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Introduction to Celtic Legends: Gods & Druids

Welcome to *Celtic Legends: Gods & Druids*, a collection of lore, legends, and inspiration drawn from the rich tapestry of Celtic culture. This book is designed to serve as a guide for those who wish to infuse their fantasy worlds with the mysticism, heroism, and deep connection to nature that is characteristic of Celtic tradition. It is part of a series of cultural sourcebooks in a line we are calling *Terra Mythica*. It is important to note that this book is by no means an exhaustive reference to Celtic mythology or history. In fact, our focus for this book is Celtic Ireland.

The depth and breadth of Celtic tradition are far too vast to be captured in a single volume. Instead, *Celtic Legends: Gods & Druids* presents a curated collection of themes, characters, and ideas that can be seamlessly plugged into your own fantasy settings. Whether you are looking to create a Celtic-inspired hero, weave a tale of ancient magic, or design a mysterious land steeped in myth, you will find a wealth of material here to spark your imagination.

Use this book as a springboard for your creativity. The entries within are intended to inspire, guide, and enhance your storytelling, providing a foundation upon which you can build your own unique world. Let the ancient echoes of the Celts resonate through your tales, adding depth and wonder to your fantasy adventures.

Slán go fóill,

Robert O'Donoghue-Stone

"We gave ourselves up in old times to mythology, and saw the Gods everywhere. We talked to them face to face..."

-William Butler Yeats, The Celtic Twilight



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The Gods: Powers of Nature and Magic

The Celtic gods are as wild and unpredictable as the forces of nature they represent. Often tied to specific landscapes or natural phenomena, these deities are deeply connected to the elements earth, water, fire, and sky. Gods like *Dagda*, the All-Father, are associated with abundance, wisdom, and protection, while goddesses like *Brigid* embody the forces of fertility, healing, and the hearth. Some, like *Morrigan*, the goddess of war and fate, are feared for their connection to death and the battlefield, while others, like *Lugh*, the god of light and craftsmanship, are revered for their skill, artistry, and intelligence.

Unlike the gods of more rigid pantheons, Celtic deities are complex, often holding contradictory aspects within them. They can be both kind and cruel, nurturing and destructive, depending on the circumstances and the needs of those who call upon them. These gods are neither purely benevolent nor malevolent but reflect the duality of life itself.

The Worship of the Gods in Celtic Tradition

Introduction to Celtic Worship

The Irish Celtic people lived in a world deeply intertwined with the divine, where the natural and supernatural realms overlapped. Their gods, known as the *Tuatha Dé Danann*, were ever-present, influencing every aspect of life. Worship of these gods did not take place in grand temples like in many other ancient cultures but was instead conducted in sacred groves, natural sites, and sometimes in man-made structures that blended seamlessly into the natural world. The religion was largely oral, with the Druids acting as the keepers of religious knowledge, performing rites, rituals, and maintaining the sacred places.

Sacred Places of Worship

Sacred Groves (Nemetons): Dense forests or groves, often considered the most sacred places of all, where the Druids would conduct important rituals. These groves were seen as direct connections to the divine, and no trees were to be cut or harmed without sacred permission.

Holy Wells and Springs: Water was sacred to the Irish Celts, and wells, especially those associated with goddesses like Brigid, were venerated as places of healing and wisdom. Offerings of coins, cloth, and other objects were often made here in exchange for blessings.

Hilltops and Mounds: Places like the Hill of Tara, where kings were crowned, or burial mounds like Newgrange, which had solar alignments, were used in rites of kingship and ancestral veneration. Such places were seen as portals to the Otherworld, the realm of gods and spirits.

Rivers and Lakes: Many rivers, such as the Boyne, were personified as goddesses and were central to rituals of cleansing, fertility, and renewal.

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Festivals, Rites and Rituals

Celtic worship was closely tied to the cycles of nature and the seasons. Their religious calendar was marked by four key festivals, each representing a turning point in the agricultural year and the relationship between the people and the gods.

Samhain (October 31 - November 1)

Saa-wn /saʊ.wən/

Samhain was perhaps the most important festival in the Celtic calendar, marking the end of the harvest season and the beginning of winter, or the "darker half" of the year. It was a liminal time, when the veil between the physical world and the Otherworld was at its thinnest, allowing spirits and supernatural beings to cross over into the human realm. It was both a time of celebration and reflection on death and ancestors.

During Samhain, the Celts believed that the souls of the dead returned to visit their families, and offerings of food and drink were made to honor them.

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Bonfires were lit to protect against harmful spirits, and people often wore disguises or masks to avoid being recognized by malevolent forces. This festival is considered a precursor to modern Halloween.

Imbolc (February 1 - February 2)

Im-blg /ɪˈmɒlg/

Imbolc was a festival that celebrated the first signs of spring, marking the return of light and the awakening of the land from the depths of winter. It was closely associated with the goddess Brigid, a deity of fertility, healing, and the hearth. Imbolc represented purification, renewal, and hope for the new agricultural season.

The festival often involved rituals to bless the land and animals, particularly livestock, which were central to Celtic life. Fires were lit in honor of Brigid, and homes were cleaned and purified to prepare for the coming season of growth. Imbolc is also associated with modern-day Candlemas and St. Brigid's Day.

Bealtaine (April 30 - May 1)

Buhl-tayn /ˈbʲaʊl̪ˠˌt̪ʲənʲə/

Bealtaine was a fire festival celebrating fertility, the renewal of life, and the arrival of the warm, fertile months of summer. It was the counterpart to Samhain, representing the "lighter half" of the year. Beltane rituals focused on promoting fertility, both for the land and for the people, and ensuring a prosperous growing season.

Bonfires were a central element of Beltane, with cattle and other livestock driven between two fires to ensure their health and fertility. People would also jump over the flames to bring good luck and protection. Maypoles and flowers were often used in the celebrations, symbolizing fertility and new life. Beltane was a time of feasting, dancing, and merrymaking, with rituals aimed at ensuring the abundance of crops and livestock.

Lughnasadh (August 1)

LOO-nuh-suh /ˈluːnəsə/

Lughnasadh (also known as Lammas) was the festival of the first harvest, named after the god Lugh, the Celtic god of light, craftsmanship, and skill. It was a time to give thanks for the bounty of the land and to prepare for the coming months of harvesting crops. This festival marked the beginning of the autumn season and the gathering of grains and other vital crops.

During Lughnasadh, people would hold feasts, games, and fairs in honor of Lugh, celebrating not only the harvest but also the skills and talents of the community. Competitive games, such as wrestling, foot races, and horse racing, were common, as were communal meals made from the first grain of the season. This festival highlighted the importance of community cooperation and the shared labor of the harvest.

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The Tuatha Dé Danann - The Pantheon of the Irish Celts

TOO-ah deh DAN-un /ˈtu.əhə deɪ ˈdɑːnən/
The Irish Celts revered a pantheon of gods and goddesses, each associated with different aspects of life and nature. The deities included in this book are:

The Dagda **Domain**: Strength, Fertility, Magic, Agriculture **Symbol**: A club and cauldron **Worshipper's Align**: Lawful, Neutral	**Bile** **Domain**: Life, Death, Earth, Ancestors **Symbol**: A tree with roots reaching into the underworld and branches into the heavens **Worshipper's Align**: Neutral Evil
Brigid **Domain**: Healing, Fire, Poetry, Fertility **Symbol**: Eternal flame or healing waters **Worshipper's Align**: Lawful Good	**Fionn mac Cumhaill** **Domain**: Leadership, Wisdom, Battle, Adventure **Symbol**: A spear or a salmon **Worshipper's Align**: Lawful Neutral
The Morrigan **Domain**: War, Death, Fate, Prophecy **Symbol**: Crow or raven **Worshipper's Align**: Chaotic Neutral	**Goibnu** **Domain**: Smithing, Craftsmanship, Metalworking, Fire **Symbol**: Hammer and anvil **Worshipper's Align**: Lawful Neutral
Lugh **Domain**: Skill, War, Craftsmanship, Poetry **Symbol**: A spear and harp Worshipper's **Worshipper's Align**: Lawful Neutral	**Manannán mac Lir** **Domain**: Sea, Magic, Journeys, Otherworld **Symbol**: Trident or wave **Worshipper's Align**: Chaotic Neutral
Ogma **Domain**: Eloquence, Strength, Knowledge, Writing **Symbol**: Ogham script carved on stone or wood **Worshipper's Align**: Lawful Neutral	**Nuada Argetlam** **Domain**: Kingship, Leadership, Warriors, Honor **Symbol**: A silver hand or a sword **Worshipper's Align**: Lawful Good
Aengus Mac Og **Domain**: Love, Youth, Poetry, Beauty **Symbol**: A harp or swan **Worshipper's Align**: Chaotic Good	**Taranis** **Domain**: Thunder, Storms, Sky **Symbol**: Thunderbolt and Wheel **Worshipper's Align**: Lawful Neutral, Neutral, Lawful Good

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Game Statistics and Deity Information:

Celtic Name

*Pronunciation**

Size, Creature Type and Where You Might Encounter Them

Background/Description

AC: Armor Class, **HD:** Hit Dice, **Att:** Attack, **THAC0:** To Hit Armor Class Zero, **MV:** Move, **SV**: Saving Throws, **ML:** Morale Rating, **AL:** Alignment, **XP:** Experience Points, **NA:** Number Appearing, **TT:** Treasure Type, **S:** Strength **I:** Intelligence **W:** Wisdom **D:** Dexterity **C:** Constitution **CH:** Charisma

Special Abilities/Special Attacks and Psionic Abilities: As the Referee you may use some, all, or none of the god's Special Abilities at your discretion.

*Note: *There exists more than one name, spelling, and pronunciation for many of these creatures. The International Phonetic Alphabet (IPA) pronunciation is included as well..*

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Standard Divine Abilities

Unless otherwise specified, all gods and demigods have the following special abilities, above and beyond whatever other abilities are listed:

Command: as the spell, but lasting 2 rounds for lesser gods and 3 rounds for greater gods. There is no saving throw vs. this divine ability.

Comprehend languages: as the spell, except the deity also gains the ability to speak or write the language in question.

Detect alignment: this ability enables the deity to detect the alignment of objects or creatures with no error.

Gate: the deity can only attempt to gate in other beings of the same mythos.

Geas: as the spell, but with a range of 9".

Quest: as the spell, but with a range of 9", and no saving throw.

Teleport: this is an inherent ability which allows the deity to teleport from place to place or from plane to plane with no error.

True seeing: as the spell.

Immunity to Mental Control: immune to all mind-affecting spells and abilities, including charm, fear, and confusion.

The above abilities all function instantaneously and at will, but not continuously.

The gods sometimes manifest surprising abilities that are not otherwise noted, such as the power to change characters' ability scores, grant wishes (or their opposites), or teleport others wherever they wish.

Exercise of such bonus powers falls entirely within the realm of the DM's judgment.

Using the Celtic Deities in a Campaign:

These deities can serve as patrons, antagonists, or background figures in a campaign. Their powers are vast, but they often work through mortal agents, artifacts, and divine signs. Adventurers might be tasked with quests that align with the desires of these gods or oppose the machinations of their enemies. These deities' influence can be woven into the lore of your campaign world.



The Dagda, The All-Father

DAHG-duh (/ˈd̪ˠaɣəd̪ˠə/)

Large Deity, The Otherworld and Sacred Groves

Domain: Strength, Fertility, Magic, Agriculture

Symbol: A club and cauldron

Worshipper's Alignment: Lawful, Neutral

Dagda, also known as Eochaidh Ollathair (All-Father), Aedh (Fire), and Ruad Rofessa (Lord of Great Knowledge), is revered as the father figure of the Celtic pantheon. He is a deity of immense strength, wisdom, and leadership, embodying both power and benevolence.

He's typically depicted as a large, muscular and bearded man with a rustic appearance, often carrying his iconic club and cauldron. While possessing immense power, Dagda uses his abilities to aid his followers and ensure the prosperity of his people.

Beyond his imposing presence, Dagda has a jovial, fatherly demeanor, though he is capable of fierce wrath when provoked. As a god of fertility, he shares a deep connection with the land and the harvest, and he wields great magical power as a druid.

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AC: -4, **HD:** 25 (400 hp), **Att:** Great Club (Lorg Mór) 5d12 + 15 or Unarmed Strike 4d8 + 10, **THAC0:** -2, **MV:** 150' (50'). **SV:** D2 W2 P2 B2 S2. **ML:** 12, **AL:** Lawful (Good), **XP:** 25,000, **NA:** 1 (unique), **TT:** Nil, **S:** 26 **I:** 24 **W:** 24 **D:** 23 **C:** 26 **CH:** 25

Special Abilities:

Aura of Protection: All allies within a 60-foot radius gain a +4 bonus to AC and advantage on saving throws vs. magical effects and fear.

Cauldron of Plenty (An Coire Ainsic): Once per day, The Dagda can summon his cauldron, providing food and drink that fully restores the health and removes all diseases or poisons affecting up to 30 creatures.

Command of Seasons: The Dagda can alter weather conditions within a 10-mile radius at will, bringing rain, sunshine, or storms as needed.

Divine Foresight: The Dagda can cast **Commune**, **True Seeing**, and **Greater Restoration** at will. Once per week, he can cast **Wish** to fulfill a noble request or alter fate in favor of his followers.

Mighty Blow: The Dagda's club, **Lorg Mór**, deals 5d12 damage and can **Smite** once per encounter. On a successful hit, Smite deals an additional 5d12 radiant damage.

Wrath of the Earth: The Dagda can call forth a localized earthquake within 50 feet, forcing all creatures in the area to make a save vs. Death or be knocked prone and take 3d10 damage. This ability can be used once per day.

Druid of Dagda Spells Available at 5th Level and beyond

Dagda's Cauldron

Level: 1, **Duration:** 6 turns, **Range:** 10', **Effect:** You conjure a spectral cauldron blessed by The Dagda, which fills with nourishing stew. Up to 6 creatures may consume from the cauldron, gaining the benefits of a full meal and recovering 1d4 hit points. The food can also nourish those affected by hunger, fatigue, or magical starvation (such as *Ray of Enfeeblement* or *Hunger of the Dead*). At higher levels (caster level 5+): The spell creates enough food for 12 people and restores 1d6 HP instead.

Earthfather's Embrace

Level: 2, **Duration:** 1 turn, **Range:** Touch, **Effect:** You call upon the Dagda to shield an ally with the strength of the fertile earth. The target's skin becomes bark-like and mossy. They gain a +2 bonus to AC and a +2 bonus on saves against *fire*, *cold*, and *lightning* effects. While active, the target also cannot be moved against their will (e.g., by *Gust of Wind* or *Telekinesis*). This spell cannot be stacked with *Barkskin* or similar AC-enhancing effects.

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Weatherwise Boon

Level: 3, **Duration:** 1 day, **Range**: 0 (self) **Effect:** You attune yourself to the weather in the region through The Dagda's wisdom. You gain the ability to predict weather conditions for the next 24 hours with perfect accuracy. Additionally, once during the duration, you may invoke a minor weather shift appropriate to the region: Clear light rain or mist, Calm moderate wind, Cool a hot day or warm a chill. This cannot create violent weather or stop magical storms but can aid in navigation, farming, or travel.

Song of the Mighty Club

Level: 4, **Duration:** 1 turn, **Range:** 30' radius, **Effect:** You sing an ancient battle-chant in praise of The Dagda's great club. All allies in range gain +1 to hit and damage in melee combat and are immune to fear effects. Enemies within the area must save vs. Spells or suffer -1 to attack rolls due to demoralization and awe. If the caster is wielding a club or staff, the weapon gains +1 to hit and deals double damage to undead for the spell's duration.

Life-Giver's Restoration

Level: 5, **Duration:** Instant, **Range:** Touch, **Effect:** You call upon The Dagda's life-giving essence to fully restore a dying creature. A target at 0 HP or lower (but not dead more than 1 round) is healed to full hit points, cured of poison, disease, and paralysis. This spell does not restore missing limbs or bring back the dead, but can stop someone from dying in the moment. If used on someone who *just died* (within 1 round), they are restored to life with 1d6 HP and must rest for a full day.

Aicéin, The Dagda's Black Horse

AH-keen (/ˈaːcɛnʲ/)

Large, Magical Beast, Sacred Groves, Fae Realms

Aicéin is the fabled black horse of The Dagda, a majestic and powerful steed of mythic proportions. With a coat as dark as midnight and eyes that gleam with the light of the full moon, Aicéin stands taller and more imposing than any mortal horse. Its mane and tail shimmer with an ethereal glow, and its hooves seem to thunder like distant storms when they strike the ground.

As the companion of The Dagda, Aicéin is no ordinary horse. It is deeply connected to the forces of nature, particularly water, and can summon great storms or part rivers at its master's command. Its speed is unmatched, and it can travel vast distances in the blink of an eye, carrying its rider with it through the skies or across the land.

Despite its immense power, Aicéin is a calm and noble creature, loyal only to The Dagda or those deemed worthy by the great god. Its presence commands respect and awe, and it is said that those who ride Aicéin are protected by the spirits of the land and sky.

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No. Appearing: 1, **Armor Class:** 2, **Hit Dice:** 8 (64 hp), **Move:** 240' (80'), **Attacks:** 2 (Hooves) or 1 (Bite), **Damage:** Hoof 2d6+2 each, Bite 2d8+3, **Save:** F8, **Morale:** 12, **Treasure Type:** Nil, **Intelligence:** 10, **XP Value:** 1,200

Special Abilities:

Teleportation: Aicéin can teleport itself and one rider to any location within 500 miles once per day, as the spell *Teleport*.

Water Control: Aicéin has the ability to control water within a 100-foot radius, allowing it to part rivers, create waves, or summon rainstorms (similar to *Control Water*). It can use this ability three times per day.

Unstoppable Charge: When charging, Aicéin can make a powerful attack with its hooves, dealing double damage (4d6+4 each) and knocking opponents prone unless they save vs. Paralysis.

Immunity to Non-Magical Weapons: Aicéin is immune to damage from non-magical weapons.

Swift Regeneration: Aicéin regenerates 3 hit points per round.

Flight: Though Aicéin appears as a normal horse, it can gallop through the sky as though it were solid ground, allowing it to fly at its full movement speed.

"I knew a man who was trying to bring before his mind's eye an image of Aengus, the old Irish god of love and poetry and ecstasy, who changed four of his kisses into birds..."
- William Butler Yeats, The Celtic Twilight

Sample file

Brigid



BRIH-jid (/ˈbɹɪdʲɪdʲ/)

Medium Deity, Sacred Wells, Hearths, Smithies, and Healing Groves

Domain: Healing, Fire, Poetry, Fertility

Symbol: Eternal flame or healing waters

Worshipper's Alignment: Lawful Good

Brigid stands as one of the most beloved and revered goddesses in Celtic mythology. She's a triple goddess, embodying wisdom, protection, and creativity, and representing the potent forces of healing, poetry, inspiration, fire, and the hearth.

Often depicted as a radiant woman with a crown of flames, holding a staff or a bowl of healing water, Brigid embodies beauty, kindness, and strength. Her presence is both nurturing and powerful.

Brigid is renowned for her ability to heal both body and spirit. Her sacred flame, which is said to never go out, symbolizes not only the warmth of the hearth but also the fire of inspiration and creativity that she bestows upon poets and bards. She's also closely associated with fertility, childbirth, and the protection of women and children.

Her sacred wells and springs are celebrated for their healing properties, and her festival of Imbolc marks the beginning of spring, a time of renewal and fertility.

AC: 0 (Divine Aura, Shield of Flame), **HD:** 15 (95 hp), **Att:** +3 Flame-forged Hammer (1d8+3, +2 fire damage) or Healing Touch (restores 2d6 hp, 3/day), **THAC0:** 10, **MV:** 180' (60'), **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Inspiring), **AL:** Lawful Good, **XP:** 8,000, **NA:** 1 (Unique), **TT:** Divine (Artifacts of Fire, Healing Waters) **S:** 18, **I:** 19, **W:** 20, **D:** 17, **C:** 19, **CH:** 23

Special Abilities:

Healing Fire: Brigid can heal 2d8 hit points to any ally with a touch.

Flame of Inspiration: Once per day, Brigid can inspire an ally, granting a +4 bonus to one skill or ability check.

Fire Control: Brigid can summon and control flames within a 60' radius.

Blessing of the Hearth: Brigid can bless a location, providing protection and healing to all those who rest there.

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Druid of Brigid Spells Available at 5th Level and beyond

Flame of the Hearth

Level: 1, **Duration:** 1 turn, **Range:** 30' **Effect:** You conjure a small, gentle flame sacred to Brigid that floats above your palm or a chosen surface. The flame: Illuminates a 20' radius, Warms those nearby, preventing fatigue from cold and curing mild chill-based conditions. Acts as a *holy symbol* to repel undead as if you were a Cleric of equal level (for 1 round). The flame can be used to light fires or ignite flammable items, but does no direct harm.

Brigid's Balm

Level: 2, **Duration:** Instant, **Range:** Touch, **Effect:** Calling on Brigid's healing touch, you cure 1d8+1 hit points of damage to a living creature. If used on a dying ally (0 hp), it stabilizes them immediately and returns them to 1d4 hit points. Once per day, this spell can also remove poison or disease instead of healing, chosen when cast.

Song of the Sacred Flame

Level: 3, **Duration:** 1 turn, **Range:** 60' radius

Effect: You recite a poem or chant dedicated to Brigid, and all friendly creatures in range are imbued with courage and clarity. Allies: Gain +1 to attack rolls and saving throws, Recover 1d4 HP immediately, Are immune to fear for the duration. All magical fear effects in the area are dispelled. The spell requires the caster to maintain a steady, audible chant.

Blessing of the Forge-Mother

Level: 4, **Duration:** 1 hour, **Range:** Touch **Effect:** You imbue a single weapon, tool, or crafted item with Brigid's divine flame and artistry. The item gains one of the following temporary blessings (chosen when cast): A weapon becomes +1 to hit and damage, a tool used for crafting completes its work in half the usual time, A musical instrument inspires listeners, granting allies within 30' +1 to reaction rolls. Only one item can benefit from this spell at a time.

Brigid's Circle of Renewal

Level: 5, **Duration:** 1 round/level, **Range:** 20' radius **Effect:** You create a glowing circle of flame-edged flowers and ivy, centered on yourself. Allies within the circle: Regain 1 hit point per round, Gain +2 to saving throws against fire, poison, and fear, Are cured of minor wounds and fatigue after staying inside for 3 rounds. Enemies entering the circle must save vs. Spells or be repelled and unable to enter. This sacred area is considered consecrated ground for purposes of turning undead and planar effects.

Sample file

The Morrígan



MOR-ih-gan (/ˈmɔrɪgən/)

Medium Deity, Battlefields, Dark Groves, and Rivers of Blood

Domain: War, Death, Fate, Prophecy

Symbol: Crow or raven

Worshipper's Alignment: Chaotic Neutral

The Morrigan, often referred to as the Phantom Queen, is a complex and fearsome deity deeply associated with war, fate, and death. Her presence looms large over battlefields, where she is known to appear as a crow, foretelling either doom or victory.

This powerful shape-shifter is frequently depicted as a dark and mysterious woman, shifting between a young and beautiful form and an old and terrifying one. She is also often understood as a trio of sisters (Morrígna), each embodying different facets of life and death.

Both feared and respected, The Morrigan wields immense power over life, death, and destiny. Her piercing eyes are said to see into the future, allowing her to manipulate the outcomes of battles and individual lives. Her presence is unsettling, and her voice is considered a harbinger of death and destruction.

AC: -2 (Divine Aura, Shifting Form), **HD:** 17 (110 hp), **Att:** +4 Scythe of Death (1d10+4, drains 1d4 hit points on hit) or +3 Claws of the Raven (1d8+3, save vs. paralysis or be stunned for 1d4 rounds), **THAC0:** 7, **MV:** 240' (80') or 300' (100') when flying (as a raven), **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Unyielding), **AL:** Chaotic Neutral, **XP:** 10,000
NA: 1 (Unique), **TT:** Divine (Relics of war and death) **S:** 19 **I:** 22 **W:** 20 **D:** 21 **C:** 18 **CH:** 23

Special Abilities:

Shapechange: Morrigan can shift between her forms as a maiden, mother, or crone at will.

Battle Frenzy: Morrigan can cast a spell that grants a +2 bonus to attack rolls and morale to all allies for 1d4 turns.

Death Gaze: Morrigan can choose one enemy, forcing them to save vs. spells or be paralyzed by fear for 1d4 rounds.

Necromancy: Morrigan can summon the spirits of the dead as an 18th-level Necromancer.

Sample File

Druid of Morrígan Spells Available at 5th Level and beyond

Raven's Omen

Level: 1, **Duration:** 1 turn, **Range:** 0 (self), **Effect:** You invoke the Raven Queen and observe a spectral raven whose behavior reveals one of three possible omens: Victory: Gain +1 to your next attack roll or saving throw. Death: You know the exact HP of the most injured creature within 60 feet. Change: You may ask one yes/no question about an immediate choice (e.g., "Will opening this door lead to harm?"). The DM chooses which omen appears, often based on narrative context.

Wailing Curse

Level: 2, **Duration:** 1 turn, **Range:** 60', **Effect:** You unleash a keening wail, channeling The Morrígan's voice of doom. All enemies in a 60' radius must save vs. spells or suffer: A -1 penalty to all attack rolls and morale checks, A 50% chance to fumble their next melee attack (drop weapon or lose balance). Undead or constructs are unaffected. Enemies who fail their save are also visibly unsettled (trembling, glancing around, hesitant).

Murder of Shadows

Level: 3, **Duration:** 1 turn, **Range:** 90', **Effect:** You summon a swirling cloud of ghostly crows that dive and screech through a 30' radius area. All enemies within must save vs. breath weapon or: Be blinded for 1d4 rounds, Take 2d6 damage from spectral claws. The crows obscure vision as if the area were under *light fog*, granting a -2 penalty to missile attacks into or through the zone. Allies are unaffected.

Sovereign's Mark

Level: 4, **Duration:** 1 hour, **Range:** Touch, **Effect:** You place The Morrígan's dark blessing upon an ally. Until the spell ends, the target: Radiates an aura of command: +2 to reaction rolls from allies and +1 to morale of friendly henchmen, Can declare a single foe a doomed target (once during the spell): they suffer -2 to all saving throws vs. that character's attacks and spells for 1 turn. Only one creature may bear this mark at a time.

Black Wings of Fate

Level: 5, **Duration:** 1 round/level, **Range:** 0 (self), **Effect:** You transform into a large, shadowy raven or crow, gaining: Flight at movement rate 180', Immunity to non-magical weapons, Ability to speak and cast druid spells while flying (but cannot attack physically). Once per round, you may issue a Caw of Prophecy, forcing one creature within 30' to save vs. spells or be paralyzed with dread for 1 round. Each target can only be affected once per casting.

Sample file

Lugh



LOO (/luː/)

Medium Humanoid (Deity), Battlefields, Crafting Halls, and Sacred Sites

Domain: Skill, War, Craftsmanship, Poetry

Symbol: A spear and harp Worshipper's

Alignment: Lawful Neutral

Description: Lugh, often called "The Shining One," is a revered Celtic deity celebrated for his unmatched mastery across a multitude of disciplines, from warfare and craftsmanship to music and magic. He is the quintessential god of all talents, often referred to as a warrior-poet who excels in every skill he attempts.

As a fierce god of war, Lugh wields his famed spear, Gáe Assail, which is said to never miss its target. Yet, he is also a great patron of artisans, inspiring creativity and excellence in all who create.

Lugh is typically portrayed as a young, radiant figure with a golden aura. His bright eyes, sharp features, and the lightness and grace in his movements highlight his quick mind, endless creativity, and exceptional dexterity. His association with the harvest festival of Lughnasadh further emphasizes his role as a god of prosperity and celebration.

AC: -1 (Divine Armor, Shield of Mastery), **HD:** 16 (105 hp), **Att:** +4 Spear of Victory (1d10+4, returns when thrown, deals +1d6 lightning damage) or +3 Sling of Precision (1d8+3, ignores armor at long range), **THAC0:** 8, **MV:** 180' (60'), **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Unbreakable), **AL:** Lawful Neutral, **XP:** 9,500, **NA:** 1 (Unique), **TT:** Divine (Master-crafted treasures and weapons) **S:** 20 **I:** 21 **W:** 18 **D:** 19 **C:** 19 **CH:** 22

Special Abilities:

Perfect Weapon Mastery: Lugh gains a +4 bonus to hit and damage with any weapon.

Master of All Arts: Lugh can cast magic spells as an 18th-level Magic-User.

Divine Craftsmanship: Lugh can craft flawless magical items.

Light Bringer: Once per day, Lugh can summon a blinding light, forcing all enemies within 60' to save vs. spells or be blinded for 1d4 rounds.

Sample.pdf

Druid of Lugh Spells Available at 5th Level and beyond

Light of Many Arts

Level: 1, **Duration:** 1 turn, **Range:** 0 (self), **Effect:** You invoke Lugh's boundless talent to enhance your versatility. For the duration, you may: Gain a +1 bonus on all skill checks related to performance, crafting, or lore (as adjudicated by the Referee), Use any one non-magical tool or weapon with proficiency for the duration, Once during the spell, gain a +2 bonus to a single non-combat action (e.g., carving a seal, recalling history, playing music). This spell reflects Lugh's title *Samildánach* ("Master of All Arts").

Oathbinder's Word

Level: 2, **Duration:** 1 day or until broken, **Range:** 30', **Effect:** You bind a willing creature to an oath sealed by Lugh's divine authority. Choose one of the following: An honorable promise (e.g., to protect, to return, to refrain from harm), A challenge (e.g., not to lie, not to retreat, to complete a task by sunrise). If the creature willingly breaks the oath, they immediately take 2d6 psychic damage, suffer a -2 penalty to morale, and may not benefit from healing magic for 24 hours. The creature must understand the terms to be affected.

Spear of the Bright Sky

Level: 3, **Duration:** 1 round/level, **Range:** 60', **Effect:** You summon a radiant spear made of pure light, said to be modeled after Lugh's legendary weapon. It hovers and strikes at your command: Attacks once per round (as a fighter of your level), doing 1d8+1 damage, Ignores non-magical armor (treat AC as 9 vs. this weapon), Strikes ethereal or shadowy beings normally. The spear sheds bright light in a 20' radius and can be directed to change targets each round.

Champion's Blessing

Level: 4, **Duration:** 1 turn, **Range:** Touch, **Effect:** You call upon Lugh to bless a champion in battle. The target gains: +2 to hit and damage with all weapons, +1 to all saving throws, The ability to automatically win initiative once during the spell duration. This spell is often cast before duels or heroic deeds, and its power ends immediately if the recipient commits dishonorable actions.

Radiant Trial

Level: 5, **Duration:** 1 round/level, **Range:** 120', **Effect:** You call down a test of divine judgment from Lugh. In a 30' radius area, creatures designated as foes must save vs. spells each round or suffer one of the following effects (your choice each round): Blinding Light: Creatures are blinded for 1 round, Piercing Judgement: Creatures take 3d6 radiant damage (half on save), Trial by Light: Creatures are rooted in place (no movement) if they fail their save. The area glows with golden light, and illusions or invisibility are dispelled instantly.

Sample file

Ogma



OG-muh (/ˈɔgmə/)

Medium Humanoid (Deity), Libraries, Sacred Stone Circles, and Battlefields

Domain: Eloquence, Strength, Knowledge, Writing

Symbol: Ogham script carved on stone or wood

Worshipper's Alignment: Lawful Neutral

Ogma is a revered Celtic deity, embodying a unique blend of eloquence, communication, and knowledge, alongside formidable physical strength and battle prowess. He is famously credited with inventing the Ogham script, the ancient writing system of the Celts.

Often depicted as a tall, muscular figure with long hair, Ogma is a charismatic presence, balancing his warrior's might with profound intellectual wisdom. He is typically shown carrying a sword in one hand and an inscribed stone in the other, symbolizing his dual mastery of both words and weapons.

Ogma's influence extends to poets, scholars, and warriors alike, and he is frequently invoked in both intellectual debates and fierce battles. His voice is said to be incredibly powerful, capable of stirring the hearts of men.

AC: 0 (Divine Aura, Protection of Knowledge), **HD:** 15 (100 hp), **Att:** +4 Sword of Eloquence (1d10+4, enemies struck must save vs. spells or be silenced for 1d4 rounds) or +3 Ogham Staff (1d8+3, strikes with divine knowledge, bypasses magical defenses), **THAC0:** 9, **MV:** 180' (60'), **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Inspiring), **AL:** Lawful Neutral, **XP:** 9,000, **NA:** 1 (Unique), **TT:** Divine (Scrolls of Ancient Knowledge, Ogham Stones) **S:** 20 **I:** 21 **W:** 19 **D:** 18 **C:** 19 **CH:** 22

Special Abilities:

Eloquence of the Gods: Ogma can sway any intelligent creature to his cause with a successful Charisma check.

Binding Words: Once per day, Ogma can command any creature to perform a task (as per *Command* spell).

Strength of Will: Ogma can add his Charisma modifier to his attack rolls and saving throws.

Sample File

Druid of Ogma Spells Available at 5th Level and beyond

Ogham Mark

Level: 1, **Duration:** 1 day, **Range:** Touch, **Effect:** You inscribe a glowing Ogham rune upon a creature or object. Choose one rune (effect chosen at casting): Rune of Memory – +1 to Lore or Intelligence-related rolls (e.g., deciphering, recalling history). Rune of Might – +1 to melee damage. Rune of Binding – The object resists breakage; doors or containers gain +3 to their break threshold. Only one Ogham Mark may be active per target at a time. The mark glows faintly and is magical in nature.

Silver Tongue of Ogma

Level: 2, **Duration:** 1 turn, **Range:** 0 (self), **Effect:** You speak with supernatural eloquence and gravitas. While the spell is active: You gain +2 to reaction rolls with intelligent creatures, You can speak and understand all languages (as *tongues*), Once during the duration, you may issue a command (as the spell *command*) that requires a save vs. spells. This spell does not affect creatures with Intelligence below 3 or those who cannot hear or understand you.

Lorekeeper's Sight

Level: 3, **Duration:** 1 turn, **Range:** Self, **Effect:** Your mind floods with divine insight. For the duration: You can identify magical properties of a single object per round (as *Identify*, no components required), You can read any written language, You can automatically recall any known historical or mythological fact, as determined by the Referee. However, during the spell's effect, you suffer -2 to initiative and attack rolls due to sensory overload.

Champion's Script

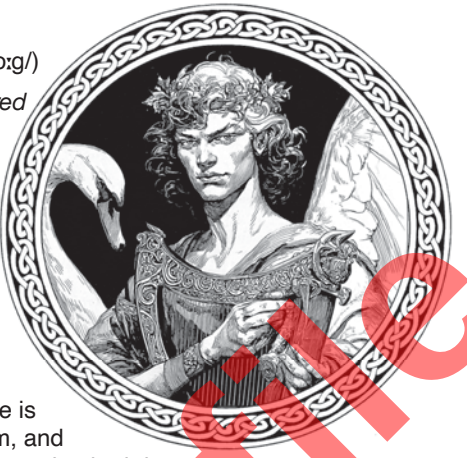
Level: 4, **Duration:** 1 turn, **Range:** Touch **Effect:** You inscribe a combatant's weapon, armor, or shield with ancient Ogham script that channels Ogma's dual aspects of strength and skill. Choose one effect: Weapon: +1 to hit and may bypass magical resistances for the duration, Armor: Grants +2 AC against the first three attacks made against the wearer, Shield: Once during the spell, automatically block one melee or missile attack. The runes glow with silver light and fade when the spell ends.

Word of Unbinding

Level: 5, **Duration:** Instant, **Range:** 60', **Effect:** You speak an Ogham word of immense power that severs supernatural bonds. Choose one effect: Dispel a single ongoing spell or enchantment (as *Dispel Magic*, 1 target only), Banish a summoned or bound extraplanar creature (save vs. spells to resist), Break a magical seal, ward, or curse. This spell cannot destroy *permanent* enchantments or artifacts but can unravel powerful temporary effects. Using it leaves the caster stunned for 1 round.

Sample file

Aengus Mac Og



AYNG-gus mak OHG (/ˈeːŋgəs mak oːg/)

Medium Deity, The Otherworld, Sacred Groves, and Rivers

Domain: Love, Youth, Poetry, Beauty

Symbol: A harp or swan

Worshipper's Alignment: Chaotic Good

Aengus, also known as Aengus Mac Og, is the captivating Celtic god of love, youth, and poetic inspiration. He is deeply associated with beauty, charm, and the powerful essence of love, encompassing both its physical and emotional dimensions.

Often depicted as a handsome, youthful figure, Aengus is frequently seen surrounded by swans or playing a harp. His presence radiates an irresistible charm and charisma, and his demeanor is both gentle and alluring. Aengus's legendary beauty is said to captivate all who behold him, and his voice, whether reciting poetry or playing music, has the profound ability to evoke joy, love, or longing in anyone who listens.

Known for his romantic nature, Aengus's myths often center around the pursuit of love and happiness. As a revered patron of bards and poets, he inspires them with words that can truly touch the heart.

AC: 1 (Divine Aura, Dexterity), **HD:** 14 (90 hp), **Att:** +4 Longsword of Radiance (1d10+4, causes blindness on critical hit) or Spear of Dreams (1d8+3, target must save vs. spells or fall into a deep, dream-filled sleep), **THAC0:** 11, **MV:** 180' (60'), **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Unshakable), **AL:** Chaotic Good, **XP:** 7,500, **NA:** 1 (Unique), **TT:** Divine (Treasures of the Otherworld), **S:** 18, **I:** 20, **W:** 19, **D:** 19, **C:** 18, **CH:** 22

Special Abilities:

Charm Person: Aengus can cast *Charm Person* at will.

Summon Love: Once per day, Aengus can inspire love between two beings, causing them to be bound emotionally for 1d6 days.

Youth's Blessing: Aengus can grant eternal youth to one person per year.

Druid of Aengus Spells Available at 5th Level and beyond

Whisper of the Swan

Level: 1, **Duration**: 1 turn, **Range**: 30', **Effect**: You speak a phrase in the

Sample File

ancient tongue of Aengus, and a target creature (HD ≤ caster level) must save vs. Spells or become calm for 1 turn. While calmed, they: Will not attack or act aggressively, May speak or be reasoned with normally, Take -2 to saves against charm or sleep effects during this time. This spell ends if the target is harmed. Works only on creatures capable of emotions.

Kiss of the Young God

Level: 2, **Duration:** Instant, **Range:** Touch, **Effect:**, A healing spell that channels the vitality and affection of Aengus. You lay a gentle touch on a creature and heal 1d8+1 hit points. If the target is under a charm, fear, or paralysis effect, they may make an immediate new saving throw with a +2 bonus to end it. If cast on a sleeping creature, it grants them a vivid, peaceful dream that protects them from nightmares or psychic harm.

Dreambinding

Level: 3, **Duration:** 6 turns, **Range:** 60', **Effect:** You send a creature into a waking dream. Target must save vs. Spells or fall into a dreamlike trance, during which they: Perceive surreal visions and phantasms, Take a -2 penalty to AC and all attack rolls, Are vulnerable to charm, sleep, and illusion magic (save at -1). The effect ends if the target is damaged. This spell has no effect on undead or mindless creatures.

Wings of the Lover's Flight

Level: 4, **Duration:** 1 turn, **Range:** Touch, **Effect:** You bless a creature with the ethereal swan-wings of Aengus, allowing them to fly (as per *fly* spell), but also gain the following benefits: Immune to falling damage, Can pass through mist, fog, and dreamlike illusions unhindered, Appears radiant or romantically idealized to all onlookers (reaction rolls from intelligent creatures are +1). If cast during a moment of reunion or heartfelt desire, the caster and one other creature may fly together at half movement rate.

Dream of the Four Kisses

Level: 5, **Duration:** Special, **Range:** 120', **Effect:** You create a powerful enchantment representing the four mythic kisses of Aengus: Youth, Love, Inspiration, and Sleep. Choose up to four creatures within range and assign a different kiss to each: Youth: Target is healed 3d6 HP and cured of aging-related penalties for 1 day. Love: Target is *charmed* as per *charm person/monster*, but sees the caster or another designated creature as a beloved ideal.
Inspiration: Target gains +2 to all rolls for 1 turn and can cast one prepared spell or ability again without expending it. Sleep: Target falls into a perfect, restorative slumber (save negates). While asleep, they are immune to psychic damage and gain 1d6 HP per hour of rest. A creature may only receive one kiss per casting. If fewer than four targets are chosen, any unused kiss dissipates as glittering swan feathers.

Sample file

Bile



BIL-uh (/ˈbɪlɪə/)

Large Deity, The Underworld, Sacred Groves, and Burial Mounds

Domain: Life, Death, Earth, Ancestors

Symbol: A tree with roots reaching into the underworld and branches into the heavens

Worshipper's Alignment: Neutral Evil

Bile is a primordial Celtic deity, intrinsically linked to the fundamental cycle of life and death. As a paternal figure and an ancestor to numerous other gods, he embodies the very origin of life itself. His profound connection to the land and the underworld makes his worship vital for the fertility of the earth and the transition to the afterlife, positioning him as both a creator and a figure of death.

Bile is depicted as an ancient, powerful figure with one foot seemingly in the mortal realm and the other in the underworld. His appearance is often stoic, exuding an aura of wisdom and mystery. His bark-like skin further emphasizes his deep, inherent connection to the earth.

AC: -1 (Divine Armor, Aura of Shadows), **HD:** 16 (100 hp), **Att:** +4 Greatsword of Shadows (1d12+4, drains 1 level on hit) or Death Touch (1d8+3 necrotic, save vs. death or fall unconscious for 1d4 rounds), **THAC0:** 9, **MV:** 120' (40'), **SV:** D2 W2 P2 B2 S2
ML: 12 (Fearless), **AL:** Neutral Evil, **XP:** 9,000, **NA:** 1 (Unique), **TT:** Divine (Grave goods, treasures of the Underworld), **S:** 20, **I:** 18, **W:** 18, **D:** 15, **C:** 20, **CH:** 18

Special Abilities:

Control Over Life and Death: Bile can resurrect or decay anything he touches.

Earth's Blessing: Once per day, Bile can cause plants to grow and heal the land.

Decay Aura: Enemies within 20' of Bile must save vs. spells or lose 1d4 hit points as their bodies wither.

Sample file

Druid of Bile Spells Available at 5th Level and beyond

Rootbind

Level: 1, **Duration:** 2 rounds/level, **Range:** 60', **Effect:** You call upon the grasping roots of Bile's sacred trees to erupt from the earth and entangle creatures in a 20' square. All within must save vs. Paralysis or become immobilized, unable to move or charge. Flying creatures or those not on the ground are unaffected. Creatures may break free with a successful Strength check (at the Referee's discretion). The spell only works on natural terrain (dirt, grass, forested ground—not stone or indoors).

Breath of the Forgotten Dead

Level: 2, **Duration:** 1 turn, **Range:** 30' cone, **Effect:** You exhale a ghostly mist charged with the breath of ancestral spirits. All creatures in the area must save vs. Spells or suffer: 2d4 damage from chilling whispers, -1 to attack rolls for 1 turn if they fail the save, Undead in the cone instead must save or flee as if turned by a Cleric of your level. The breath leaves a faint keening sound in the air and a scent of damp earth.

Ancestral Grove

Level: 3, **Duration:** 1 turn/level, **Range:** 10' radius, **Effect**: You sanctify an area (10' radius) into a temporary sacred grove, connected to Bile's realm of memory and spirit. While inside: Allies gain +1 to saving throws vs. death and fear, All healing effects (magical or natural) are increased by +1 per die, Once per casting, you may ask a single yes/no question of the ancestral spirits (similar to *augury*). The grove appears as a faint shimmer of shadowy leaves and ancient tree-roots. Hostile undead cannot enter.

Mark of the Barrow-King

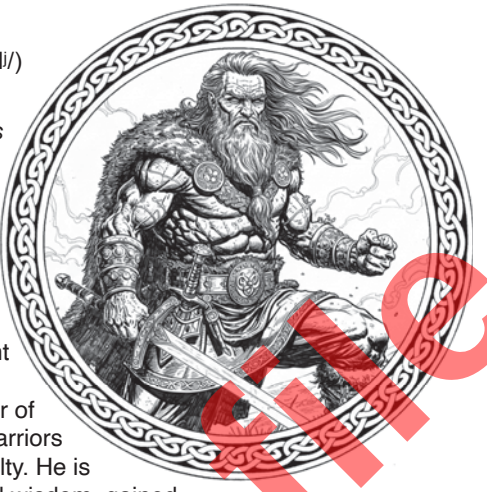
Level: 4, **Duration:** 1 hour, **Range:** Touch, **Effect:** You place Bile's grim mark upon yourself or an ally. The marked gains: Immunity to fear effects, Resistance (half damage) from necrotic or life-draining effects, Can communicate with spirits or ghosts for the duration (if present). Once during the spell, the marked character may declare "I stand with the dead" and gain +2 to AC and saving throws for 1 round.

Path to the Under Tree

Level: 5, Duration: 1 turn/level, Range: 0 (self + up to 6 others), Effect: You open a shimmering passage beneath the roots of the world—the Under Tree, which connects all sacred spaces and the realm of the dead. While within this liminal path: You and chosen companions become invisible to undead and immune to possession, You may travel up to 1 mile per level in a ghostly stride, reemerging through any natural grove, tree-circle, or barrow site, While traveling, you may speak to the dead as if using *speak with dead*, once per turn. At spell's end, you and your party reappear at your chosen destination. Cannot pass through stone, walls, or indoors.

Sample file

Fionn mac Cumhaill



FYUN mak KOO-il (/fiɪn̪ʸ mak ˈkuːəlʲ/)

Medium Humanoid (Deity), Forges, Sacred Workshops, and Craft Halls

Domain: Leadership, Wisdom, Battle, Adventure

Symbol: A spear or a salmon

Worshipper's Alignment: Lawful Neutral

Fionn mac Cumhaill is a paramount legendary hero in Irish mythology, celebrated as the formidable leader of the Fianna, a renowned band of warriors synonymous with bravery and loyalty. He is most distinguished for his profound wisdom, gained after tasting the Salmon of Knowledge, as well as his exceptional prowess in battle.

Fionn's epic tales are brimming with adventure, and he personifies the ideal warrior-poet, seamlessly balancing immense physical strength with intellectual wisdom. He is typically depicted as a tall, heroic figure with striking features and bright, intelligent eyes. Often shown in scenes of leadership or combat, he carries his signature weapon, a spear. Fionn's wisdom is his defining characteristic, making him as formidable for his ability to outthink his adversaries as for his physical might.

AC: 0 (Divine Craftsmanship, Armor of the Forge), **HD:** 16 (110 hp) **Att:** +4 Hammer of the Forge (1d10+4, +1d6 fire damage) or +3 Spear of Craft (1d8+3, magically enhances weapons struck, granting +1 to hit and damage for 1d4 rounds), **THAC0**: 8, **MV:** 120' (40'), **SV:** D4 W3 P3 B4 S3, **ML**: 12 (Steadfast), **AL:** Lawful Neutral, **XP:** 9,500, **NA:** 1 (Unique), **TT:** Divine (Masterwork Weapons, Magical Crafting Items), **S:** 21 **I:** 19 **W:** 18 **D:** 17 **C:** 20 **CH:** 19

Special Abilities:

Leader of Warriors: All allies within 30' of Fionn gain a +2 bonus to morale and saving throws.

Keen Insight: Fionn can use *Divination* once per day to predict enemy movements.

Inspiration of Poetry: Fionn can grant one ally a +2 bonus to attack rolls for 1d4 rounds through inspiring words.

Sample File

Druid of Fionn Spells Available at 5th Level and beyond

Wisdom of the Salmon

Level: 1, **Duration:** 1 turn, **Range:** 0 (self), **Effect:** By invoking the spirit of the Salmon of Knowledge, you gain a burst of insight. For the duration: You gain perfect recall of any knowledge you have encountered, You can ask the Referee one yes/no question related to hidden truths, lore, or nature, Gain a +1 bonus to saving throws against illusions or charm effects. This spell does not grant omniscience but allows you to piece together clues with supernatural clarity.

Hound of the Greenwood

Level: 2, Duration: 6 turns, Range: 30', Effect: You summon a spectral Fae hound in the image of Fionn's loyal companion. The hound: Has AC 6, HD 2, MV 150' (50'), ATK 1 bite (1d6). Can track any creature that passed through the area within the past 24 hours. Vanishes if reduced to 0 HP or after the duration ends. It is silent, loyal, and will obey simple commands such as "guard," "seek," or "attack."

Mist of the Fianna

Level: 3, **Duration:** 1 turn, **Range:** 120' (20' radius), **Effect:** You call forth the enchanted battle-mist once used by the Fianna. The mist fills a 20' radius area: Allies within are concealed, gaining +2 to AC vs. missile attacks and surprise rolls. Enemies suffer -1 to attack rolls while in the mist. Those inside may move without leaving tracks or scent. Wind disperses the mist early at the Referee's discretion. Does not impair darkvision or infravision.

Gift of Second Sight

Level: 4, **Duration:** 1 hour, **Range:** Touch, **Effect:** You grant a creature the legendary "imbas forosnai" (illumination of foresight). The target: Gains +1 to all saving throws. May foresee danger: once during the spell, they may declare a reroll of any failed saving throw or initiative check. Can see invisible or ethereal creatures for 1 turn. However, for 1d4 turns after the spell ends, the recipient suffers mental fatigue (-1 to attack and spellcasting rolls).

Champion's Cry

Level: 5, **Duration:** 1 round/level, **Range:** 60' radius, **Effect:**, You unleash a mighty Fianna war cry, filling your allies with courage and skill. All allies within range: Gain +1 to hit and damage. Are immune to fear. May reroll morale checks once during the duration. Additionally, enemies of 2 HD or fewer must save vs. Spells or flee in panic for 1 turn. The sound is accompanied by the echo of ancient horns and galloping hooves.

Sample file

Goibniu



GOH-bnyoo (/ˈgoːbiniuː/)

Medium Humanoid (Deity), Forges, Sacred Workshops, and Craft Halls

Domain: Smithing, Craftsmanship, Metalworking, Fire

Symbol: Hammer and anvil

Worshipper's Alignment: Lawful Neutral

Goibniu stands as the revered master craftsman and smith of the Celtic gods, celebrated for forging the powerful magical weapons of the Tuatha Dé Danann, the Celtic pantheon. His unparalleled skill in metalworking is legendary.

Often depicted as a burly, bearded man with a powerful frame, Goibniu is typically shown wielding a hammer and intensely focused at his forge, surrounded by molten metal and flames. His tools are imbued with magical properties, and his creations are fabled to never fail their wielders. His demeanor is generally calm and deeply focused, embodying a deity who finds profound joy in the very act of creation.

Beyond his exceptional smithing, Goibniu is also associated with brewing, as his ale was believed to bestow eternal youth. He is a vital patron invoked by blacksmiths, craftsmen, and all who seek to create weapons, tools, or enchanted items.

AC: 0 (Divine Craftsmanship, Armor of the Forge), **HD**: 16 (110 hp), **Att:** +4 Hammer of the Forge (1d10+4, +1d6 fire damage) or +3 Spear of Craft (1d8+3, magically enhances weapons struck, granting +1 to hit and damage for 1d4 rounds), **THAC0**: 8 **MV**: 120' (40') **SV**: D2 W2 P2 B2 S2, **ML**: 12 (Steadfast), **AL:** Lawful Neutral, **XP:** 9,500 NA: 1 (Unique), **TT:** Divine (Masterwork Weapons, Magical Crafting Items), **S:** 21 **I:** 19 **W:** 18 **D:** 17 **C:** 20 **CH:** 19

Special Abilities:

Master Smith: Any weapon or armor Goibniu crafts is a +3 magical item.

Forge of the Gods: Goibniu can summon fire and reshape any metal object.

Repair: Goibniu can repair any damaged item to its original state with a touch.

Sample file

Druid of Goibniu Spells Available at 5th Level and beyond

Blessing of the Divine Smith

Level: 1, **Duration:** 6 turns, **Range:** Touch, **Effect:** You bless a single non-magical weapon or piece of armor. For the duration: **Weapon** gains +1 to hit and damage. **Armor or Shield** grants +1 AC. The effect fades after the duration. A single caster may only have one item enchanted in this way at a time. If cast on a crafted item you forged yourself, the bonus increases to +2 for that casting.

Toolbound Command

Level: 2, **Duration:** 1 turn, **Range:** 60', **Effect:** You command tools, weapons, or forged items to perform simple tasks or defend you. Choose one: A nearby tool (e.g., hammer, chisel, bellows) animates and performs 1 task per round (as *unseen servant*). A single unattended weapon rises and attacks a target once per round (as a Fighter of your level, 1d6 damage). The items cannot fly or leave the area. At the end of the duration, the items fall inert.

Feast of Enduring Vitality

Level: 3, **Duration:** 6 turns, **Range:** 10' radius, **Effect:** You bless food or drink (at least one full meal), transforming it into a sacred feast of Goibnu. Those who eat it within the next turn gain: 1d8+level hit points restored**.** Immunity to **fear** and **disease** for the duration. +1 to **morale** for hirelings and allies. Only one such feast may be active at a time. Spoiled or poisoned food is purified by the spell.

Forgeheart

Level: 4, **Duration:** 1 turn, **Range:** Touch, **Effect:** You channel Goibnu's strength and endurance into a willing creature. For the duration, the target gains: +2 to Strength and Constitution (max 18). May wield heavy weapons one-handed. Reduces damage from non-magical fire by half. While under the spell's effects, the target's skin takes on a faint bronze or iron sheen.

Seal the Breach

Level: 5, **Duration:** Instant, **Range:** Touch or 30', **Effect:** By invoking the primal craft of Goibnu, you instantly repair, seal, or mend a broken object, wall, door, or even **a** damaged magical item. Effects: Repairs up to **a 10' x 10' area** of wall, structure, or battlefield damage. Restores functionality to magical items (1 broken enchantment or curse is suspended for 1 hour). If used on a weapon or armor, restores it to full durability and grants it +1 to hit or AC for 1 turn. This spell cannot restore lost magical properties permanently but can temporarily reactivate them.

Sample file

Manannán mac Lir



MAN-uh-nawn mak LEER (/ˈmanənɑːn mak lʲɪrʲ/)

Medium Humanoid (Deity), Oceans, Misty Isles, and Coastal Regions

Domain: Sea, Magic, Journeys, Otherworld

Symbol: Trident or wave

Worshipper's Alignment: Chaotic Neutral

Manannán mac Lir is the formidable Celtic god of the sea, sovereign ruler of the otherworldly realm known as Tír na nÓg (Land of Eternal Youth), and a crucial guide for souls traversing between worlds. He is the undisputed master of waves, storms, and mists, with his vast powers extending to controlling the weather and charting paths across the ocean.

Often depicted as a tall, imposing figure with flowing robes, Manannán frequently carries a trident or staff. His hair and beard resemble seafoam, and his eyes gleam with the shifting colors of the ocean itself. He famously rides a magical chariot across the waves, and his mystical cloak can summon mists to either conceal or reveal islands and distant lands.

As a protector of sailors and travelers, Manannán is also a renowned trickster and powerful magician, known for aiding or hindering mortals depending on his ever-changing mood. His demeanor is as mercurial as the sea itself; he can be calm and generous one moment, only to become stormy and wrathful the next.

AC: -2 (Divine Aura, Cloak of Mists), **HD:** 18 (120 hp), **Att:** +4 Trident of the Tides (1d10+4, +2d6 lightning damage on critical hits) or **Wave Call** (summons 1d6 waves of water, 2d8 damage, knocks enemies prone, save vs. death to resist), **THAC0:** 7, **MV:** 180' (60') or 240' (80') when swimming, **SV:** D2 W2 P2 B2 S2, **ML:** 12 (Unbreakable), **AL:** Chaotic Neutral, **XP:** 12,000, **NA:** 1 (Unique), **TT:** Divine (Treasures of the Sea, Magical Artifacts), **S:** 19 **I:** 22 **W:** 21 **D:** 18 **C:** 20 **CH:** 23

Special Abilities:

Master of the Seas: Manannán mac Lir can control weather, tides, and currents over vast distances.

Summon Sea Creatures: Once per day, Manannán can summon any sea creature within 100 miles.

Water Breathing: All allies within 60' of Manannán can breathe underwater.

Veil of Mist: Manannán can create an impenetrable mist that hides anything from view for 1d6 hours.

Sample PC