Grappled by the wraith must succeed on a DC 16 Wisdom saving throw or the wraith takes total control of the creature as with the *dominate monster* spell, until the end of the wraith's next turn. The creature is unaffected by the wraith's Shadow Tendril while dominated in this way.

REACTIONS

Shared Pain (1/Day). When the wraith takes damage, it forces nearby creatures to share its pain. Instead of taking the full damage, the damage is divided between the wraith and up to two creatures the wraith can see within 30 feet.

DEITIES

Possibly the most powerful beings in all existence, deities are divine power made manifest. They may exist as intangible spirits, as grotesque monstrosities composed of a multitude of wings and eyes, or as towering humanoid creatures – and anything in between. The gods' powers can also vary wildly, from a deity's relatively weak avatar – the physical form that represents it in the Mortal World – to a true, greater god that can bend the very laws of reality.

The stat blocks on the following pages are created using the rules for Designing Divinity on page 18. Beneath the description of each deity, you will find a list of the Divine Features that has been added to the deity's base stat block.

GOD OF NATURE, LESSER

This divine avatar belongs to a god of nature, such as the Earthmother or the Forestfather, giving physical form to the deity in the Mortal World. Significantly less powerful than a true god, the avatar still possesses powerful divine powers, such as the ability to change its shape, entangle enemies with its strikes, and dash across the battlefield at incredible speed.

Divine Benefits. Ability Increase: +4 Wisdom; Divine Health; Condition Immunities: Charmed and Frightened; Save Proficiency: Constitution

Divine Traits. Aura of Tranquility; Living Armor; Magic Resistance

Divine Actions. Divine Dash; Entangling Strike; Injunction.

GOD OF DARKNESS, STANDARD

This deity statblock belongs to a lesser god of darkness, or a true god that has been weakened, such as if it is encountered outside of its celestial realm. It possesses an affinity for darkness, divine regeneration, and a repertoire of powerful divine spells.

Divine Benefits. Ability Increases: +8 Strength and +4 Dexterity; Divine Health; Condition Immunities: Blinded, Charmed, Deafened, and Frightened; Damage Immunity: Necrotic; Save Proficiency: Charisma; Speed; Truesight

Divine Traits. Damage Absorption: Necrotic; Dark Master; Magic Resistance; Regeneration

Divine Actions. Incite Shadows, Mind Blast, Quick Spellcasting, Teleport

GOD OF ORDER, GREATER

A true deity, this stat block could represent a deity such as the Lawbringer or the Lorekeeper. Incredibly powerful, this deity can read and control the minds of other creatures, bleeds living oozes of radiance, and controls time itself.

Divine Benefits. Ability Increases: +6 Strength, +4 Constitution, Wisdom +6; Divine Health; Condition Immunities: Blinded, Charmed, Deafened, Frightened, Paralyzed, and Stunned; Save Proficiency: Charisma; Truesight

Divine Traits. Aura of Divinity; Divine Focus; Magic Immunity; Magic Resistance; Regeneration

Divine Actions. Antimagic; Bash; God's Blood; Injunction; Memory Flux





GOD OF NATURE, LESSER DEITY

Large Celestial, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 127 (12d10 + 60)

Speed 40 ft., Climb 40 ft., Swim 40 ft., Fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	24 (+7)	20 (+5)

Saving Throws Con +9, Wis +11

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses passive Perception 15

Languages All, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Aura of Tranquility. The deity has an aura of tranquility in a 10-foot radius around it. Each other creature of the deity's choice within the aura deals only half damage with spells and weapon attacks.

Legendary Resistance (2/Day). When the deity fails a saving throw, it can choose to succeed instead.

Living Armor. The deity gains 10 temporary hit points at the start of each of its turns. When the deity is hit by a melee weapon attack while it has these hit points, the attacker must succeed on a DC 19 Strength saving throw or the weapon becomes stuck for as long as the deity has these hit points. If the weapon's wielder can't or won't let go of the weapon, the wielder is Grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 19 Strength (Athletics) check and succeeding.

Magic Resistance. The deity has advantage on saving throws against spells and other magical effects.

Magic Weapons. The deity's weapon attacks are magical.

ACTIONS

Multiattack. The deity makes two weapon attacks.

Strike. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 9 (1d8 + 5) Bludgeoning damage plus 9 (2d8) Radiant damage.

Entangling Strike. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 14 (2d8 + 5) Bludgeoning damage and the target is Restrained (escape DC 17).

Divine Flame. A creature the deity can see within 60 feet must make a DC 19 Dexterity saving throw. On a failure, the creature takes 27 (6d8) Radiant damage.

Spellcasting. The deity casts one of the following spells as at least a 3rd-level spell, requiring no material components and using Wisdom as its spellcasting ability (spell save DC 19):

At will: *command, entangle, lesser restoration, spike growth*
1/day each: *cure wounds, dispel evil and good, dispel magic, fire storm, hold monster, wall of thorns*

BONUS ACTIONS

Change Shape. The deity magically transforms into any other creature, while retaining its game statistics (other than its size). This transformation ends if the deity is reduced to 0 hit points or if it uses a bonus action to end it.

Divine Dash. The deity transforms into pure energy and moves up to its speed in a straight line, before reverting back to its normal form. The first time the deity passes through a creature's space during this movement, the creature suffers the deity's choice of one of the following effects until the end of the deity's next turn:

- The creature takes 1d8 Force damage and must succeed on a DC 19 Strength saving throw or be Restrained.
- The creature takes 1d8 Radiant damage and must succeed on a DC 19 Constitution saving throw or be Blinded.

Injunction. One creature within 60 feet must make a DC 19 Wisdom saving throw. On a failure, the creature can't willingly make attacks, cast spells, or move (the deity chooses one for each creature), until the end of its next turn.

LEGENDARY ACTIONS

The deity can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

Strike. The deity makes a Strike attack.

Divine Dash (Costs 2 Actions). The deity uses Divine Dash.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

Injunction (Costs 2 Actions). The deity uses Injunction.

GOD OF DARKNESS, STANDARD DEITY

Huge Celestial, Typically Neutral Evil

Armor Class 21 (natural armor)

Hit Points 290 (20d12 + 160)

Speed 40 ft., Climb 40 ft., Swim 40 ft., Fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	26 (+8)	22 (+6)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Con +12, Wis +12, Cha +12

Skills Deception +12, Intimidation +12, Perception +12, Stealth +12

Damage Immunities Necrotic, Poison

Condition Immunities Blinded, Charmed, Deafened, Exhausted, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 22

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Divine Awareness. The deity knows if it hears a lie.

Impenetrable Darkness. Other creatures can't see through magical darkness created by the deity, even if they would normally be able to see in magical darkness.

Legendary Resistance (3/Day). When the deity fails a saving throw, it can choose to succeed instead.

Living Shadow. While in dim light or darkness, the deity has resistance to damage that isn't Force, Psychic, or Radiant.

Magic Resistance. The deity has advantage on saving throws against spells and other magical effects.

Magic Weapons. The deity's weapon attacks are magical.

Necrotic Absorption. When the deity is subjected to Necrotic damage, it takes no damage and instead regains a number of hit points equal to the Necrotic damage dealt.

Regeneration. If the deity has at least 1 hit point, it regains 20 hit points at the start of its turn.

Unusual Nature. The deity doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The deity makes two attacks. The deity can use Spellcasting in place of one of these attacks.

Strike. *Melee or Ranged Weapon Attack:* +14 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 17 (2d8 + 8) Slashing damage plus 18 (4d8) Necrotic damage.

Mind Blast. *Ranged Spell Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) Psychic damage and the target must succeed on a DC 20 Intelligence saving throw or be Incapacitated until the end of its next turn.

Divine Flame. A creature the deity can see within 60 feet must make a DC 20 Dexterity saving throw. On a failure, the creature takes 45 (10d8) Necrotic damage.

Spellcasting. The deity casts one of the following spells as at least a 4th-level spell, requiring no material components and using Charisma as its spellcasting ability (spell save DC 20):

At will: *blindness/deafness, command, darkness, dispel magic*

2/day each: *finger of death, harm*

1/day each: *dispel evil and good, hold monster, holy aura,*

power word stun

BONUS ACTIONS

Change Shape. The deity magically transforms into any other creature, while retaining its game statistics (other than its size). This transformation ends if the deity is reduced to 0 hit points or if it uses a bonus action to end it.

Incite Shadows. Up to two creatures within 60 feet must make a DC 20 Charisma saving throw as the deity incites the creature's own shadow to attack it. On a failure, the creature takes 18 (4d8) Necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Teleport. The deity magically teleports to an unoccupied space it can see within 120 feet.

LEGENDARY ACTIONS

The deity can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. The deity makes a Strike or Mind Blast attack.

Teleport. The deity uses Teleport.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

Incite Shadows (Costs 2 Actions). The deity uses Incite Shadows.

Spellcasting (Costs 2 Actions). The deity uses Spellcasting.



GOD OF ORDER, GREATER DEITY

Gargantuan Celestial, Typically Lawful Neutral

Armor Class 21 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 60 ft., Climb 60 ft., Swim 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	28 (+9)	24 (+7)	30 (+10)	24 (+7)

Saving Throws Dex +16, Con +18, Wis +19, Cha +16

Skills Insight +19, Intimidation +16, Perception +19

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Truesight 120 ft., passive Perception 27

Languages All, Telepathy 120 ft.

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Aura of Divinity. Each creature of the deity's choice that starts its turn within 60 feet of the deity and is aware of it must succeed on DC 27 Wisdom saving throw, or for 1 minute the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the deity's Aura of Divinity for 24 hours.

Divine Awareness. The deity knows if it hears a lie.

Divine Focus. The deity can concentrate on up to four spells or effects simultaneously. Whenever it takes damage, it must roll a Constitution saving throw to maintain its concentration for each spell or effect it concentrates on, and if it fails any saving throw to maintain its concentration, it loses its concentration on all spells or effects.

Legendary Resistance (5/Day). When the deity fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Unless it wishes to be affected, the deity is immune to spells of 6th level or lower.

Magic Resistance. The deity has advantage on saving throws against spells and other magical effects.

Magic Weapons. The deity's weapon attacks are magical.

Mind Reader. The deity knows the surface thoughts of each creature within 120 feet that isn't protected by a *mind blank* spell or similar magic, and can use an action to attempt to read a creature's thoughts as with the detect thoughts spell.

Regeneration. If the deity has at least 1 hit point, it regains 30 hit points at the start of its turn.

Unusual Nature. The deity doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The deity makes two attacks.

Strike. *Melee or Ranged Weapon Attack:* +19 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 23 (3d8 + 10) Slashing damage plus 27 (6d8) Force damage.

Bash. *Melee Weapon Attack:* +19, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) Bludgeoning damage and the target must succeed on a DC 27 Constitution saving throw or be Stunned until the end of its next turn.

Divine Flame. A creature the deity can see within 60 feet must make a DC 27 Dexterity saving throw. On a failure, the creature takes 67 (14d8) Radiant damage.

Spellcasting. The deity casts one of the following spells as at least a 5th-level spell, requiring no material components and using Intelligence, Wisdom, or Charisma as its spellcasting ability (spell save DC 27):

At will: *command, dispel evil and good, dispel magic, flesh to stone, suggestion*

2/day each: *dominate monster, control weather, forcecage, hold monster, holy aura, time stop*

BONUS ACTIONS

Change Shape. The deity magically transforms into any other creature, while retaining its game statistics (other than its size). This transformation ends if the deity is reduced to 0 hit points or if it uses a bonus action to end it.

Injunction. Up to four creatures within 60 feet must make a DC 27 Wisdom saving throw. On a failure, the creature can't willingly make attacks, cast spells, or move (the deity chooses one for each creature), until the end of its next turn.

Memory Flux. Up to four creatures the deity can see within 60 feet must succeed on a DC 27 Wisdom saving throw or take 18 (4d8) Psychic damage and the highest level spell slot it has available is expended.

REACTIONS

Counterspell. When a creature the deity can see within 60 feet casts a spell, the deity casts counterspell as a 5th-level spell.

God's Blood. When the deity takes 20 damage or more from a single source, it creates a **godblood ooze** in an unoccupied space within 5 feet. The ooze is under the deity's control and acts on its Initiative.

LEGENDARY ACTIONS

The deity can take 5 legendary actions per round, only one at a time and only at the end of another creature's turn.

Strike. The deity makes a Strike or Bash attack.

Divine Flame (Costs 2 Actions). The deity uses Divine Flame.

Injunction (Costs 2 Actions). The deity uses Injunction.

Memory Flux (Costs 2 Actions). The deity uses Memory Flux.

DIVINE DECEIVER

Medium Celestial (Angel), Typically Chaotic Evil

Armor Class 13 (see Divine Charges)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6; see Divine Charges

Skills Deception +9, Insight +5, Perception +5, Performance +9

Damage Immunities Poison, Radiant

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., Truesight 30 ft., passive Perception 15

Languages all, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Divine Charges. The deceiver can have up to 5 Divine Charges and loses all Divine Charges when it finishes a long rest. It gains a +1 bonus to its AC and saving throws for each Divine Charge it has.

Radiant Absorption. Whenever the deceiver is subjected to Radiant damage, it takes no damage and instead regains a number of hit points equal to the Radiant damage dealt.

Sense Divinity. The deceiver automatically senses the location of any Celestials and creatures wearing or carrying a holy symbol or other object strongly linked to a deity within 120 feet of it.

ACTIONS

Multiattack. The deceiver makes two Slam attacks or makes one Slam attack and uses Essence Theft or Spiritual Strike.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) Bludgeoning damage, and the deceiver can deal an additional 9 (2d8) Radiant damage to the target for each Divine Charge it expends.

Essence Theft. One creature within 5 feet must succeed on a DC 14 Constitution saving throw or suffer 1 level of Exhaustion and the deceiver gains 1 Divine Charge. A creature friendly to the deceiver automatically fails its save.

DIVINE DECEIVER

A divine deceiver is a cunning Celestial that sustains itself on holy energy and the prayers of mortals. A deceiver might, for example, kill a local cleric and adopt their identity so it can slowly corrupt the congregation, until they are no longer praying to their god but to the deceiver itself.

CHARGED BY DIVINITY

While the deceiver typically has no interest in combat – preferring subterfuge that allows it to trick mortals into surrendering their prayers and spiritual essence willingly – it is still a fearsome combatant. It steals its foes essences and prayers and uses the divine energy to fuel its attacks against them.

Spiritual Strike. The deceiver briefly conjures a spiritual weapon to attack a creature it can see within 60 feet. The target must succeed on DC 14 Dexterity saving throw or take 13 (3d8) Force damage and be knocked Prone.

Temptation's Light (Recharge 5–6). Each creature of the deceiver's choice within 30 feet must make a DC 14 Constitution saving throw. On a failure, the creature takes 9 (2d8) Radiant damage for each Divine Charge the deceiver expends and, until the start of the deceiver's next turn, the creature is Blinded, can't take reactions, and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

BONUS ACTIONS

Change Shape. The deceiver magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the deceiver is reduced to 0 hit points or uses a bonus action to end it.

Command Devotion. One creature the deceiver can see within 60 feet must succeed on a DC 14 Wisdom saving throw or be Charmed until the start of the deceiver's next turn and the deceiver gains 1 Divine Charge. The creature is Incapacitated while Charmed in this way, as it spends its turn praying to the deceiver.

REACTIONS

Divert Prayer (1/Day). When a creature within 60 feet of the deceiver casts a spell using a holy symbol as a spellcasting focus, the deceiver forces it to make a DC 14 Charisma saving throw. On a failure, the deceiver gains 1 Divine Charge and is treated as if it is the spell's caster, using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks). The deceiver can choose new targets or areas of effect for the spell.



ELEMENTALS

When one thinks of elements, it is typically concepts such as air, earth, fire, and water that come to mind. Rarely does one consider light – or the lack of it – as an element, though it is, in truth, perhaps one of the most powerful elements in the Multiverse. When light takes physical form, either as pure radiance or overwhelming darkness, it does so as frightful creatures every bit as potent and destructive as Elementals of air, earth, fire, and water.

RADIANCE ELEMENTAL

A faintly humanoid shape is visible through a dawn-like sphere of radiance that casts light in a wide radius around it. A radiance elemental is illumination made manifest and sheds light wherever it goes. Only magical darkness – its antithesis – can dampen its powers and cause it visible discomfort.



ELEMENTAL, RADIANCE

Large Elemental, Unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +6, Con +7, Wis +4

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison, Radiant

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Blindsight 60 ft., passive Perception 11

Languages Celestial, Primordial

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Darkness Susceptibility. When the elemental starts its turn in an area of magical darkness, it takes 7 (2d6) Necrotic damage and its Light Form trait doesn't function until the start of its next turn.

Light Aura. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is suppressed by magical darkness.

Light Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time on a turn the elemental enters a creature's space, the creature touches the elemental, or the creature hits

the elemental with a melee attack while within 5 feet of it, that creature takes 5 (1d10) Radiant damage

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) Radiant damage and, if the target is a creature, it emits magical bright light in a 5-foot radius until the end of the elemental's next turn. While the creature emits this light, attack rolls against it have advantage and it can't benefit from being Invisible.

Burst of Radiance (Recharge 5–6). The elemental flashes with sickening radiance. Each creature in the bright light of the elemental's Light Aura must make a DC 15 Constitution saving throw. On a failure, the creature takes 27 (6d8) Radiant damage and suffers 1 level of Exhaustion. On a success, the target takes half as much damage and suffers no Exhaustion.

BONUS ACTIONS

Blinding Dash. While in bright light, the elemental moves up to its speed without provoking opportunity attacks. If a creature takes damage from its Light Form during this movement, the creature must succeed on a DC 15 Constitution saving throw or be Blinded until the end of the elemental's next turn.

Hypnotizing Halo. The elemental flashes a halo of multicolored light at a creature within 30 feet. If the creature can see it, the creature must succeed on a DC 15 Wisdom saving throw or be Incapacitated for 1 minute or until it takes damage.

DARKNESS ELEMENTAL

A slender, deep purple humanoid shape lurks within the core of pitch blackness that oozes from this elemental's form. So dark that it suppresses light in a wide area around it, a darkness elemental is like a void that engulfs and consumes everything it touches, leaving behind nothing but cold, dead husks.

Despite its fearsome appearance and chilling presence, a darkness elemental is not without its weaknesses. Magical light can suppress and truly weaken the elemental, causing its form to waver and dissipate. When confronted with such light, the elemental's darkness recedes, and its once-fluid movements become erratic and desperate, as if fighting against the very essence of its antithesis.



ELEMENTAL, DARKNESS

Large Elemental, Unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +6, Con +7, Wis +4

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Blindsight 60 ft., passive Perception 11

Languages Abyssal, Primordial

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Light Susceptibility. When the elemental starts its turn in an area of magical bright light, it takes 7 (2d6) Radiant damage, and its Dark Form trait doesn't function until the start of its next turn.

Dark Aura. The elemental suppresses light in a 30-foot radius around it, turning nonmagical bright light and dim light to darkness.

Dark Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time on a turn the elemental enters a creature's space, the creature touches the elemental, or the creature hits the elemental with a melee attack while within 5 feet of it, that creature takes 5 (1d10) Necrotic damage

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) Necrotic damage and, if the target is a creature, its Strength score is reduced by 1d4. The target dies if this reduces its Strength score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Withering Shadows (Recharge 5–6). The shadows around the elemental deepens and drains creatures within them. Each creature within the darkness created by the elemental's Dark Aura trait must make a DC 15 Constitution saving throw. On a failure, the creature takes 27 (6d8) Necrotic damage and suffers 1 level of Exhaustion. On a success, the target takes half as much damage and suffers no Exhaustion.

BONUS ACTIONS

Malignant Intrusion. A shadowy tendril bores into the mind of one creature the elemental can see within 30 feet. The creature must succeed on a DC 15 Wisdom saving throw or fall under the elemental's control as with the *dominate monster* spell until the start of the elemental's next turn.

Void Step. While in darkness, the elemental magically teleports to a space it can see within 60 feet that it also in darkness. The elemental leaves behind a void of grasping shadows in the space it left that remains until the start of its next turn. A creature that starts its turn within 5 feet of the void takes 9 (2d8) Necrotic damage and must succeed on a DC 15 Strength saving throw or be Restrained until the void disappears.

FATEWEAVER

Medium Celestial (Angel), Typically Lawful Neutral

Armor Class 17 (Premonition)

Hit Points 105 (15d8 + 30)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	16 (+3)	19 (+4)	17 (+3)

Saving Throws Wis +8

Skills Insight +8, Perception +8

Damage Immunities Poison, Psychic, Radiant

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 18

Languages all, Telepathy 120 ft.

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Foresight. The fateweaver can't be surprised, has advantage on attack rolls, ability checks, and saving throws, and attack rolls against it have disadvantage.

Mind Blank. The fateweaver is immune to spells and other effects that would sense its emotions or read its thoughts, or otherwise gain information about it.

Premonition. The fateweaver's Armor Class includes its Wisdom modifier.

ACTIONS

Multiattack. The fateweaver makes two Memory Blast attacks. It can use Spellcasting or Weave Fate in place of one of these attacks.

Memory Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 27 (5d10) Psychic damage and the target must make a DC 16 Wisdom saving throw. On a failure, the creature can't add its proficiency bonus to any attack roll, ability check, or saving throw it makes until the end of the fateweaver's next turn.

Spellcasting. The fateweaver casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *blindness/deafness, command, commune, dispel magic*
1/day each: *flesh to stone, harm, plane shift* (self only)

Fateweave. The fateweaver attempts to intertwine the fates of up to 5 creatures it can see within 30 feet of it. Each creature must succeed on a DC 16 Charisma saving throw or incorporeal strands of radiant light form between it and each other creature that failed its saving throw.

When a creature tethered in this way makes a saving throw against a spell or effect that targets only that creature, each other creature tethered to it are treated as if the spell or effect also targets them. This effect ends for a creature when it dies or if it uses an action to throw off the tether and succeeds on a DC 16 Charisma saving throw. Otherwise, the effect lasts for 1 minute or until the fateweaver uses Fateweave again.

BONUS ACTIONS

Hexcraft. The fateweaver attempts to curse one creature it can see within 60 feet with its choice of one of the following effects, until the end of the fateweaver's next turn:

Fate. The target must succeed on a DC 16 Constitution saving throw or its physical fate is tied to the fateweaver. Whenever the fateweaver takes damage, the target takes half as much damage as Psychic damage that can't be reduced or negated in any way.

Unraveling. The creature must succeed on a DC 16 Intelligence saving throw or lose its highest level spell slot of 5th level or lower and be unable to cast spells or activate magic items.

REACTIONS

Rewrite Destiny (3/Day). The fateweaver reverses the outcome of one ability check, attack roll, or saving throw made by a creature within 60 feet, turning a failure into a success or a success into a failure.

FATEWEAVER

Fateweavers are Celestials who serve as enigmatic guardians of destiny, acting as both keepers and enforcers of the God of Fate's intent. They often appear as ordinary – though strikingly beautiful – humanoids with golden symbols on their skin.

ARBITERS OF DESTINY

Fateweavers have an innate understanding of the intricate web of fate that connects all living beings. They perceive the subtlest shifts in the fabric of destiny and can foresee the far-reaching consequences of even the smallest actions. Their ability to manipulate these threads allows them to alter the course of events, either by subtly nudging the strands of fate or by making more drastic changes when necessary.

Despite their power to shape destiny, fateweavers are acutely aware of the delicate balance that governs the universe. They understand that the flow of fate, for the most part, should be allowed to follow the path laid out by fate. Consequently, fateweavers rarely intervene directly in the lives of mortals – but when they do choose to act, their influence can be life-changing, leaving an indelible mark on the lives of those touched by their power.

REVERED ORACLES

Despite rarely interfering directly in the affairs of mortals, fateweavers have been known to reside on the Mortal World, where they often act as oracles, offering cryptic prophecies to those who seek their wisdom.

FORSAKEN DEVA

When a deity dies, all celestial creatures that are aligned with that deity's aspect or created in its image, feel its passing vividly. Some creatures bear this trauma better than others; the forsaken deva is an example of a devotee that is driven to madness and despair by the unexpected demise or disappearance of its deity.

FORSAKEN DEVA

Medium Celestial (Angel), Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., passive Perception 19

Languages all, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Shattered Psyche. The deva's shaken mind can be soothed temporarily if it witnesses an act of kindness. When a creature the deva can see within 30 feet casts a spell or uses an action that benefits another creature, the deva must make a DC 17 Wisdom saving throw. On a failure, the deva has disadvantage on attack rolls until the end of its next turn.

ACTIONS

Multiattack. The deva makes two Mace attacks.

BROKEN BEING

While still a holy creature, the forsaken deva is filled with grief, pain, and a thirst for vengeance that makes it as fierce and savage as any demon. It even resembles one more, as its celestial beauty fades away to reveal a blood-soaked, grotesque monstrosity beneath.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage.

Vengeful Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one creature. *Hit:* 36 (8d8) Radiant damage and, if the target has dealt damage to the deva since the end of the deva's last turn, it must succeed on a DC 17 Wisdom saving throw, or until the start of the deva's next turn, it can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

BONUS ACTIONS

Void Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (4d6) Psychic damage and the target must succeed on a DC 17 Charisma saving throw or it can't add its proficiency bonus to any attack roll, ability check, or saving throw it makes until the end of the deva's next turn.

Word of Despair. A creature the deva can see within 60 feet that can hear it must succeed on a DC 17 Wisdom saving throw or be overcome with crippling despair until the end of its next turn. While the target is affected in this way, its speed is halved and it has disadvantage on attack rolls and ability checks. Additionally, if the target tries to cast a spell, it must first succeed on a DC 17 Constitution saving throw, or the casting fails and the spell is wasted.



A deva's identity can be so wrapped up in the god they follow, that their mind shatters when they lose connection to that deity. Pathetic, when you think about it. Why not just enjoy your goddamn freedom and pick up a new hobby?

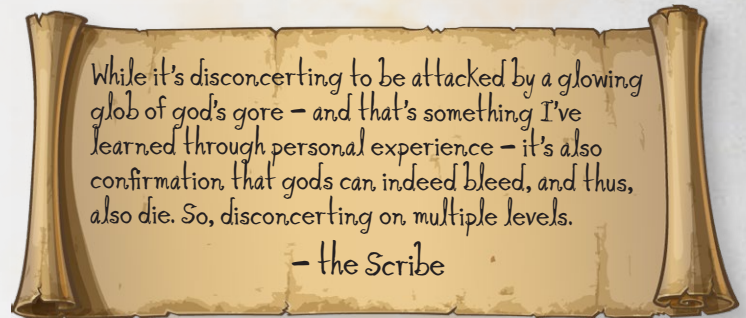
— the Heretic

GODBLOOD OOZE

To many scholars' surprise, even gods can bleed. Sometimes, when a deity's physically manifested form is cut or slashed, radiant blood will pour from the wound, often in unimaginable quantities. This divine liquid is not just the deity's lifeblood, however; it is also a defense mechanism. For when the god's spilled blood senses that the god is in danger, it coalesces into a godblood ooze – a divine, formless blob of a creature that is dedicated wholly to the protection of the god.

MINDLESS RADIANCE

In combat, the godblood ooze seeks to latch onto and envelop foes, keeping them restrained and incapable of hurting the deity it protects. It can also emit a flash of bright, radiant light to blind and burn assailants. Finally, the godblood ooze, which is in possession of a tiny sliver of its god's Divine Spark, can use the spells or abilities of a creature it has engulfed.



GODBLOOD OOZE

Large Ooze, Unaligned

Armor Class 9

Hit Points 114 (12d10 + 48)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	19 (+4)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +5

Damage Resistances Acid, Cold, Fire, Lightning

Damage Immunities Poison, Radiant

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Necrotic. When the ooze takes 10 or more Necrotic damage from a single source, it must succeed on a Constitution saving throw with a DC equal to the damage taken or, until the end of its next turn, the ooze can't take reactions and must decide whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Radiant Absorption. Whenever the ooze is subjected to Radiant damage, it takes no damage and instead regains a number of hit points equal to the Radiant damage dealt.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks. It can use Engulf in place of one of these attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) Bludgeoning damage plus 9 (2d8) Radiant damage and the target is Grappled (escape DC 15).

Engulf. The ooze attempts to engulf a Medium or smaller creature Grappled by it. The target must succeed on a DC 15 Strength saving throw or be engulfed by the ooze. The engulfed creature is Blinded, Restrained, can't breathe, moves with the ooze, and takes 18 (4d8) Radiant damage at the start of each of the ooze's turns. The ooze regains hit points equal to the amount of Radiant damage dealt this way.

An engulfed creature or another creature within reach of the ooze can attempt to free the engulfed creature by using an action to make a DC 15 Strength check. On a success, the creature escapes to an unoccupied space of its choice within 5 feet of the ooze.

The ooze can have only one creature engulfed at a time.

BONUS ACTIONS

Divine Inspiration. The ooze forces a creature engulfed by it to make a DC 15 Charisma saving throw. On a failure, the ooze learns one spell, trait, or feature the creature can cast or use as an action or bonus action. The ooze can cast that spell or use that trait or feature once within the next minute, requiring no components and using Constitution as the ability score if necessary (save DC 15, +7 to hit with attacks).

Radiant Flare. Each non-Ooze creature within 5 feet must succeed on a DC 15 Constitution saving throw or take 9 (2d8) Radiant damage and be Blinded until the start of the ooze's next turn.

REACTIONS

Omniscience (1/Day). When the ooze or another creature it can see within 30 feet makes an attack roll, ability check, or saving throw, the creature makes that roll with advantage or disadvantage (ooze's choice).

GRAVITY GOLEM

Gravity golems are fierce arcane constructs crafted from various alloys etched with magical runes. Defying common sense, a gravity golem's disjointed body parts are held together through gravitational energy.

GRAVITY GOLEM, LESSER

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	2 (-4)

Saving Throws Str +9, Con +9

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Disjointed. A creature that attacks the golem can choose to take a -5 penalty to the attack roll to target one of the six orbs of energy that connect the golem's body parts. If the attack hits, the golem suffers an additional effect until the end of its next turn, depending on which orb was targeted:

Arm. The golem loses hold of any creature it has Grappled.

Leg. The golem's speed is halved.

Head & Torso. The golem can't use Shock Beam.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Overload. Whenever the golem takes 10 or more Lightning damage from a single source, it can't take reactions until the end of its next turn.

A FORCEFUL GUARDIAN

A gravity golem is a formidable sentinel, obeying its master's commands with unyielding and single-minded determination, and using gravitational magic and pure energy to destroy whoever tries to stand against it.

ACTIONS

Multiattack. The golem makes two Slam attacks or two Shock Beam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) Bludgeoning damage plus 4 (1d8) Force damage and, if the target is a Medium or smaller creature, it is knocked Prone or shoved 10 feet back (golem's choice).

Shock Beam. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature. *Hit:* 18 (4d8) Lightning damage and the target must succeed on a DC 17 Constitution saving throw, or until the end of its next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Gravity Wave (Recharge 5–6). The golem releases a wave of gravitational energy in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failure, the creature takes 27 (6d8) Force damage and its speed becomes 0 until the end of its next turn. On a success, the creature takes half as much damage and its speed isn't reduced.

REACTIONS

Antimagic Arc. When a creature within 60 feet of the golem attempts to cast a spell or use a magic item, the creature must make a DC 17 Charisma saving throw. On a failure, the attempt fails and the action is wasted.



GUARDIAN SPIRIT

Tiny Celestial, Typically Neutral Good

Armor Class 19

Hit Points five times PB

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	7 (-2)	17 (+3)	11 (+0)

Damage Resistances Acid, Cold, Fire, Lightning, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical Attacks

Damage Immunities Poison, Radiant

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., passive Perception 13

Languages understands All but doesn't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Divine Demise. When the spirit is reduced to 0 hit points, it explodes with holy energy in a radius of 20 feet around it before vanishing out of existence. Each hostile creature in the area takes 1d8 + PB Radiant damage and must succeed on a Constitution saving throw with a DC of 10 + PB or be Blinded until the end of its next turn. Each friendly creature in the area regains 1d8 + PB hit points and has resistance to all damage until the end of its next turn.

Incorporeal Movement. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Holy Bolt. *Melee or Ranged Spell Attack:* PB + 3 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 2 (1d4) Radiant damage or 1d8 + PB Radiant damage if the target is a Fiend or Undead.

Healing Touch (PB/Day). A friendly creature within 5 feet of the Spirit regains 1d8 + PB hit points.

Invisibility. The spirit magically becomes Invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Tether (PB/Day). The spirit tethers itself to a willing creature it can see within 5 feet and moves into its space. The tether lasts for 1 minute or until the spirit ends the tether (no action required). While tethered in this way, the spirit and the tethered creature gain the following properties:

- The spirit is Incapacitated, has total cover against attacks and other effects outside the tethered creature, and moves with the tethered creature.
- The tethered creature's weapon attacks deal an additional 1d4 Radiant damage on a hit.
- If the tethered creature is reduced to 0 hit points, it drops to 1 hit point instead and the spirit drops to 0 hit points in its stead, triggering its Divine Demise.

BONUS ACTION

Variable Illumination. The spirit sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius, or extinguishes its light.

REACTIONS

Positive Essence. When a creature touches the spirit, the spirit deals 1d4 Radiant damage to it or 1d8 + PB Radiant damage if the creature is a Fiend or Undead. If the creature is friendly, the spirit can choose to expend a use of its Healing Touch and the creature takes no damage and instead regains 1d8 + PB hit points.

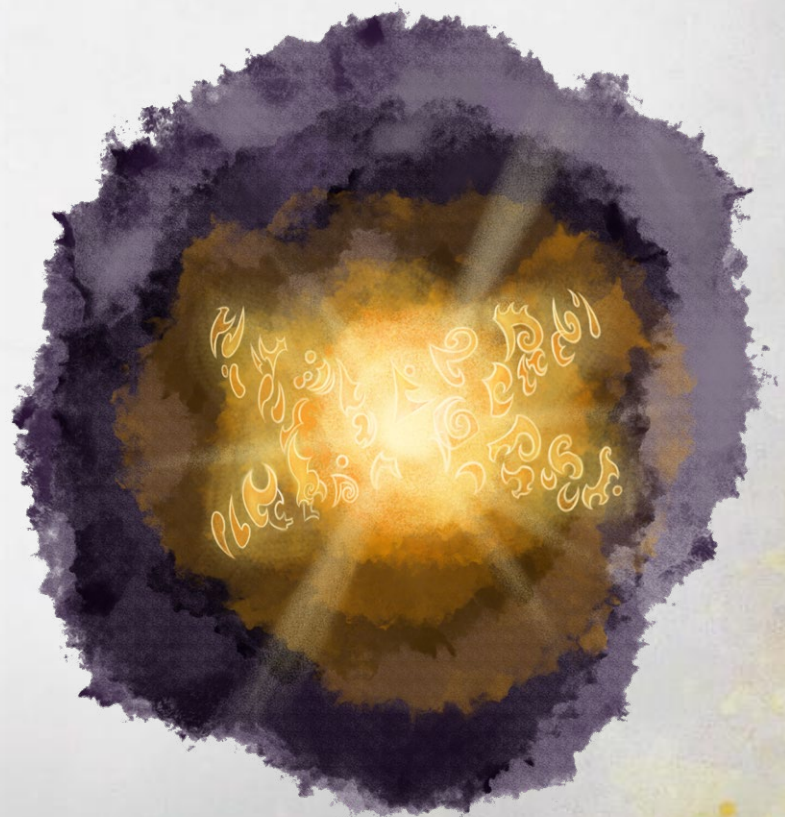
GUARDIAN SPIRIT

A guardian spirit is a celestial being of immense benevolence, summoned from the ethereal realm to serve as a steadfast protector and compassionate companion to mortals in need. It manifests as a floating orb of radiant light, pulsating with divine energy.

DIVINE BOND

Through an intricate process of spiritual bonding, the guardian spirit often forms a connection with a chosen mortal. When bonded to a creature in this way, the guardian spirit uses that creature's Proficiency Bonus (PB) in place of its own whenever one of its traits or actions reference a proficiency bonus.

The guardian spirit also enhances the combat abilities of its mortal partner, imbuing them with divine strength and heightened reflexes. The guardian spirit can also unleash holy bolts of light, or channel its celestial energy into its partner, fueling their strikes. Furthermore, the spirit possesses potent healing powers, and can mend wounds and restore vitality to its mortal companion.



MARITHIEL

Marithiels are fierce, human-like Celestials with six arms and uncanny reflexes. Fearsome foes wielding a sword in each hand, marithiels are often deployed on the Mortal World to serve as guardians of sacred grounds or hunters enacting their deity's will.

IMMORTAL LOYALTY

While many marithiels pledge their loyalty to benevolent deities, focusing on protecting the innocent and vanquishing forces of evil, a marithiel's allegiance ultimately lies with the deity to whom it has sworn fealty. Regardless of whether their deity's intentions are perceived as good or evil by mortal standards, marithiels doggedly pursue their deity's wishes with unwavering dedication.

MATRIARCHAL SOCIETIES

Marithiels primarily reside in the Upper Planes, where they form matriarchal societies that govern their communities. Each group, or enclave, of marithiels may have its own distinct customs and traditions, but they all share a common purpose: to serve their deity with unyielding devotion.

ETERNAL RIVALRY

Despite any internal differences that may exist among marithiels, they are universally bound by their enmity towards Demons. This ancient rivalry is fueled by the polar opposition of their natures, with marithiels representing divine order and Demons embodying chaos. This enmity is an integral part of their identity, and the marithiels' unwavering commitment to vanquishing their sworn enemies is legendary.

Ah, yes, the marithiel. Probably the most well-armed – pun fully intended – divine servant I've ever had the misfortune of meeting. A lot of blades, barely any sense of humor, and very quick. Damnably quick.

– the Heretic

MARITHIEL

Medium Celestial, Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	19 (+4)	10 (+0)	14 (+2)	12 (+1)

Skills Perception +5, Survival +5

Damage Resistances Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Blindsight 60 ft., passive Perception 15

Languages all, Telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Alert. The marithiel has advantage on initiative rolls and it can't be surprised while it is conscious.

Magic Resistance. The marithiel has advantage on saving throws against spells and other magical effects.

Unguarded Arms. A creature that attacks the marithiel can choose to take a –5 penalty to the attack roll before making the roll to target one of its six arms. If the attack hits, the marithiel can make one less Scimitar attack when it takes the Multiattack action on its next turn.

ACTIONS

Multiattack. The marithiel makes four Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) Slashing damage plus 4 (1d8) Radiant damage.

Paralyzing Gaze (Recharge 5–6). Each creature in a 60-foot cone that can see the marithiel and that it can see must succeed on a DC 14 Wisdom saving throw or take 18 (4d8) Psychic damage and be Paralyzed until the end of the marithiel's next turn.

BONUS ACTIONS

Divine Jibe. One creature within 30 feet that can hear the marithiel must succeed on a DC 14 Charisma saving throw or take 4 (1d8) Psychic damage and until the end of its next turn, it has disadvantage on attack rolls against creatures other than the marithiel and it can't willingly move away from the marithiel.

Terrifying Glare. One creature within 30 feet that can see the marithiel must succeed on a DC 14 Wisdom saving throw or become Frightened until the end of its next turn.

REACTIONS

The marithiel can take up to three reactions between its turns in combat, but only one per turn.

Parry. When a creature the marithiel can see would hit it with an attack roll, the marithiel adds 3 to its AC against the attack.

Retaliate. Immediately after a creature the marithiel can see within its reach hits or misses the marithiel with a melee attack, the marithiel makes one Scimitar attack against the creature.

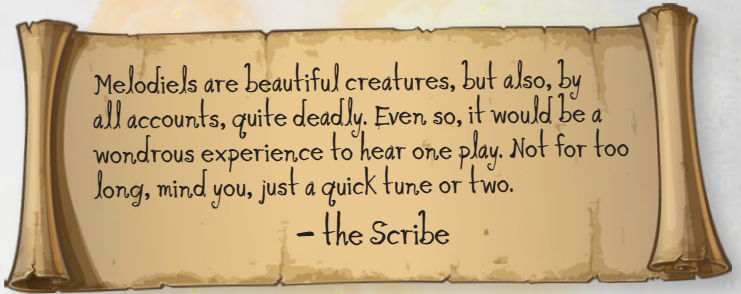
MELODIEL

Melodiels are passionate Celestials who are celebrated as the finest musicians of the heavenly planes.

While their angelic beauty is matched only by their transcendent music, mortals who hear a melodiels performance may find it a short-lived pleasure as its tune can cause them to age rapidly.

ETERNAL COMPANIONS

Unlike most celestials, melodiels are driven by fierce emotions and seek life-long bonds with their chosen partners. These celestial musicians are even known to choose Humanoids as partners. In a testament to their devotion, a melodiels often chooses to end their own existence upon the passing of a mortal partner.



MELODIEL

Medium Celestial, Typically Chaotic Good

Armor Class 17 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	16 (+3)	18 (+4)	21 (+5)

Saving Throws Wis +7, Cha +8

Skills Insight +7, Perception +7, Performance +11

Damage Resistances Radiant

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 17

Languages all, Telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Magic Resistance. The melodiels has advantage on saving throws against spells and other magical effects.

Vain Performer. A creature within 60 feet of the melodiels can use its action to initiate a Charisma (Performance) contest with the melodiels. If the creature wins the contest, the melodiels concentration is broken, and it can't use Melody of the Ages until the end of its next turn.

ACTIONS

Multiattack. The melodiels makes two Rapier attacks or makes one Rapier attack and uses Angelic Insult.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Piercing damage plus 10 (3d6) Radiant damage.

Angelic Insult. One creature within 60 feet that can hear the melodiels must make a DC 16 Wisdom saving throw. On a failure, it takes 14 (4d6) Psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Melody of the Ages. The melodiels begins humming or playing a hypnotizing tune that lasts until its concentration ends (as if concentrating on a spell). Each creature that starts its turn within 60 feet of the melodiels that can hear the tune must succeed on a DC 16 Wisdom saving throw or become Charmed until it can no longer hear the tune. While Charmed in this way, the creature is Incapacitated, has a speed of 0, and magically ages 1 year at the end of every hour.

The effect ends for a creature if it takes any damage or if another creature uses an action to shake it out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the melodiels Melody of the Ages for the next 24 hours.

BONUS ACTIONS

Discordant Note. One creature within 30 feet that can hear the melodiels must make a DC 16 Intelligence saving throw. On a failure, the creature takes 9 (2d8) Psychic damage and, until the start of the melodiels next turn, it can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Jarring Step. One creature the melodiels can see within 30 feet must make a DC 16 Constitution saving throw. On a failure, the creature and the melodiels both teleport, swapping places. The creature arrives Prone and takes 9 (2d8) Force damage from the jarring teleportation.

REACTIONS

Psychic Barrier. When a creature the melodiels can see would hit it with an attack roll, the melodiels adds 3 to its AC against the attack. If this causes the attack to miss, the attacker takes 9 (2d8) Psychic damage.

NEPHILIM

The ground quakes with the force of the nephilim's steps as it lifts its colossal glaive to enact divine retribution in honor of its patron deity. Heralds of cataclysmic change, the nephilim are gargantuan celestial creatures so powerful that they can singlehandedly lay waste to cities or entire nations.

PRIMORDIAL LOYALTY

While few people can claim to know the true origin of the nephilim, there are those who believe these gigantic Celestials are the offspring of gods and primordial creatures that came before. Whatever the case, the few nephilim that exist swear fealty to a specific god – and no nephilim chooses the same god.

HERALDS OF HOLY WAR

In the annals of history, the nephilim have long been associated with the divine struggle between deities, acting as their champions in wars against each other. Ancient scriptures and paintings even tell the tale of nephilim fighting on opposite sides in holy wars in the Mortal World, their titanic clashes leaving mountains shattered and landscapes forever altered.

NEPHILIM SCIONS

Perhaps the most fascinating and disturbing aspect of the nephilim is their ability to produce progeny, either by bonding with other Celestials or even with Fiends or mortals. Such unions give rise to humanoid-like beings known as nephilim scions.

Fearsome combatants, nephilim scions are celestial creatures that retain some of the true nephilim's traits and typically have an almost human-like appearance. Like their creators, nephilim scions tend to swear allegiance to a single, powerful being, such as a deity or the nephilim that created them. Due to their human-like appearance, they are often deployed on the Mortal World to carry out the will of their patron, whether that includes serving as a protector of mortals or a sacred site, or hunting down those who pose a threat to their patron's plans.

I can't speak much to the nephilim, as I've never seen one in the flesh. I felt one, once – or so I think, though I didn't stick around to confirm it. Once the ground started shaking so hard it felt like my horns would fall off, I figured it was time for me to excuse myself and slip away.

– the Heretic

NEPHILIM SCION

Medium Celestial, Any Alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Con +7, Wis +5, Cha +7

Skills Athletics +8, Perception +5

Damage Resistances Necrotic, Poison, Radiant

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 15

Languages any three languages, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Magic Resistance. The nephilim has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The nephilim makes two Spiked Chain or Holy Bolt attacks.

Spiked Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) Slashing damage. If the target is a Medium or smaller creature, it is Grappled (escape DC 16). Until this grapple ends, the target is Restrained and takes 7 (2d6) Piercing damage at the start of each of its turns.

Holy Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 22 (5d8) Radiant damage.

Celestial Rain (1/Day). Each creature in a 30-foot-radius sphere centered on a point the nephilim can see within 120 feet must make a DC 15 Dexterity saving throw. On a failure, the creature takes 18 (4d8) Fire damage and 18 (4d8) Radiant damage, and attack rolls against it are made with advantage until the end of the nephilim's next turn. On a success, the creature takes half as much damage and suffers no additional effects.

BONUS ACTIONS

Chain Pull. A creature Grappled by the nephilim's Spiked Chain must succeed on DC 16 Strength saving throw or be pulled up to 20 feet toward the nephilim, take 3 (1d6) Piercing and 3 (1d6) Bludgeoning damage, and fall Prone.

Sacred Armor. The nephilim gains 10 temporary hit points as holy energy wreathes its form. When a creature hits the nephilim with a melee weapon attack while it has these hit points, the creature takes 5 (1d10) Radiant damage and must succeed on a DC 15 Constitution save or drop the weapon it struck the nephilim with, if able, as it glows red-hot with holy fire until the end of the creature's next turn. A creature that picks up the weapon while it glows red-hot or starts its turn holding it takes 5 (1d10) Radiant damage.

REACTIONS

Radiant Reversal (3/Day). When the nephilim or another creature it can see within 60 feet either deals Radiant damage to a creature or magically causes a creature to regain hit points, the nephilim reverses the divine energy, either turning the Radiant damage into healing or the healing into Radiant damage.

NEPHILIM

Gargantuan Celestial, Typically Lawful Neutral

Armor Class 23 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 50 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	29 (+9)	24 (+7)	25 (+7)	28 (+9)

Saving Throws Con +16, Wis +14, Cha +16

Skills Insight +14, Perception +14

Damage Immunities Necrotic, Poison, Radiant

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., passive Perception 24

Languages all, Telepathy 120 ft.

Challenge 24 (62,000 XP)

Proficiency Bonus +7

Legendary Resistance (3/Day). If the nephilim fails a saving throw, it can choose to succeed instead.

Magic Resistance. The nephilim has advantage on saving throws against spells and other magical effects.

Sacred Armor. At the start of each of the nephilim's turns, it gains 20 temporary hit points as holy energy wreathes its form. When a creature hits the nephilim with a melee weapon attack while it has these hit points, the creature takes 11 (2d10) Radiant damage and must succeed on a DC 24 Constitution save or drop the weapon it struck the nephilim with, if able, as it glows red-hot with holy fire until the end of the creature's next turn. A creature that picks up the weapon while it glows red-hot or starts its turn holding it takes 11 (2d10) Radiant damage.

ACTIONS

Multiattack. The nephilim makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) Slashing damage and, if the target is a Huge or smaller creature, it must succeed on a DC 25 Strength saving throw or be shoved 30 feet horizontally in a direction of the nephilim's choice, taking 3 (1d6) Bludgeoning damage for each 10 feet it was shoved, and landing Prone.

Celestial Rain (Recharge 5–6). Each creature in a 30-foot-radius sphere centered on a point the nephilim can see within 120 feet must make a DC 24 Dexterity saving throw. On a failure, the creature takes 36 (8d8) Fire damage and 36 (8d8) Radiant damage, and attack rolls against it are made with advantage until the end of the nephilim's next turn. On a success, the creature takes half as much damage and suffers no additional effects.

BONUS ACTIONS

Change Shape. The nephilim magically transforms into any other creature, while retaining its game statistics (other than its size). This transformation ends if the nephilim is reduced to 0 hit points or if it uses a bonus action to end it.

Fissure. A 30-foot long, 5-foot wide, and 10-foot deep fissure splits the ground in an area the nephilim can see within 120 feet. Each creature on the ground in the area must make a DC 24 Dexterity saving throw. On a failure, a creature takes 27 (6d8) Bludgeoning damage and falls into the fissure. A creature that attempts to climb the fissure's walls must succeed on a DC 15 Strength (Athletics) check for each 10 feet it climbs or fall into the fissure.

Stomp. The nephilim stomps the ground, triggering a blast of energy. Each other creature on the ground within 120 feet must succeed on a DC 24 Constitution saving throw or take 22 (4d10) Force damage. If the creature fails and is within 5 feet of the nephilim, or if the saving throw fails by 5 or more, the creature is also Stunned until the end of the nephilim's next turn. On a success, the creature takes half as much damage.

REACTIONS

Mirror Magic (3/Day). When a creature the nephilim can see casts a spell, the creature must succeed on a DC 24 Charisma saving throw, or the nephilim casts the same spell at the same level immediately after the creature casts the spell, using Charisma as the spellcasting ability (spell save DC 24, +16 to hit with spell attacks) and requiring no material components. The nephilim can choose new targets or areas of effect for the spell.

LEGENDARY ACTIONS

The nephilim can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. The nephilim makes one Glaive attack.

Teleport. The nephilim teleports to an unoccupied space that it can see within 120 feet.

Quake (Costs 2 Actions). The nephilim uses Fissure or Stomp.



RADIANT GUARDIAN

Medium Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Str +4, Con +4

Damage Immunities Poison, Psychic, Radiant

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Darkness Susceptibility. If the guardian starts its turn in an area of magical darkness, the guardian must succeed on a DC 14 Constitution saving throw or fall Unconscious until it starts its turn in an area of bright light.

False Appearance. If the guardian is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the guardian move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the guardian isn't an ordinary object.

ACTIONS

Multiattack. The guardian makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 3 (1d6) Radiant damage.

Radiant Restoration (1/Day). Radiant light cleanses the guardian and scorches everyone around it. Any spells or magical effects of 3rd level or lower on the guardian ends on it and each other creature within 5 feet must make a DC 12 Dexterity saving throw, taking 10 (3d6) Radiant damage on a failure or half as much damage on a success.

REACTIONS

Warding Light (1/Day). When a creature the guardian can see within 30 feet makes an attack roll, the guardian causes light to flare before the attacker, imposing disadvantage on the attack roll.

RADIANT GUARDIAN

Radiant guardians are Constructs said to be imbued with divine magic. They often serve as protectors of sacred locations, maintaining the sanctity of ancient temples and crypts by warding off intruders.

LUMINOUS CONSTRUCTS

Radiant guardians have the innate ability to channel radiant light, bestowing them with both the power to scorch foes and cleanse their own system of magical ailments. Their connection to light comes at a cost, however, as exposure to magical darkness may render a radiant guardian temporarily unconscious.

RAZOR VINE

Large Plant, Unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	4 (-3)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 10

Challenge 4 (1,100 XP)

Proficiency Bonus +2

False Appearance. If the razor vine is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the razor vine move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the razor vine isn't an ordinary plant.

ACTIONS

Multiattack. The razor vine makes two Grasping Vine attacks.

Grasping Vine. *Melee Weapon Attack:* +5 to hit, reach 20 ft., one creature. *Hit:* 8 (1d10 + 3) Bludgeoning damage, and the target is Grappled (escape DC 13). Until this grapple ends, the creature is Restrained and takes 3 (1d6) Piercing damage at the end of each of its turns and whenever it fails an attempt to escape the grapple, and the razor vine can't make Grasping Vine attacks against other creatures with that vine.

The razor vine has four vines, each of which has AC 15 and can be severed by dealing 5 or more Fire or Slashing damage to it at once. Cutting a vine doesn't hurt the razor vine but ends the grapple and the razor vine can't attack with that vine again until it uses its Regrowth action.

Regrowth (Recharge 5–6). The razor vine magically regrows its form. It regains 22 (4d10) hit points and any of its vines that have been severed regrow.

BONUS ACTIONS

Vine Control. A creature Grappled by the razor vine suffers one of the following effects:

Choke. The creature takes 6 (1d6 + 3) Bludgeoning damage and must succeed on a DC 13 Constitution saving throw or it can't cast spells using verbal components until the end of its next turn.

Move. The creature must succeed on a DC 13 Strength saving throw or be knocked Prone and pulled up to 20 feet toward the razor vine. The creature takes 1d6 Bludgeoning damage for each 10 feet it is moved.

RAZORVINE

Residing in dark forests, razorvines are large predatory Plants. Capable of appearing as ordinary, if somewhat dense and tangled, plants while motionless, razorvines lull prey into a false sense of security before cutting, grappling, and choking their victims with vines.

SACRED SPORESPAWN

A sacred sporespawn is a weird amalgamation of a Celestial, a Humanoid, and a Plant. Their origin is a mystery, but many believe that powerful druids who have served their god well may become a sacred sporespawn after death, enabling them to serve as a guardian of nature in perpetuity.

Sacred sporespawns are almost always found in the wilds, where they lie dormant until intruders awaken them. In combat, the sporespawn uses a combination of poisonous attacks and divine blessings to diminish and debilitate its foes.

So a druid dies and instead of becoming compost, some god of nature awakens them as a mindless plant-being overgrowing with vines and spores. Does that sound “natural” to you?

— the Heretic

SACRED SPORESPAWN

Medium Plant, Unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Con +8, Wis +5, Cha +2

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Poisoned

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Magic Resistance. The sporespawn has advantage on saving throws against spells and other magical effects.

Seraphic Essence. When a creature the sporespawn hasn't dealt damage to within the last minute deals damage to the sporespawn, that creature takes 7 (2d6) Psychic damage.

ACTIONS

Multiattack. The sporespawn makes three attacks, only one of which can be a Sporespawn's Kiss attack.

Fever Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) Bludgeoning damage and the target must succeed on a DC 16 Constitution saving throw or it has disadvantage on ability checks and attack rolls that use Strength and Dexterity until the end of its next turn.

Grasp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) Bludgeoning damage and, if the target is a Large or smaller creature, it is Grappled (escape DC

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the sporespawn can take one of the following lair actions; the sporespawn can't take the same lair action two rounds in a row:

Entangling Roots. Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the sporespawn can see within 60 feet. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be Restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the sporespawn dies or uses this action again.

Spawn Fungi. The sporespawn conjures forth 1d4 + 2 violet fungi in unoccupied spaces of its choice within 30 feet. The fungi act on the sporespawn's initiative in combat and follows its unspoken commands (no action required). The fungi remain until reduced to 0 hit points or the sporespawn uses this action again.

16). The sporespawn has two arm-like appendages, each of which can grapple one target.

Sporespawn's Kiss. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature Grappled by the sporespawn. *Hit:* 22 (4d10) Poison damage and the target must succeed on a DC 16 Constitution saving throw or be diseased for 1 minute. While diseased, the creature has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

BONUS ACTIONS

Fungal Spores. The sporespawn ejects a cloud of spores in a 20-foot radius around it, choosing from one of the options below:

- **Dominion Spores.** Each creature in the area must make a DC 16 Wisdom saving throw. On a failure, the sporespawn takes total control of the creature as with the *dominate monster* spell, until the start of the sporespawn's next turn.
- **Nullifying Spores.** Each creature in the area must make a DC 16 Charisma saving throw. On a failure, the creature can't cast spells and the magical properties of each non-artifact magic item it is carrying are suppressed until the start of the sporespawn's next turn.
- **Staggering Spores.** Each creature in the area must succeed on a DC 16 Constitution saving throw or until the start of the sporespawn's next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

REACTIONS

Shared Pain. When the sporespawn takes damage, it can force creatures Grappled by it to share its pain. Instead of taking the full damage, the damage is divided between the sporespawn and each creature Grappled by it.

SCROLLWRAPPED MUMMY

Medium Undead, Typically Lawful Evil

Armor Class 17 (see Spell Wrappings)

Hit Points 105 (14d8 + 42)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	9 (-1)	17 (+3)	14 (+2)

Saving Throws Con +6, Wis +6, Cha +5

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The mummy has advantage on saving throws against spells and other magical effects.

Spell Wrappings. The mummy's AC is increased by 1 for each of the seven inscribed scroll that covers its body. When the mummy casts a spell using its Scroll Casting action, that scroll is expended and the mummy's AC decreases by 1 until the scroll's inscription is restored at the next dawn.

ACTIONS

Multiattack. The mummy makes two Cursed Fist attacks.

Cursed Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 10 (3d6) Psychic damage. If the target is a creature, it must succeed on a DC 14 Charisma saving throw or be affected as by the *bane* spell for 1 minute.

Scroll Casting. The mummy casts one of the following spells inscribed on a scroll on its body, requiring no components and using Wisdom as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

1 day/each: *bestow curse*, *blight*, *contagion*, *dispel magic*, *flesh to stone*, *hold person*, *insect plague*

BONUS ACTIONS

Blasphemous Word. A creature the mummy can see within 10 feet that can hear the mummy must succeed on a DC 14 Constitution saving throw or be Stunned until the end of the mummy's next turn.

Whirlwind Rush. The mummy transforms into a cloud of ash, ending the Grappled and Restrained conditions on itself and moving up to 30 feet before reverting to its normal form. While in whirlwind form, the mummy's movement doesn't provoke opportunity attacks and it can move freely through the spaces of other creatures. When it moves through another creature's space, the creature must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) Necrotic damage.

REACTIONS

Steal Spell (1/Day). When a creature the mummy can see within 60 feet casts a spell, the mummy forces the creature to make a spellcasting ability check with a DC of 10 + the spell's level. On a failure, the spell fails and becomes inscribed on a scroll on the mummy's body. The mummy can cast that spell once using its Scroll Casting action.

SCROLLWRAPPED MUMMY

In some cultures and religions, it is not uncommon to mummify important or renowned figures when they die. When the process of mummification is performed by powerful high priests, they may even inscribe magical protections on the mummy's wrappings. Not only does this protect the mummy from harm, it also lends it magical power to protect its tomb from robbers.

WRAPPED IN MAGIC

A scrollwrapped mummy can instinctively cast the spells inscribed on its wrappings if it needs to. However, because the scrolls also lend the mummy magical protection, each casting is a trade-off that must be considered carefully. Each spell scroll expended by the mummy is magically restored after the next dawn. If the mummy dies, each unused *spell scroll* falls to the ground in its space.



SCROLLWRAPPED MUMMY LORD

Medium Undead, Typically Lawful Evil

Armor Class 19 (see Spell Wrappings)

Hit Points 187 (22d8 + 88)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	13 (+1)	18 (+4)	17 (+3)

Saving Throws Con +9, Wis +12, Cha +8

Skills Arcana +6, Perception +9

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). When the mummy fails a saving throw, it can choose to succeed instead.

Magic Resistance. The mummy has advantage on saving throws against spells and other magical effects.

Spell Wrappings. The mummy's AC is increased by 1 for each of the nine inscribed scrolls that covers its body. When the mummy casts a spell using its Scroll Casting action, that scroll is expended and the mummy's AC decreases by 1 until the scroll's inscription is restored at the next dawn.

ACTIONS

Multiattack. The mummy makes two Cursed Fist attacks and uses Negating Glare.

Cursed Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) Bludgeoning damage plus 21 (6d6) Psychic damage. If the target is a creature, it must succeed on a DC 17 Charisma saving throw or be affected as by the *bane* spell for 1 minute.

Negating Glare. The mummy targets one creature it can see within 60 feet. If the target can see the mummy, it must succeed on a DC 17 Charisma saving throw or until the end of the mummy's next turn, the creature can't regain hit points or cast spells, and the magical properties of any non-artifact magic it is wearing or carrying is suppressed.

Arcane Torrent (Recharge 5–6). The mummy creates three glowing darts of magical force plus one dart for each inscribed scroll that covers its body. Each dart hits a creature of the mummy's choice within 60 feet, dealing 1d4 + 1 Force damage. The darts all strike simultaneously.

Scroll Casting. The mummy casts one of the following spells inscribed on a scroll on its body, requiring no components and using Wisdom as the spellcasting ability (save DC 17, +9 to hit with spell attacks):

1 day/each: *blade barrier, blight, contagion, dispel magic, dominate monster, fire storm, flesh to stone, harm, insect plague*

BONUS ACTIONS

Blasphemous Word. A creature the mummy can see within 10 feet that can hear the mummy must succeed on a DC 17 Constitution saving throw or be Stunned until the end of the mummy's next turn.

Whirlwind Rush. The mummy transforms into a cloud of ash, ending the Grappled and Restrained conditions on itself and moving up to 30 feet before reverting to its normal form. While in whirlwind form, the mummy's movement doesn't provoke opportunity attacks and it can move freely through the spaces of other creatures. When it moves through another creature's space, the creature must succeed on a DC 17 Dexterity saving throw or take 9 (2d8) Necrotic damage.

REACTIONS

Steal Spell (3/Day). When a creature the mummy can see within 60 feet casts a spell, the mummy forces the creature to make a spellcasting ability check with a DC of 10 + the spell's level). On a failure, the spell fails and becomes inscribed on a scroll on the mummy's body. The mummy can cast that spell once using its Scroll Casting action.

LEGENDARY ACTIONS

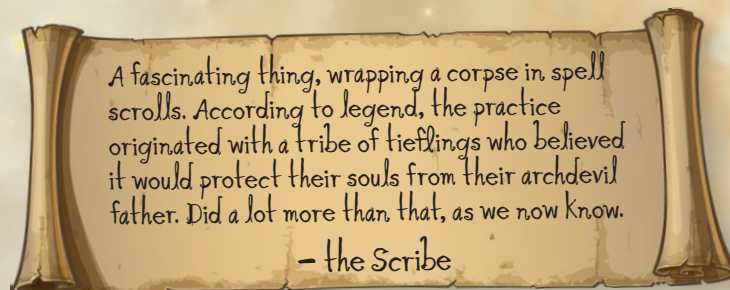
The mummy can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Attack. The mummy makes one attack with its Cursed Fist or uses its Negating Glare.

Blasphemous Word (Costs 2 Actions). The mummy uses Blasphemous Word.

Whirlwind Rush (Costs 2 Actions). The mummy uses Whirlwind Rush.

Scroll Casting (Costs 3 Actions). The mummy uses Scroll Casting.



SENILITH

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Con +8, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +7

Damage Resistances Cold

Damage Immunities Fire, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 120 ft., Truesight 30 ft., passive Perception 17

Languages Common, Infernal, Telepathy 120 ft.

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Resistance. The senilith has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The senilith makes two Siphoning Touch attacks.

Siphoning Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) Necrotic damage and, if the target is a creature, it has disadvantage on the next attack roll it makes before the end of its next turn.

Conjure Spirit (1/Day). The senilith conjures the tortured soul of a creature it has contracted in an unoccupied space within 30 feet. The **spirit ward** obeys the senilith's telepathic commands (no action required) but acts on its own initiative in combat. The spirit remains for 1 hour or until it or the senilith is reduced to 0 hit points.

Spellcasting. The senilith casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *alter self*, *bestow curse*, *dispel magic*, *lightning bolt*
1/day each: *dominate person*, *harm*

BONUS ACTIONS

False Promise. The senilith grants a temporary boon with sinister strings attached. One creature the senilith can see within 30 feet gains advantage on all attack rolls, ability checks, and saving throws until the end of its next turn. At the end of its next turn, the creature takes 18 (4d8) Necrotic damage and must succeed on a DC 16 Constitution saving throw or suffer 1 level of Exhaustion and magically age a fifth of its maximum life span. This aging can be reversed only by a *wish* spell or by casting *greater restoration* on the creature three times within the same hour. The creature dies if this increases its age to more than its maximum life span.

Indemnifying Step. The senilith teleports up to 60 feet to an unoccupied space it can see. Each creature within 5 feet of the senilith after it teleports must succeed on a DC 16 Wisdom saving throw or be unable to attack or harm the senilith in any way until the start of the senilith's next turn.

REACTIONS

Breach. When a creature the senilith can see deals damage to it, the creature must make a DC 16 Charisma saving throw. On a failure, the creature takes 18 (4d8) Psychic damage and can't regain hit points until the end of its next turn.

SENILITH

Seniliths are cruel devils known for their cunning manipulation of mortals, luring them into ill-fated contracts that allow the senilith to steal their life force and turn them into puppet-like thralls. These sinister beings revel in the perverse joy of collecting souls, seeing each new acquisition as a testament to their diabolical cunning and a source of personal amusement.

MORBID OBSESSION

Seniliths appear as thin, alien creatures with devilish grins that betray their malevolent intentions. While a senilith may take on a more accommodating appearance when seeking out mortals in the Mortal World to claim their souls, a senilith takes great pride in showing off its collection. Thus, a senilith encountered in its own devilish domain may be found seated upon a grotesque throne constructed from the desiccated remains of their ensnared victims, a chilling monument to their morbid obsession with collecting souls.



SERAPH

Seraphs are otherworldly Celestials that defy conventional understanding. Their divine presence is so strange and peculiar it is overwhelming for most who behold its true form – a series of strange eyes and several sets of wings on a body shaped in ways that seems to challenge the very laws of reality.

SERAPH

Large Celestial, Typically Lawful Neutral

Armor Class 19 (natural armor)

Hit Points 225 (18d10 + 126)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	24 (+7)	19 (+4)	20 (+5)	25 (+7)

Saving Throws Con +13, Wis +11, Cha +13

Skills Insight +11, Perception +11

Damage Immunities Necrotic, Radiant, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft., passive Perception 20

Languages all, telepathy 120 ft.

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Future Paths (True Form Only). Ghostly visions of the seraph's potential actions swirl around it, offering glimpses of its future motions. As a bonus action, a creature can attempt to predict the seraph's next move by making a DC 21 Wisdom (Insight) check. On a success, the creature has advantage on attack rolls against the seraph until the end of the turn.

Legendary Resistance (3/Day). If the seraph fails a saving throw, it can choose to succeed instead.

Mind Blank. The seraph is immune to spells and other effects that would sense its emotions or read its thoughts, affect its mind, or gain information about it.

Unworldly Presence (True Form Only). When a creature starts its turn within 120 feet of the seraph or enters the area on its turn, it must make a DC 21 Wisdom saving throw. On a failure, the creature is overwhelmed by the seraph's otherworldly appearance and is Stunned until the start of its next turn. On a success, the creature is immune to this seraph's Unworldly Presence for the next 24 hours.

ACTIONS

Multiattack. The seraph makes two Seraphic Flame attacks or one Seraphic Flame attack and one Soulsplinter Strike attack.

Soulsplinter Strike. *Melee Spell Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) Psychic damage and the target must make a DC 21 Charisma saving throw. On a failure, a **soulsplinter sprite** with the type of traits that best embody the creature's personality and using the creature's proficiency bonus for its statistics appears in an unoccupied space within 5 feet of the creature. The sprite is under the seraph's control but acts on its own initiative in combat.

A MORTAL PRESENCE

While seraphs usually dwell in the heavenly planes, they are able to adopt humanoid forms when they so choose to, and legends of seraphs who, for reasons known only themselves, have abandoned their patron deities to walk among mortals, are not unheard of.

Seraphic Flame. *Ranged Spell Attack:* +13 to hit, range 120 ft., one creature. *Hit:* 20 (3d8 + 7) Radiant damage and the target has disadvantage on the next saving throw it makes before the end of the seraph's next turn.

Radiant Tendrils (Recharge 5–6). Tendrils of radiant light lashes out at any number of creatures of the seraph's choice within 30 feet. Each creature must make a DC 21 Dexterity saving throw. On a failure, a creature takes 36 (8d8) Radiant damage and is Restrained for 1 minute. Whenever a creature Restrained in this way deals damage to another creature with an attack, it takes Psychic damage equal to the damage it dealt. A creature can free itself or another creature as an action with a successful DC 21 Strength (Athletics) check.

Spellcasting. The seraph casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (save DC 21, +13 to hit with spell attacks):

At will: *dispel magic*

1/day each: *plane shift, power word stun, sunbeam*

BONUS ACTIONS

Change Shape. The seraph magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the seraph is reduced to 0 hit points or uses a bonus action to end it.

Seraph's Command. The seraph speaks into the mind of a creature it can see within 120 feet with countless overlapping, discordant voices. The creature must succeed on a DC 21 Wisdom saving throw or take 10 (3d6) Psychic damage and until the end of its next turn, the creature can't take reactions and must roll a d6 to determine its behavior on its turn:

- **1–2.** The creature uses its action to make as many melee attacks against itself as it can, either using whatever weapon it is wielding or making unarmed attacks.
- **3–4.** The creature must choose whether it gets an action, a bonus action, or a move; it gets only one of the three.
- **5–6.** The creature can act and move normally.

Teleport. The seraph magically teleports up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

The seraph can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Seraphic Flame. The seraph makes one Seraphic Flame attack.

Teleport. The seraph uses Teleport.

Cast a Spell (Costs 2 Actions). The seraph uses Spellcasting.

SERAPHIC SEER

The seraphic seer is a celestial being originating from the luminous realms of the cosmos, taking the form of a feathered, floating creature with a central, all-seeing eye. Possessing numerous tentacles that surround its body, this enigmatic entity is often tasked with guarding sacred artifacts and places of divine significance, ensuring that only the worthy approach.

BEING OF LIGHT

The seraphic seer's eyestalks are capable of emitting potent radiant rays, which can awe, curse, and debilitate foes that dare trespass on its hallowed territory. However, the seraphic seer harbors a unique vulnerability: exposure to magical light renders it docile, temporarily binding its loyalty to the creature that created the illuminating magic.

Despite its imposing appearance and fearsome abilities, the Seraphic Seer is a devoted guardian, adhering strictly to its divine mission. It serves as an eternal sentinel, tirelessly watching over the celestial treasures it has been entrusted with.



SERAPHIC SEER, LESSER

Large Celestial, Typically Neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Con +6, Int +3, Wis +6, Cha +6

Skills Insight +9, Perception +9

Damage Resistances Necrotic

Damage Immunities Poison, Radiant

Condition Immunities Poisoned, Prone

Senses Truesight 60 ft., passive Perception 19

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Lightseeker. If the seer starts its turn in an area of bright, magical light created by another creature, it must make a DC 17 Wisdom saving throw. On a failure, the seer is Charmed for as long as it remains within the magical light or until that creature or any of its allies deals damage to the seer. While Charmed in this way, the seer is Incapacitated and its speed is 0. On a success or if the effect ends for it, the seer can't become Charmed in this way by that creature again for 24 hours.

Sunlight Eye. The seer's central eye creates an area of bright sunlight in a 30-foot cone. At the start of each of its turns, the seer decides which way the cone faces and whether the cone is active. Each creature that starts its turn within the cone's light must succeed on a DC 14 Constitution saving throw or be Blinded until the start of its next turn.

ACTIONS

Multiattack. The seer makes three Radiant Ray attacks.

Radiant Ray. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) Radiant damage and, if the target is a creature, it suffers one of the following effects of the seer's choice:

- **Awe.** The creature must succeed on a DC 14 Wisdom saving throw or be Charmed for 1 minute, until it takes damage or until another creature uses an action to shake it out of its stupor. While Charmed in this way, the creature is Incapacitated and has a speed of 0.
- **Bane.** The creature is affected as by the *bane* spell until the end of the seer's next turn.
- **Debilitate.** The creature must succeed on a DC 14 Constitution saving throw or suffer 1 level of Exhaustion.
- **Dispel.** One spell of 3rd level or lower on the creature ends.
- **Radiance.** Attack rolls made against the creature before the end of the seer's next turn have advantage.
- **Turn.** The creature must succeed on a DC 14 Wisdom saving throw or be Frightened for 1 minute. If the creature ends its turn where it can't see the seer, it can repeat the saving throw, ending the effect on a success.

BONUS ACTIONS

Adjust Eye. The seer deactivates the cone of light produced by its central eye, activates it, or chooses which way it faces.

Photokinetic Jaunt. While in dim or bright light, the seer transforms into pure radiant energy and teleports up to 30 feet to an unoccupied space it can see that is also in dim or bright light.

SERAPHIC SEER

Large Celestial, Typically Neutral

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	21 (+5)	11 (+0)	19 (+4)	17 (+3)

Saving Throws Con +9, Int +4, Wis +8, Cha +7

Skills Insight +12, Perception +12

Damage Resistances Necrotic

Damage Immunities Radiant

Condition Immunities Prone

Senses Truesight 60 ft., passive Perception 22

Languages —

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Legendary Resistance (3/Day). When the seer fails a saving throw, it can choose to succeed instead.

Lightseeker. If the seer starts its turn in an area of bright, magical light created by another creature, it must make a DC 19 Wisdom saving throw. On a failure, the seer is Charmed by that creature for as long as it remains within the magical light or until that creature or any of its allies deals damage to the seer. While Charmed in this way, the seer is Incapacitated and its speed is 0. On a success or if the effect ends for it, the seer can't become Charmed in this way by that creature again for 24 hours.

Sunlight Eye. The seer's central eye creates an area of bright sunlight in a 90-foot-cone. At the start of each of its turns, the seer decides which way the cone faces and whether the cone is active. Each creature that starts its turn within the cone's light must succeed on a DC 16 Constitution saving throw or be Blinded until the start of its next turn.

ACTIONS

Multiattack. The seer makes three Radiant Ray attacks.

Radiant Ray. Ranged Spell Attack: +8 to hit, range 120 ft., one target. *Hit:* 10 (3d6) Radiant damage and, if the target is a creature, it suffers one of the following effects of the seer's choice:

- **Awe.** The creature must succeed on a DC 16 Wisdom saving throw or be Charmed for 1 minute, until it takes damage, or until another creature uses an action to shake the creature out of its stupor. While Charmed in this way, the creature is Incapacitated and has a speed of 0.
- **Bane.** The creature takes 10 (3d6) Psychic damage and is affected as by the *bane* spell until the end of the seer's next turn.
- **Debilitate.** The creature must succeed on a DC 16 Constitution saving throw or suffer 1 level of Exhaustion.
- **Dispel.** The creature takes 10 (3d6) Force damage and one spell of 5th level or lower on the creature ends.
- **Radiance.** The creature takes an additional 10 (3d6) Radiant damage and attack rolls made against the creature before the end of the seer's next turn have advantage.
- **Turn.** The creature takes 10 (3d6) Psychic damage and must succeed on a DC 16 Wisdom saving throw or be Frightened for 1 minute. If the creature ends its turn where it can't see the seer, it can repeat the saving throw, ending the effect on a success.

BONUS ACTIONS

Adjust Eye. The seer deactivates the cone of light produced by its central eye, activates it, or chooses which way it faces.

Photokinetic Jaunt. While in dim or bright light, the seer transforms into pure radiant energy and teleports up to 30 feet to an unoccupied space it can see that is also in dim or bright light.

LEGENDARY ACTIONS

The seer can take 3 legendary actions per round, only one at a time and only at the end of another creature's turn.

Photokinetic Jaunt. The seer uses Photokinetic Jaunt.

Radiant Ray. The seer makes one Radiant Ray attack.

Just because you slap some feathers on it and put torches at the end of its eye-stalks, doesn't make it not an abominable, grotesque horror. Or, well, that's just my opinion — beauty is in the eye of the beholder, as they say, so you're free to disagree!

— the Heretic

SKY FERRET

Sky ferrets are ferret-like Celestials with tiny winged feet that allow them to soar through the air. Endowed with a keen sense of empathy, sky ferrets are drawn to creatures struggling with adversity, and provide them with companionship, guidance, and a touch of celestial luck. Although most sky ferrets reside on the heavenly planes, they can also be found at some sacred sites and in mountainous regions on the Mortal World, where the veil between the worlds is said to be thin.

GUARDIANS OF FORTUNE

While a sky ferret can bestow divine fortune on other creatures, those who would harm a sky ferret may invoke a potent curse, bringing calamity upon themselves as retribution for their cruelty.

SKY FERRET

Tiny Celestial, Typically Chaotic Good

Armor Class 15

Hit Points 17 (5d4 + 5)

Speed 30 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	12 (+1)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., passive Perception 14

Languages understands Celestial but can't speak

Challenge 1/2 (200 XP) **Proficiency Bonus** +2

Consecrated Creature. If a creature reduces the ferret to 0 hit points, the ferret dies, and the creature must succeed on a DC 12 Charisma saving throw or be cursed with misfortune. The cursed creature can't score critical hits and, when it would make an attack roll, ability check, or saving throw with advantage, it doesn't have advantage on that roll. The curse lasts 7 days or until it is ended by a *remove curse* spell or similar magic.

Flyby. The ferret doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Resistance. The ferret has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) Piercing damage.

Holy Conversion (1/Day). The ferret releases a burst of divine energy in a 10-foot radius around it. Each Fiend and Undead in the area must make a DC 12 Constitution saving throw. On a failure, the creature takes 7 (2d6) Radiant damage and is Blinded until the end of its next turn. On a success, it takes half as much damage and isn't Blinded. The ferret can then restore a number of hit points equal to the total amount of Radiant damage dealt in this way, divided among any number of creatures of its choice it can see within 30 feet.

REACTIONS

Divine Protection (1/Day). When a creature within 10 feet takes damage, the ferret grants the creature resistance to that type of damage until the start of the ferret's next turn.

SHADOW BLADE

A shadow blade is an animated weapon imbued with the essence of darkness itself. Often appearing as a sleek, ethereal blade composed of wispy shadows, a shadow blade possess no will of its own and follows only the orders imprinted upon it by its creator. While the secrets of forging a shadow blade is said to originate from the dark depths of Shadow Realm, these living weapons are also deployed as guardians of ancient tombs and other places of importance.

ESSENCE LEECHES

A shadow blade doesn't cut the flesh of its victims, but targets the mind and essence of their being. Equally terrifying, shadow blades possess the ability to drain the strength and vitality of those unlucky enough to find themselves near its dark presence.

SHADOW BLADE

Small Construct, Unaligned

Armor Class 13

Hit Points 52 (8d6 + 24)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	5 (-3)	10 (+0)	3 (-4)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Restrained, Unconscious

Senses Blindsight 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP) **Proficiency Bonus** +2

False Appearance. If the blade is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blade move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the blade isn't an ordinary weapon.

Magic Resistance. The blade has advantage on saving throws against spells and other magical effects.

ACTIONS

Shadow Slash. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) Psychic damage. This attack is made with advantage if the target is in dim light or darkness.

BONUS ACTIONS

Drain. One creature within 30 feet must succeed on a DC 13 Constitution saving throw or take 9 (2d8) Necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength score to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Weaken. One creature within 30 feet takes 9 (2d8) Necrotic damage and must succeed on a DC 13 Strength saving throw or fall Prone and until the end of its next turn, its speed is halved and it has disadvantage on ability checks and attack rolls that use Strength.

SHILMAIPHIEL

Shilmaiphiels are celestial guardians tasked with protecting sacred rivers, blessed streams, and even parts of the ocean. Shilmaiphiels appear as large, humanoid-like creatures with massive feathered wings, scaly armor, and snake-like hair cascading from their heads, giving them an aura of untamed power. Rather than engaging in combat with malicious intent, shilmaiphiels typically challenge those who venture near the holy waters they protect with tests of strength, wit, and courage, as well as riddles that probe the minds and hearts of those seeking passage.

SOOTHSAYER

Soothsayers are eccentric individuals driven by a paranoid and unshakable belief in the imminent end of days. While many find their doomsday prophecies overwhelming and unwelcome, a soothsayer is undoubtedly a great ally in times of crisis.

SOOTHSAYER

Medium Humanoid, Any Alignment

Armor Class 12 (leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Skills Stealth +5, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1 (200 XP)

Proficiency Bonus +2

Paranoid Perception. The soothsayer can't be surprised while it is conscious, but has disadvantage on saving throws it makes to avoid or end the Frightened condition on itself.

Survival Instincts (1/Day). When the soothsayer makes a saving throw, it can choose to gain advantage on the roll.

ACTIONS

Multiattack. The soothsayer makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) Piercing damage.

BONUS ACTIONS

Cunning Action. The soothsayer takes the Dash, Disengage, or Hide action.

Doomsday Prophecy. The soothsayer predicts a terrible event for one creature within 30 feet. If the creature can hear the soothsayer, it must succeed on a DC 12 Wisdom saving throw, or until the start of the soothsayer's next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. Success or failure, the creature is immune to the soothsayer's Doomsday Prophecy for 24 hours.

SHILMAIPHIEL

Huge Celestial (Angel), Typically Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +8, Cha +8

Skills Insight +8, Perception +8

Damage Resistances Poison, Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., passive Perception 18

Languages all, Telepathy 120 ft.

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Liquid Dependency. If the angel haven't been at least partially submerged in water at some point since the start of its last turn, it can't use its Torrent of Holy Water attack or Watery Sheen reaction. Drying the angel out with magic such as *dust of dryness* or *create or destroy water* also renders it unable to use these actions until the end of its next turn.

Magic Resistance. The angel has advantage on saving throws against spells and other magical effects.

Rejuvenation. When the angel is reduced to 0 hit points, it becomes a cloud of glowing mist. After 24 hours, the mist coalesces into a physical form and the angel regains all its hit points and is alive once more.

ACTIONS

Multiattack. The angel makes two Claw attacks or two Torrent of Holy Water attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) Slashing damage plus 9 (2d8) Radiant damage.

Torrent of Holy Water. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) Radiant damage and the target suffers one of the following effects (angel's choice):

- **Blind.** The target must succeed on a DC 16 Constitution saving throw or be Blinded until the end of its next turn.
- **Charm.** The target must succeed on a DC 16 Wisdom saving throw or be Charmed until the end of its next turn.
- **Dispel.** One spell of 3rd level or lower on the target ends.

BONUS ACTIONS

Celestial Gale. The angel beats its wings to produce a strong wind in a 30-foot cone. Each creature in that area must succeed on a DC 16 Strength saving throw or be pushed back up to 20 feet and knocked Prone, taking 3 (1d6) Bludgeoning damage for each 10 feet it moves this way.

Piercing Gaze. One creature within 60 feet that can see the angel must succeed on a DC 16 Intelligence saving throw or take 9 (2d8) Psychic damage and until the start of the angel's next turn, the creature can't take reactions and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

REACTIONS

Watery Sheen. The angel halves the damage it takes from an attack made against it by an attacker it can see. If the attack was made with a melee weapon, any damage dealt by that weapon is halved until the end of the angel's next turn.

SOULSPLINTER SPRITE

When a powerful soul is freed from its mortal vessel through violence, it sometimes shatters into smaller pieces. These fragments, which represent the deceased's most prominent personality traits, can take physical form as ethereal soulsplinter sprites.

GUARDIANS OF THE SOUL

In most cases, soulsplinter sprites remain close to the body that used to hold them – guarding it from harm and attacking anyone who tries to heal or resurrect it. In some cases, the sprites are formed as a creature is resurrected and must be caught or vanquished before the creature can become fully whole again.

SOULSPLINTER SPRITES' POWER

A sprite's strength is determined by the power of the creature which soul it spawned from. The sprite uses the creature's proficiency bonus (PB) to determine its own proficiency bonus, as well as its AC, HP, CR, and the damage dealt by its attacks and abilities.

DISTINCT PERSONALITIES

Most often, a soul will split into several different sprites, each of which represents the deceased creature's most prominent traits. The sprites all have the deceased creature's likeness, but their colors and facial expression mimic the personality trait they embody. Soulsplinter sprites usually assume one of the following traits:

- Compassion or selflessness (Blue)
- Greed or selfishness (Green)
- Humility or patience (Yellow)
- Pride or arrogance (Orange)
- Temperance or abstinence (White)
- Wrath or malice (Red)

The soulsplinter sprite's abilities are in part determined by which personality trait it embodies – not only can it inspire that same trait in other creatures, it also has distinct attacks or defenses based on that trait.



A DEAD ADVENTURER'S SOUL SPLITS INTO THREE SOULSPLINTER SPRITES.

SOULSPLINTER SPRITE

Small Celestial, Any Alignment

Armor Class 12 + PB (natural armor)

Hit Points 10 + ten times PB

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Wis +1 plus PB, Cha +3 plus PB

Damage Resistances Necrotic, Radiant; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., passive Perception 11

Languages all, telepathy 120 ft.

Challenge PB

Proficiency Bonus PB

Incorporeal Movement. The sprite can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Spite (Pride Only). When a creature the sprite can see deals damage to it, the sprite gains advantage on attack rolls against that creature until the end of the sprite's next turn.

Wrathful Blows (Wrath Only). The sprite's attacks deal an additional 7 (2d6) Force damage on a hit.

ACTIONS

Multiattack. The sprite makes two Spirit Touch attacks.

Spirit Touch. *Melee Weapon Attack:* +2 plus PB to hit, reach 5 ft., one target. *Hit:* 1d6 per PB Force damage.

Spirit Flutter (1/Day). Spiritual energy fills a 10-foot-radius sphere around the sprite. Each creature of the sprite's choice in the area must make a Wisdom saving throw with a DC of 11 + PB. On a failure, the creature takes 1d8 per PB Force damage and until the start of the sprite's next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. On a success, the creature takes half as much damage and suffers no additional effects.

BONUS ACTIONS

Diminish (Temperance Only). When the sprite hits a creature with a Spirit Touch attack, it forces that creature to make a Charisma saving throw with a DC of 11 + PB. On a failure, the creature can't add its proficiency bonus to any attack roll, ability check, or saving throw it makes until the end of the sprite's next turn.

Essence Drain (Greed Only). When the sprite hits a creature with a Spirit Touch attack, it forces that creature to make a Constitution saving throw with a DC of 11 + PB. On a failure, the creature suffers 1 level of Exhaustion and the sprite gains 2d6 + PB temporary hits points.

Inspire Trait. A creature the sprite can see within 30 feet must succeed on a Charisma saving throw with a DC of 11 + PB or gain a personality trait based on the sprite's trait for 1 minute. While it has this trait, it takes PB Psychic damage whenever it acts in a specific manner, depending on the trait:

- **Compassion.** Deals damage to another creature.
- **Greed.** Casts a spell or takes an action that benefits another creature.
- **Humility.** Takes both an action and a bonus action on the same turn.
- **Pride.** Misses with an attack roll or fails an ability check or saving throw.
- **Temperance.** Makes an attack roll, ability check, or saving throw with advantage or disadvantage.
- **Wrath.** Isn't Unconscious and ends its turn without having dealt damage to another creature that turn.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. When the effect ends for it, the creature is immune to this type of sprite's Inspire Trait for 24 hours.

REACTIONS

Forced Mercy (Compassion Only). When the sprite takes damage, it forces another creature it can see within 30 feet to make a Constitution saving throw with a DC of 11 + PB. On a failure, the sprite takes only half the damage (rounded down) and the creature takes the remaining half.

Still Word (Humility Only). The sprite forces one creature it can see within 60 feet that is casting a spell with a verbal component or using an action that requires speech to make a Wisdom saving throw with a DC of 11 + PB. On a failure, the spell or action fails and the creature can't speak until the end of its next turn.

When priests attempted to bring the paladin king Horatius back to life, his soul was split into pieces instead. Seemed the old geezer had held onto a lot of greed and pride despite his claims to virtue. Can't say I was too surprised, personally. Gave me some measure of satisfaction hunting down Horatius' sundered soul – and even more when his followers decided not to attempt another resurrection.

– the Heretic

SPIRIT WARD

A spirit ward resembles a floating ball of almost-tangible light with long, wispy tentacles. Often Celestial protectors, spirit wards act with a single-minded purpose to protect the ideals of the deity to whom they have sworn their allegiance. A spirit ward sworn to the God of Nature may protect a forest or the wildlife in an area, while a spirit ward dedicated to the God of Death might protect a tomb or graveyard.

SPIRIT WARD

Medium Celestial, Any Alignment

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Insight +3, Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Truesight 60 ft., passive Perception 13

Languages Celestial, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Incorporeal Movement. The spirit can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The spirit makes two Spirit Tentacle attacks or makes one Spirit Tentacle attack and uses Psychic Intrusion.

Spirit Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (3d8) Necrotic or Radiant damage (spirit's choice) and, if the target is a creature, it must succeed on a DC 13 Charisma saving throw or be affected as by the *bane* spell until the end of the spirit's next turn.

Psychic Intrusion. One creature the spirit can see within 30 feet must succeed on a DC 13 Wisdom saving throw or take 9 (2d8) Psychic damage and be Frightened until the end of the spirit's turn. While Frightened in this way, its speed is 0.

Weakening Glow (1/Day). The spirit flares with magical light. Each creature within 15 feet must succeed on a DC 13 Constitution saving throw or take 11 (2d10) Force damage and emit dim light in a 5-foot radius until the end of the spirit's next turn. While the creature emits this light, it has vulnerability to one damage type of the spirit's choice.

REACTIONS

Divine Rebuke (1/Day). When a creature the spirit can see within 30 feet deals damage to the spirit, the creature must make a DC 13 Dexterity saving throw, taking 10 (3d6) Necrotic or Radiant (spirit's choice) damage on a failure or half as much damage on a success.

WARPED WARDENS

In rare cases, the presence of powerful magical energy can twist the essence of a spirit ward, turning it into a spirit ward weaver. These Celestial abnormalities feed off magical energy and are usually more concerned with sustaining their life essence than with upholding their original sacred duty.

SPIRIT WARD WEAVER

Medium Celestial, Any Alignment

Armor Class 13

Hit Points 82 (11d8 + 33)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Insight +4, Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhausted, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Truesight 60 ft., passive Perception 14

Languages Celestial, Telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Amplification. The spirit has disadvantage on saving throws against spells and other magical effects, and when it takes damage from a spell, it takes an additional 1d8 damage of that type.

Incorporeal Movement. The spirit can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sense Magic. The spirit can sense magic within 120 feet as with the *detect magic* spell.

Spellhunter. The spirit has advantage on attack rolls against any creature that has cast a spell within the last minute or is affected by a spell.

ACTIONS

Multiattack. The spirit makes two Warping Tentacle attacks.

Warping Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 21 (4d8 + 3) Psychic damage and the target must make a DC 14 Charisma saving throw or suffer one of the following effects chosen by the spirit:

- All spells and other magical effects of 3rd level or lower ends on the creature. Moreover, it can't cast spells and the magical properties of each non-artifact magic item it is carrying are suppressed until the end of its next turn.
- The creature loses the highest level spell slot it has available of 5th level or lower and takes 3 (1d6) Psychic damage per level of the spell slot. The spirit regains hit points equal to the Psychic damage dealt this way.

Stunning Flash (Recharge 6). The spirit emits magical energy in a 15-foot cone. Each creature in the area must make a DC 14 Constitution saving throw. On a failure, the creature takes 27 (6d8) Force damage and is Stunned until the end of the spirit's next turn. On a success, the creature takes half as much damage and isn't Stunned.

SPORE SCREECHER

Spore screechers are vile Plant monstrosities, a fusion of predatory instinct and fungal growth. Covered in fungal caps, these abominations are relentless hunters with an unnerving ability to climb walls, albeit at a slow pace, stalking their prey before engulfing them in a suffocating embrace. The most terrifying aspect of these creatures is their screech, a sound so painful and staggering that it can immobilize victims.

SPORE SCREECHER

Large Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +6

Damage Immunities Poison

Condition Immunities Blinded, Deafened, Poisoned, Prone

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

False Appearance. If the screecher is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the screecher move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the screecher isn't ordinary vegetation.

Fungal Growths. A creature that attacks the screecher can choose to take a -2 penalty to the attack roll to target one of the three fungal caps growing on it. If the attack hits, the fungal cap is destroyed, and the screecher takes an additional 10 damage from the attack. Moreover, the screecher releases a cloud of spores in a 20-foot radius around it, causing each other creature in the area to suffer one of the following effects depending on which fungal cap was destroyed:

- **Blue.** The creature must succeed on a DC 14 Charisma saving throw or lose the highest level spell slot it has available and take 4 (1d8) Psychic damage for each magic item it is attuned to.
- **Green.** The creature must succeed on a DC 14 Constitution saving throw or take 9 (2d8) Poison damage and be Poisoned for 1 hour.
- **Orange.** The creature must succeed on a DC 14 Wisdom saving throw or become Charmed as it starts to hallucinate. While Charmed in this way, the creature is Incapacitated and

FUNGAL CAP WEAKNESS

Three large fungal caps – a blue, a green, and an orange – grow prominently upon the spore screecher's body, concealing a critical weakness. Inflicting damage upon any of these caps causes a cloud of spores to erupt and the spore screecher to suffer intense pain. A creature facing a spore screecher can identify this vulnerability with a successful DC 15 Intelligence (Nature) check.

has a speed of 0. An affected creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

Spider Climb. The screecher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The screecher makes two Bite attacks or one Bite attack and one Engulf attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) Piercing damage, and if the target is a creature, it is Grappled (escape DC 15). Until this grapple ends, the creature is also Restrained, and the screecher can't make a Bite attack against another target.

Engulf. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature that is Grappled by the screecher or Incapacitated. *Hit:* The screecher engulfs the target. The swallowed creature is Blinded and Restrained, and has total cover against attacks and other effects outside the screecher. At the start of each of the screecher's turns, the creature takes 21 (6d6) Poison damage.

If the screecher takes 15 damage or more on a single turn from a creature inside it, the screecher must succeed on a DC 15 Constitution saving throw at the end of that turn or release the engulfed creature, which falls Prone in a space within 5 feet of the screecher. If the screecher dies, the swallowed creature is no longer Restrained by it and can escape from the corpse by using 10 feet of movement, exiting Prone. The screecher can have two creatures engulfed at a time.

Immobilizing Screech (1/Day). The screecher emits a horrific screech. Each creature within 30 feet that can hear the screecher must make a DC 14 Wisdom saving throw. On a failure, the creature takes 27 (6d8) Psychic damage and until the start of the screecher's next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. If the save fails by 5 or more, the creature is Stunned until the start of the screecher's next turn.

TINNARE SANCTUS

Small Construct, Any Alignment

Armor Class 18 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	12 (+1)	18 (+4)	10 (+0)

Skills Perception +6

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks that aren't adamantite

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

Senses Blindsight 60 ft., passive Perception 16

Languages Celestial, Common

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Magic Resistance. The tinnare has advantage on saving throws against spells and other magical effects.

Thunder Aversion. When the tinnare takes Thunder damage, it must make a Constitution saving throw with a DC equal to the damage taken. On a failure, the tinnare can't take bonus actions or use Tintinnabulation until the end of its next turn.

ACTIONS

Multiattack. The tinnare makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) Bludgeoning damage.

Psychic Toll. One creature within 60 feet must succeed on a DC 14 Wisdom saving throw or take 18 (4d8) Psychic damage and be Incapacitated until the start of the tinnare's next turn.

Tintinnabulation (Recharge 5–6). Each creature within 30 feet that can hear the tinnare must make a DC 14 Constitution saving throw. On a failure, the creature takes 18 (4d8) Force damage and is pushed 10 feet away from the tinnare. On a success, the creature takes half as much damage and isn't pushed.

BONUS ACTIONS

Crescendo. The tinnare begins a building crescendo. Until the start of the tinnare's next turn, each creature that starts its turn within 30 feet of the tinnare or enters the area for the first time on its turn must make a DC 14 Wisdom saving throw. On a failure, the creature can't move closer to the tinnare until the start of its next turn.

Rejuvenating Ring (2/Day). One creature the tinnare can see within 30 feet regains 13 (2d8 + 4) hit points and is affected as by the *lesser restoration* spell.

REACTIONS

Ring the Bell. When a creature hits the tinnare with a melee weapon attack, the tinnare sends vibrations through the creature's body. The creature must succeed on a DC 14 Strength saving throw or, until the end of its next turn, it has disadvantage on attack rolls and ability checks that use Strength or Dexterity, and any damage it deals with a weapon attack using Strength or Dexterity is halved.

TINNARE SANCTUS

A tinnare sanctus most resembles a gilded church bell engraved with a stoic, humanoid face. Some accounts claim that a sanctus' face belongs to a deceased cleric or priest who was posthumously transformed into the tinnare sanctus. Whether that is true or not, tinnare sancti are typically found in dilapidated churches, ancient temples, or derelict graveyards, which they protect from intruders with great fervor. They have, however, been known to offer shelter and succor to travelers with whom they share religious ideals – which can vary greatly from one tinnare sanctus to another.

THROUGH THE RINGER

In combat, the tinnare sanctus prefers to keep its distance. It can use its Tintinnabulation action to push creatures away and Crescendo to keep them back while it assaults them with Psychic Toil. When an enemy does manage to get close, the tinnare uses Slam attacks and its Ring the Bell reaction to punish melee attackers.



I wrote my first book, *The Pious Art of Parchment Folding* – not exactly a best-seller, surprisingly – with the aid of a tinnare sanctus. She hadn't had hands for nearly a century, but even so, I've never seen anyone fold parchment and roll scrolls with such deftness. A true marvel to behold!

– the Scribe

VALKYRIE

Medium Celestial, Typically Lawful Neutral

Armor Class 16 (half plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Con +6, Wis +6, Cha +6

Skills Insight +6, Perception +6

Damage Resistances Poison, Radiant

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., passive Perception 16

Languages all, Telepathy 120 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Necrotic Aversion. Whenever the valkyrie takes Necrotic damage, it has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

ACTIONS

Multiattack. The valkyrie makes two Radiant Sword attacks.

Radiant Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) Force damage plus 9 (2d8) Radiant damage and, if the target is a creature, it must succeed on a DC 14 Constitution saving throw or be Blinded until the end of its next turn.

Spellcasting. The valkyrie casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

1/day each: *command*, *hold person*, *raise dead* (as an action)

BONUS ACTIONS

Angelic Flame. One creature that the valkyrie can see within 60 feet must make a DC 14 Dexterity saving throw. On a failure, the target takes 11 (2d10) Radiant damage and until the start of the valkyrie's next turn, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Dazzling Charge. The valkyrie moves up to its flying speed in a straight line in a burst of radiant light. The first time it enters a creature's space during this move, the creature must succeed on a DC 14 Constitution saving throw or take 5 (1d10) Radiant damage.

REACTIONS

Divine Disruption (1/Day). When a creature that the valkyrie can see within 60 feet casts a spell, the creature must make a DC 14 Constitution saving throw. On a failure, the spell fails, and the action is wasted. If the saving throw fails by 5 or more, the creature is also unable to cast spells until the end of its next turn.

VALKYRIE

Valkyries are proud celestial warriors embodying the pinnacle of martial prowess, divine grace, and valor. Often appearing as striking female humanoids with winged helmets, their beauty is matched only by their skill in battle. Valkyries are renowned for their mastery of mounted combat, their presence a beacon of hope on the battlefield as they ride atop horses or pegasi, fearlessly charging their fiendish adversaries.

SOUL SHEPHERDS

Many valkyries serve as spiritual guides to the souls of fallen warriors, ensuring their safe passage to the hallowed halls of their deity's eternal domain. In times of great strife, these celestial emissaries can be glimpsed on the battlefields in the Mortal World, their ethereal forms a comforting presence as they shepherd the spirits of the fallen to the afterlife.



CULTISTS

It's a thin line between devotion and zealotry. On the following pages are a selection of those who have crossed that line.

BLOOD CULTISTS

Evil to their core, blood cultists typically pay homage to evil gods of chaos, darkness, death, evil, murder, tyranny, or war. They are what most would call classic cultists: simple people with simple goals, such as destroying the world, mass murder, demon summoning, and other similar activities. Usually amassed in small cabals with several acolytes, a few fanatics, and a single hierarch, Blood cultists can serve as dangerous and reckless foes in any adventure.

BLOOD CULT ACOLYTE

Medium Humanoid, Typically Chaotic Evil

Armor Class 13 (padded armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Con +4

Skills Religion +2

Senses passive Perception 12

Languages Common plus one additional language

Challenge 1 (200 XP)

Proficiency Bonus +2

Bloody. The acolyte has advantage on attack rolls if it has less than half its maximum hit points.

Healing Aversion. If the acolyte magically regains hit points, it must succeed on a DC 14 Constitution saving throw or be Stunned until the end of its next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) Piercing damage plus 9 (2d8) Necrotic damage.

Spellcasting. The acolyte casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

1/day each: *blindness/deafness, command, inflict wounds*

BONUS ACTIONS

Blood Sacrifice. The acolyte offers its own blood to bolster an ally. The acolyte takes 4 (1d8) Necrotic damage that can't be reduced or negated, and one creature the acolyte can see within 30 feet gains 9 (2d8) temporary hit points and can immediately use its reaction to make a weapon attack against a target within its range or reach.

Mark of the Blood God. One creature the acolyte can see within 30 feet must succeed on a DC 12 Charisma saving throw or the first attack that hits it before the start of the acolyte's next turn becomes a critical hit.

BLOOD CULT FANATIC

Medium Humanoid, Typically Chaotic Evil

Armor Class 16 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Con +5, Wis +5

Skills Insight +5, Perception +5, Religion +3

Senses passive Perception 15

Languages Common plus one additional language

Challenge 4 (700 XP)

Proficiency Bonus +2

Bloody. The fanatic has advantage on attack rolls if it has less than half its maximum hit points.

Healing Aversion. If the fanatic magically regains hit points, it must succeed on a DC 15 Constitution saving throw or be Stunned until the end of its next turn.

ACTIONS

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) Slashing damage plus 18 (4d8) Necrotic damage.

Spellcasting. The fanatic casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *bane, command*

1/day each: *bestow curse, hold person, inflict wounds*

Blood Expulsion. The fanatic takes 9 (2d8) Necrotic damage that can't be reduced or negated and spits profane blood in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 13 (3d8) Fire damage and 13 (3d8) Necrotic damage and has disadvantage on attack rolls until the end of its next turn. On a failure, the creature takes half as much damage and suffers no additional effects.

BONUS ACTIONS

Blood Rush. The fanatic moves up to its speed in a straight line towards a creature it can see within 30 feet that doesn't have all its hit points. The next attack the fanatic makes against that creature before the end of its turn deals an additional 9 (2d8) Necrotic damage on a hit.

Boil Blood. The fanatic forces one creature it can see within 30 feet to make a DC 13 Wisdom saving throw. On a failure, the target must use its reaction to make a weapon attack against a creature of the fanatic's choice within the creature's reach or range.

What is it with cultists and blood and sacrifice? If you're so enamored with gore and death, why not apprentice as a butcher or become a mortician? Running around and conjuring demons just seems so.. unnecessary.

– the Heretic

BLOOD CULT HIERARCH

Medium Humanoid, Typically Chaotic Evil

Armor Class 18 (plate)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Str +7, Con +7, Wis +7

Skills Athletics +7, Insight +7, Perception +7, Religion +4

Senses passive Perception 17

Languages Common plus one additional language

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Bloody. The hierarch has advantage on attack rolls if it has less than half its maximum hit points.

Healing Aversion. If the hierarch magically regains hit points, it must succeed on a DC 17 Constitution saving throw or be Stunned until the end of its next turn.

ACTIONS

Multiattack. The hierarch makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) Slashing damage plus 18 (4d8) Necrotic damage.

Offering of Pain. The hierarch takes 18 (4d8) Necrotic damage that can't be reduced or negated and forces each other non-Undead, non-Construct creature within 30 feet

to make a DC 15 Constitution saving throw. On a failure, a creature takes 27 (6d8) Necrotic damage and is racked with pain for 1 minute. While the creature is affected by this pain, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws other than Constitution saving throws. If the target attempts to cast a spell, it must succeed on a DC 15 Constitution saving throw or the casting fails and the spell is wasted. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The hierarch casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *bane*, *command*

1/day each: *dispel magic*, *dominate person*, *harm*

BONUS ACTIONS

Blood Step. The hierarch forces one non-Undead, non-Construct creature it can see within 60 feet to make a DC 15 Constitution saving throw. On a failure, the target takes 18 (4d8) Necrotic damage and the hierarch magically teleports to an unoccupied space within 5 feet of the creature.

Marked for Sacrifice. The hierarch marks one creature it can see within 30 feet as a sacrifice. The creature must succeed on a DC 15 Charisma saving throw or be cursed until the start of the hierarch's next turn. While cursed, the creature can't regain hit points and the first time it takes damage each turn, it must succeed on a DC 15 Constitution saving throw or be Stunned until the end of its next turn.



BLOOD CULTISTS SUMMON A DEMON THROUGH THE
PIT OF TARNATION.

PEACE CULTISTS

Somewhat ironically, cultists devoted to the God of Peace can sometimes be formidable martial artists – though one wouldn’t necessarily guess it from their subdued manner and humble presentation. Trained in martial arts, these cultists are proficient at pacifying and neutralizing threats, which makes them ideal bodyguards and – in the case of the disciple of peace – lethal assassins, when the situation warrants it.

PALM OF PEACE

Medium Humanoid, Typically Lawful Neutral

Armor Class 15 (Unarmored Defense)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Acrobatics +5, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Unarmored Defense. While the palm of peace is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The palm of peace makes two Unarmed Strike attacks or two Dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Bludgeoning damage and, if the target is a creature, it suffers one of the following effects of the palm of peace’s choice:

- **Pacify.** The target must succeed on a DC 12 Wisdom saving throw or take 4 (1d8) Psychic damage and have disadvantage on the next attack roll it makes before the start of the palm of peace’s next turn.
- **Stagger.** The target must succeed on a DC 12 Constitution saving throw, or until the start of the palm of peace’s next turn, the creature can’t take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage and the target must succeed on a DC 12 Strength saving throw or its speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Cunning Action. The palm of peace takes the Dash, Disengage, or Hide action.

REACTIONS

Sanctuary (1/Day). When the palm of peace is the target of an attack or a harmful spell that targets only the palm of peace, the palm of peace forces the attacker or caster to make a DC 12 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack or spell.

DISCIPLE OF PEACE

Medium Humanoid, Typically Lawful Neutral

Armor Class 18 (Unarmored Defense)

Hit Points 90 (12d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	11 (+0)	18 (+4)	18 (+4)

Saving Throws Dex +7, Wis +7

Skills Acrobatics +7, Perception +7, Stealth +7

Senses passive Perception 17

Languages any one language (usually Common)

Challenge 6 (1,800 XP) **Proficiency Bonus** +3

Evasion. If the disciple is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the disciple instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Unarmored Defense. While the disciple is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The disciple makes two Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 9 (2d8) Psychic damage and, if the target is a creature, it suffers one of the following effects of the disciple’s choice:

- **Admonish.** The target must succeed on a DC 15 Charisma saving throw or take 9 (2d8) Psychic damage the first time it deals damage to another creature before the start of the disciple’s next turn.
- **Stagger.** The target must succeed on a DC 15 Constitution saving throw, or until the start of the disciple’s next turn, the creature can’t take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

BONUS ACTIONS

Aura of Tranquility. The disciple surrounds itself with an aura of tranquility in a 10-foot radius until the end of its next turn, that has one of the following effects of the disciple’s choice:

- **Serenity.** Hostile creatures within the aura have disadvantage on Dexterity saving throws and must spend 1 extra foot of movement for every foot they move.
- **Silence.** The aura functions as the *silence* spell.

Cunning Action. The disciple takes the Dash, Disengage, or Hide action.

Ki Death (Recharge 5–6). When the disciple hits a creature with an Unarmed Strike attack, it attempts to eradicate the creature’s ki. The creature must make a DC 15 Wisdom saving throw, taking 33 (6d10) Psychic damage on a failure or half as much damage on a success. If this damage reduces the creature to 0 hit points, it dies instantly.

REACTIONS

Pacifist’s Rebuke (1/Day). When a creature the disciple can see damages the disciple with an attack or spell, the creature must succeed on a DC 15 Wisdom saving throw or take Psychic damage equal to the damage it dealt.

SHATTERED SUN CULTISTS

Beholden to the God of Light, the cultists of the Shattered Sun are relentless warriors with priestly powers. Typically encountered in squads of a handful of zealots led by a single dawnbreaker, Shattered Sun cultists may not be natural foes for goodly adventurers – except if said adventurers don't share the cultists' fanatical view of evil and good. An adventurer who consorts with evil entities or oppose the cultists' extreme methods may find themselves going head-to-head with the dangerous cultists.

SHATTERED SUN ZEALOT

Medium Humanoid, Typically Lawful Neutral

Armor Class 18 (chain mail, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +4, Cha +4
Skills Athletics +5, Perception +3
Senses passive Perception 13
Languages Common plus one additional language
Challenge 2 (450 XP) **Proficiency Bonus** +2

Aversion to Darkness. While in darkness, the zealot can't take bonus actions.

ACTIONS

Multiattack. The zealot makes two Morningstar attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Piercing damage plus 4 (1d8) Radiant damage.

Guiding Bolt (1/Day). *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) Radiant damage, and the next attack roll made against the target before the end of the zealot's next turn has advantage.

BONUS ACTIONS

Smite. Immediately after the zealot hits a creature with an attack roll using a melee weapon, the zealot can force the creature to make a DC 13 Constitution saving throw. On a failure, the creature suffers one of the following effects of the zealot's choice until the start of the zealot's next turn:

- **Blind.** The creature is Blinded.
- **Stagger.** The creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

SHATTERED SUN DAWNBREAKER

Medium Humanoid, Typically Lawful Neutral

Armor Class 16 (half plate)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Con +6, Wis +7, Cha +4
Skills Insight +7, Perception +7, Religion +4
Senses passive Perception 17
Languages Common plus one additional language
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aversion to Darkness. While in darkness, the dawnbreaker can't take bonus actions.

ACTIONS

Multiattack. The dawnbreaker makes two Dawnbreaker's Warhammer attacks. It can use Sacred Flame in place of one or both of these attacks.

Dawnbreaker's Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) Bludgeoning damage, or 8 (1d10 + 3) Bludgeoning damage if used with two hands, plus 9 (2d8) Radiant damage.

Enfeebing Radiance (1/Day). Dim, purple light flares in a 30-foot radius around the dawnbreaker, spreading around corners. Each other creature within that area must succeed on a DC 15 Constitution saving or take 22 (4d10) Radiant damage and have disadvantage on attack rolls, ability checks, and saving throws using Strength for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Sacred Flame. Flame-like radiance descends on a creature the dawnbreaker can see within 60 feet of itself. The target must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) Radiant damage. The target gains no benefit from cover for this saving throw.

Spellcasting. The dawnbreaker casts one of the following spells, using Wisdom as the spellcasting ability (save DC 15):

At will: *light*

1/day each: *cure wounds* (as a 3rd-level spell), *daylight*, *hold person* (as a 3rd-level spell), *silence*

BONUS ACTIONS

Inspire Ally. A friendly creature the dawnbreaker can see within 30 feet gains 5 temporary hit points and can immediately use its reaction to make a weapon attack against a target within its reach or range.

Radiant Smite. Immediately after the dawnbreaker hits a creature with an attack roll using a melee weapon, the dawnbreaker forces the creature to make a DC 15 Charisma saving throw. On a failure, the creature suffers one of the following effects of the dawnbreaker's choice until the start of the dawnbreaker's next turn:

- **Doom.** The creature is Frightened and can't regain hit points.
- **Incapacitate.** The creature is Incapacitated.
- **Suppress.** The creature can't cast spells and the magical properties of each non-artifact magic item the creature is carrying are suppressed.

UNBOUND WEAVE CULTISTS

The cultists of the Unbound Weave are often regular people who've been touched by wild magic – either accidentally or by design. Some had wizardly powers already, others gained them through their brush with the unstable and dangerous magic. Whichever is the case, they employ their magical powers recklessly and take great delight in the havoc their magic can wreak.

WEAVE ACOLYTE

Medium Humanoid, Any Alignment

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	12 (+1)	10 (+0)	11 (+0)

Saving Throws Wis +2

Skills Arcana +3

Senses passive Perception 10

Languages Common plus one additional language

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Arcane Ecstasy. When the acolyte starts its turn affected by a spell, it gains temporary hit points equal to the spell's level and must succeed on a DC 11 Constitution saving throw or be Incapacitated until the start of its next turn.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) Piercing damage.

Arcane Bolts. The acolyte shoots three missiles of force at up to three creatures it can see within 120 feet. Each missile always hits and deals 3 (1d4 + 1) Force damage to its target. Roll a d4; on a 4, the acolyte shoots a fourth missile that hits itself.

Spellcasting. The acolyte casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11): 1/day each: *burning hands, charm person, grease*

REACTIONS

Attract Spell (1/Day). When a spell targets another creature the acolyte can see within 30 feet and doesn't target the acolyte, the acolyte can attempt to draw the magic to itself. The acolyte makes a spellcasting ability check (+3) with a DC of 10 + the spell's level. On a success, the spell targets the acolyte instead of that creature.

UNRAVELER

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +3

Skills Arcana +4

Senses passive Perception 11

Languages Common plus one additional language

Challenge 2 (450 XP)

Proficiency Bonus +2

Arcane Ecstasy. When the unraveler starts its turn affected by a spell, it gains temporary hit points equal to the spell's level and must succeed on a DC 11 Constitution saving throw or be Incapacitated until the start of its next turn.

ACTIONS

Shocking Grasp. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) Lightning damage and the creature can't take reactions until the start of its next turn. The unraveler has advantage on the attack roll if the target is wearing armor made of metal.

Erratic Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* Roll a d6 to determine the damage the target takes and what additional effect the bolt has:

1. The target takes 9 (2d8) Acid damage and 9 (2d8) Acid damage at the end of its next turn.
2. The target takes 13 (3d8) Cold damage and, if the target is a creature, its Speed is halved until the end of its next turn.
3. The target takes 18 (4d8) Fire damage.
4. The target and each creature within 10 feet of it takes 13 (3d8) Force damage.
5. The target takes 13 (3d8) Thunder damage and must succeed on a DC 12 Strength saving throw or be pushed back 10 feet and knocked Prone.
6. The unraveler chooses the damage and effect from the options above.

Spellcasting. The unraveler casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12): 1/day each: *fly, hold person, mage armor, scorching ray*

REACTIONS

Unstable Shield (1/Day). When a creature the unraveler can see would hit it with an attack roll, the unraveler creates a shield of energy that grants it a +5 bonus to AC until the start of its next turn. If an attack misses the unraveler while it has this shield, roll a d20; on a roll of 10 or less, the shield explodes and deals 7 (2d6) Force damage to the unraveler and each creature within 5 feet of it.

HIGH UNRAVELER

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	17 (+3)	12 (+1)	14 (+2)

Saving Throws Con +5, Int +6, Wis +4

Skills Arcana +6, Insight +4, Perception +4

Senses passive Perception 14

Languages Common plus two additional languages

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Arcane Ecstasy. When the unraveler starts its turn affected by a spell, it gains temporary hit points equal to the spell's level and must succeed on a DC 15 Constitution saving throw or be Incapacitated until the start of its next turn.

ACTIONS

Multiattack. The unraveler makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) Slashing damage plus 9 (2d8) Force damage and, if the target is a creature, it must succeed on a DC 14 Charisma saving throw or have vulnerability to damage from spells and other magical effects until the end of the unraveler's next turn.

Spellcasting. The unraveler casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

1/day each: *fly*, *hypnotic pattern*, *lightning bolt*, *mage armor*

Wild Magic Blast (1/Day). The unraveler fires a blast of wild magic that fills a 20-foot-radius sphere centered on a point it can see within 120 feet. Each creature in the area must make a DC 14 Dexterity saving throw, taking 13 (3d8) Fire damage and 13 (3d8) Force damage on a failure or half as much damage on a success. On a failure, the creature must also succeed on a DC 14 Constitution saving throw or suffer one of the following effects until the end of the unraveler's next turn (roll a d6):

1. The target is Stunned.

2–3. The target is Incapacitated.

4–5. The target is affected as by the *slow* spell.

6. The target is affected as by the *haste* spell, except it doesn't suffer a wave of lethargy when the effect ends.

REACTIONS

Distort Spell. When the unraveler is targeted by a spell that only targets it, roll a d8. If the result is higher than the spell's level, the spell has no effect on the unraveler and instead targets another random creature within 30 feet of it. If no other creatures are in the area, the spell has no effect.



CULTISTS OF THE UNBOUND WEAVE STRIKE AN ALLIANCE WITH AN ARCAN E ABERRATION.

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