



DIVINE DESIGN

CREATING STATBLOCKS FOR GODS



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OVERVIEW

Divine Design is a comprehensive compendium designed to assist Game Masters in crafting and creating detailed statblocks for deities. This manual is meticulously structured to facilitate the easy integration of gods into any campaign, from those who merely influence events from afar to those who actively participate in the game world.

THE ART OF "DIVINE DESIGNING"

At its core, *Divine Design* focuses on enabling Game Masters to bring a pantheon to life in a way that is both manageable and creatively fulfilling. The compendium offers a vast array of tools, tips, and templates to create gods with unique abilities and impactful roles within your game's narrative. Whether you need a patron deity for a cleric, a shadowy antagonist, or a celestial guide for your adventurers, this guide provides all the necessary resources to create it.

KEY FEATURES OF DIVINE DESIGN

- **Scalable Templates:** The compendium includes a variety of deity templates that Game Masters can scale according to the needs of their campaign. From minor gods or avatars who govern narrow aspects of the cosmos to supreme deities with dominion over fundamental forces, each template can be easily scaled in power and influence by selecting additional abilities from a list featuring well over 500 traits.
- **Domain-Based Approach:** Each statblock template can be personalized and designed with a grand variety of traits. The traits are categorized as follows:
 - **Generic:** Most of these traits are accessible to all statblock templates, no matter their type, CR, or domain. Some additional traits are available only for specific statblock templates. For example, a martial deity may access unique traits available to all martial gods, but not to spellcaster deities.
 - **By Domain:** The vast majority of traits are the ones by domain, reflecting the deity's influence and abilities over a certain aspect of power. Domains are further classified into greater and lesser, depending on the role of the specific domain in the broader cosmic balance.
- **Customization Guidelines:** *Divine Design* also provides brief guidelines for customizing deities to fit the Game Master's specific requirements. This includes advice on integrating divine beings into the campaign's storyline, creating balanced encounters with them, and using gods as long-term narrative elements.
- **Inspirational Mythologies:** Drawing inspiration from a wide range of global mythologies, the compendium offers examples and suggestions on how to adapt mythical gods for use in 5E.
- **Prebuilt Example Deities:** Detailed examples of statblocks from various mythologies created with this compendium are detailed in the Appendix A at the end of the manual. This is meant to both show how the templates and guidelines can be practically applied and to provide Game Masters some gods ready to be used within their games. These examples can also possibly serve as starting points for further customization.
- **Additional Resources:** To streamline the process of god creation, "Divine Design" includes additional tools such as tables, conditions, monsters, and a brief descriptions for each domain. This is meant to serve as additional resources to introduce these gods within your own campaign setting.

DESIGNER'S NOTE ON DIVINE DESIGN

This compendium was created as a stretch goal for our Kickstarter campaign, *300+ Mythological Creatures for 5E*, a monster compendium offering a broader spectrum of monsters from various mythologies, including specific gods with detailed abilities not structured according to this manual.

If you find our work intriguing and wish to explore more mythological beings to enrich your games, we invite you to check out our additional resources and publications. Links to these resources can be found at the end of the PDF.

DEITIES TEMPLATES AND TYPES

To accommodate the diverse nature of deities and their roles within various mythologies and campaign settings, “Divine Design” offers a structured approach to building godly characters. The compendium is organized around four primary types of god templates, each representing a unique aspect of divine interaction in the game world:

1. **Martial Gods:** These deities excel in combat and strategy, often revered as gods of war, victory, or valor. Perfect for campaigns needing a god that champions the cause of heroes or leads armies into battle.
2. **Monstrous Gods:** Drawing from ancient myths of colossal and terrifying deities, these templates allow for the creation of gods that are themselves forces of nature or embodiments of existential threats.
3. **Mystic Warrior Gods:** These deities blend the prowess of martial gods with the mystical abilities of spellcasters, often tied to primal and primordial forces such as elements, light, and shadow.
4. **Spellcaster Gods:** Focused on the arcane and mystical, these gods wield immense magical powers. They are ideal for settings where magic plays a pivotal role, influencing everything from small skirmishes to the fate of entire realms.

Each category includes three scalable statblocks:

1. **Avatar (CR 20):** A lesser and material form of the deity, often used to interact directly with the mortal world without revealing their full divine potential. This form is ideal for deities manifesting to guide or challenge parties directly.
2. **Lesser Deity (CR 25):** Representing a lesser deity, these gods have considerable influence over cosmic events and can present significant challenges to players. They are often key figures in a campaign's major conflicts or pivotal events, but they are not as powerful as greater deities.
3. **Greater Deity (CR 30):** At this level, a deity exhibits their ultimate power and can shape or destroy worlds. This form is suitable for high-level campaigns where the gods play an integral and active role in the narrative.

REPRESENTING DEMIGODS WITHIN YOUR CAMPAIGN

The statblocks designed for avatars within this compendium can also be effectively used to represent demigods in your campaigns. Demigods, often portrayed as less powerful than full deities but more powerful than mortal beings, fit well within the power scope of the CR 20 Avatar templates.

Using avatar statblocks for demigods provides them with a robust set of abilities and traits that are sufficiently powerful to reflect their divine heritage, yet not overwhelmingly so, maintaining game balance. This approach also ensures that demigods have a distinct and impactful presence, capable of influencing the campaign in significant ways without overshadowing the gods or the main player characters.

Game Masters are encouraged to personalize these statblocks further by adjusting traits and abilities to better reflect the unique background and narrative of each demigod, aligning with their divine lineage or the specific powers they might have inherited from their divine parents.

DIVINE POSSESSIONS

Divine possession offers a unique narrative and mechanical tool in role-playing campaigns, allowing deities to exert their influence through special NPCs, often regarded as champions or lesser avatars. These NPCs, temporarily imbued with divine powers, serve as conduits for a deity's will, showcasing their divine force in more palpable, albeit indirect, ways. To facilitate this, the compendium includes two specific statblock templates: one for **Lesser Divine Possession (CR 10)** and another for **Greater Divine Possession (CR 15)**.

CONTEXTUAL USE OF DIVINE POSSESSIONS

Not all gods would engage in possessing a mortal, as this often contradicts the principles of divinity and the natural order - actually, only a select few deities would consider this route. Typically, divine possession might occur in moments of dire need, such as a significant threat to their domain or followers, and, depending on the specific deity possessing a mortal, with the consent of the possessed creature. This aspect of divinity can have varying implications. For instance, in settings where deities are allowed or expected to meddle into mortal affairs, divine possessions might be more dramatic and have greater consequences. Conversely, in settings where gods are more removed from the world, such interventions might be rarer but profoundly impactful, signifying major narrative events or turning points.

NARRATIVE IMPLICATIONS OF POSSESSIONS

Divine possessions can be employed within a campaign for various purposes:

Narrative Enhancement: They can provide foreshadowing or direct interaction with divine plots without revealing the full extent of a deity's power. This can be particularly effective in building tension or elevating the mythic and epic feel of the campaign.

Combat Dynamics: From a gameplay perspective, possessions allow player characters to face a formidable foe - essentially a creature imbued with a fraction of a deity's power - without having to confront the deity directly. This can be especially useful for engaging with enemy deities' schemes or testing the players' readiness for more significant challenges.

For example, a campaign might involve a storyline where a deity possesses a mortal champion to thwart an encroaching corruption that threatens their shrine or domain. Alternatively, an antagonist deity might possess a creature to execute a plot against the heroes, setting up a dramatic confrontation that does not yet escalate to a battle with the deity themselves.

DIVINE POSSESSIONS IN GAMEPLAY

In the following pages, you can find two different statblocks to represent a divine possession:

1. **Lesser Divine Possession (CR 10):** This statblock is designed to represent a scenario where a lesser deity or a similar divine entity possesses a creature. This could also be indicative of a deity that, due to various constraints, is not able to exert significant influence over the material plane. This statblock could be used for scenarios where the deity's influence is subtle but still impactful, manifesting in enhanced abilities and divine traits in a host that remains largely independent.
2. **Greater Divine Possession (CR 15):** This higher-level statblock is tailored for more powerful scenarios, such as a greater deity possessing a creature or a deity that is exerting a substantial amount of their power through a mortal vessel. This statblock could be employed in dramatic plot developments where a deity needs to make a strong impact on the physical world, providing the possessed creature with a greater array of divine powers.



Lesser Divine Possession

Celestial (any type), any alignment

Armor Class 17 (divine armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 40 ft. (hover)

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

Saving Throws Dex +9, Con +9, Int +9, Wis +9, Cha +9
Skills Athletics +9, History +9, Insight +9, Perception +13, Persuasion +9, Intimidation +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses truesight 60 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Divine Aura. All creatures of the divine possession's choice within 15 feet of it have advantage on saving throws against being charmed or frightened.
Divine Empowerment. The divine possession has one benefit depending on the type of the deity possessing the creature, as detailed below.

Warrior's Might (Martial Type Only). The divine possession makes one additional melee weapon attack as part of its Multiattack action. Additionally, it has a +1 bonus to its AC and all Strength, Dexterity, and Constitution ability checks and saving throws it makes.
Monstrous Presence (Monstrous Type Only). As part of the Multiattack action, the divine possession can unleash a terrifying roar that forces creatures within 60 feet to make a DC 17 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if within line of sight of the possession, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the possession's Monstrous Presence for the next 24 hours.
Additionally, when the divine possession makes a divine weapon attack, it counts as a bite attack that can only deal piercing damage instead of bludgeoning, piercing, or slashing damage but has a reach of 10 feet.
Furthermore, the divine possession has advantage on any attack roll it makes while below half its hit points maximum.
Mystic Affinity (Mystic Warrior Type Only). The divine possession's melee weapon attacks deal an extra 4 (1d8) force damage on a hit. Additionally, the divine possession has 25 temporary hit points. As long as these temporary hit points last, the possession has advantage on all saving throws and any attack roll against it is made at disadvantage.

Divine Spellcasting (Spellcaster Type Only). The divine possession is a 8th-level spellcaster. Its spellcasting ability is either Intelligence, Wisdom, or Charisma (spell save DC 17, +9 to hit with spell attacks), and it can cast any spell from any class' spell list without consuming material components. The possession has the following spell slots available:
Cantrips (at will)
1st level (4 slots)
2nd level (3 slots)
3rd level (3 slots)
4th level (2 slots)
Legendary Resistance (1/Day). If the divine possession fails a saving throw, it can choose to succeed instead.
Magic Resistance. The divine possession has advantage on saving throws against spells and other magical effects.
Magic Weapons. The divine possession's weapon attacks are magical.
Size. The divine possession retains the same size as the possessed creature. If the possession is of a Monstrous Type, its size grows by one (up to a maximum of Gargantuan).
Generic Trait. The divine possession has one Generic Trait.
Domain Trait. The divine possession has one Domain Trait.

Actions

Multiattack. The divine possession makes two melee weapon attacks.
Divine Weapon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning, piercing, or slashing damage, plus 4 (1d8) force damage.
Slam (Monstrous Type Only). Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning, piercing, or slashing damage, plus 3 (1d6) force damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Bonus Actions

Divine Command (Recharge 6). The divine possession issues a divine command against a creature it can see within 60 feet. The target must succeed on a DC 17 Wisdom saving throw or be compelled to follow a one-word command on its next turn, as per the *command* spell. This ability has no effect on a target if the possession's command is directly harmful to it.

Reactions

Divine Shield. When the divine possession is hit by an attack, it becomes enveloped in a divine shield, granting it a +5 AC against that attack, potentially causing it to miss. To do so, the possession must see the attacker.

DESIGNER'S NOTE ON DIVINE POSSESSIONS IN GAMEPLAY

Divine possession in gameplay acts similarly to the *polymorph* spell in that it temporarily transforms a creature into a vessel for divine power. When the divine possession ends, whether due to the duration expiring (if any), the possessed creature falling to 0 hit points, or other factors dictated by the campaign or Game Master, the creature reverts to its original form. At this point, any excess damage not absorbed by the hit points of the divine possession form is transferred to the creature's original form. This makes possession a useful tool for crafting multi-phased encounters and bossfights.

GENERIC TRAITS

Most of these traits can be chosen by any deity, with some being accessible only to certain statblock templates (such as Martial deities).

GREATER DOMAIN TRAITS

These domains have widespread worship and significant influence over the cosmos. Their deities are often key figures in major myths and stories.

Domain

Afterlife

Chaos

Death

Fire

Heavens

Justice

Knowledge

Life

Light

Magic

Nature

Order

Sea

Strength

Tempest

Time

War

LESSER DOMAIN TRAITS

These domains might have more specialized followers or represent narrower aspects of life. Their deities play roles that are crucial but less universally recognized.

Domain

Art

Beauty

Courage

Curse

Destruction

Fate

Forge

Freedom

Hunt

Luck

Madness

Mercy

Moon

Peace

Plague

Protection

Shadow

Sky

Sun

Trade

Travel

Trickery

Winter

CHAOS DOMAIN

The Chaos Domain embodies the unpredictable and often destructive forces of chaos. Deities of this domain revel in disorder and upheaval, influencing events to foster randomness and spontaneity. They are patrons of rebels, change-makers, and those who seek to break free from stifling traditions.

EXAMPLE CHAOS DOMAIN DEITIES

Mythology	Deity
Greek	Khaos
Norse	Loki
Asian	Pangu
Other	Guabancex

BASE TRAIT

Unpredictable Nature. The deity's presence imbues its surroundings with an aura of unpredictability. Once per turn, the deity can unleash a surge of chaotic energy, causing a random magical effect to occur within a 30-foot radius centered on itself (saving throws for the effects have a DC equal to 8 + the deity's proficiency bonus + the deity's Charisma modifier). The deity is not affected by this ability. Roll a d10 and consult the following table to determine the effect:

UNPREDICTABLE NATURE TABLE

Roll	Effect	Description
1	Burst of Flames	Flames erupt from the ground. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 7 (2d6) fire damage. On a successful save, the creature takes half as much damage.
2	Chilling Frost	A blast of freezing air fills the area, covering it in ice. The ground becomes difficult terrain, and creatures in the area must succeed on a Strength saving throw or be restrained by the ice until the end of its turn.

Roll	Effect	Description
3	Arcane Surge	Arcane energy crackles through the air, empowering spells cast in the area. Any spells cast within the area have their damage dice increased by one size (e.g., d6 becomes d8, d8 becomes d10, up to a maximum of d20) until the start of the deity's next turn.
4	Ethereal Whispers	Whispers of the ethereal realm fill the minds of creatures in the area, causing them to succeed on a Wisdom saving throw or become frightened until the end of their next turn.
5	Minor Temporal Distortion	Time warps and slows in the area, causing all creatures to have disadvantage on attack rolls and ability checks until the end of their next turn while within the area.
6	Healing Surge	A wave of healing energy washes over creatures in the area, restoring 9 (2d8) hit points to each creature within range.
7	Dazzling Lights	Multicolored lights dance through the air, blinding creatures in the area. All creatures in the area must succeed on a Constitution saving throw or be blinded until the end of their next turn.
8	Echoing Thunder	A peal of thunder echoes loudly, stunning creatures in the area. All creatures must succeed on a Constitution saving throw or be stunned until the end of their next turn.
9	Shimmering Illusions	Illusory images flicker in the air, confusing creatures in the area. All creatures must succeed on an Intelligence saving throw or be unable to distinguish friend from foe until the end of their next turn.
10	Chaos Surge	Roll twice on this table.

LUCK DOMAIN

The Luck Domain governs chance, fortune, and fate. Deities of this domain influence the unpredictable elements of the world, bending luck and serendipity to their will. They are revered by gamblers, adventurers, and anyone who relies on the capricious whims of fate to guide their actions. These gods offer both good and bad luck, embodying the dual nature of chance and its impact on life.

EXAMPLE LUCK DOMAIN DEITIES

Mythology	Deity
Celtic	Lugh
Greek	Tyche
Roman	Fortuna

BASE TRAIT

Divine Fortune (3/Day). The deity can reroll any die roll of its choice, using the new roll.

TRAITS

Fortune's Favor. The deity gains two additional uses of its Divine Fortune each day.

Twist of Luck (1/Day). When a creature the deity can see rolls a natural 1 the deity can turn the roll into a natural 20, or vice versa.

Aura of Luck. The deity radiates an aura of good fortune within a 30-foot radius. Each creature of the deity's choice within the aura rolls a d4 and adds the result to any ability check, attack roll, or saving throw it makes.

Lucky Strike (1/Day). Once per long rest, the deity can declare one attack it makes to automatically hit.

Shield of Serendipity (Recharge 6). When the deity or an ally within 60 feet takes damage, the deity can use its reaction to reduce that damage by half.

Fortuitous Winds. As a bonus action, the deity can invoke a gust of fortuitous wind to aid an ally within 60 feet. The next skill check or saving throw that the ally makes before the end of the deity's next turn is made with advantage.

Blessing of Luck. The deity can use its action to bless up to three creatures it can see within 30 feet. For the next 10 minutes, whenever any of these creatures roll a 1 on a d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.

Omen of Fortune. The deity can cast the *augury* or *divination* spell without expending a spell slot or consuming material components, gaining insight into the outcome of a particular course of action.

Fickle Fate (3/Day). When a creature within sight of the deity succeeds on an attack roll, ability check, or saving throw, the deity can use its reaction to force the creature to reroll the d20 and use the second result.

Die of Destiny (1/Day). As an action, the deity can cast a magical die into the air. Roll a d6 to determine the result of the die. The deity gains a bonus equal to the rolled amount to all saving throws it makes within the next minute.

Touch of Good Luck. As a bonus action, the deity can touch a creature, granting it advantage on the next ability check, attack roll, or saving throw it makes within the next hour.





Ares, God of War

Huge god, any alignment

Armor Class 23 (divine armor)

Hit Points 545 (30d12 + 350)

Speed 80 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	30 (+10)	30 (+10)	22 (+6)	26 (+8)	26 (+8)

Saving Throws Str +19, Dex +19, Con +19, Wis +17, Cha +17

Skills Acrobatics +28, Athletics +28, Intimidation +26, Perception +17

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, stunned

Senses truesight 300 ft., passive Perception 27

Languages all, telepathy 300 ft.

Challenge 30 (155,000 XP)

Proficiency Bonus +9

Divine Armor. Ares has a +1 bonus to AC (already included in the statblock).

Divine Awareness. Ares knows if it hears a lie.

Divine Might. Ares's jump distance is quadrupled.

Divine Presence. Each creature of Ares's choice that starts its turn within 30 feet must make a DC 21 Wisdom saving throw or be frightened until the end of its next turn.

Divine Resilience (Recharges after a Short or Long Rest). If Ares would be reduced to 0 hit points, his current hit points instead resets to 205, he regains two expended uses of his Legendary Resistance, and he becomes imbued with an aura of divine resilience for 1 hour. During this time, Ares has resistance to all damage, and he deals an additional damage die of his weapon's damage type on a critical hit. Award a party an additional 155,000 XP (310,000 XP total) for defeating Ares after his Divine Resilience trait activates.

Divine Vigilance. Ares has advantage on initiative rolls and can't be surprised as long as it's conscious.

Increased Health. Ares's hit points maximum is increased by 50 (already included in the statblock).

Legendary Resistance (5/Day). If Ares fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Ares's weapon attacks are magical.

Unyielding Will. Ares cannot be knocked prone or moved against his will.

Weapon Mastery. Ares has mastered a variety of weapons. It has proficiency with all weapons and can use its action to bless one weapon it is holding. The blessed weapon deals an additional 5 (1d10) damage of Ares's choice for 24 hours or until Ares dismisses this effect.

Actions

Multiattack. Ares makes four weapon attacks or makes two melee weapon attacks and uses his Cleave.

Divine Weapon. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning, piercing, or slashing damage (of Ares's choice) plus 13 (3d8) force damage.

Divine Weapon (Ranged). *Ranged Weapon Attack:* +19 to hit, range 200/800 ft., one target. *Hit:* 21 (2d10 + 10) piercing or slashing damage (of Ares's choice) plus 13 (3d8) force damage.

Cleave. Ares makes a melee weapon attack against each creature within 5 feet of him.

Divine Artillery. Ares unleashes a devastating barrage of divine energy as an action. This barrage targets a 40-foot radius area centered on a point up to 300 feet away. Each creature in the area must make a DC 27 Dexterity saving throw. On a failed save, they take 55 (10d10). On a successful save, they take half as much damage.

Divine Strike (Recharge 5-6). *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning, piercing, or slashing damage (of Ares's choice) plus 90 (20d8) force damage. The target must

succeed on a DC 27 Constitution saving throw or be stunned until the end of its next turn.

Invoke Troops (1/Day). Ares summons 2d4 + 2 veterans to aid in battle.

Bonus Actions

Command Troops. Ares issues a command to three allies he can see within 60 feet. An affected ally can immediately use its reaction to make one weapon attack or move up to its full speed without provoking opportunity attacks.

Divine Dash. Ares moves up to his speed without expending any movement.

Divine Strategist. Ares possesses an innate understanding of warfare and tactics. It can grant tactical insight to itself and its allies within 120 feet, giving them advantage on their next attack roll, ability check, or saving throw made within 1 minute.

Iron Resolve. Ares bolsters the resolve of its allies. Allies within 60 feet gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons until the end of their next turn.

Rally Troops (Recharge 5-6). Ares chooses up to five allies he can see within 80 feet. Each ally gains 20 temporary hit points and has advantage on the next attack roll it makes before the start of Ares's next turn.

Reactions

Parry and Retaliate. Ares adds 7 to his AC against one melee attack that would hit him. To do so, Ares must see the attacker and be wielding a weapon. On a miss, Ares makes one melee weapon attack against the attacker.

Strategic Retreat. When Ares is hit by a melee attack, it uses its reaction to move up to half its speed without provoking opportunity attacks. Additionally, the attacker must succeed on a DC 27 Strength saving throw or be pushed up to 10 feet away from Ares and be knocked prone.

Legendary Actions

Ares can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ares regains spent legendary actions at the start of his turn.

Attack. Ares makes one weapon attack.

Move. Ares moves up to half his speed without provoking opportunity attacks.

Sweep (Costs 2 Actions). Ares uses his Cleave.

Divine Bulwark (Costs 2 Actions). Ares fortifies himself, gaining a +3 bonus to AC and saving throws until the start of his next turn.

Divine Smite (Costs 3 Actions). Ares recharges his Divine Strike and uses it.

Divine Slam (Costs 3 Actions). Ares hits the ground with his weapon, releasing divine energy in a 60-foot radius. Each other creature in the area must make a DC 27 Strength saving throw, taking 88 (16d10) force damage and being knocked prone on a failed save, or half as much and not being knocked prone on a successful one.