

PG 14 - Anansi

Saving Throws Dexterity +20 Intelligence +18

Skills Acrobatics +20 Stealth +20 Perception +17

Senses darkvision 200 ft, passive perception 27

Short Sword. Melee attack (finesse), +20 to hit, reach 10 ft, one target. Hit 14 (3d6 + 6) piercing damage.

Sneak Attack. Anansi may attack a distracted/flanked creature. He is +20 to hit and deals 4d6 +6 damage on a Hit.

PG 15

Always Have the Upper Hand. When you encounter an enemy, always find out as much as you can about him. That way, you will be blessed with knowing your enemy better than he knows you.

Cunning Strike. By using your Channel Divinity, you can feign defeat in the face of your enemy and you hit them when their defense is down. Choose a creature within 30 ft of you. The creature must make a Wisdom saving throw vs your Spell Save DC, or else be deceived by your apparent capitulation. Before the end of your next turn, your attack rolls against the creature are at advantage, and they deal maximum damage. Cunning Strike will not affect creatures immune to charm.

PG 18 – Baba Yaga

Saving Throws Intelligence +15 Wisdom +19

Skills Arcana +15 Insight +19 Nature +15 Perception +19

Senses darkvision 120 ft, passive perception 29

Spellcasting. Spell save DC 27. Spell attack modifier +19.

PG 19

Missing/Incomplete cleric domain features

Potent Spellcasting At 8th level, add your Wisdom modifier to the damage you deal with any cantrip you know.

Elemental Resistance At 17th level, you gain resistance to acid, cold, fire, lightning, and thunder damage.

Aura of Elemental Resistance At 7th level, the power of nature lies so heavily upon you that it forms a 10 ft aura of resistance. You and friendly creatures around you have resistance to acid, cold, fire, lightning, and thunder damage. At 18th level, the range of this aura increases to 30 ft.

PG 22 – Batara Kala

Saving Throws Intelligence +20 Dexterity +17

Skills Arcana +20 Insight +16 Religion +20

Senses darkvision 150 ft, passive perception 16

Innate Spellcasting. Save DC: 28; Spell attack modifier: 20

Claw. Melee Weapon Attack, +18 to hit, reach 10 ft, one target.

Hit 20 (4d6 + 8) slashing damage.

Bite. Melee weapon attack, +18 to hit, reach 10 ft, one target.

Hit 20 (4d6 + 8) piercing damage.

PG 23

Startling Retribution Also at first level, you may rebuke an enemy's attack and lower their defenses. When a creature within 5 ft of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution Saving throw against your spell save DC. On a failed save, the target's Armor Class is reduced a number of points equal to your Wisdom modifier until the end of your next turn. You may use this feature a number of times equal to your Wisdom modifier.

PG 23

Brand Enemy As an action you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 ft of you that you can see. Unless immune to being frightened, the creature must make a Wisdom saving throw vs your spell save DC. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature is at disadvantage to all melee, ranged, and ranged magic attacks.

PG 26 - Freyja

Saving Throws Wisdom +17 Charisma +19

Skills Arcana +19 Insight +17 Persuasion +19 Perception +19

Senses darkvision 100 ft, passive perception 29

Spell Casting. Save DC: 27; Spell attack modifier: 19

PG 30 - Fuji

Saving Throws Strength +18 Dexterity +20 Wisdom +16

Skills Acrobatics +20 Stealth +20 Insight +16

Senses darkvision 150 ft, passive perception 16

Innate Spell Casting. Spell Save DC 24; Spell attack modifier: 16

Two Fist Attack. Melee Weapon Attack, +18 to hit, reach 10 ft, one target. Hit 20 (2d10 + 8) bludgeoning damage.

PG 31

Blessing of the Fire Mountain Additionally at 6th level, when an ally within 30 ft of you takes fire damage, you can use your reaction to grant the ally fire resistance and the ally takes only half damage on the attack. You may use this ability once per day.

Katana Mastery You gain +1 AC while wielding a katana. You may not use a shield. Additionally, you gain an additional +1 bonus to damage at level 4, 11 and 17th levels.

PG 34 - Hekate

Saving Throws Intelligence +19 Charisma +20

Skills Arcana +19 Insight +17 Persuasion +20 Perception +17

Senses darkvision 100 ft, passive perception 27

Mistress of Spells. Hekate may cast any spell as a Level 20 Sorcerer. Save DC: 28; Spell attack modifier: 20

PG 35

Replace **Master of the Crossroads** with the following feature:

Spell Mastery. Choose one additional first level spell. You may cast that spell as a cantrip, and it does not take up any spell slots.

PG 38 – Inti

Saving Throws Strength +21 Dexterity +19 Wisdom +22

Skills Arcana +19 Insight +22 Religion +19 Perception +22

Senses darkvision 100 ft, passive perception 32

Spellcasting. Spell save DC: 27; Spell attack modifier: 19

Macana Spear Attack. Melee Weapon Attack, +21 to hit, reach 15 ft, one target. Hit 22 (3d6 + 11) bludgeoning damage.

PG 39

Inti's Radiance (last paragraph) Creatures that fail the saving throw take an additional 1d8 radiant damage every round they are within 30 ft of you. A successful Constitution save versus your Spell save DC ends the ongoing effect.

Shield of the Sun Wisdom saving throw versus your Spell save DC.

PG 42 – Ishtar

Saving Throws Strength +16 Dexterity +19 Wisdom +18

Skills Arcana +19 Insight +18 Persuasion +17

Senses darkvision 150 ft, passive perception 18

Spellcasting. Spell save DC: 27; Spell attack modifier: 19

Broadsword. Melee Weapon Attack, +16 to hit, reach 5 ft, one target. Hit 21 (3d6 + 6) slashing damage.

Claws. Melee Weapon Attack, +16 to hit, reach 5 ft, one target. Hit 14 (2d8 + 6) slashing damage.

PG 43

Natural Diplomat The Clerics of Ishtar are renowned for their fair handling of civic duties. You are proficient in negotiation and gain advantage on all Persuasion checks.

PG 46 – Mazu

Saving Throws Constitution +18 Wisdom +19

Skills Insight +19 Persuasion +19

Senses darkvision 100 ft, passive perception 19

Spell Casting. Save DC: 27; Spell attack modifier: 19

Short Sword. Melee Weapon Attack,, +16 to hit, reach 10 ft, one target. Hit 18 (3d6 + 6) slashing damage.

PG 47

Shore Up Defenses Temporary hit points from this feature do not stack.

Censure the Wicked The targets must make a Wisdom saving throw versus your Spell save DC.

PG 50 – Nayenezgani

Saving Throws Dexterity +20 Wisdom +19

Skills Acrobatics +20 Insight +19 Stealth +20

Senses darkvision 200 ft, passive perception 19

Longbow of the Heavens. Ranged Weapon Attack, +20 to hit, range 200 ft, one target. Hit 19 (4d6 + 10) piercing damage.

Taunt. Wisdom save DC 26

Paralyzing Sight. Wisdom save DC 26

PG 51

Remonstrations The target makes a Wisdom saving throw versus your Spell save DC.

Turn Abominations The targets make a Wisdom saving throw versus your Spell save DC.

PG 54 – Shango

Saving Throws Strength +20 Dexterity +18

Skills Athletics +20 Performance +20 Persuasion +20

Senses darkvision 100 ft, passive perception 16

Double Axe Attack. Melee Weapon Attack, +20 to hit, reach 10 ft, one target. Hit 19 (4d6 + 10) slashing damage.

Clap of Doom. On a successful save, creatures take half damage and are not deafened.

PG 55

Thunderous Rebuke The target must make a Constitution saving throw versus your Spell save DC.

Chant of Vigor The target makes a Constitution saving throw versus your Spell save DC. Your ally will not be healed if the attack misses, or if the target makes a successful saving throw.

Indomitable Wrath Target must succeed on a Wisdom saving throw equal to your Spell save DC.

PG 58 – Shiva

Saving Throws Strength +19 Dexterity +18 Wisdom +19

Skills Arcana +20 Insight +19 Persuasion +17 Perception +19

Senses darkvision 100 ft, passive perception 29

Spell Casting. Save DC: 28; Spell attack modifier: 20

Trident Attack. Melee Weapon Attack, +20 to hit, reach 10 ft, one target. Hit 19 (3d8 + 10) piercing damage.

Open Third Eye. Any creature struck by the ray is reduced to half their current hit points (minimum damage is 20 hit points of damage).

PG 62 – Tchernobog

Saving Throws Dexterity +16 Constitution +19

Skills Athletics +19 Insight +16 Perception +16

Senses darkvision 150 ft, passive perception 26

Spectral Spear. This spear reappears in Tchernobog's hand after each attack.

Ranged Weapon Attack, +19 to hit, range 60 ft, one target. Hit 17 (2d10 + 9) piercing damage

PG 63

Ruin At 17th level, you have advantage on all Necromancy spell attack rolls. Additionally, when you roll a 1 on any of your damage dice, you may re-roll the die, keeping the new result.

Terror Wisdom saving throw versus your Spell save DC

Enfeeblement The creature must make a Wisdom saving throw versus your Spell save DC.

PG 66 – Tengri

Saving Throws Intelligence +23 Wisdom +24

Skills Arcana +23 Insight +24 History +23 Perception +24

Senses darkvision 150 ft, passive perception 34

Spell Casting. Save DC: 31; Spell Attack Modifier: 23

Slash Attack. Melee Weapon Attack, +22 to hit, reach 15 ft, one target. Hit 20 (4d6 + 12) slashing damage.

PG 67

Telepathy Wisdom save versus your Spell save DC

Condemn the Wicked Wisdom save versus your Spell save DC

PG 70 – Turan

Saving Throws Wisdom +17 Charisma +20

Skills Insight +17 Persuasion +20

Senses darkvision 100 ft, passive perception 17

Spell Casting. Save DC: 28; Spell attack modifier: 18

Short Sword. Melee Weapon Attack,, +15 to hit, reach 10 ft, one target. Hit 14 (3d6 + 5) slashing damage.

PG 71

Splendorous Beauty At 17th level, you have no limit on how high your Charisma score can be raised. You also permanently gain 1 point to Charisma. Additionally, targets have disadvantage on saves against your enchantment spells.

Turn the Pitiless Wisdom saving throw versus your Spell save DC.

PG 74 – Viviene

Saving Throws Dexterity +18 Wisdom +19

Skills Insight +19 Medicine +19

Senses darkvision 100 ft, passive perception 19

Spell Casting. Save DC: 27; Spell attack modifier: 19

Excalibur. Melee Weapon Attack, +18 to hit, reach 10 feet, one target. Hit 16 (2d10 + 8) slashing damage.

Waters of Viviene

At 2nd level, you may use your Channel Divinity to bless waters for healing purposes. Water is retrieved from a pure water source to be stored in a skin or other appropriate vessel. Water sources can be a small pond or an enormous lake so long as the water is fresh. This water instantly restores 10 hp when consumed.

The amount of full water skins which can be created per day is equal to your wisdom modifier. If the water is not ingested within 48 hours, the magical effects are nullified and the water cannot be re-blessed; only fresh water from a suitable source can be blessed.

PG 77

Chuluu's passive Perception is 11

Elite hell hound's passive Perception is 17

PG 78

Gal's passive Perception is 11

Hildisvini's passive Perception is 11

PG 81

Kur's passive Perception is 25

PG 82

Lasae's passive Perception is 14

PG 83

Qianliyan's passive Perception is 22

PG 84

Rainbow Dragon's passive Perception is 27

PG 85

Shunfeng'er's passive Perception is 22

Usan's passive Perception is 11

PG 86

Zerleg Khun Moro's passive Perception is 13

PG 88 – Excalibur

You also have a +2 bonus to Charisma and are at advantage on Persuasion checks.

PG 95

Gift of Diplomacy should be Gift of Persuasion and the check should be Persuasion (Charisma), not Diplomacy (Charisma).

PG 98

The name of the NPC on this page is Vestin Elenum, not Aldyn Kaern.