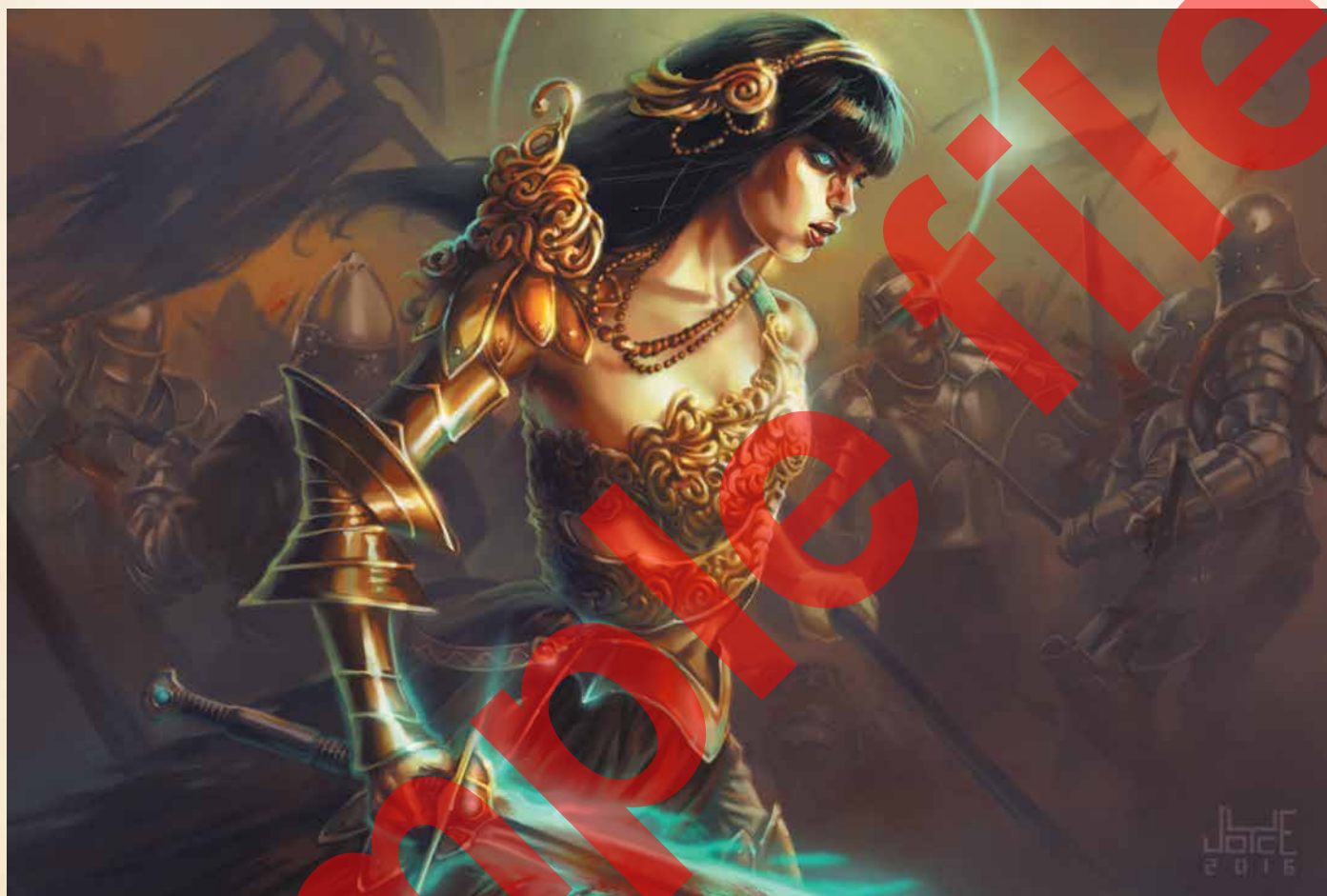


# FAITHS OF THE FORGOTTEN REALMS



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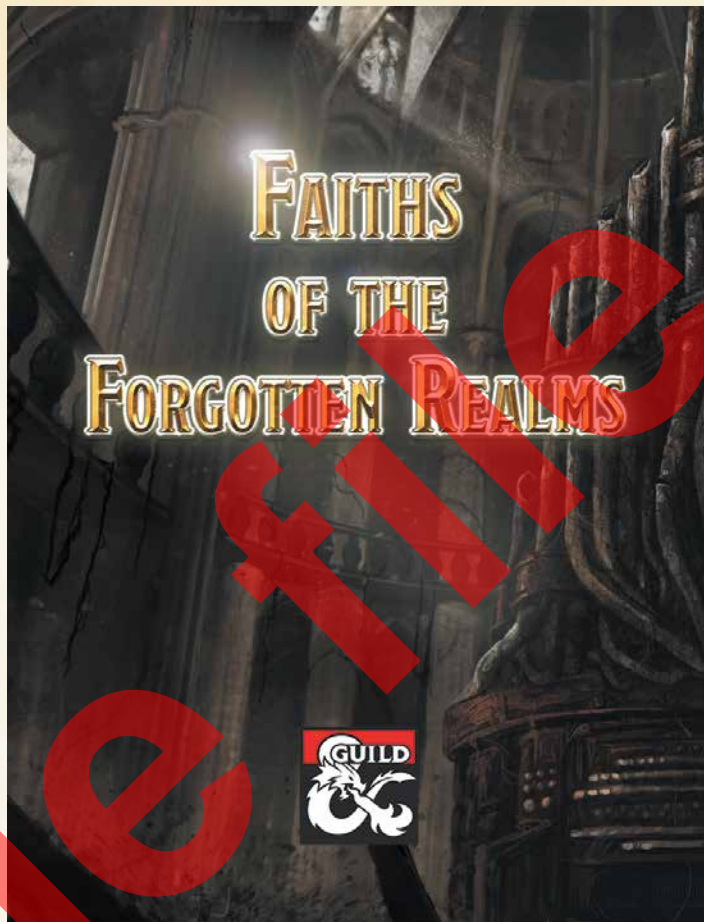
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**On the Cover:** Abandoned Organ by Jack Holliday



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## INTRODUCTION

**D**ungeons & Dragons has progressed to be far kinder to the 'faithful' classes in recent years. In the Fifth Edition of the game, paladins have strayed away from rigid, lawful-good adherents of a certain faith to slightly more flexible followers of broad ideals. Clerics continue to enjoy varied domains with diverse themes. It's been better for these classes than previous editions; healthier, more encompassing of how different people want to play.

But something's missing. If the game is kinder to these faithful classes, where's the faith? Deities are often little more than framing devices, a generally-understood means of grounding a character within a certain scope. "I'm a life cleric of Lathander," a player remarks...before rarely, if ever, referring to the character's patron deity again. Dungeon Masters are sometimes guilty of falling into this same pattern—they'll occasionally threaten the anger of a cleric's deity or the disappointment of a paladin's chosen god or goddess in an already-crucial moment, but too often these mysterious beings are less a living part of a Forgotten Realms campaign and more like monster stat blocks, ready to be pulled out only on the most convenient occasions.

The goal of this project was to make some small effort to address both of these issues, for those players and DMs who want to make the deities of the Forgotten Realms a more consistent, vibrant presence in their campaigns. To clerics or paladins, who will find numerous options within these pages, a deity should feel like a pointed sponsor of their actions, their power, and their lifelong drive. For a Dungeon Master, gods and goddesses can feel more like living patrons—seeking to direct and advise, tempt and bargain, uplift or smite, guard or overcome. Every player character and every NPC are important pieces on a chessboard, part of a great cosmic game that has gone on between dozens of participants for thousands of years.

So grab your holy symbol, take up your shield, say your prayers. Open these pages and set up the grand board that spans time and planes uncountable. It's time to play.



# CHAPTER 1: DEEPER FAITH

This chapter provides a brief section on each of the deities of the Faerûnian pantheon as listed in the *Sword Coast Adventurer's Guide*. Each section lists the term for the given deity's worshippers if there is one, insight into the holy days and rituals for each faith, and a section on the deity's most important temples, practices, and holy sites. The end of each deity's section includes four ideas for players to use as ways they were introduced to a given faith or chose to pursue it.

## UNDERSTANDING THE CALENDAR OF HARPTOS

The Calendar of Harptos measures the passage of time in the Forgotten Realms. It consists of twelve months of thirty days each made up of three 'tendays.' Five additional days fall between certain months, marking major holidays and bringing the total days of the calendar year to 365, or 366 every four years (see Shieldmeet, below).

### THE MONTHS AND THEIR APPROXIMATE EARTH EQUIVALENTS:

Month	Name	Common Name	Earth Name
1	Hammer	Deepwinter	January
2	Alturiak	The Claw of Winter	February
3	Ches	The Claw of Sunsets	March
4	Tarsahk	The Claw of Storms	April
5	Mirtul	The Melting	May
6	Kythorn	The Time of Flowers	June
7	Flamerule	Summertide	July
8	Eleasis	Highsun	August
9	Eleint	The Fading	September
10	Marpenoth	Leafall	October
11	Uktar	The Rotting	November
12	Nightal	The Drawing Down	December

There are a number of celebrated holidays known as holy days that each faith recognizes.

## FAERÛNIAN HOLIDAYS

Order	Holiday	Occurrence
1	Midwinter	Between Hammer and Alturiak. Also called Deadwinter Day. Commonly a holiday acknowledging the harshness of winter.
2	Spring Equinox	Ches 19th
3	Greengrass	Between Tarsahk and Mirtul. Celebrates the first day of spring.
4	Summer Solstice	Kythorn 20th
5	Midsummer	Between Flamerule and Eleasis. A day for love and good weather.
6	Shieldmeet	The day after Midsummer, once every four years. The 'leap year' day of the Harptos calendar. Many festivals, tournaments, and meetings are held on Shieldmeet.
7	Autumn Equinox	Elieint 21st
8	Highharvestide	Between Eleint and Marpenoth. Commonly a festival celebrating the harvest. Usually marks a time for tithing and annual taxation.
9	Feast of the Moon	Between Uktar and Nightal. Also called Moonfeast. Commonly marks a day to remember and honor the dead.
10	Winter Solstice	Nightal 20th

Worshippers of Faerûn's deities mark some of these days with celebrations that echo the holiday's broadly held purpose, but with each faith's own focus. Such occasions are discussed in the following section.

## THE FAITHS

### AKADI (AKADIAN)

During the Fellowship of Flight, priests and priestesses of Akadi gather to summon an air elemental in their midst. They laud it with prayers and poems to the goddess, and then release it back to the plane of air with incense.

**Midsummer.** This holiday is Akadians' only regularly scheduled festival. The faithful capable of traveling journey to the Shaar Desolation or the ruins

at Blaskaltar, which contain the oldest known shrines to Akadi. Each year, the names of heroes of the faith are recited and honored, and the names of those fallen in the past year are added to the ever-growing list.

**Temples and Shrines.** Temples to Akadi are few and far between. The First Shrine of the Queen of Air, located in Blaskaltar, is the holiest site. Though the structure is long gone, worshippers still gather there every Midsummer. Other temples to Akadi are maintained by a rotation of priests, who remain at the shrine for a time before their replacements arrive.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I was part of a pilgrimage to Blaskaltar as a child and heard the voice of the goddess, calling me to her faith.
2	I spent part of my youth being raised in a temple of Akadi. The rotations of priests provided many parental figures until I was old enough to set out on my own.
3	I was saved by a paladin of the Untamed Wind whose example and teachings inspired me to pursue the faith.
4	I had an encounter with an air elemental, and my awe at the wind's power inspired me to worship Akadi.

### AMAUNATOR (AMAUNATORI)

The signing of the Pantheon Contour is celebrated on the third full moon of the year; this festival commemorates the signing of an agreement between powers that were overseen by Amaunator. To celebrate Amaunator's wisdom and judgment, Amaunatori dress in judicial clothes and parade through the streets. They take care to stop and celebrate in front of court buildings.

**Summer Solstice.** Amaunatori see this holiday as essential for their deity to continue providing light and warmth to the world. Despite its importance, the Amaunatori celebrate it with relaxation as well as prayer. Sunbathing and time outside in the sunlight are common activities.

**Temples and Shrines.** There are few surviving, major centers of worship for Amaunator. Many of Amaunator's priests are fond of casting continual flame atop their heads, causing some simple tribes or people to refer to such clergy as "lightened ones."

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I saw the summer solstice festival as a child and was welcomed and taught by the worshippers there.
2	I witnessed the march of Amaunatori through city streets, and my curiosity led me to the faith.
3	An Amaunatori argued the law successfully in my defense or for someone close to me. I was appreciative of the faith and decided to learn more.
4	Blazing sunlight protected me from a terrible creature, and this was the turning point in my life that gave my heart to Amaunator.

### ASMODEUS

Asmodeus is unlike many other deities, in that he has few holy days or holy sites to his name. The inarguably evil nature of worshipping him forces many of his followers to do so in secret or to form secretive cults whose terrible rituals are kept hidden from public knowledge.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I made a pact with a devil to spare my own life. My soul is already forfeit; I might as well harness the full power of Asmodeus with the time I have left.
2	My family was part of a secret cult to Asmodeus. I have been raised in awe of his power my whole life.
3	I witnessed devils attacking my town but was unafraid. One of the devils smiled at me; from that moment, I knew the Nine Hells called to my soul.
4	I discovered a book on demons and devils filled with what some would call blasphemy. I say it opened my eyes to the truth of Asmodeus's power.

### AURIL (AURILAN)

Midwinter is a most holy day for worshippers of Auril. It is celebrated with ice-dancing lasting the night, meant for followers to both enjoy themselves and attract new followers.

**The Embracing.** This is a personal ritual that most worshippers must undergo. Initiates of the faith are sent to the arctic or into a blizzard in winter. The initiate spends the night moving through the winter landscape with only boots and thin clothing and are often painted with symbols of the goddess. Many perish in this ritual, but those who endure are often the source of Auril's clerics and paladins.

**Coming Storm and the Last Storm.** These rituals are used by Auril's clergy to summon a terrible winter storm at the onset of winter or at the start of spring. It serves as a reminder to some towns and regions that Auril's power is fierce and sudden.

**Temples and Shrines.** The House of Auril's Breath lies north of the Moonsea and boasts hundreds of worshippers. It is in the town of Glister, which is settled in a desolate region of permafrost. This and other major temples to Auril are sometimes called "the cold house" by common folk, and the high priest holds a rank of High Hand of Ice.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I was dying in a winter storm, and Auril embraced and protected me from the cold. She has greater plans for my life.
2	My town was struck by a winter storm summoned by Auril's worshippers. I was amazed by their power and sought them out to learn more about the goddess.
3	I saw the ice dancers at the Midwinter festival and was drawn in. The priests there were happy to tell me about their beliefs and teachings.
4	I've always been drawn to the cold and have always feared and respected winter. I was drawn to Auril in order to learn how to control snow and ice.

### AZUTH (AZUTHAN)

Azuthans hold a revel each time a worshipper ascends to the rank of Magister or Favored. They otherwise avoid many scheduled rituals.

**The Transforming.** Novice worshippers of Azuth spend a tenday undergoing a *shapechange* spell cast on them by a ranking master of the faith. The initiate experiences a broad number of forms, forcing contemplation from many different perspectives. This humbling experience is an official means of marking the novice's graduation to full priest.

**Mage Fairs.** Though not strictly an Azuthan holy day, followers organize events to celebrate magic and act as neutral parties to settle conflicts and disputes between wizards and other magic-users and to celebrate and practice arcane arts.

**Temples and Shrines.** The House of the High One is the best-known temple. It stands in Saerloon, in the interior of Faerûn, though a rising tide of Shar worship in the city threatens the Azuthans there. The House of the High One Ascendant lies in the mountains near western Halruaa, shaped from the natural caverns.

In all temples of Azuth, each of the three meals is accompanied by readings from tomes full of arcane teachings.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I attended a Mage Fair and was amazed at the power of magic. I sought out an Azuthan and asked to be taught the ways of the faith.
2	I was given shelter in a temple of Azuth, and the things I learned from the readings during meal times inspired my own magical talent—and my faith.
3	A follower of Azuth saved me from dangerous and wild magic, which served as my introduction to the teachings of Azuth.
4	The local wizard where I lived was a follower of Azuth, whose neutral and helpful sharing of the knowledge of magic was a major influence in my life.

### BANE (BANITE)

Banites generally celebrate no marked calendar days as holy ones. However, many of the faithful revel on Midwinter as the day when Bane was resurrected from death by bursting through the body of his son and now-dead lesser deity, Iyachtu Xvim.

**The Black Altar.** This is a plain, stone slab draped with black cloth where congregations to Bane perform private rituals. A symbol of Bane is made to hover over the altar, if possible. Many of these rituals involve a subject who is tortured and humiliated before being sacrificed.

**Temples and Shrines.** Bane's presence is strong around the Moonsea. The House of the Black Lord in Mulmaster is one of the largest openly celebrated temples. In other areas, such as along the Sword Coast, Banites are less publicly accepted and tend to make their meetings and rituals secret.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I was to be sacrificed upon a Black Altar, but Bane intervened through his worshippers and brought me into their fold instead.
2	Bane filled me with the hate and fury needed to survive a terrible battle. Now I feel his power coursing through me each day.
3	Followers of Bane conquered my city for a time when I was young. Like many others, I was taught Bane's power from an early age.

**d4 Event**

- |   |  |
|---|--|
| 4 | My love of battle and joy in strife has always been with me. I found a deity who encourages me to embrace my nature. |
|---|--|

### BESHABA (BESHABAN)

Both devout worshippers and fearful common folk will sometimes burn a valuable personal possession until it is at least partially damaged. Once this is done, the person kneels and prays to Beshaba. This is often done to avoid or alter some misfortune, or to appease Beshaba into preventing such a misfortune from occurring. During both Midsummer and Shieldmeet, followers of Beshaba are destructive and impudent in wild festivals.

**The Passing.** The most somber ritual where a departed follower is sent downriver as part of a ceremony that turns its corpse into an undead creature and then teleports it to a random part of the world, ensuring immediate chaos (and misfortune) wherever it arrives.

**Temples and Shrines.** Followers of Beshaba are most often wanderers, many of them undercover. Their primary goal is to cause or celebrate misfortune and bring new worshippers into the fold from among the common folk who fear bad luck. Many wandering priests and priestesses manipulate simple people into fearful worship through mystery and superstitions.

**BACKGROUND STORY OPTIONS:**

**d4 Event**

- |   |  |
|---|--|
| 1 | A follower of Beshaba frightened many in my village into paying respect to Beshaba. I wanted more, so I asked how I could worship the goddess and be in control of misfortune. |
| 2 | I witnessed a destructive revel of Beshabans during Midsummer or Shieldmeet. I felt drawn to their wild misrule.   |
| 3 | I foresaw a terrible calamity and made prayers to Beshaba and avoided it. I realized that I wanted to carry the power and protection of the goddess all my life.               |
| 4 | I was deeply wronged by a person or group. Through Beshaba's power, I will bring calamity to my enemies.   |

### BHAAL (BHAALIST OR BHAALYN)

Bhaalist worship usually consists of murder. Not random, not wanton, but often carefully planned and ritualized. Individual worshippers or groups will often spend their nights in secret prayers and preparations for such acts.

During an act of killing another creature, Bhaalists recite a prayer: "Bhaal awaits thee, Bhaal embraces thee, none escape Bhaal."

**The Feast of the Moon.** A feast where gathered Bhaalyn celebrate notable slayings by boasting of their own deeds or reciting well-known tales of murders committed by historic Bhaalists.

**Temples and Shrines.** The best-known temple is The Tower of Swift Death in Tyraturos, in Thay. In any formal temple of Bhaal, worshippers gather for nightly prayers before retiring for the evening, called the Day's Farewell.

**BACKGROUND STORY OPTIONS:**

**d4 Event**

- |   |  |
|---|--|
| 1 | I sought Bhaal's blessing in killing a rival. When I felt his power within me, I knew I had found my true calling.                                 |
| 2 | I knew an assassin who paid homage to Bhaal. He introduced me to the faith's teachings.  |
| 3 | A murder occurred in my town. My family paid offerings to the local Bhaalyn priest, which piqued my interest in the faith.                         |
| 4 | A Bhaalist acquaintance invited me to the Moonfest celebration of his faith. I was welcomed by members of the faith and learned Bhaal's teachings. |

### CHAUNTEA (CHAUNTEAN)

Chauntean priests and priestesses are often called upon to pray over freshly tilled soil, over new planting fields, and at harvest. In rural communities, weddings are sometimes held on or adjacent to a tilled field by Chauntean clerics, which is said to bless the couple with happiness or fertility.

**Greengrass.** This is a fertility festival, where Chaunteans take pleasure in consumption of food, drink, and hedonistic pursuits.

**High Prayers of the Harvest.** This is a celebration of Chauntea's aid to an agrarian community. These celebrations occur on or near Highharvestide, though they are often specific to a community's actual harvest season.

**Temples and Shrines.** Most of Chauntea's temples are small shrines that double as storage facilities for seeds and crops. Offerings of crops by local farmers are preserved longer than in mundane facilities, and the clergy there freely give seeds and food to those in need.

The best-known holy site of Chauntea is Goldenfields, which is a large abbey and farmland enclosed by walls and located northeast of Waterdeep. The nearly two dozen square miles of farmland is tended by a few thousand worshippers.

In the kingdom of Amn, the Harvest House is tended by an all-female clergy known as the Sisters of the House. The gardens found there have no equal in Faerûn.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I grew up in a farming community. Chauntea has been a near-daily presence in my life, and I was raised seeing the practical application of her divine power.
2	I lived in Goldenfields for part of my life, and by extension, I was exposed to Chauntean doctrine.
3	I attended the wedding of a friend or family member that was overseen by Chauntean clergy. I was intrigued by the teachings and decided to learn more.
4	When I was a traveler in need, a temple of Chauntea took me in and provided for me.

**CORELLON LARETHIAN (TEL'QUESSIR)**

Lateu'quor, the Forest Communion of the Crescent Moon, is held each month, and devotees offer up prayers through music, song, and dance in open moonlit glades in seclusion. These ceremonies are celebrations of life and freedom and are occasionally blessed with a manifestation of Corellon in the form of a burst of magical energy.

**Shieldmeet.** Priests of Corellon gather to venerate the Lord of the Elves on Shieldmeet, and once per decade in secret rituals.

**Temples and Shrines.** Temples to Corellon exist in most elven settlements, though they tend to be informal and understated, blending naturally with the landscape.

However, the primary center of worship is Corellon's Grove, deep in the heart of the great forest on the island retreat of Evermeet. The trees surrounding Corellon's Grove create a barrier bound with enchantments that allow passage only to the faithful. Within the grove the barriers between Faerûn and the Feywild are thin, allowing the primal fey nature to hold sway through the wild gardens, fountains, and pools.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I hear the song of the fey, a music never meant for mortal ears. It guides and inspires me.
2	I was born during Lateu'quor, a sign that I'm blessed by the Lord of Elves.
3	I'm drawn to the peace and seclusion of forest glades, and the beasts and fey that dwell within. My heart is of the fey.
4	I once stumbled upon a priest of Corellon dancing alone in a secluded glade in veneration to the Protector. I was mesmerized by the inhuman grace, even for one of the people, and I've been fascinated with the priesthood ever since.

**CYRIC (CYRICISTS)**

Cyric has no defined holy days on the calendar. The date of his ascension to godhood isn't celebrated, as church canon insists that Cyric has always been a deity, despite other canonical stories about him, including his mortal deeds.

**Day of the Dark Sun.** This is a general term for any day declared holy by a powerful follower of Cyric. It is marked by a valuable blood sacrifice to the deity, which allows worshippers to make pleas to Cyric for guidance or power.

**Temples and Shrines.** Cyricism has few friends on the Sword Coast, and as a result, permanent temples aren't common. More than this, the constant, intentional contradictions that Cyric introduces to the beliefs of his followers make any permanent house of worship difficult to maintain without the clergy tearing each other apart.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I've always delighted in sowing strife and chaos. I was drawn to the church by my nature.
2	I was exposed to the Cyrinshad and was an enchanted follower of Cyric for years. Now that I'm free, so much of my identity is tied to Cyricism that I gave myself to the faith willingly.
3	I found a ruined temple of Cyric and the god spoke to me. I alone have been taught his One True Way.
4	I've always regarded the doctrines of other religions as blasphemous or untrue. Cyricism appealed to my disbelief in agreed-upon history.

**DENEIR (DENEIRRATH)**

Shieldmeet is an important day for followers of Deneir. Contracts and other legal documents are made available to the public. Visitors can request a document or book

to review at a temple of Deneir, which must be provided to them for the day if the temple has it available.

**The Day of the Gilding.** Shieldmeet is a ritual in which priests and priestesses gather to inlay a tome with the dogma of Deneir one golden letter at a time. Afterward, the text is made available to the public, and at least one clergy member keeps a watchful eye for thieves who would try to steal any part of the golden text.

**Temples and Shrines.** The Master's Library in Faerûn holds more books than even the library of Candlekeep—but it is hidden in the Earthfast Mountains. Silverymoon has a temple to Deneir. The Soaring Spirit is a cathedral built on the ruins of a joint Deneirath and Oghmanyte library, located at the border of Amn in the Snowflake Mountains.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	A local cleric of Deneir was always writing down the stories and songs of my hometown. The cleric taught me to read and about Deneirath faith.
2	I've always been bookish, and my desire is to one day earn the right through faith to serve in one of the great libraries, like the Master's Library.
3	My family received the writing services of a follower of Deneir, who left a book of the deity's teachings. I read it and chose to follow the faith.
4	In my travels, a Deneirath cleric saved me from a dangerous magical glyph, and introduced me to the worship of Deneir.

### ELDATH (ELDATHYN)

The Eldathyn faith is often personal and solitary, with many of her clergy praying in a private setting or sanctuary. The only calendar festival to Eldath is the Greening during Greengrass.

**The Greening.** The faithful gather on this holiday to consecrate peaceful outdoor places as shrines and holy sites to Eldath. Larger rituals will see days of prayer leading up to an appearance by an image of the goddess herself, who blesses the site. Waters in this location often have miraculous healing powers for the remainder of the day.

**Temples and Shrines.** Many groves, springs, pools, and similar areas are blessed by Eldath. One of the most remarkable holy sites is Duskwood Dell in the kingdom of Amn. The River Rimril flows from Eldath's Mount to the Green Goddess Falls and into a holy forest.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I stumbled across a peaceful spring that had been blessed by Eldath. I was so moved I couldn't help but give my heart to Eldath.
2	I've seen horrid violence in my life. I chose to follow Eldath and be a small beacon of peace and hope in a brutal world.
3	I witnessed an Eldathyn get cut down in defense of a place of natural beauty. My heart broke at the sight, and I chose to follow the brave cleric's faith.
4	I met a hermit or sage at a holy site of Eldath, who tended my wounds and initiated me to the teachings of the faith.

### GOND (GONDAR)

Followers of Gond have a calendar celebration in the twelve days preceding Greengrass, an event called Ippensheir. Ippen was the first notable cleric of Gond, and in honor of the faith, the Gondar clergy members gather at the nearest temple or holy site to share inventions or marvels with one another. Major Gondar sites are often linked by teleportation circles or similar magic during this time so that worshippers can travel between as many gatherings as possible.

**Temples and Shrines.** The holiest site of Gond is located on the island of Lantan, at the High Holy Crafthouse of Inspiration in the city of Illul. On the mainland, the town of Tilverton in Cormyr boasts the House of the Wonderbringer. In both locations, the faithful of Gond include holy clerics, paladins, and artificers.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a follower of Gond with a mechanical construct companion once. It was such a remarkable experience I was driven to learn more about Gond.
2	A friend or family member allowed me access to an Ippensheir festival. I learned a lot about the faith and decided to begin studying its teachings.
3	I traveled to Lantan once and saw its technological wonders. The impression stayed with me and drove me to learn about Gond.
4	I've had an affinity for contraptions and invention my entire life. I was naturally drawn to Gond's doctrine.

### GRUMBAR (GRUMBARRYN)

Followers of Grumbar are initiated into the faith with the Oath of Landwalking, a ritual where they vow to travel by air or sea in only dire circumstances. Those

who violate the ritual-promise are quick to pray for forgiveness from the Earth Lord.

**Midwinter.** Festivals are held on this holiday to celebrate the previous year and decide plans for the new one. These plans can't be changed once decided, reflecting the Grumbarryn resistance to quick change.

**Temples and Shrines.** Many temples are hidden in the Spine of the World mountain range in the north and numerous other ranges. They are usually found in natural caverns, not constructed buildings. The Muaraghal Mountains, on the eastern border of Halruaa, contains the holiest of these sites. Grumbarryn are encouraged to visit this site at least once in their lives.

Sects of Grumbarryn are organized into 'holds,' consisting of seven specialty priests or clerics, seven monks, and seven crusaders leading as many common worshippers as can be supported. These holds usually have a shared view or alignment and are primarily concerned with fulfilling the objectives laid out during Midwinter.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a Grumbarryn cleric arguing against a change of law in my village. The belief in the preservation of tradition and slow change appealed to me, and I asked to find out more.
2	In my travels, I encountered a hold. The dedicated, focused labor of the worshippers there impressed me, and I joined the ranks of the faith as an initiate.
3	I've had an ear for Terran and an affinity for the earth my entire life. I'm finally old enough to truly answer Grumbar's calling.
4	I witnessed a Grumbarryn paladin shaking the very earth in a battle with a deadly creature. It opened my eyes to the power of Grumbar.

#### GWAERON WINDSTROM

Gwaeron's followers hold no specific holy days of their own, though they often honor the holidays celebrated by followers of Mielikki. Worshippers of Gwaeron are encouraged to perform a short ritual upon successfully tracking a creature, wherein they make a radiant circle of six footprints, heel toward the center and toes pointing out.

**Temples and Shrines.** Since dedicated followers of Gwaeron Windstrom are few and far between, and because he is a deity of nature, there are no temples in his name, only natural sites consecrated as shrines. The most important of these is Gwaeron's Slumber, a grove of trees west of Triboar. Followers of Gwaeron

and residents of Triboar protect the grove from deforestation and the incursion of evil creatures.

Gwaeron is held in some reverence throughout the realms but has a more dedicated following in the deep wilds. Here, many tribes and rangers worship him as an approachable intermediary between their mortal selves and Mielikki, whose divine nature they find too wild and mysterious to interact with directly.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I was lost in the wilderness and suddenly caught a glimpse of a strong ranger with a long, white beard. I followed the visions of the ranger until I was led safely to civilization. I realized afterward that a vision of Gwaeron had saved my life.
2	I spent time in Triboar and visited Gwaeron's Slumber. I camped there overnight and had a powerful dream that turned my faith to the ranger-god.
3	I was raised around rangers, and many of them worshipped Gwaeron. I learned about nature hand-in-hand with Gwaeron's dogma.
4	I lived among followers of Mielikki, but their respect toward Gwaeron interested me. I learned about the deity and felt more drawn to his purview.

#### HELM (HELMITE)

The only calendar celebration dedicated to Helm occurs each Shieldmeet, an event called the Ceremony of Honor to Helm. Most of the rituals and celebrations of the deity are internal to the church's members. The Consecration of a Postulant is a ritual celebrating a member's full initiation into the faith. A similar ritual exists to bless items and artifacts brought into the service or protection of the faith, called the Consecration of a Glymtul (or 'favored thing').

**The Purification.** This is a ritual that must be completed for followers who have left the faith and returned or members of the church who have failed in their duties or committed a taboo of the faith—a ritual of prayer and atonement is overseen by other members of the clergy.

**Temples and Shrines.** Helm enjoys widespread respect throughout the world, from simple folk to knightly orders. In the city of Turlagol on the northern coast of the Sea of Fallen Stars, the Noble Hand doubles as both a temple and martial academy. Helm's faith is strong throughout this region of interior Faerûn, including Cormyr.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I grew up in a city and noticed many of the guards carrying a small symbol of a gauntlet stamped with a watching eye. I finally asked about it and was told about Helm.
2	A bard in a tavern sang the tragic tale of Helm slaying Mystra. It wasn't until I blinked away the tears in my eyes that I realized how much the tale moved me.
3	I was in the army or served closely with knights who had a strong faith in Helm. Their stalwart dedication inspired me to pursue the faith.
4	At one point I was defending myself against many foes. I felt an inspiring presence that gave me the strength to hold fast and endure. I believe Helm interceded to save me.

## HOAR

Followers of Hoar observe personal holidays commemorating their proudest acts of vengeance, and the anniversary of transgressions against them they have yet to repay. Unknown to many of the uninitiated, followers of Hoar also remember those who have meaningfully helped them and seek to repay them equally.

Hoar's worshippers celebrate two marked holidays. The first is The Penultimate Thunder on the 11th of Eleint, celebrating the victory of Hoar over Ramman (an old foe) with feasting. The second holiday is celebrated on the 11th of Marpenoth, a ritual celebration called the Impending Doom. Here oaths, drums, and chanted prayers anticipate acts of vengeance that have yet to be enacted, seeking blessings from Hoar in these endeavors.

**Temples and Shrines.** Hoar has a strong following in Akana and Chessenta, which lie on the southern shores of the Sea of Fallen Stars. An uncommon deity on the Sword Coast, Hoar's pantheon is often overshadowed by Beshaba, Bhaal, or Tyr. Many of the Doombringer's followers are solitary, comprised of nomadic clergy, adventurers, and vigilantes. Small chapels and sects can be found in towns and cities where crime and other conflict create ample scenarios where Hoar's message of revenge is most appealing.

### BACKGROUND STORY OPTIONS:

d4	Event
1	Someone wronged me terribly in my life. Hoar is the one who gave me the power to ensure justice for myself.
2	A cleric of Hoar surprised me by repaying a kindness I performed. It opened my eyes to the hidden depths of Hoar's doctrine.

d4	Event
3	I was raised with a strong sense of justice, but less respect for the law. My belief that justice must be meted out when the law fails drew me to Hoar's church.
4	A follower of Hoar imposed some punishment upon me for a transgression I committed. I repented my deed and decided to dedicate my life to Hoar as an act of atonement.

## ILMATER (ILMATERI)

Ilmater don't have calendar-specific celebrations, only personal rituals or those specific to the church. When the duties of the faith become too emotionally or physically overwhelming, followers can perform a ritual plea, which grants a ten-day rest from their normal duties. Some clergy rest in order to perform tasks the church would otherwise not officially permit.

Priests and priestesses of Ilmater also perform the Turning, wherein they perform final rites and prayers with a dying creature in order to ease its suffering and bring it a measure of peace in the face of death.

**Temples and Shrines:** In Calimshan, south of the Sword Coast, the House of the Broken God rests in the center of the city of Keltar. Throughout the Sword Coast itself, Ilmater's faith is mainly exercised by knightly and monastic orders. The reach of such orders can be found throughout the continent and especially in sites of battle.

The followers of Ilmater often enjoy a sense of protection in formal battlefields, as striking one down is often seen as a terrible affront. In turn, clerics and other devout Ilmater seek to bring alleviation to friend and foe alike, their suffering of equal importance in the eyes of the deity.

### BACKGROUND STORY OPTIONS:

d4	Event
1	A follower of Ilmater calmed and comforted me when I thought I was going to die. I never forgot the benefactor's measured calm and kindness, and dedicated my life to Ilmater beliefs.
2	One of the Ilmater comforted a loved one who was passing on, performing the Turning. It had a significant impact on my life and is the key event that led me to the faith.
3	I saw a follower of Ilmater bearing terrible suffering. It was an example that moved me and piqued my interest in the god's dogma.
4	The church of Ilmater came to the place where I grew up and provided care and food to the poor. I never forgot its charity.

## ISTISHIA (ISTISHIAN)

Istishians celebrate the seasonal change of the tides with festivals on beaches or over bodies of water. These feasts are occasionally visited by friendly intelligent water-dwelling creatures who participate in the celebration.

**Temples and Shrines.** As a deity over the water itself, Istishia enjoys a broad range of followers. Sailors and pirates often pay him homage, and chapels or temples to the deity can be found in almost any sizable coastal city, including Waterdeep and Calimport.

Istishia is a welcome elemental deity in many settlements because his followers occupy themselves with useful domestic projects. Istishians seek to cleanse waterways of filth and waste, improve communication between aquatic races and land races, and provide pottery courses to locals as a means of teaching water's triumph over other elements.

### BACKGROUND STORY OPTIONS:

d4	Event
1	I served aboard a ship or worked on the docks for a long period of time. There, I was constantly exposed to Istishian views.
2	I attended a course in pottery at an Istishian temple. The lesson of water's power over other elements appealed to me and served as my introduction to Istishian beliefs.
3	Waste and pollution choked the waterways of a city where I lived, and disease was rampant. Where other clerics only treated the sickness, Istishians cleansed the waters and brought healing. I sought them out and joined the church at once.
4	I had a positive interaction with an aquatic race or water elemental. I joined the church as the best means of learning more about such creatures and strengthening the bonds between the world of land and water.

## JERGAL (JERGALI)

Due to the constant work performed by the clergy, Jergali observe only a single calendar event that could be described as a holy day. On the last night of the year, the 30th of Nightal, the scribes are permitted to stop working for a single night. Upon the start of the new year, the Jergali declare "One year closer!" before burning the year's work and starting again.

**Temples and Shrines.** Grim, stony crypts and mausoleum-like chapels are the only structures frequently occupied by followers of the Bleak Seneschal. The scribes who occupy these locations labor daily to record the death of all sentient beings, listing their cause of death and final destination in

the afterlife. Some become Mummified Scriveners of Doom, entering a state of near-lichdom to work without pause until death finally claims them. Active adventuring among Jergali is rare and often frowned upon but accepted by some sects if the worshipper records the death of sentient creatures in rare and remote locations, providing these records at least once a year.

### BACKGROUND STORY OPTIONS:

d4	Event
1	The first time a sentient creature died near me, I heard Jergal's voice whispering to me its name and destination in the afterlife. I picked up a writing instrument and haven't stopped recording death around me since.
2	A doomscribe of Jergal was present at a family member's funeral, recording the events of the death. The doomscribe's ability to remain detached from death helped give me purpose in my grief.
3	I stumbled upon a crypt occupied by a Mummified Scrivener of Doom and unintelligent undead servants. I marveled at the experience and realized the importance of Jergal.
4	I heard the story of someone who died and went to the Fugue Plane but was later resurrected. That lucky person had an encounter with Jergal himself and the story of it affected me deeply.

## KELEMVOR

The best-known ritual of Kelemvor is the Passing, the last rite that calls on the deity to watch for the approaching soul. Events of mass death, such as battlefields or areas of catastrophe, experience a large-scale version of the ritual known as the Lament for the Fallen.

Kelemvor marks two major calendar days. During Shieldmeet and the Feast of the Moon, faithful gather for the Deeds of the Dead, celebrating the good works of those who have passed on. In times of calamity or troublesome events, rituals are performed to consult with the souls of dead heroes in a manner similar to a *Speak with Dead* spell. The ritual on this day by the faithful is more powerful than the standard spell, allowing for a longer conversation and one less cryptic or limited.

**Temples and Shrines.** Though there are few great temples to Kelemvor, his clergy are everywhere. They are consistently called upon for last rites, funerals, and remembrances. Those who die with no one to bury them are taken in and given burial by the clergy. Those who die without a will have their possessions claimed by the church to fund its ministry, usually as part of

an intermittent ritual known as Thanks to the Guide. It is at this same disbursement of goods that ranking priests tend to receive direction for the work of their temple or chapel.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I was at death's door once, and the Passing was performed over me by a follower of Kelemvor. I was comforted and, when I recovered, sought to bring that same peace to others.
2	Once I witnessed a paladin of Kelemvor lay an undead creature to rest. I was amazed at how the paladin prioritized bringing peace to the creature, not just destroying it.
3	I attended a Festival of the Moon or Shieldmeet ritual where the followers of Kelemvor raised spirits of dead heroes to consult them about a current crisis. It was an amazing experience that first introduced me to the importance of their faith.
4	A friend or family member died and was given a respectful burial by followers of Kelemvor. Their somber respect struck a chord with me and I was compelled to learn more about the faith.

### KOSSUTH (KOSSUTHAN)

Followers of Kossuth go through the Oath of Firewalking, a ritual where acolytes become full priests by walking across hot coals. This ritual is often repeated as formal priests and priestesses rise in rank in the church, with the walk becoming longer and hotter. It is believed that those who plot against the church or who aren't devoted to the faith will find themselves terribly injured by the trial.

**Temples and Shrines.** Shrines, temples, and chapels to Kossuth are popular near areas of fire and heat, especially deserts and volcanoes. The birthdate of each temple's head clergy member is a celebrated holiday, during which clergy from other faiths and local leaders are invited to the temple and lavished with food and gifts. This is primarily seen as an opportunity for the head priest or priestess to forge and strengthen relationships with the local community to the temple's advantage.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I saw a ritual where followers of Kossuth summoned a fire elemental. I knew then that Kossuth was the power I wished to pledge my life to.

d4	Event
2	I met a Red Wizard of Thay who followed Kossuth's teachings. The wizard shared the tenants of the faith, which helped me understand the superiority of Kossuth.
3	I was part of a group invited to the local Kossuthan temple to celebrate the head clergy member's birthdate. I marveled at the gifts and displays of power and asked to learn more.
4	I was trapped in a burning building and showed bravery. Kossuth intervened and allowed me to survive, a rare occurrence that changed my life.

### LATHANDER (LATHANDERIAN/LATHANDERITE)

Almost any ceremony performed at dawn is considered blessed by Lathander. Lathanderians also celebrate on some calendar days: on Midsummer and the spring and fall equinoxes followers of Lathander in larger temples perform the Song of Dawn, a progression of musical hymns to the Morninglord.

**Temples and Shrines.** The Spires of the Morning is the grandest and most well-known temple to Lathander, housed in Waterdeep. In this and temples across the realms, local members of the clergy perform daily prayers at dawn and often at highsun (noon). Local temples sometimes organize competitions of art, writing, and non-hostile sport as a means of bringing a community together.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	The dawning of the sun protected me from encroaching creatures, saving my life. I believe Lathander aided me in my hour of need.
2	I was in a temple of Lathander while clergy members performed the Song of Dawn. The experience was so spiritually moving, I resolved to learn more about Lathander.
3	Lathanderite clergy provided food and healing to my community in their hour of need. Their charity was never forgotten.
4	I watched in awe as Lathanderians raised someone from the dead with magic. I saw the power of Lathander that day and knew he was the deity I sought to follow.

### LEIRA (LEIRAN)

Leirans are secretive and misleading for the sheer joy of it and hold no marked calendar celebrations to those outside the faith. Followers of Leira gather six times a year in Conclaves, though they're never at the same time each year; the word is spread quietly among

Leirans in the tendays leading up to the event. During these Conclaves, the rare direction is given to speak only truth, allowing for the sharing of information and the performance of administrative duties without concern for the Leirans' usual flair for intentional absurdity.

**Temples and Shrines.** Priests and priestesses within a temple of Leira conceal their faces, keeping their identity hidden. Local temples and chapels will happily spread false rumors and create small illusions for a small fee and work independently to reveal hoaxes and falsehoods as often as they create them. Talented followers will provide disguises to those in need, or even allow themselves to be hired to impersonate relatives, friends, enemies, or companions of the supplicant if the situation promises to be amusing.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	A Leiran used a disguise and deception to help get me out of a tight situation. I became curious about the faith.
2	I traced a strange rumor back to a clergy member of the local Leiran temple. From there I began peeling away the half-truths and learning the true teachings of Leira.
3	Deceit has always been second-nature to me. I heard the voice of Leira calling out to me in the morning mist and have followed the sound of her voice all my life since.
4	I've seen firsthand how wonder and mystery—whether true or false—brings hope and meaning to life. Leira is the only deity who embodies my worldview.

#### LLIIRA (LLIIRAN)

All the holidays are holy days to followers of Lliira, who will seize upon any excuse for a celebration or a "lesser revel" on less-widely-observed calendar days. These celebrations always begin with songs and dancing leading up to a feast. Events after the meal commonly align with what is considered generally appropriate for whatever holiday the event falls on. Particularly holy rituals and celebrations begin with Swords Cast Down, a ceremony where multiple weapons are thrown to the ground and covered in flowers.

**Temples and Shrines.** The rich port city of Selgaunt on the Sea of Fallen Stars houses the Palace of Holy Festivals, the greatest temple of Lliira. While followers of Lliira are known to be the most fun clergy to be around in all the realms, the reasons vary from member to member. Despite their dedication to joy

and seemingly carefree attitude, the ranking members of the clergy take care to place their followers in daily tasks that best suit their personal talents. Clownish followers can provide joy to common folk, but the most intelligent and well-versed Lliiran consult with nobles and academics.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I grew up near a temple of Lliira. The constant presence of their festivals exposed me to the teachings of the faith from an early age.
2	Lliiran clergy often came to my community to perform theater or other amusing antics. I had a talent for their craft and they took time to instruct me in both our shared craft and Lliira's dogma.
3	I suffered a personal tragedy. Joydancers of Lliira lifted me from my depression and helped me find a joyful attitude in the face of loss.
4	I've always found it easy to take joy in all aspects of life, even when I suffer adversity. I was drawn to the Lliiran faith as a result.

#### LOVIATAR (LOVIATAN/LOVITE)

All four seasonal equinoxes are marked at organized temples with the Rite of Pain and Purity, a drumming dance performed by the faithful atop hazards such as thorns, barbs, and broken glass. These rituals cause a magical red mist to rise over the proceedings, sometimes causing the goddess herself to appear and communicate with her followers. Every twelve days, temples and chapels hold Candle Rites, which mirror the above ritual but involve passing parts of the body over lit candles. In both rituals, the participants are healed once they are finished.

**Temples and Shrines.** Loviatar enjoys widespread worship throughout the realms, with larger and more active sects in major cities like Waterdeep, Mulmaster, and Calimport. Though members of the clergy are commonly both masochistic and sadistic, the pain they inflict and receive is heavily structured by the strictures of the church. Inflicting terrible pain on both the willing and unwilling is central to a Loviatan's duties and can involve physical injury or causing emotional turmoil.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I suffered an injury that left me in agony and sometimes pains me to this day. Loviatans taught me to embrace my pain and to channel it.

**d4 Event**

- 2 I've enjoyed causing pain and distress for as long as I can remember. In Loviatar I've found a faith that embraces rather than shuns me.
- 3 I experienced a deep personal loss. It was then that I realized the world is a place of pain, and Loviatar is the only goddess who accepts this fact in a meaningful way.
- 4 I was tortured once and withstood the pain without breaking. Followers of Loviatar took me in, healing my wounds and teaching me the Willing Whip's dogma.

**MALAR (MALARITE)**

High Hunts are commonly practiced throughout the year, where followers of Malar kidnap one or more humanoids and set them loose in the wilderness to be hunted down. Malarites attend with only simple daggers or weapons fashioned like claws, with many forming a ring around the area to prevent the quarry's escape. Any prey who escapes or survives until dawn is praised and lavished with gifts.

**Feast of the Stags.** Malarites prepare for the holiday with a frenzy of hunting. On Highharvestide, they celebrate the Feast of Stags, where a bloody parade of Malarites displaying their grim trophies precedes a grand feast. All are welcome at the feast, even enemies. At the celebration, followers of Malar pledge their services to provide meat throughout the winter for the elderly and others unable to provide for themselves.

**Temples and Shrines.** Organized Malarite sects are rarely tolerated in metropolitan areas and are regarded with heavy scrutiny in even remote communities. In the wilds, their temples often make use of natural caverns in a den-like fashion, or shrines consisting of a ring of fang-like stone pillars.

Malarites commonly pray before, during, and after a hunt. A simple, low chant called the Bloodsong is intoned over kills from hunts and battles alike.

**BACKGROUND STORY OPTIONS:**

**d4 Event**

- 1 I survived a High Hunt, and the incredible thrill of brutal survival led me to join the Malarite faith.
- 2 A town where I lived saw many carried through the winter by the charity of Malarite hunters. I learned how brutal savagery serves the cycle of nature and learned to embrace Malar.
- 3 On the hunt or in the battlefield, I developed an obsession with personal, bloody kills. When I learned about Malar, I realized it was the blessing of the Beastlord that rushed through my veins when I slew my enemies.

**d4 Event**

- 4 I bested an evil lycanthrope who turned out to be a worshipper of Malar. In my fevered recovery from my injuries, Malar came to me and heralded me as destined for great violence.

**MASK (MASKARRAN)**

Worshippers of Mask don't observe marked calendar events. Established temples or shrines observe the Ritual of the Unseen Presence at least once a month, during which worshippers join in chants and hymns while making offerings to the Master of All Thieves from items they have stolen since the previous ritual.

**Temples and Shrines.** Thieves' guilds are the most reliable place to find a shrine dedicated to Mask. Even thieves who aren't devout followers of the deity usually pay small offerings to the shrine or the local temple, if one is independently established. Dedicated followers are constantly involving themselves in plots and plans to acquire objects or gain leverage over individuals. The best way for a follower of Mask to gain a distinguished reputation among the clergy is to pledge toward such a plan and enact it on schedule.

**BACKGROUND STORY OPTIONS:**

**d4 Event**

- 1 I've more than my share of thievery under my belt. When you're a thief, you're quickly made aware of Mask and the rudiments of his teachings. One day, I decided to learn more.
- 2 I caught someone trying to pick my pocket. When I demanded to know what the pick-pocket was doing, the thief gladly showed me a coin purse with the Maskarran symbol and explained the faith.
- 3 I grew up in either wealth or poverty. In either case, I quickly learned that you have a right to own whatever you can get away with taking. The Maskarran eventually sought me out and brought me into the fold.
- 4 Stealth and deception have been my closest and oldest friends. Mask's dogma offers me a way to find spiritual purpose in my natural talents.

**MIELIKKI (MIELIKKIAN)**

The most widely known calendar events of Mielikki are the First, Second, Third, and Fourth Feasts, which fall on the solstice and equinox dates each year. They are generous (and occasionally risqué) celebrations.

During Greengrass and Midsummer, larger feasts occur and are sometimes accompanied by the Wild Ride, when the faithful are permitted to ride herds of unicorns across vast distances and see much of Mielikki's domain before returning to the festivities.

**The Green Regent.** Every four years at Shieldmeet, a new chosen of Mielikki is selected. Known as the Green Regent, this empowered worshipper occupies time with the preservation of the Delimbiyr Crescent, said to be Mielikki's most cherished location in the region of western Faerûn (if not all the realms).

**Temples and Shrines.** As a nature deity, most of Mielikki's worshippers consist of clerics, rangers, and druids who reside in the forests of the world. In towns and settlements along wild frontiers, dedicated chapels or public shrines to the goddess are a common stopping point for those about to undertake a hunt or a journey through the wilds. Organized faithful partake in the Song of Trees at least once a month, calling forth dryads and treants to perform small tasks; clergy living in towns preach healthy respect for nature and encourage living in balance with civilization.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I met the Green Regent and witnessed Mielikki's power, which introduced me to the faith.
2	I witnessed followers of Mielikki partaking in the Wild Ride. Seeing a herd of unicorns stampeding across the land with lightning speed left me in awe.
3	I was lost and starving in the wilds, and a unicorn found me. The majestic celestial had been guided to me by the goddess to spare my life.
4	I found a natural site that had been made into a shrine to Mielikki. I cherished the serene and peaceful environment and felt led to learning more about her faith.

**MILIL (SORLYN)**

Calendar days marked by Sorlyn include the Call to the Flowers, a song performed at Greengrass, and a festival at Midsummer known as the Grand Revel. The Grand Revel is light-hearted, playing up satire.

**Temples and Shrines.** The Temple of Good Cheer is a notable place of worship in Waterdeep. Some say the high clergy have a magical gateway to Arbalest's House in Athkatla, the distant capital city of Amn. Arbalest's House is the site where Milil himself founded a sect of followers during the Time of Troubles and it is considered the most holy of his temples.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I saw a performing bard be blessed by Milil, taking the performance to divine heights.
2	When I was afraid, I heard a disembodied voice singing to me. The voice gave me comfort and guidance. I believe the voice was Milil.
3	After an unusually good performance of song on my part, I was given a vision by Milil and felt called to both his faith and to adventure.
4	I attended the Grand Revel during Midsummer and was delighted by it. While there, I asked the clergy of Milil to teach me about the faith.

**MORADIN (MORANDIAN)**

Worshippers of the Soulforger steadfastly gather once a month around forges to give thanks in a ritual that is both long and precise, as befits dwarven culture. Each hold has its own tradition of the date, some preferring to hold it on the full moon, some on the crescent moon, but always once per month without fail. The ceremony involves the surrendering of weapons (in times of peace), the steady cadence of hammers on forge and an elaborate, synchronized chant culminating in the affirmation "The dwarves shall prevail, the dwarves shall endure, the dwarves shall grow!" until such time as they receive a sign from Moradin himself.

These ceremonies are also the times for earnest and frank discussions amongst the clergy, for personal sacrifices and oaths, and for the sharing or display of crafts dedicated to the Soul Forger.

**Temples and Shrines.** Any dwarf hold, mine or fortification that has a forge—which is every one—has a temple or shrine to the Soul Forger. Many of the larger holds have elaborate temples that extend off the main forge, often with great vaulted ceilings and enormous statues of Moradin and the dwarven pantheon cast in solid gold. No expense is spared in the veneration of their maker and the provider of prosperity.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I was lost in the deep tunnels below my hold as a child. A glowing hammer appeared to me and marked the passages to my safe return.
2	I received a vision while working my forge. The warhammer I created that day rivals the greatest of my clan's craft. I've never been able to replicate its quality, but I pledged to master my craft to one day match it.
3	I was beset by a goblin raiding party, and saved by a paladin of the Soulforger whose example and teachings inspired me to pursue the faith.

#### d4 Event

- 4 As a child I fell into my mother's forge but miraculously escaped unharmed. All agreed I was blessed by the Dwarffather.

### MYRKUL (MYRKULYTE)

The Feast of the Moon marks Myrkulytes' only calendar celebration, the Day the Dead are Most with Us. Followers of Myrkul believe all dead souls are close at hand on this day, seeking to write messages to their loved ones in subtle ways. Most other rites observed by Myrkul's followers are funeral rituals, which temples charge a modest fee to perform as a means of supporting the faith.

**Temples and Shrines.** The Black Spire in Tulmon, near the Lake of Steam, is the largest temple of Myrkul. Throughout the realms, temples of Myrkul supported the faith by performing funeral rites, assisting the dying with drafting wills or enacting final washes, and in rare cases a warrior of Myrkul could be hired to avenge one's death.

#### BACKGROUND STORY OPTIONS:

##### d4 Event

- 1 I found myself at the mercy of undead in a Necropolis of Myrkul, but the leading clergy there were directed by the Lord of the Dead to spare my life and bring me into the fold.
- 2 At the funeral for a friend or loved one, I saw a hooded, skeletal figure staring at me from beside a grave—an image of Myrkul. Terrified, I joined Myrkul's church in hopes of pleasing the Lord of Bones.
- 3 I attended the Day the Dead are Most with Us ceremony at a temple of Myrkul. One of my deceased family members wrote a message to me in dust, telling me to serve Myrkul or face calamity.
- 4 I was raised with a healthy respect and fear of death and resented those who didn't respect its power. Now through Myrkul, I can make death as feared and respected as it should be.

### MYSTRA (MYSTRAN)

Followers of Mystra celebrate the 15th of Leafall, called God's Day, which marks the return of the Lady of Mysteries to divinity. This is especially popular in Waterdeep, culminating in magical fireworks throughout the night. Follower initiations and weddings are celebrated by Starflight, wherein the honored individual(s) are given the power of magical flight while the stars that night are visible.

**Magefire.** This is a ritual of healing and reinvigoration; a participant is surrounded by a circle of Mystrans and infused with magical energy until surrounded by a glow of blue fire. It is an empowering ceremony that can also be used to remove some magical curses or conditions.

**Temples and Shrines.** The House of Mysteries in Elventree (near the Moonsea) is a ruined hall of impenetrable magical darkness where travelers might implore the Voice of the Goddess, a specialty member of the clergy, for services. The Voice of the Goddess offers veiled information, magical identification, and even spells for those in need. The largest Mystran temple is in Mt. Halath in the country of Halruaa, a system of caverns mostly open to anyone (apart from libraries and caverns where magic items are stored).

#### BACKGROUND STORY OPTIONS:

##### d4 Event

- 1 Fireworks in the night sky led me to the local God's Day celebration, where followers of Mystra welcomed me into their revels.
- 2 I've grown up around wizards and other magic-users but never questioned the source of their powers. Upon learning of Mystra and her importance to magic, I devoted myself to the craft and to the faith.
- 3 I hunger for magical knowledge and insight into the true mysteries of magic. I believe faith in Mystra is the best means of accomplishing my goals.
- 4 I suffered from a magical affliction. Mystrans performed the Magefire ritual on me and cleansed me of the curse; from then on, I've sought service to the goddess in repayment.

### OGHMA (OGHMANYTE)

Followers of Oghma observe both Midsummer and Shieldmeet as important dates, if only because they often mark the inception or renewal of contracts, covenants, and similar bonds. However, Oghmanytes observe two daily rituals: a morning prayer of praise called the Binding, and an evening recitation of knowledge learned that day, called the Covenant.

**Temples and Shrines.** Candlekeep is the largest and best-known center of Oghma's worship, the massive library containing knowledge from worlds beyond Toril. Oghmanytes have other large temples throughout the world, including the House of Many Tomes in Impiltur and the Font of Knowledge in Waterdeep.

#### BACKGROUND STORY OPTIONS:

**d4 Event**

- 1 I always sought to learn more and more. What better faith than Oghma's to learn as much about everything as possible?
- 2 I'm determined to learn about a specific event or piece of information. Oghma is the deity who will empower me with the knowledge I seek or grant me the insight to know where to look.
- 3 A follower of Oghma used vital knowledge to save me or someone close to me. I soon realized that knowledge was greater than any weapon and sought to learn more about the god.
- 4 When I was in a dire situation, I felt Oghma's presence in my mind. The deity helped to calm me and solve my crisis with rationality.

## RED KNIGHT

Every Midwinter, followers of the Red Knight observe The Retreat, a review of the prior year's battles, strategies, and campaigns. Successes and failures alike are analyzed, the lessons learned incorporated into the teachings of the church.

**The Queens Gambit.** This is a day of festivities occurring on the first day of Tarsahk. The Queen's Gambit is a day of feasts and games. Chess tournaments are the highlight, with worshippers receiving recognition and prizes (which vary depending on the size of the festival and sponsoring temple).

**Temples and Shrines.** The Citadel of Strategic Militancy stands forty miles northeast of Baldur's Gate, a small castle and home to the Red War College. Even noble houses and knightly orders who worship other deities are sorely tempted to send their officers to train in the College, which boasts checkered red-and-white walls and massive training fields for mock battles and training maneuvers.

### BACKGROUND STORY OPTIONS:

**d4 Events**

- 1 I was leading warriors in combat against overwhelming odds. I felt the Red Knight's presence in my mind, granting me the clarity to see advantages I wouldn't have on my own.
- 2 I spent some time in training at the Red War College, sent by a family member or other patron. While there, I was introduced to the Red Knight's faith.
- 3 I've had a knack for games of strategy my entire life. I placed well in a chess tournament sponsored by the local followers of the Red Knight and was encouraged to explore the faith.

**d4 Events**

- 4 I discovered a fallen commander who possessed a book of the Red Fellowship. I learned much about both the art of strategy and the Red Knight's dogma.

## SAVRAS

Followers celebrate a holiday called The Vision during the Feast of the Moon. Worshippers meditate for a full day, at the end of which each receives a vision from the deity. Those who receive such visions are expected to act upon them or face Savras's anger.

**Temples and Shrines.** Just east of Chult lies the city of Tashluta, capital of Tashalar. The House of the All-Seeing Orb in this city is the greatest temple of Savras, though many residents of the Sword Coast still find it easier to visit the deity's shrine in Candlekeep. In temples across the world, followers of Savras both provide guidance based on visions of the future and advice based on the lessons of the past.

### BACKGROUND STORY OPTIONS:

**d4 Event**

- 1 I was given a vision of the future that allowed me to avoid a disaster. I realize Savras saved me for some greater purpose.
- 2 I had a vision of myself holding an important role in Savras's church. I believe service to the deity is my path to greatness.
- 3 A disciple of Savras contacted me, warning to avoid a certain action. I don't know if avoiding it helped me, but it did get me interested to know about the cleric's faith.
- 4 I visited Candlekeep and was surprised to learn that Savras's followers study the past as well as the future. It opened my eyes to the complexities of their faith.

## SELÛNE (SELUNITE)

Each Shieldmeet, gatherings of Selunite worshippers perform the Conjuring of the Second Moon. This summons the divine warrior-maidens known as Shards, who can aid the followers for a single night. The Shards are often summoned to combat great evil, such as sects of Shar. When the night ends, one mortal priestess is taken by the Shards to become one of their number.

**Temples and Shrines.** Selûne's largest temple is the House of the Moon in Waterdeep, where many followers visit to see a flawless replica of Selûne's personal weapon, the Rod of the Four Moons. It is said that the high priest or priestess of the temple can wield

the replica with the full powers of the true weapon in times of great need.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	A paladin of Selûne saved me or my community from an evil lycanthrope. The paladin saw my potential and recruited me into the faith.
2	When I was lost and afraid, a path of moonlight led me to safety. Selûne guided my steps and I owe the goddess my life.
3	Followers of Selûne revealed a plot by a cult of Shar that would've torn my world apart. I recognized the evil of Shar and similar powers and knew following Selûne was the best way to combat them.
4	I travelled with a cleric of Selûne for some time, learning of the genuine goodness and kindness the Moonmaiden's followers live by. I joined the faith and strive to live up to that example.

### SHAR (SHARRAN)

To Sharran clergy, the Feast of the Moon is celebrated as the Rising of the Dark. The usually autonomous followers gather on this date to perform a blood sacrifice and receive direction for the plots their goddess desires. It is one of the few instances where Sharrans gather predictably.

**Temples and Shrines.** In Calimport, the Temple of Old Night is traditionally considered the largest temple to Shar in Faerûn. It competes with a temple in Amn called the Dark Embrace; both establishments seek to be the dominant Sharran sect in the realms, and their plots grow ever-bolder to win the goddess's approval.

Apart from these and a few others, most cities along the Sword Coast have no publicly known shrines to Shar. Worshippers often conceal their faith to perform crafty machinations in secrecy.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	When calamity befell me, it was a follower of Shar who promised and delivered sweet revenge. I pledged my soul and service to the goddess in exchange.
2	I crave forbidden knowledge. The church of Shar enticed me with dark secrets, and I know through Shar I can learn the things other faiths would never permit.
3	I've always been a pessimist, or at least learned not to expect anything good from life. Shar understands me and allows me to show how bleak life truly is.

#### d4 Event

4	I despise the power structures of society. The Sharran church gives me the opportunity to knock the legs out from nobles and topple kings.
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### SILVANUS (SILVANITE)

Followers of Silvanus celebrate many of the major calendar days as holidays—Midwinter, Greengrass, and Highharvestide are all observed. On any one day of the year, sects of Silvanus worshippers celebrate the Night the Forest Walks. This night is marked by changes to the natural landscape; trees move, flowing waters rapidly alter course, caverns close off or suddenly become accessible, and magic in the forest is often stronger and wilder. It is said these events occur because Silvanus grows restless with the celebration of the holiday.

**Temples and Shrines.** Most holy rituals and observances to Silvanus occur amidst a stand of the oldest trees in the region, especially those found on hilltops. Normally scattered followers make material (not blood) sacrifices and gather here for dancing rituals that can't be accomplished alone. In 'civilized' areas, the Emerald Enclave is often the best avenue for seeking out the Silvanites.

#### BACKGROUND STORY OPTIONS:

d4	Event
1	I never felt at home in the place I grew up. The local temple or shrine to Silvanus is the only place where I felt at peace. I was drawn to the faith as a result.
2	I found myself in a forest during the Night the Forest Walks. I was in awe of Silvanus's power over the natural world and sought out the Silvanites to learn his dogma.
3	I hate to see the natural world spoiled by the greed of civilization. Silvanus gives me the power to push back against civilization's encroachment.
4	Studying life and the natural world, I came to realize that the Silvanite faith had the deepest understanding of life and a long-term understanding of the natural world. This caused me to view the faith differently and made me interested to know more.

### SUNE (SUNITE)

Both Greengrass and Midsummer night are celebrated by followers of Sune with risqué forest chases or equally suggestive romps. Organized Sunites also host a Grand Revel once a month that is open to outsiders. The celebration is often a recruiting tool for the church,

where outsiders are treated to dancing and minstrel song, and beautiful art objects are placed on display.

**Temples and Shrines.** Waterdeep boasts the Temple of Beauty, the largest center of Sunite faith on the Sword Coast. It is closely followed by the House of Firehair in Daerlun. Temples and shrines to Sune often provide mirrors and makeup to all, and Sunite temples in major cities act as a neutral ground for many (especially nobles) to pursue romance away from prying eyes.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I pursued a romance that my family or community would've frowned upon. The temple of Sune provided a safe haven for us, and I chose to pursue the faith.
2	I attended a Grand Revel and was moved by the displays of art and song. I kept returning to the temple, learning more about the faith each time.
3	The local temple of Sune provided me an education in art and other finery that shaped my sense for the aesthetic and eventually acted as a foundation for my faith.
4	When I was alone in the world, the clergy of Sune provided me friendship and helped bring me back to the light. My gratitude drove me to learn more about the Sunite faith.

**TALONA (TALONITE/TALONTAR)**

Every twelve days Talonites celebrate holy days where the faithful show their dominion over disease and poisons. Non-believers are welcome to come see the sick and diseased be healed by Talona's clerics, or to purchase small poisons (for common household pests, of course). Whichever of these holy days falls closest to Highharvestide marks the initiation of lay followers into the priesthood, usually marked by rituals of scarring or tattooing holy symbols of the goddess onto the skin.

**Temples and Shrines.** The House of Night's Embrace in Tashluta (east of the Chultan peninsula) is the premier Talonite temple. Clergy here craft some of the deadliest poisons in the world, sending forth their merchants to peddle such wares under the guise of wine and perfume merchants. Elsewhere in the world, the faithful of Talona gather in secretive or remote places of rot and disease: molded, putrid sewers, fetid bogs, and ruins overgrown with deadly fungi act as the perfect places for the faithful to gather and keep others away.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I suffered from a horrible ailment, which the Talonites healed as a holy day display of power. I gave my soul to Talona, to serve her for the duration of the life she gave me.
2	Rumor that the Talontar used disease to strike down a village that had insulted Talona didn't horrify me. It excited me and made me worshipful of Talona's deadly power.
3	Disease and poison secretly terrify me. Through worship of Talona, I can become immune to the things I fear and even learn to control them.
4	I sought revenge against an enemy. A follower of Talona, disguised as a merchant, sold me the poison that gave me revenge. Now, I can't help but be addicted to wielding death in a vial or in the touch of my hand.

**TALOS (TALASSAN)**

Talassan worshippers attempt to mark each major holiday with the summoning of lightning and storms, though such large-scale events aren't always possible. A ritual related to this practice is known as Calling Down the Thunder, which specifically uses lightning to sacrifice a humanoid to Talos. This action usually grants the worshipper(s) a boon or special prayer to the deity.

**Temples and Shrines.** The Gulf of Storms in east Amn is geologically and geographically ripe for breathtaking displays of lightning, whether magical or natural. The bowl-shaped gulf, combined with special iron ore deposits in the hills, causes electrical energies to leap and spiderweb in a fashion unseen anywhere else.

Elsewhere in the world, Talos is invoked through fear or threat. Talassan threaten disaster to those who don't respect the deity and are often happy to provide this disaster personally if their word isn't heeded.

**BACKGROUND STORY OPTIONS:**

d4	Event
1	I witnessed the blinding display of storm-power in the Gulf of Storms. I knew that if I gave my soul to Talos, this power could be mine to wield.
2	In battle I witnessed a lone Talassan fighter wreak havoc, screaming his god's name. His passion and ferocity challenged me to find a similar zeal.
3	A bolt of red lightning struck me, leaving me unharmed. I heard the voice of Talos in my head, informing me that he had marked me for greatness in his service.

#### d4 Event

- 4 A great fury drives me, leading me to the Talassan church as a means of mastering my penchant for destruction—not to contain it, but to best unleash it.

### TEMPUS (TEMPURAN)

Followers of Tempus celebrate the anniversaries of great battles, the dates of which are often personal or relevant to each organization of the faithful. All Tempurans celebrate the Feast of the Moon as a time to remember great clashes and fallen heroes.

**Temples and Shrines.** The site of Tempus's descent into Faerûn during the Time of Troubles was in the Dalelands, in a place appropriately named Battledale. The Abbey of the Sword is constructed on this site and is considered one of the holiest locations of the Tempuran church. Tempus has few grand temples but many followers. The faithful can be found on both sides of any given battle; the most likely place to find followers of the war-god is among the ranks of soldiers. Among the faithful of Tempus, armed forces can have rigid hierarchies independent of a given worshipper's military rank.

#### BACKGROUND STORY OPTIONS:

#### d4 Event

- 1 Tempuran clergy made the cowardice of a mercenary company known far and wide; the mercenaries used torture and similar tactics. I was impressed with the clergy's espousal of honorable warfare and asked to learn more.
- 2 A friend or relative died in battle. The Tempuran clergy held a funeral for the loved one and paid their respects in a memorial. I was touched by the gesture and afterward I decided to learn more about Tempus.
- 3 I served in a military company or spent time in close contact with one. Many of the soldiers were followers of Tempus and I learned much of his dogma from them.
- 4 Before a fight, I had a vision of a giant armored man gazing down at me from beneath his helmet. The vision filled me with fervor and strength. Afterward, I realized I had been given a vision of Tempus.

### TORM (TORMISH/TORMTAR)

Followers of Torm celebrate two calendar days as holy. The Divine Death on the 13th of Eleasis marks the day Torm died (temporarily) destroying the evil god Bane (also temporarily). Torm absorbed the souls

of thousands of faithful to accomplish this task, all Tormish above the age of fourteen in the region giving their lives to empower the Loyal Fury. Those age fourteen and below who survived were known as the Martyr's Progeny. Now over a century later, the Divine Death is a feast honoring those fallen in service to Torm or the defense of others.

**The True Resurrection.** On the 15th of Marpenoth, Tormish celebrate the True Resurrection. This marks the date when Torm was restored to life even greater than before. This is the one date when Tormish can set rigid laws and directives aside. Many take the opportunity to speak openly, enjoy forbidden pleasures, or in rare cases seek vengeance where they would otherwise be bound by law. To be clear, however, these actions are never acts of wanton evil, but are usually acts against evil that would normally be prevented by the laws a Tormtar has sworn to obey.

**Shieldmeet.** As with many faiths, Shieldmeet is a day for pledges and oaths to be renewed. Among the Tormish, many prefer to marry or have pledges of service to end on Shieldmeet.

**Temples and Shrines.** A sturdy white granite fortress in Tantras is the site where Torm appeared during the Time of Troubles. The Temple of Torm's Coming has seen its share of battles and it sponsors many knightly and fighting orders to Torm throughout the realms.

If a city doesn't have a standalone structure to Torm, those with a temple or shrine to Tyr (and less frequently Ilmater) have an alcove or small holy symbol where the Tormtar are welcome to pray to their own god.

#### BACKGROUND STORY OPTIONS:

#### d4 Event

- 1 The story of Torm mutually destroying Bane inspires me to stand against evil even in the face of death. Torm's example is what I seek to emulate every day.
- 2 I saw knights of the Golden Lion working to restore a community decimated by wild magic. Their humility and service spoke to my soul; I immediately sought to learn more about Torm.
- 3 Followers of Torm rooted out corruption among the local authorities. I was impressed with their conduct and sought them out to ask about their faith.
- 4 Tormish warriors destroyed a Banite cult that had terrorized a nearby region for months. I wanted to learn how to stand against evil and decided the best way was to follow Torm.

## TYMORA (TYMORAN)

The most important holiday specific to Tymorans is the 22nd of Marpenoth, called Starfall. It is supposedly the date of Tymora's birth. Members of a structured Tymoran church often receive their advancement or initiation on this holiday. Followers of Tymora also celebrate Midsummer with raucous feasts. Pranks and romantic adventures are common on this date, when the faithful are particularly light-hearted.

**Temples and Shrines.** The tendency for Tymorans to participate in, sponsor, encourage, and aid adventurers has made them popular and widespread as a faith. Many folks see Tymora as a positive and optimistic deity of luck and prefer to place their faith in her above her sister of ill fate, Beshaba.

### BACKGROUND STORY OPTIONS:

d4	Event
1	A cleric of Tymora encouraged me to take the risk of becoming an adventurer. Not only did I follow the cleric's advice, I asked about the faith and took steps to become part of the church.
2	I avoided certain death by sheer dumb luck—or maybe it was more than luck. I believe Tymora smiled upon me so that I could live to serve her.
3	The Luckmaiden has always seemed to have my back, letting me scrape by in bad situations. Now that I'm older, I don't take that luck for granted. I see myself as part of a larger picture, with Tymora watching over me.
4	I partook in the Tymoran Midsummer celebration. The ability to live boldly, carefree, and take risks was something to be envied. I wanted to live a life like Tymora's worshippers...so I became one.

## TYR (TYRRAN)

Worshippers of Tyr observe three holy days every month: Seeing Justice falls on the first day of the month, the Maiming on the thirteenth, and the Blinding on each twenty-second day. The rituals associated with these days serve to remind followers of Tyr's missing hand and blinded sight.

**Temples and Shrines.** Tyr's followers consist of many knightly orders, but also include many officials, bureaucrats, guards, and others who prefer to see a society of both just and efficient laws. As such, a temple to Tyr can be found in almost any sizeable city. Whether in cities or the frontier, Tyrran temples often double as fortified headquarters for the faith's knightly orders.

### BACKGROUND STORY OPTIONS:

d4	Event
1	In the frontier, a member of the Tyrran clergy had to serve as judge and jury in a matter of local crime. I was impressed by the Tyrran's methodical devotion to justice.
2	A follower of Tyr bravely confronted local authorities over conflicting and unjust laws. I admired the follower's courage and asked to learn more about the faith.
3	A Tyrran served as my legal advisor in a city where I was wrongfully accused of a crime. When I was found innocent, I decided to learn more about the church.
4	I've always had an eye for bureaucratic efficiency. The Tyrran belief in a good and just system is sensible and appealing to me.

## UMBERLEE (UMBERLANT)

A public parade celebrates the breaking of sea-ice with the coming spring. This celebration, called First Tide, sees a procession of flutes and drums lead an animal to the thawing waters and cast it, weighted with a stone, into the water. An animal that survives this ordeal is considered sacred by the faith. Some cities consider this practice barbaric, but it's preferable to the days when the ritual used people.

**Stormcall.** The second public event of the Umberlant faith is Stormcall, where a fearful public begs Umberlee to divert an oncoming storm. This ritual's name implies its second use, when clergy of the faith supplicate the goddess to summon a storm against a ship or harbor.

**Temples and Shrines.** Despite the church's often chaotic followers, fear of Umberlee all but guarantees a shrine or temple to the goddess in any coastal city. Cities that rely heavily on safe passage of merchant's vessels often have more lavish temples to please the Sea Bitch and avoid costly disasters.

### BACKGROUND STORY OPTIONS:

d4	Event
1	A ship I was traveling on was destroyed by a terrible storm. I barely survived, but ever since have felt Umberlee's calling. I must serve my goddess...or risk her wrath.
2	Living in a coastal town for years led me to realize it would be better to enjoy Umberlee's power as a worshipper rather than fear it.
3	I saw followers of Umberlee perform Stormcall, punishing a port city that didn't respect the goddess. I realize this was the kind of power I wanted to wield and asked to join the faith.

#### d4 Event

- |   |   |
|---|---|
| 4 | I served aboard a ship with a powerful cleric of Umberlee. The cleric destroyed pirates and others who dared cross a follower of the Sea Bitch and piqued my interest in her dogma. |
|---|---|

### VALKUR

Followers of Valkur celebrate the Shattering, marking the day in spring when the ice breaks up enough to allow the passage of ships once again. In the south where there is no such ice, the holiday is celebrated on a date determined by the clergy. In either case, the day is usually one to celebrate the unfurling of sails on new ships and the embarkation of voyages by the clergy.

**Temples and Shrines.** The *Schooner of the Seas* is the fastest sea vessel around and simultaneously acts as a seaborne temple of Valkur's clergy. Generally, temples to Valkur populate coastal cities along the Sword Coast and in the Sea of Fallen Stars to support the faithful by blessing ships that merchants hope to ward against storms or other misfortune.

#### BACKGROUND STORY OPTIONS:

##### d4 Event

- |   |  |
|---|--|
| 1 | I attended a celebration of the Shattering in the north and was inspired by the followers of Valkur leaving on a maiden voyage. I asked to join them and learn about the faith.                |
| 2 | A cleric of Valkur used divine power to save me from a terrible storm. I believe the cleric perished in doing so and I owe my life and faith to the church for the bravery that saved my life. |
| 3 | I hate seeing people worship deities like Umberlee out of fear. I decided to follow Valkur to defy these powers and show people they don't need to be afraid.                                  |
| 4 | I knew many downtrodden sailors or was one myself. The charity and resources provided by the church of Valkur touched me personally and I never forgot it.                                     |

### WAUKEEN (WAUKEENAR)

Followers of Waukeen mark a full twelve holy days, which respect different historical traditions or serve a diverse set of interests. The first holiday, Cold Counting Comfort, is dedicated to the accounting on the 15th of Hammer during the coldest part of winter. Similar to it is the Great Weave on the 20th of Alturiak, a day when the high houses would practice weaving in the winter months. Highcoin is a feast on the 30th of Ches, celebrating the success of the wealthy. Donations for Spheres, the next holy day on the 10th of Tarsahk,

are gathered during Highcoin. During Spheres, glass orbs full of donated money and goods from Highcoin are paraded around until they are broken, and their contents free to take by the citizenry. Sammardach is a holiday occurring on Mirtul 12th; it commemorates a Waukeenar so wealthy he bought an entire city and donated it to the church. On the 21st of Kythorn, a public parade and feast marks the holiday of Brightbuckle, when Waukeen's clergy attempt to recruit new followers to the faith.

During Flamerule, from the 3rd through the 5th, Waukeenar celebrate Sornyn, which is a day of striking new deals and the ability to revel freely even with one's enemies. A more environmentally-friendly feast occurs on the 17th of Elesias, called Huldark. Huldark thematically celebrates the bounty of the land and usually sees the faithful planting (or sponsoring) new plants and fields. The 7th of Eleint is Spryndalstar, a date for Waukeenar to sponsor mages and magic.

Marthoon, on the 1st of Marpenoth, is a similar holiday celebrating guards and other defenders. Craftsmen are given a feast on the Night of Hammers and Nails, the 10th day of Uktar. The final holiday is the most somber. Orbar, the 25th day of Nightal, remembers those who have died as a result of greed. Adventurers, treasure seekers, or those slain in pursuit of theft or at the hand of thieves are remembered on this date.

**Temples and Shrines.** Followers of Waukeen are as widespread and diverse as currency itself, with many large cities (especially merchant cities) hosting a temple. The church itself rarely owns established knightly orders of the faithful, instead generally sponsoring adventuring and mercenary companies who pay a tithe to the institution.

#### BACKGROUND STORY OPTIONS:

##### d4 Event

- |   |  |
|---|--|
| 1 | I attended a feast during Brightbuckle and was dazzled by the wealth and inspirational speeches of the Waukeenar. I decided to join the faith.                           |
| 2 | Growing up with an interest in trade, negotiation, and wealth—worshipping Waukeen wasn't just a spiritual decision for me—it was good business.                          |
| 3 | I've always wanted to maximize my charity to others and see everyone provided for. Waukeen's faith is one of charity as well as prosperity—perfect for my goals.         |
| 4 | Waukeenar invested in my business or my family's business when others wouldn't. I've devoted my life to paying it forward and providing that hope and prosperity to all. |

## CHAPTER 2: ARCHETYPES OF THE FAITHS

This chapter provides character class options for clerics and paladins who follow one of the faiths described in the previous chapter. There are also ranger and druid options for a couple of the deities. A character choosing one of these class options has decided to answer a greater calling or has found inspiration to loyally uphold the dogma and tenets expected of a deity's faithful.

### AKADI

*Queen of Air, the Lady of Air, Lady of the Winds*

Akadi is the goddess of air, wind, and creatures of elemental air. The Queen of Air is powerful and capricious, changeable and unpredictable, the embodiment of whim and freedom.

### DIVINE DOMAIN

Clerics of Akadi can choose from among the Air or Tempest domains.

### AIR DOMAIN

Members of Akadi's clergy emulate their god's nature, seeking freedom and travel, going where and when their whims take them. They chafe at restrictions, seeking to escape the confinement of any boundaries, borders or externally imposed limitations.

#### AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>absorb elements*</i> , <i>warding vortex</i>
3rd	<i>gust of wind</i> , <i>updraft</i>
5th	<i>fly</i> , <i>gaseous form</i>
7th	<i>conjure minor elementals</i> , <i>steal breath</i>
9th	<i>conjure elemental</i> , <i>control winds*</i>

\*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

#### BONUS LANGUAGE

When you choose this domain at 1st level, you learn the Primordial language.

#### BONUS CANTRIPS

Also at 1st level, you learn the *gust\** and *breathless* cantrips. These are considered cleric cantrips for you and don't count against the number of cantrips you know.

\*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

### BLESSING OF AKADI

Starting at 1st level, you are blessed by the Lady of Air. When you fall a distance greater than 10 feet, you can choose to expend your reaction to cast *feather fall* without expending a spell slot, except that it only affects you.

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

In addition, air elementals and elemental creatures associated with air treat you as the same creature type. This doesn't guarantee cooperation, merely recognition.

### PROHIBITION OF AKADI

Also at 1st level, you are forbidden from casting spells that create or manipulate the element of earth or stone. These spells can't be prepared by you. If a spell can generate both earth and stone and other elemental effects—such as *conjure minor elementals*—you can prepare and cast the spell but you are prohibited from using its earth or stone variables.

In addition, if you use any magic item associated with earth or stone, you suffer disadvantage on all saving throws for 24 hours. Instances of forbidden item use extend the duration from the point of last use. However, you can be the recipient of spells and effects of earth and stone from the actions of others without penalty.

### CHANNEL DIVINITY: FURY OF WIND

Beginning at 2nd level, as an action, you present your holy symbol and release a powerful blast of wind from the Elemental Plane of Air. All creatures in a 30-foot cone, starting from your symbol, must make a Strength saving throw. Creatures take bludgeoning damage equal to 2d6 + your cleric level and are knocked prone on a failed saving throw, or half as much damage and retain their footing on a successful one.

A creature that has total cover from you is unaffected.

### LIGHT AS A FEATHER

Beginning at 6th level, you gain advantage on Dexterity saving throws.

### POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.



## ASCENSION

At 17th level, you have a flying speed equal to your current walking speed whenever you aren't underground or indoors.



## PALADIN OATH

Paladins of Akadi can take the Oath of the Untamed Wind.

### OATH OF THE UNTAMED WIND

Paladins of the Untamed Wind are Akadi's heralds that travel the breadth of Faerûn at a whim, championing freedom and challenging those who seek to cage or limit others. These paladins view the eternal conflict between the creatures and representatives of the other three elements—water, fire and earth—with disinterest bordering on disdain, knowing air is the superior element and allowing the three lesser elements to squabble for positions below them.

#### TENETS OF THE UNTAMED WIND

**Air is Freedom.** Act as you will, where you will, when you will.

**Air is Changeable.** Don't get locked into inflexible ways. Appraise, evaluate, and alter as needed.

**Air is Limitless.** There are no limits except those you set for yourself.

**Air Rises Above All.** Of the four elements, air is superior. Seek to promote and demonstrate that superiority wherever the other elements are found.

#### OATH OF THE UNTAMED WIND SPELLS

Paladin Level	Spells
3rd	<i>absorb elements*</i> , <i>warding vortex</i>
5th	<i>gust of wind</i> , <i>updraft</i>
9th	<i>fly</i> , <i>gaseous form</i>
13th	<i>conjure minor elementals</i> , <i>steal breath</i>
17th	<i>conjure elemental</i> , <i>control winds*</i>

\*From *Elemental Evil Player's Companion* and *Xanathar's Guide to Everything*

#### AIR SMITE

Your Divine Smite feature deals thunder instead of radiant damage.

## CHANNEL DIVINITY

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

**Air Sphere.** As an action you present your holy symbol and create a slightly pressurized sphere of air in a 30-foot radius centered on you that moves with you. The sphere hedges out any airborne effects, such as fog, mist, vapor, gasses, smoke, spores, pollens and even poisons. These effects can't enter the area while the sphere lasts.

In addition, the sphere provides breathable air for any creatures within it for the duration. It doesn't provide any barrier to water or other physical material, objects or creatures, but those within the sphere are still provided with air even while underwater.

The sphere lasts for a number of rounds equal to your Charisma modifier (minimum of 1 round).

**Gentle Breeze.** As an action (or reaction when you or any creature within 60 feet of you falls) you can conjure a gentle breeze to surround and support you and creatures you choose. You can select a number of creatures that you can see within 60 feet equal to your paladin level. For 1 minute, each creature's falling rate slows to 60 feet per round until the effect ends. If the creature lands before the duration expires it is on its feet and doesn't take falling damage.

In addition, affected creatures gain a +2 bonus to AC against ranged attacks for the duration as the swirling winds turn away incoming objects.

#### LIGHTSTEP AURA

Beginning at 7th level, you are surrounded by an aura of dancing winds that support your weight as you move, granting you and all allies within 10 feet the ability to ignore difficult terrain.

At 18th level this aura extends to 30 feet.

#### SCION OF THE WIND

Starting at 15th level, you are resistant to thunder and lightning damage.

#### AVATAR OF AIR

At 20th level, you are surrounded by whipping and swirling winds that lash at loose items and clothing. Using your action, you undergo a transformation. For 1 minute, or until you use a bonus action to end the transformation, you gain the following benefits:

- \* You gain a flight speed of 60 feet.
- \* Ranged attacks against you have disadvantage.

- \* Any creature starting its turn in an adjacent space must make a Strength saving throw. A creature takes 2d6 + your paladin level bludgeoning damage and is pushed back 15 feet on a failed save or half as much damage and isn't pushed back on a successful one.
- \* All creatures of the elemental type are cowed by your presence. An elemental creature won't willingly attack you unless attacked by you first. Powerful, unique elemental creatures—such as the Elemental Princes—are immune to this effect.

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

## SPELLS

### BREATHLESS

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You cause a creature to experience a moment of suffocation as air is forcibly drawn from its lungs. The target creature must make a Constitution saving throw or suffer 1d8 bludgeoning damage and lose its reaction until the end of its next turn. On a successful save the cantrip has no effect.

This cantrip doesn't affect undead, constructs, or creatures that don't need to breathe.

The bludgeoning damage increases to 2d8 at 5th level, 3d8 at 11th, and 4d8 at 17th.

### STEAL BREATH

*4th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small bag)

**Duration:** Concentration, up to 1 minute

You choose a creature within range, forcefully expelling the air from its lungs and crushing it. The creature must make a Constitution saving throw or it suffers 1d8 bludgeoning damage and it is unable to talk or cast spells with verbal components. The spell ends on a successful saving throw.

At the end of each of its turns, the creature can make another saving throw to end the spell early. On a failed save, the creature takes 1d8 bludgeoning damage and suffers the continued effects as described above.

### SUMMON DJINNI

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small replica lamp worth 1000 gp)

**Duration:** Concentration, up to 1 hour

You call forth a servant of Akadi in the form of a djinni. The djinni appears in an unoccupied space you can see within range, and it disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the djinni, which has its own turns. When you summon it, and on each of your turns for the duration, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you don't issue a command, it spends its turn attacking any creature within reach that has attacked it.

The djinni is treated as an ally and it will obey your commands willingly. It has statistics as per the *Monster Manual*, except it doesn't have access to wishes, nor can it use *conjure elemental* or *planeshift*.

### UPDRAFT

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a feather)

**Duration:** Instantaneous

You choose a 10-foot radius area within range and cause a powerful sudden updraft, propelling all creatures and loose objects upward 30 feet into the air. Creatures in the area must make a Dexterity saving throw. On a failed saving throw, they are flung 30 feet into the air, only to fall again immediately, taking 3d6 bludgeoning damage upon landing. Creatures with a flight speed may elect to not fall, remaining at the 30-foot height. The air column doesn't propel creatures with enough force to cause damage if they strike a solid object or surface (a stone ceiling for example), and if such an object is encountered, the upward lift is limited to that height, and the falling damage is limited to 1d6 per 10 feet fallen.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the height increases by 10 feet.

## WARDING VORTEX

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

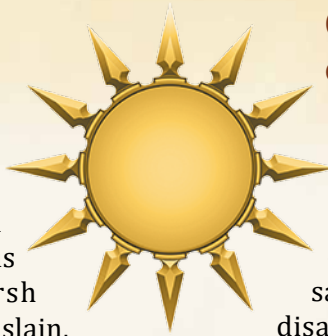
You surround yourself with a small vortex of rapidly rushing air that cushions incoming attacks. Once per round, when you are successfully damaged by a melee or ranged attack, you can roll 1d4 + your proficiency modifier and subtract the result from the damage taken.



# AMAUNATOR

*The Keeper of the Eternal Sun, the Light of Law, the Yellow God, At'ar the Merciless*

Amaunator is the god of the sun and law. He is worshipped as an implacable and often uncaring deity dedicated to the status quo, order, bureaucracy, and the harsh ever-present sun. The Yellow God has been slain, but he always returns, much as the sun rises after each night. The sun is eternal, consistent, and unrelenting, as are the earthly laws modeled from its example. The Bedine tribes of Anauroch know Amaunator as At'ar, a female goddess of spiteful fury—of heat and fire—respected for her merciless gaze.



## DIVINE DOMAIN

Clerics of Amaunator may select from the Light or Sun domains.

### SUN DOMAIN

Members of Amaunator's clergy serve as functionaries and lawkeepers in sparsely populated areas where bureaucracy is limited, and as legal advocates in more civilized lands. In both cases, the clergy holds that unlawful behavior is revealed in the light of day, and divine punishment for such transgressions should be as implacable as the beating sun.

#### SUN DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Amaunator's uncertainty, command</i>
3rd	<i>flaming sphere, zone of truth</i>
5th	<i>Amaunator's order, daylight</i>
7th	<i>advanced sunshine, At'ar's fire</i>
9th	<i>flamestrike, geas</i>

#### BONUS CANTRIPS

When you choose this domain at 1st level, you learn the *produce flame* and *light* cantrips. These are considered cleric cantrips for you and don't count against the number of cantrips you know.

#### BLESSED LAW

Also at 1st level, when you choose this domain, you are well versed in the finely detailed and convoluted ways of bureaucracy and law. Whenever you make an Intelligence ability check involving law or bureaucracy, you are considered proficient in the relevant skill, and you gain double your proficiency bonus on the roll.

## CHANNEL DIVINITY: WAVES OF EXHAUSTION

Beginning at 2nd level, as an action, you present your holy symbol and emit waves of heat that exhaust creatures of your choice in a 30-foot radius from you. Each creature you target must make a Constitution saving throw, or its speed is halved, and it has disadvantage on all ability checks for 1 minute. On a successful save, the target is unaffected.

An affected creature can make another saving throw at the end of its turn. On a successful save, the effect ends for it.

## CHANNEL DIVINITY: AT'AR'S FURIOUS GAZE

Starting at 6th level, as an action, you present your holy symbol and emit a beam of searing light and heat that strikes a creature you can see within 60 feet of you. The target must make a Constitution saving throw or take 2d10 + your Wisdom modifier radiant damage and it is blinded for 1 minute. On a successful save, the damage is halved, and the creature isn't blinded.

A blinded creature can make a saving throw at the end of its turn, and on a success the effect ends for it.

## POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

## SUNLORD'S FAVOR

At 17th level, you have resistance to fire and radiant damage, and you suffer no ill effects from prolonged exposure to high temperatures (such as from dehydration or hyperthermia).



## PALADIN OATH

Paladins of Amaunator can take the Oath of the Eternal Sun.

### OATH OF THE ETERNAL SUN

Paladins of the Oath of the Eternal Sun are wanderers, seeking to promote, and if necessary, enforce laws and foster harmony. By bringing Amaunator's light to dark places they seek to eradicate chaos and discord.