



GODS OF THEROS

ABIRD SHRIEKED AS IT TOOK FLIGHT FROM a branch above her. Through the gaps in the rustling canopy, she could see the god-forms shift in and out of focus. The night sky was known as Nyx, the realm of the gods. Every night, the heavens displayed fleeting visions of gods and celestial creatures. Some lingered for just seconds. But sometimes the pantheon enacted entire scenes for mortal eyes to witness. Lidia rarely took time to step outside her home and watch the heavens, but now there was no place else to rest her eyes. Tonight the god-forms were vivid, and her heart beat faster as she watched their battle unfold.

—Jenna Helland, *Godsend*

A pantheon of fifteen gods guides religious life on Theros. From the sun and agriculture to death and passage into the Underworld, the gods oversee the forces of nature and the most important aspects of mortal life. These gods are quite real to the people of Theros, who see them moving across the sky at night and sometimes encounter them face to face. Thus, most people perform rituals and devotions that honor various gods, hoping to win their favor and stave off their wrath. They tell and retell the stories of the gods' deeds—even as they watch those stories continue to play out in the vastness of the night sky.

Not every mortal serves or acknowledges the gods, though. Some philosophers in the schools of Meletis teach that the gods of the pantheon are subordinate to a higher reality, perhaps Nyx itself. And other people, particularly leonin, believe that the gods are undeserving of mortal reverence.

DIVINE CHARACTERISTICS

The gods of Theros are far more active than the deities of most D&D worlds. But that doesn't mean they are ordinary creatures—they aren't mere mortals, nor are they monsters that can be fought.

Further, the gods of Theros aren't omnipotent. Although they are physically and magically powerful, ageless, and all but indestructible, their actions are bound by the decrees of Klothys. They can tangle the threads of destiny to a point, but they are forbidden from overstepping their assigned places in the pantheon.

The god Kruphix is able to confine them to Nyx, preventing any direct interaction between the gods and the mortal world.

Likewise, the gods aren't omniscient, though they see and hear everything that occurs inside their temples and before their altars. They have perfect recall of everything they experience. Certain liminal spaces—cave mouths, shorelines, crossroads, forest edges, and so on—enable mortal voices to reach the gods as well, though most gods have little reason to pay attention to what is spoken there.

Gods can speak directly to their oracles. They can appear in the dreams of mortals or manipulate natural phenomena to create omens. They can also create Nyx-born creatures to serve as messengers or emissaries.

Gods grant their clerics the ability to cast spells, and they can effortlessly duplicate the effect of any spell they could grant (any spell on the cleric spell list, as well as any domain spell from their domains). They also have broad influence over aspects of the world associated with their portfolios, beyond what can be defined by spell effects. For example, Purphoros can make a volcano erupt, and Thassa can call up a tidal wave. Gods can bestow supernatural blessings on mortals, and they can lay terrible curses (such as when Mogis turned a herd of cattle into catoblepases).

The gods can assume any form they choose. They most commonly appear as humanoids—the form in which the people of Theros most easily imagine them—but on an enormous scale. They often seem to be walking across the dome of the sky, with their feet disappearing just below the horizon. Any part of a god's body that isn't directly lit takes on the appearance of the starry night sky of Nyx. The gods sometimes also appear as animals or magical creatures, or they manifest in insubstantial forms like sunlight or wind.

When physically present in the mortal world, a god is capable of devastating physical attacks. Heliod's spear striking the polis of Olantin caused it to sink forever into the sea, and an errant blow from Purphoros's hammer shaped the mountains.

The power of the gods exceeds that of any mortal being. Even so, a god killing another god—let alone a mortal attempting the task—is virtually inconceivable. Any kind of direct confrontation against a god by mortals would require the assistance of at least one other god, and ideally more than one, to have any hope of success. A group of adventurers might try to convince

a group of gods to lend their aid against a god who has become a threat to the mortal world, hoping to get the gods to band together to restrain or punish the offender. Kruphix or Klothys might be able to force a god into a physical form that doesn't fill the sky (perhaps something similar to an empyrean or the tarrasque), which could enable adventurers to battle the god, especially if they have access to a divine weapon like the artifacts detailed in chapter 5. But defeating the god in that form would merely weaken the deity, allowing other members of the pantheon to capture, bind, or punish them.

DIVINE RELATIONSHIPS

The pantheon of Theros is a family—a large, often dysfunctional family riven with petty jealousies and rivalries but also held together by genuine affection, admiration, and cooperation. It is easiest, after all, for mortals to conceive of gods that are very much like themselves, and the gods of Theros are very humanlike in their foibles and their exploits.

The pantheon of Theros has expanded through four generations of divine evolution. Some tales describe these as actual generations, suggesting (for example) that the storm god, Keranos, is the literal son of Thassa, god of the sea, and Purphoros, god of the forge. Others describe the generations in metaphorical terms, suggesting that Keranos represents the combination of Purphoros's creative energy and Thassa's deep knowledge, resulting in lightning-like flashes of inspiration (as well as the fury of a physical storm). In all their various forms, though, the myths agree on the basic structure of the pantheon's development.

The time of the first generation precedes the presence of what are commonly understood to be “gods.” Before mortals dreamed the gods into being, before they could even imagine beings as noble as the gods, the malleable dream-substance of Nyx gave shape to their fears in the form of the titans.

The titans were beings of utter chaos, representing everything that stands against order in the mortal

world, never worshiped but sometimes appeased. Myths recount how the gods battled and imprisoned the titans, sealing them in a prison beneath the Underworld. Now the titans are all but forgotten in mortal imagination. Scant mention of their names and epithets appears in the oldest tales, hinting at the nightmares that birthed them. Kroxa, Titan of Death's Hunger, embodied the terror of death—and its insatiable gluttony for new creatures to consume. Uro, Titan of Nature's Wrath, might be seen as a direct predecessor of Keranos and Thassa, but it was the incarnation of natural disaster, having none of the creativity and thoughtfulness of those gods. Phlage, Titan of Burning Wind, was an all-consuming whirlwind of fire, and Skotha, Titan of Eternal Dark, was the utter darkness of the starless night.

The oldest of the gods, often imagined as siblings or as some kind of offshoot of the titans, are Kruphix and Klothys. The origin of this second divine generation is mysterious. Perhaps Klothys arose from a sense of inevitability, a notion that the world was unfolding as it must, and thus the actions of mortals made little difference. Kruphix might have been born from a sense of mystery, supporting the idea that the workings of the universe are simply incomprehensible to mortal minds. It's also possible that Kruphix and Klothys are a different order of beings from either the titans or the other gods, and Klothys at least has existed for unknown ages despite being all but forgotten among mortal folk.

Once mortals could imagine a world beyond the horizon and a course of destiny that left behind the trials of life, they could formulate the notions of principles, order, and natural law. Out of those ideas, the third generation of deities was born: sun-crowned Heliod, deep-dwelling Thassa, bleak-hearted Erebos, bronze-blooded Purphoros, and keen-eyed Nylea. These gods are known to refer to each other as “brother” and “sister,” though they never speak of parents and almost certainly don't imagine Kruphix and Klothys in that role.

The other eight deities, the fourth generation, represent the application of abstract principles to the reality

GODS OF THEROS

Deity	Alignment	Suggested Cleric Domains	Common Symbol
Athreos, god of passage	LE	Death, Grave*	Crescent moon
Ephara, god of the polis	LN	Knowledge, Light	Urn pouring water
Erebos, god of the dead	NE	Death, Trickery	Serene face
Heliod, god of the sun	LG	Light	Laurel crown
Iroas, god of victory	CG	War	Four-winged helmet
Karametra, god of harvests	NG	Life, Nature	Cornucopia
Keranos, god of storms	CN	Knowledge, Tempest	Blue eye
Klothys, god of destiny	N	Knowledge, War	Drop spindle
Kruphix, god of horizons	N	Knowledge, Trickery	Eight-pointed star
Mogis, god of slaughter	CE	War	Four-horned bull's head
Nylea, god of the hunt	NG	Nature	Four arrows
Pharika, god of affliction	NE	Death, Knowledge, Life	Snakes
Phenax, god of deception	CN	Trickery	Winged golden mask
Purphoros, god of the forge	CN	Forge,* Knowledge	Double crest
Thassa, god of the sea	N	Knowledge, Tempest	Waves

* The Forge and Grave domains appear in *Xanathar's Guide to Everything*.

of mortal life. For example, while Heliod stands for universal moral precepts, Ephara is the god of laws, the rules and structures that govern mortal societies. Nylea is the god of wild nature, predatory animals, and the change of seasons, and at the same time Karametra is the god of nature tamed for human use—agriculture and domestication—and of the natural cycles involved in human life, especially childbirth.

These gods recognize the previous generation as their elders but only occasionally as parents. Iroas and Mogis are widely considered to be brothers, but few myths describe their parentage, and those that do contradict each other—in keeping with the nature of these eternally warring gods.

MYTHS AND DEEDS

Countless tales tell the history, deeds, and nature of the gods. Sometimes these stories play out among the constellations in the night sky. They are chanted in hymns during the gods' festivals, inscribed in temple walls, told around campfires and hearths, and collected on scrolls. Some are simple fables meant to illustrate a single facet of a god's character or of moral behavior. Others are monumental epics, most notably *The Cosmogony*, a poem by an unnamed Meletian sage that includes several (sometimes conflicting) tales of the creation of the world and beyond.

The people of Theros don't balk at contradictory myths. Is Keranos the literal child of Thassa and Purphoros? Did he spring unbidden from Thassa's heart when her rage grew too great for her to control? Or did he come into being when Purphoros tried to steal the secrets of Kruphix? To the people of Theros, it doesn't matter whether these tales describe historical facts, and each of them is true in its own way. Each tale about Keranos expresses a truth about the god, about inspiration and storms and secrets. Studying each one can lead Keranos's worshipers to a deeper understanding of and a closer relationship with their god.

Various writings, usually organized around a central theme, collect myths about the gods. *The Origin of Monsters* is one such collection, notable as an attempt to find commonality in a number of different tales about the birth of dragons. It also describes how Pharika hid secrets in the blood of basilisks, how the spirits of great warriors are reincarnated in the form of manticores, and dozens of other tales.

The epic poem called *The Theriad* is another such collection. It describes the exploits of various champions of Heliod, all of whom are simply called "the Champion," as if they were a single individual. Because the identities of the heroes aren't mentioned, the tales have more to say about the character of Heliod than about any champion's mortal deeds.

The Callapheia, by contrast, is about the exploits of a single mortal hero, Callaphe the Mariner, who snuck into Mount Velus and stole Purphoros's tears, hid behind Phenax and wrote down his secrets, and raced Thassa at the edge of the world before sailing into Nyx. Tales of this sort highlight the gods' pettiness and vanity and promote the somewhat blasphemous notion that a mere mortal can outwit the divine. *The Callapheia* also

serves as something of a gazetteer of Theros, describing its various lands and their inhabitants, at least as they existed some centuries ago.

Finally, the deeds of the gods are sung in paeans during their festivals. Naturally, these hymns portray the gods in the most favorable light, as benevolent (or at least indifferent) and all-powerful.

WORSHIP

The idea of the existence of gods, as it grew in popularity among the mortals of Theros, didn't bring the gods into being by itself. Mortal reverence and worship turned universal ideas into deities. It wasn't until mortals trusted the gods to act on their behalf, in response to sacrifices and prayers, that the gods took shape from the dream-substance of Nyx. Worship remains crucial to the power of the gods, though mortals are generally not aware of their influence. Were a god to cease being worshiped, their might would dwindle.

The most prevalent form of expressing reverence is the practice of libation, pouring out a splash of wine or water in honor of the gods. Pious people perform a simple rite of prayer and libation every morning and evening at a household altar or hearth, while the less devoted might still pour out a splash of wine before drinking the rest.

The defining feature of a Theran temple is a statue of a god—which the actual god can occupy and animate at any time. Worshipers kneel before it, touch and kiss it, drape it in garlands and fine cloth, and leave offerings before it. These acts are sometimes spontaneous outpourings of love or gratitude, and sometimes petitions, imploring the god to cure an illness, send rain for crops, guarantee a safe journey, or perform any other favor related to the god's sphere of influence.

Most people aren't devoted to a single god, though many prefer some gods over others. Someone might ask Pharika to spare a loved one from disease, then later offer prayers to Karametra for a bountiful harvest or to Thassa for safety on a sea journey.

CLERICS AND CHAMPIONS

It's far more common for a hero to be devoted to an individual god than it is for an ordinary mortal. A cleric almost always worships a single god of the pantheon and chooses a domain appropriate to that deity for their Divine Domain feature.

Often, heroes choose to devote themselves to particular gods either out of piety or self-interest. Sometimes, though, the gods choose champions who might not be entirely willing. Heliod, for example, takes pride in selecting only the best mortals to be his champions. He doesn't care how the mortals feel about being chosen, and his demands won't be refused.

Most heroes in a Theros campaign, and all clerics, are assumed to devote themselves to a god's cause, acting as that god's champion. All the characters in a party might serve the same god, but more likely, they represent the interests of different gods as they face the dangers of the world together.

PIETY

Being a god's champion carries no benefits in and of itself. Each god's description in this chapter paints a picture of the god's typical champion, including ideas for how a player character might end up in that position and provides ideals that represent the god's interests.

The gods do reward the devotion of their champions, though. The strength of your devotion to your god is measured by your piety score. As you increase that score, you gain blessings from your god.

Piety has nothing to do with faith or belief, except insofar as a person's thoughts and ideals drive them to action in a god's service. Your piety score reflects the actions you have taken in your god's service—actions that the god richly rewards.

When you choose a god to worship as a beginning character, your piety score related to that god is 1. Your piety score increases by 1 when you do something to advance the god's interests or behave in accordance with the god's ideals. The gods expect great deeds from their champions, so your piety score typically increases only when you accomplish a significant goal (such as the completion of an adventure), make a significant sacrifice of your own self-interest, or otherwise when the DM sees fit. Each god's description in this chapter includes a discussion of the god's goals and ideals, which your DM uses to judge whether you earn an increase in your piety score. As a general rule, you can expect to increase your piety by 1 during most sessions of play, assuming that you are following your god's tenets. The DM decides the amount of any increase or decrease, but a single deed typically changes your piety score by only 1 point in either direction unless your action is very significant.

BENEFITS OF PIETY

The gods bestow favors on those who prove their devotion. When your piety score crosses certain thresholds—3, 10, 25, and 50—you gain a benefit detailed in the sections describing the gods' champions throughout this chapter. If your piety score exceeds and then falls below one of those thresholds, you lose the benefit you gained at the higher tier.

If you choose the Oracle supernatural gift, you gain different rewards for your piety score, instead of the ones normally granted by your god. This gift and its benefits are described in chapter 1.

INSPIRATION AND PIETY

To some extent, piety is its own reward. Behaving in accordance with your god's dictates and ideals inspires you and might enable you to succeed where you might otherwise fail. At your DM's discretion, whenever you increase your piety score, you might also gain inspiration, reflecting the improvement in the harmony between you and your god.

IMPIETY

Not every hero chooses the life of a divine champion. Le-onin, in particular, are known for rejecting the worship of gods. If you don't devote yourself to a god, you don't have a piety score and you gain no rewards for piety, but you don't suffer any negative consequences.

The Iconoclast supernatural gift (described in chapter 1) offers a way for characters to gain benefits similar to rewards for piety without being devoted to a god.

CHANGING GODS

If events in your character's adventuring career warrant doing so, you can abandon the service of one god and turn to a different one. Once you abandon a god's service, you can rarely go back without performing some act of contrition.

Your DM decides whether your new god will accept you as a champion and what you might have to do to prove your commitment.

When you change gods, you lose all the benefits granted by your old one, including rewards for piety and any other divine blessings. You no longer have a piety score to your old god, and your piety score to your new god starts at 1.





ATHREOS

God of Passage

All mortals are destined to face Athreos, the River Guide, when their lives come to an end. The god of passage ferries the dead across the Tartyx River, conveying each mortal soul to its destiny in the Underworld. For most people, Athreos embodies the greatest mysteries of existence—the terror and wonder of life's last moment and the revelation of one's ultimate fate in the afterlife. Athreos is no judge, though. The veiled, silent god undergoes no deliberations and makes no exceptions. The River Guide reads the truth of each soul and bears it unflinchingly to its proper place in the Underworld. There is no haggling and no sympathy on Athreos's skiff, the god having heard and denied every conceivable mortal plea.

Athreos appears as a gaunt figure cloaked in ragged robes and a collection of golden masks. What little can be seen of his body is unsettling, its gray flesh stretched thin over a barely human skeleton. The River Guide is never without his ancient staff, *Katabasis*, which he transforms into the ferryboat he uses to ply the Rivers That Ring the World. Though the deity's shrouded form gives no clue, many mortals consider Athreos to be male, but the River Guide cares for terms or labels no more than any other force of nature. Athreos can change shape but rarely, if ever, takes on other forms.

ATHREOS'S INFLUENCE

Most mortals focus on the River Guide's role in their own deaths. Countless mortal superstitions prescribe ways to garner Athreos's favor, but all Athreos demands of those he transports is payment: a single coin of any minting or value. The River Guide has an expansive definition of what constitutes a coin, from actual stamped currency and jewelry to shiny beads or opalescent shells. Ultimately, he seems most concerned with whether a mortal has prepared for death, keeping payment ready out of respect and as a personal memento mori. Those whose bodies are burned, buried, or otherwise disposed of along with valuables deliberately intended for the River Guide discover that they can make use of such items when trading for Athreos's services. Spirits that reach the shores of the Tartyx River unprepared, though, risk being stranded, as Athreos refuses to ferry those who can't pay.

Athreos is also invoked as the god of passage, as well as the deity with dominion over borders, boundaries, and that which is "neither." Those who undertake journeys, especially dangerous ones, often drop a coin into a fountain or a body of water in apotropaic acknowledgment of the River Guide. Bridges and borders are also places where Athreos is commonly remembered, with many such sites being marked by motifs of rivers or spirals. Additionally, phenomena that are neither one thing nor another, defying simple classification, are often considered to be within Athreos's province—most notably the state between life and death, but also echoes, phantom sensations, and the feeling of *déjà vu*.

ATHREOS'S GOALS

Athreos endlessly works to maintain the balance between Nyx, the Underworld, and the lands of the living. The River Guide sees himself as a servant of the mortal world and knows nothing of the glamor, honor, or mystery mortals often ascribe such to him. Rather, he does what must be done, and should some cosmological condition fall out of sorts, the River Guide and his servants work with silent efficiency to restore balance.

DIVINE RELATIONSHIPS

Athreos cares little for the dealings of the other gods. As long as other deities don't impinge on the border between life and death, either by overstepping their bounds or by trying to draw the dead back into life, the River Guide has little to do with them. More than once, this isolation has put Athreos in silent conflict with Heliod and Erebus, both of whom subtly resent Athreos for limiting how much each can meddle in the other's realm. At the same time, the River Guide's role as a buffer between the two vindictive gods actively prevents their grudges from exploding into divine warfare.

Thassa bears a chilly respect for Athreos. In a time before reckoning, boundaries divided the god of the sea's dominion from the Tartyx River. Though the god of the sea quietly resents sharing even a drop of water, she considers the River Guide to be a quiet, unobtrusive trespasser on her favored element and keeps her distance. Were her respect to wane, though, Thassa would eagerly vie to control the Rivers That Ring the World.

WORSHIPING ATHREOS

Most funeral traditions include small offerings and words of reverence to Athreos. Predominant among these traditions is burying or burning the dead with a clay funerary mask, to "frame" the identity of the dead for Athreos, and with at least one coin, so a soul might pay Athreos to ferry them to the Underworld. Some people are laid to rest with large amounts of grave goods. Memorial practices vary widely by culture, from tearful, somber affairs to lively celebrations. These rituals serve more as catharsis for the living than as meaningful boons to Athreos, though. The River Guide cares only for the single coin he's owed by any who board his skiff.

During the feast of the Necrologion, which gives its name to the eighth month in the calendar of Meletis, pious souls silently spend the day reading ancient memoirs or writing messages for their own descendants.

ATHREOS'S CHAMPIONS

Alignment: Usually lawful, often evil

Suggested Classes: Cleric, monk, rogue, wizard

Suggested Cleric Domains: Death, Grave (described in *Xanathar's Guide to Everything*)

Suggested Backgrounds: Hermit, sage, sailor, urchin

Most worshipers of Athreos believe death is a natural part of life, to be neither rushed toward nor run from. They seek to do their part in fulfilling the natural order, easing the passage of the living into death. Most also respect their ancestors and honor them through tradition, ritual, and memory.

ATHREOS'S FAVOR

As all mortals eventually bow before him, the River Guide doesn't seek worship. When mortal agents are necessary, though, Athreos often seeks the descendants of those who impressed him during their journey to the Underworld. The Athreos's Favor table offers several suggestions for the nature of your connection to the god.

ATHREOS'S FAVOR

d6 Circumstance

- 1 A family member died bringing you into the world.
- 2 You don't think or feel as others do, finding emotions messy and confusing.
- 3 In a brazen or desperate moment, you dared death to take you—and in a way, it has.
- 4 You sent a Returned back to the Underworld, restoring a measure of order to the cosmos.
- 5 Serving Athreos is your family tradition, a responsibility honored for countless generations.
- 6 You have died before, and in that moment, you glimpsed the mists that surround Athreos's skiff.

DEVOTION TO ATHREOS

Servants of Athreos facilitate the passage from life into death. As a follower of Athreos, consider the possibilities on the Athreos's Ideals table as alternatives to those suggested for your background.

ATHREOS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Tradition.** Honor the dead through rites of respect and by continuing their ways. (Lawful)
- 3 **Dread.** Mortals put their fear out of mind, but through me, they will remember the inevitable. (Evil or neutral)
- 4 **Apathy.** Life is but a rehearsal for death, and it's best not to grow too attached to it. (Neutral)
- 5 **Succor.** I offer balm to the dying—which, to varying degrees, includes all of us. (Good or neutral)
- 6 **Judgment.** Violations against the order of life and death must be set right. (Lawful)

EARNING AND LOSING PIETY

You increase your piety score to Athreos when you honor him or the cycle of life and death through acts such as these:

- Providing coins and overseeing burial rites for those slain during a tragedy
- Ensuring that the deeds and knowledge of someone who has died are preserved
- Slaying a Returned and its associated eidolon

Your piety score to Athreos decreases if you diminish the River Guide's influence in the world, impede his work, or disrespect the dead through acts such as these:

- Denying a dying person their final rites
- Removing wealth from a corpse or defiling a tomb
- Aiding those who seek to escape from the Underworld, or who already have

ATHREOS'S DEVOTEE

Piety 3+ Athreos trait

Your life is intertwined with the fate of the dead. You can cast *gentle repose* with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

ATHREOS'S VOTARY

Piety 10+ Athreos trait

You can cast *speak with dead* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

ATHREOS'S DISCIPLE

Piety 25+ Athreos trait

You can cast *false life* with this trait, requiring no material components. When you do so, you gain an additional 25 temporary hit points. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

CHAMPION OF THE PASSAGE

Piety 50+ Athreos trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.



MYTHS OF ATHREOS

Athreos eternally performs a remarkable labor, ferrying mortal souls to the Underworld. During the River Guide's ages of toil, he has inspired a number of legends.

The Athrean Obols. Some claim that Athreos doesn't collect coins out of greed but because he's looking for five specific treasures. Apocryphal writings in the Underworld library of Oneirakthys say that Athreos was the first mortal to die. When he came to face the gods, he brought a single treasure as an offering to each of Theros's five mightiest deities, hoping to receive a peaceful place among them in return.

The gods realized what Athreos's spirit represented: the first of an endless flood of mortal souls that would soon begin to join Athreos in death. Unwilling to spend eternity sorting the endless stream of dead mortals themselves, the other gods did give Athreos a place among them, as well as charging him with his impossible task. They also offered him a measure of hope. The gods cast Athreos's offerings back into the mortal world in the form of five coins. They promised Athreos that, once he collected the coins anew, the gods would free the River Guide from his service and welcome him into their ranks. Ever since, Athreos has labored, both at ferrying the dead and in search of his five lost coins, called the Athrean Obols. It's said that any who bring the River Guide one of the coins will be rewarded with a wish for anything Athreos can grant—even exception from death.

Death's Denier. Some legends tell of an ancient shade who has tarried at the banks of the Tartyx longer than any other—a woman, ancient beyond years and clad only in her own flowing hair and sagging skin, who some passing souls mistake for Athreos. This figure is Solyssia, once an oracle of Meletis. Solyssia refuses to pay Athreos's price, or to have it paid for her. For untold centuries, she has harassed the newly dead, learning an incredible amount about the mortal world in the process. The only thing she's less impressed with than the state of the modern world is Athreos, whom she curses like a bitter old friend whenever the River Guide draws near. If any mortal has ever truly known Athreos, it is her.

Eight Exceptions. Eight times in the course of history, Athreos has purposely allowed a mortal to delay their death or temporarily return from the Underworld. These individuals were restored as living beings (not as Returned) to complete particular tasks. As a record of these exceptions, Athreos bears a Returned-like mask of each individual. Despite centuries between bargains, though, no one who Athreos has made an exception for has ever returned. As a result, the River Guide refuses to make another exception. He might be convinced to do otherwise were someone to bring one of the eight lost souls—such as Biaas the Poison Drinker, Dianyan Half-Heart, or Hundred-Damned Thasmudyan—before him for punishment.





EPHARA

God of the Polis

As god of the polis, Ephara sees herself as the founder of civilization. She watches over cities, protecting them from outside threats. She is credited with establishing the first code of law, which Meletis has preserved and the other poleis have imitated. Even more important, she helps cities reach their highest potential, becoming centers of scholarship, industry, and art.

Ephara appears as a huge animated statue wearing a stone crown, resembling the capital of a column. When she chooses to walk about her cities at human scale, she often takes on the form of a human woman. In either form, she is always dressed in blue and white, and her expression is usually serious, but not unkind. She often carries a large urn on one shoulder, with the dark, star-studded sky of Nyx pouring from it and dissolving into mist as it hits the ground.

EPHARA'S INFLUENCE

Ephara's sphere of influence is the polis. Although worshiped in many places, she is most beloved in Meletis, whose citizens credit her with the city's founding. Many city walls bear Ephara's face, fashioned thus in the belief that each of her images watches over the part of the city it looks upon.

Ephara is strongly affiliated with the daytime, when cities are awake, alive, and at work. Her followers generally pray at midday, with the sounds of the city forming an appropriate backdrop to their rites, as industry itself is sacred to Ephara. Many aspects of city life and culture fall under Ephara's influence. Scholarship is closely connected to Ephara, as is art—particularly poetry, sculpture, and architecture. Ephara is also highly concerned with civic wisdom and justice, and many politicians and other leaders seek her guidance in how to rule.

EPHARA'S GOALS

Ephara seeks always to further cities: establishing them, protecting them, and seeing them grow. She supports those who build new cities and those who free others from tyranny. Ephara knows that not all threats to a city come from outside it, and she encourages her followers to watch out for tyranny and injustice from within. She seeks for justice to prevail in civilized lands.

Ephara seeks far more for her cities than mere safety. She drives every city to aspire toward efforts that help its people thrive. Civic responsibility is essential in Ephara's eyes, and having an engaged citizenry is important. The pursuit of knowledge is also a vital task, and she encourages advances in philosophy and science. As the scholars in her cities obtain or derive new knowledge, Ephara's magic scrolls grow ever longer. Finally, art is of critical importance to a thriving city. Ephara particularly supports architecture, the creation of which often drives industry and sculpture, though she doesn't scorn other varieties of artistic expression.

DIVINE RELATIONSHIPS

Ephara and Heliod have aligning interests, since they both value structure and justice. Ephara works toward establishing judicial systems that enforce the laws and uphold the values that Heliod holds dear.

Ephara is also on good terms with Thassa, the god of the sea, because Ephara recognizes the necessity of water for a thriving polis. She also admires Purphoros's craft, realizing the essential role of the forge and other forms of industry to build a city.

Ephara and Nylea are almost polar opposites, and there is no shortage of bad blood between the god of the cities and the god of the hunt. Nylea resents the construction of every building in a place that once held plants and animals, and Ephara has no patience for any wild creature that encroaches on a settlement. Ephara looks at the wilderness and sees only wasted potential, while Nylea looks at cities and sees only destruction.

Ephara has a deep-seated hatred for Phenax. While Ephara can appreciate the perspective of most of her peers, she has no such understanding for those who would deliberately try to undermine a thriving social structure. Ephara opposes Phenax and what she sees as his utter disdain for everything she stands for.

Her relationship with Karametra is a difficult one from either perspective. Ephara approves of agriculture, a key ingredient for the development of cities, and both gods are concerned with defense of settlements. Even so, Karametra is tied to Setessa and the wild lands, where Ephara is distrusted, and although Karametra and Nylea have their own complicated relationship, Karametra strongly favors Nylea over Ephara.

WORSHIPING EPHARA

To an extent, Ephara's devout show their faith by going about their lives and contributing to society. Midday services at Ephara's temples often feature a brief prayer, followed by a longer talk from an industrial or civic leader on a topic of general interest. Attendants often bring meals to eat while on a break from their jobs.

Ephara's face is a common sight in cities. Marble buildings, stone walls, and similar surfaces usually feature a sculpture or relief of her visage. People often swear oaths or engage in verbal disputes in front of these images, believing she won't let a falsehood told in front of her go unpunished. Whether she actually intervenes is unclear, but conflicts that play out this way are often resolved peacefully, without a need for the justice system to get involved.



MYTHS OF EPHARA

Ephara's deeds demonstrate her commitment to the poleis and those who seek their improvement.

Founding of Meletis. The city-state of Meletis was once part of the archon Agnomakhos's empire. The archon ruled his territory with absolute cruelty. Ephara bestowed her magic on the subjugated populace to enable them to fight back and overthrow Agnomakhos. The newly freed people then established Meletis, as the settlement on that site is known today. The founding of Ephara's favored city is still celebrated today, both in Meletis and elsewhere among the god's followers, as the summer holiday of Polidryision, which gives its name to the fourth month in the Meletian calendar.

Earthquake in Meletis. The temple of Ephara in Meletis is the god's largest and grandest place of worship on Theros. It is kept in perfect repair, and worn or damaged pieces of the structure are quickly replaced. During an enormous earthquake, many of the structures in Meletis crumbled. Ephara kept her temple standing throughout the mighty quake, making it a place for Meletians to take refuge in the following days during the aftershocks. After the cataclysm, she shared designs from her scrolls of sacred knowledge with the architects of Meletis so they could rebuild the city to be much more resistant to earthquakes.

The Library of Glossion. The small town of Glossion boasts a remarkable library that according to local legend was a gift

from Ephara. Other tales suggest that the library was actually founded by an ancient sage named Anatheia, but then a terrible fire destroyed the place, and along with it generations of collected knowledge. Once the people finished rebuilding the structure to start the library over, Ephara is said to have appeared and restored the books and scrolls the library had lost, copying the information from her personal scrolls of sacred knowledge.

Savior of Altrisos. A kraken that escaped its sea lock once threatened the small seaside city of Altrisos. Recently weakened by a triton raid, the city had no defenses left and would be destroyed by an attack. The people prayed to Ephara, and the large image of her face on the city's wall came to life. The walls of the city grew impossibly high and strong, and the kraken could do no more than dash its head against the impassable barrier. The monster soon returned to the ocean to find an easier meal.

Trial of Aristhenes. A man named Aristhenes committed many murders, targeting members of the government and some of their family members. When he was arrested and put to trial, he claimed that no one could fairly judge him because every qualified judge was personally affected by the case. Ephara herself came to the city to serve as judge for the trial, since no one could accuse her of anything but perfect impartiality, and she found Aristhenes guilty.



EPHARA'S CHAMPIONS

Alignment: Usually lawful, often neutral

Suggested Classes: Bard, cleric, monk, paladin, wizard

Suggested Cleric Domains: Knowledge, Light

Suggested Backgrounds: Acolyte, athlete, guild artisan, noble, sage, sailor, soldier, urchin

Most champions of Ephara believe cities represent the pinnacle of achievement and do what they can to uphold the law and keep society functioning. Some of the god's most devout followers work as architects, artists, or philosophers, all striving to serve the public good.

EPHARA'S FAVOR

Ephara seeks champions who will defend her cities fiercely, both from external threats and internal corruption. She asks them to protect not only the people, but also the structures that comprise a polis. The circumstances that led you to worship Ephara most likely involved the polis you call home. The Ephara's Favor table provides just a few possibilities.

EPHARA'S FAVOR

d6 Circumstance

- 1 You grew up in a polis like Meletis and never feel safe outside one.
- 2 You grew up in a home that was next to a wall or a building with Ephara's face on it, and you felt like she was always looking after you.
- 3 You were part of a revolution to fight off tyrants and establish freedom in your city.
- 4 Your family members have all been architects, going back several generations, and all worshiped Ephara.
- 5 You are a highly skilled poet, scholar, or philosopher, and Ephara took notice of your talent.
- 6 You are a civil servant or a city leader, taking an active role in the welfare of your home.

DEVOTION TO EPHARA

Followers of Ephara support their cities, protecting them while helping them thrive. As a follower of Ephara, consider the ideals on the Ephara's Ideals table as alternatives to those suggested for your background.

EPHARA'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Justice.** Laws keep society functioning, and I must see to it that they are enforced. (Lawful)
- 3 **Community.** We are stronger together, and I must improve and support my community. (Lawful or good)
- 4 **Scholarship.** I serve my community and my god by learning new information or creating art. (Any)
- 5 **Civic Duty.** It is my responsibility to serve my city. (Lawful)
- 6 **Protection.** I must keep my city safe from threats both external and internal. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Ephara when you expand the god's influence in the world in a concrete way through acts such as these:

- Defending a city from a major threat
- Defeating a tyrant who threatens a city's freedom
- Creating a masterwork, such as a building or a poem

Your piety score to Ephara decreases if you diminish Ephara's influence in the world, contradict her ideals, or let her down through acts such as these:

- Betraying one's trust to commit acts of corruption or tyranny
- Destroying a civic institution or sowing chaos within a city
- Willfully breaking just laws for personal gain

EPHARA'S DEVOTEE

Piety 3+ Ephara trait

Ephara grants you insight into how people communicate. You can cast *comprehend languages* with this trait, requiring no material component, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

EPHARA'S VOTARY

Piety 10+ Ephara trait

You gain advantage on Charisma (Persuasion) checks while you are within a city.

In addition, when you fail an Intelligence check or Intelligence saving throw, you can reroll the die, and you must use the new roll. Once you use this reroll, you can't do so again until you finish a long rest.

EPHARA'S DISCIPLE

Piety 25+ Ephara trait

You can cast *Mordenkainen's private sanctum* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

CHAMPION OF THE POLIS

Piety 50+ Ephara trait

You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.



EREBOS

God of the Dead

Erebus is the god of death and the Underworld, lord of all that has ever lived. He presides over the bitterness, envy, and eventual acceptance of those who suffer misfortune. His hoarding of both souls and the treasures the dead carry into the Underworld see him worshiped by those who desire to collect and keep wealth.

Erebus's very presence is stifling, and those who come face to face with him often depart in despair. He is jealous and tyrannical within his realm, but unlike his brother Helioid, he neither blusters nor tries to expand his influence. He waits patiently, secure in the knowledge that everything belongs to him in the end.

Erebus most frequently appears as a slender, gray-skinned humanoid with two large, outward-curving horns, wielding an impossibly long black whip. He also appears in the form of a black asp, a cloud of choking smoke, or an animated golden idol.

EREBOS'S INFLUENCE

Born from Helioid's shadow and then banished to the Underworld, Erebus claimed dominion over that desolate realm. He sees it as his duty and his right to ensure that those who enter his realm remain there for all time. Within the Underworld, only the relative paradise of Ilysia is sheltered from his influence. In the other four realms of the dead, his will is law.

Mortals typically fear death, yet death is the inevitable end of each one's time in the mortal world. Erebus, having long ago come to terms with his own banishment, teaches his followers to accept the inevitability of death and the often unavoidable tragedies of life.

Although Erebus forbids souls from leaving the Underworld, some escape his clutches. Generally such souls are beneath his notice, but he sometimes sends agents to retrieve those he has particular interest in.

EREBOS'S GOALS

Erebus wants above all to maintain his position of absolute authority over the realm of the dead. He lashes out at anyone who aids souls in escaping from him or otherwise tries to subvert the inevitability of death.

Erebus is patient, usually willing to wait for souls to come to him, but he does interfere in the mortal realm on occasion. When the other gods displease him, he

sends mortal agents or Nyxborn monsters to kill the worshipers of the offending gods and spread despair.

Many of Erebus's schemes target those who escape his clutches. He regularly sends agents to retrieve the Returned soul or the wayward eidolon of a hero of great renown who has succeeded in returning to Theros. If any of the dead, renowned or otherwise, escape the Underworld fully intact—without identities erased—Erebus will spare nothing to make an example of the fugitive and any who provided assistance.

DIVINE RELATIONSHIPS

Erebus loathes Helioid, who banished him to the Underworld eons ago, forever severing him from the world of life and light. Erebus takes particular delight in profaning Helioid's temples, defiling the raiment of his priests, slaughtering his worshipers, and claiming the souls of his champions. Erebus believes that Helioid will one day challenge him for control of the Underworld. He looks forward to that day, certain that his lesser brother can't possibly prevail within Erebus's own territory.

Erebus holds a special grudge against Phenax. Phenax readily teaches others how to escape the Underworld as the Returned and even sneaks into the Underworld to assist them, earning him Erebus's undying ire.

Pharika and Karametra understand, better than many of the other gods, that life and death are closely intertwined. Pharika's tinctures can either extend a life or snuff it out, and Karametra's planters know that reaping follows sowing in turn. Although he appreciates what these gods have in common with him, Erebus occasionally feels the need to remind them that the dead are his, and other gods' acceptance of death's inevitability doesn't make them masters of it.

Erebus has no true allies but operates closely with Athreos and Klothis. Athreos is one of the few beings Erebus trusts to be as committed as he is to ensuring that the passage into death is a one-way trip. Klothis, too, would see the dead remain dead, concerned as she is with the acceptance of destiny.

WORSHIPING EREBUS

To many mortals, Erebus is primarily concerned not with death, but with gold. Most of his followers downplay his association with death and misfortune, instead praying to him for material wealth. Others pray to him because they want to be more accepting of their misfortune. These individuals see themselves as beyond hope of improving their lot in life, asking only that Erebus grant them the strength to endure until they enter his realm at their predestined time.

A smaller but more dangerous group of Erebus worshipers are those who actively glorify death. These cultists and assassins congregate in secret in communities across Theros, engaging in campaigns of violence.

The only major festival dedicated to Erebus, called the Katabasion or "the Descent," features a ceremony in which worshipers make a symbolic journey into the Underworld. The supplicants enter a cave, offer prayers and sacrifices to Erebus in utter darkness, and slowly make their way back to the surface just before sunrise.

EREBOS'S CHAMPIONS

Alignment: Usually neutral, often evil

Suggested Classes: Cleric, fighter, rogue, wizard

Suggested Cleric Domains: Death, Trickery

Suggested Backgrounds: Acolyte, charlatan, criminal, noble, urchin

Most worshipers of Erebos seek to enforce the boundary between life and death, whether absolutely or selectively. They often find grim satisfaction in serving the covetous but patient god, knowing that all will ultimately know their patron's embrace.

EREBOS'S FAVOR

As Erebos sees it, he already owns the soul of every living being. For him to bestow special favor or power on a mortal would be an act of generosity, and he expects to be compensated for it. Those who rise to the ranks of true champions of Erebos, though, embrace death and their inescapable destiny in the Underworld. Did you pledge yourself to Erebos by joining his priesthood, or did you come to find his favor through a prayer of quiet desperation? The Erebos's Favor table offers a handful of suggestions.

EREBOS'S FAVOR

d6 Circumstance

- 1 You follow Erebos seeking financial success, expecting service to translate into rewards.
- 2 In a moment of anguish, you prayed to Erebos. He granted you acceptance of your fate and his favor.
- 3 You were pledged to another god, but when you lost a loved one, only turning to Erebos could ease your grief.
- 4 After you recovered from a mortal injury, Erebos appeared and claimed your service.
- 5 Ever since the first time you saw someone die, Erebos has whispered in your ear.
- 6 You can't bear to witness suffering, so you serve Erebos to bring peaceful ends to the unfortunate.

DEVOTION TO EREBOS

Just as every life ends at the same destination, many different paths can lead a worshiper to Erebos. As a follower of Erebos, consider the ideals on the Erebos's Ideals table as alternatives to those suggested for your background.

EREBOS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Mortality.** I will enforce the most important law: anything that lives must one day die. (Lawful)
- 3 **Consolation.** Everyone deserves the solace that comes with accepting their destiny. (Good)
- 4 **Acceptance.** Whatever my fate, I will embrace it with Erebos's blessing. (Neutral)

d6 Ideal

- 5 **Wealth.** Death is forever, so I'm going to get rich while I still can. (Neutral)
- 6 **Power.** I relish having mastery over life and death. (Evil)

EARNING AND LOSING PIETY

You increase your piety score to Erebos when you expand the god's influence in the world in a concrete way through acts such as these:

- Convincing a group of people to accept misfortune
- Easing someone's death or assisting with funeral arrangements
- Retrieving a prominent figure's eidolon or Returned form
- Thwarting the schemes of Heliod

Your piety score to Erebos decreases if you diminish Erebos's influence in the world, weaken his dominion over death, or alleviate misfortune without good cause through acts such as these:

- Saving a life without securing compensation for Erebos
- Forsaking your duties for personal gain or pleasure
- Allowing a soul to escape the Underworld

EREBOS'S DEVOTEE

Piety 3+ Erebos trait

As a devotee of Erebos, you have proven yourself an executor of the Underworld's grim laws. You can call on Erebos's favor to cast *bane* with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

EREBOS'S VOTARY

Piety 10+ Erebos trait

You can cast *vampiric touch* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

EREBOS'S DISCIPLE

Piety 25+ Erebos trait

When a soul is sent to its rightful place, you can draw on the energy of the Underworld to empower you. When a creature dies within 10 feet of you, you can use your reaction to gain a number of temporary hit points equal to your level.

CHAMPION OF THE DEAD

Piety 50+ Erebos trait

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.



MYTHS OF EREBOS

Erebos appears in many god-stories, often as a villain or a foil to the other gods. The stories told by his followers emphasize his power, the wealth of the Underworld, and the inevitability of death.

Kytheon's Escape. Many know the story of Kytheon Iora, an Akroan orphan who took up Heliod's spear and attempted to kill Erebos himself. The tale ends in tragedy, as Kytheon was struck down along with his friends. Only the high priests of Erebos, however, know that Kytheon's soul isn't in the Underworld, having somehow escaped right before Erebos's eyes. Suspecting that either Heliod or Kruphix knows where Kytheon's soul went, Erebos will reward anyone who can tell him.

Menelaia's Song. Long ago, a master lyrist named Menelaia mourned her lover, Pero. She entered the Winter Nexus, a cave on the edge of Setessa that leads to the Underworld, and played a love song to lure Pero's soul back to the mortal world. When Erebos saw this, he became furious, and he extended his whip to draw both of the lovers back. But Menelaia was beloved of Nylea, and that god blocked Erebos's whip with vines. The two lovers lived long lives together. Erebos had the last word, however, tormenting both of the lovers in the Underworld. To this day, this turn of events plagues Nylea, who seeks a way to bring the lovers peace.

The Return of Daxos. Daxos of Meletis was a powerful oracle who heard the voices of all the gods. Daxos tragically died at the hands of his lover, the champion of Heliod, Elspeth, through the duplicity of the satyr Xenagos. Daxos's soul passed into the Underworld, and Elspeth sought Erebos's help to travel into Nyx. After passing Erebos's test for admittance, Elspeth demanded an additional reward: she would trade her life for Daxos's. Erebos, always eager to claim a champion of the sun god, agreed. Elspeth died shortly after her triumph over Xenagos, whereupon Erebos kept his word—but in a treacherous fashion, allowing Daxos's body to go back to the mortal world as a Returned. Bereft of memories, he wanders aimlessly.

A Shadowed World. Heliod's followers maintain that their god gave rise to Erebos by casting a shadow in the sun's first light. Followers of Erebos say that this tale is self-refuting. Before there ever was a sun, the entire world stood in shadow, and the shadow was Erebos—elder to Heliod. Only with the first dawning was Erebos's form diminished enough that Heliod could overpower him, and the god of the dead has never forgiven his upstart brother. The faithful of both Erebos and Heliod viciously argue the details of their gods' origins, some risking their lives in battle over which of their gods came into being first.





HELIOD

God of the Sun

Helioid is the radiant god of the sun. According to myth, he ensures that the sun rises every day to provide light and warmth to the world. Every inhabitant of Theros acknowledges his dominant presence, and nearly everyone at least pays lip service to the idea of giving him worship and honor.

Pride and self-assurance radiate from Helioid as light floods from the sun. He is cheerful and sociable, enjoying the company of others and forming bonds easily. His friendship can be as easily lost, though, turning him from ally to enemy as the consequence of a single misstep or perceived betrayal.

Helioid has appeared to mortals in a variety of forms, but he prefers the appearance of a sun-bronzed male human in his forties, dressed in a flowing tunic of golden cloth. His profile is noble, highlighted by a strong chin and a short beard, and he boasts the broad chest of a perfectly fit athlete. His hair is glossy black, and his head is crowned with a golden wreath. He is also fond of appearing as a brilliant white pegasus or a radiant golden stag. In any guise, he looks lit by the sun, even when he travels across the night sky.

HELIOD'S INFLUENCE

Helioid personifies the light of day, and by extension, he is associated with many metaphorical aspects of the sun's circuit.

As the sun rises without fail every morning, so Helioid values faithfulness in oaths and bonds. Courtroom testimony and marriage vows are sworn on his name, for he can't tolerate the breaking of a solemn promise. He is the arbiter of morality, virtue, and honor.

The sun's nightly descent into darkness symbolizes bravery and self-sacrifice—the willingness to endure the horrors of the dark for the sake of others. Those who protect innocents in his name receive Helioid's favor.

As sunlight casts out darkness, Helioid's justice casts out chaos and lawlessness. He is the god of the laws that govern society and the laws that punish the wicked. He is interested not only in punitive justice, but also in the establishment of fair and equitable relationships among people and gods, in service to the common good. He also takes an interest in the bonds of family—the relationships that tie people most closely to each other.

HELIOD'S GOALS

In Helioid's mind, he is the ruler of the gods, and he wants merely for his rightful place to be recognized. He imagines Nyx rebuilt as his personal palace, where all can witness him in his glory. He considers himself a kind and beneficent ruler—a benign autocrat, not a tyrant—and he doesn't expect abject servility from anyone, god or mortal. He just wants everyone to defer to his will and carry out his orders. He believes that his decisions are always just and right, and that if his sovereignty were properly respected, there would be peace and order in Nyx and the mortal world alike.

DIVINE RELATIONSHIPS

Helioid's repeated attempts to establish himself as the ruler of the pantheon anger Erebus and Purphoros, who both have a degree of the arrogance he demonstrates.

Thassa and Nylea, by contrast, aren't bothered by his efforts because they see themselves as being safely outside his reach. He could declare himself the ruler of the pantheon, they reason, but his dictates can't alter the rhythms of the sea and the cycles of nature. Thassa and Nylea will continue as they are, as they always have been, whatever squabbles their brothers might have.

Ephara, Karametra, and Iroas are closely aligned with Helioid in attitude and philosophy. In some ways, these three gods represent the principles and the abstract nature of Helioid made tangible and concrete through the lives of mortals. Helioid represents a divine, natural, moral law; Ephara gives those laws a concrete manifestation by establishing mortal society in the poleis. Helioid controls the radiant sun that makes the natural world flourish; Karametra brings the interplay of light and nature to life for mortals in the practice of agriculture. And while Helioid stands for justice, Iroas actually fights for it, taking up arms against brutality and injustice in defense of what is good and right.

Helioid hates and fears Erebus, his dark twin and his shadow. He views the god of the dead as a pathetic liar and coward who wallows in self-pity in his exile.

Helioid is also plagued by a nagging suspicion that the true ruler of the pantheon is Kruphix, a mysterious being who is capable of sealing the borders between the mortal world and the divine realm of Nyx. Kruphix is perhaps the only being who can impose limits on the other gods' actions, which makes Helioid resent and fear the god of horizons.

WORSHIPING HELIOD

The brilliance of Helioid's sun is impossible to ignore. Thus, virtually everyone on Theros pays at least grudging respect to the sun god in forms of worship that range from simple gestures to days-long celebrations.

Some families, particularly in the polis of Meletis, follow a practice of bowing in the direction of dawn's first light—or winking, in a gesture of respect for the sun god's luminous “eye.” More dedicated worshipers offer short litanies at dawn, noon, and dusk, acknowledging the sun's passage across the sky.



MYTHS OF HELIOD

Many legends about Heliod highlight his mercurial nature, even while acclaiming him as a god of bravery and justice.

Battle with Purphoros. In his desire to establish himself as the leader of the pantheon, Heliod attempted to commission Purphoros to rebuild Nyx in Heliod's image. Angered by Heliod's claim to rulership, Purphoros forged the sword *Godsend* to fight Heliod. As their conflict raged, Purphoros's sword cut the fabric of Nyx, opening the boundary between the realms of gods and mortals. As a result, the hydra Polukranos fell to the mortal world, but Heliod and Nylea joined forces to bind the hydra in the Nessian Wood. Years later, the hydra broke free of its bonds, and Heliod chose a mortal, Elspeth Tirel, to slay the hydra as his champion—using a spear called *Godsend*, forged from Purphoros's sword.

Birth of Erebos. Some myths claim that Heliod was the first of the gods, though most people believe that distinction belongs to Kruphix. These myths also say that when the light of Heliod's own sun fell on him, Heliod saw his shadow and feared it. He banished the shadow to the land beyond the Rivers That Ring the World, and it became Erebos, god of the dead and ruler of the Underworld.

Origin of the Catoblepas. When a herder boasted that his cattle were the finest in Theros because Heliod and Nylea had created them, the gods grew angry at this falsehood. Heliod persuaded Mogis to curse the cattle, transforming them

into the first catoblepases. As a result, many animal breeders prove excessively modest to this day, with humble-boasts being common and well understood among both buyers and sellers. Livestock that are “as Heliod intended” or “praiseless beasts” might be considered second to none.

Road to the Sun. After a life in Heliod's service, the aged oracle Solsemon departed on a final pilgrimage: setting forth to visit the sun. Day after day he journeyed east, seeking the lands from which the sun rose. He journeyed far and was mocked everywhere people learned of his quest. Worse, his sight grew ever weaker as he spent days staring at the sun. Yet still he traveled on. Even when blindness claimed Solsemon's sight, the oracle continued undaunted. Finally, one day, Solsemon found a warm, calm place. There, a powerful voice he'd heard in his dreams welcomed him to his journey's end. Praising Heliod, the oracle took his rest, and after several long, contented hours, peacefully died. Ever since, the tale of Solsemon has been argued as both a parable of determination and a warning not to pursue that which is divine.

Spear of Heliod. Heliod wields the spear *Khrusor*, which can strike any point on Theros, even in the depths of the Underworld. One tale describes how a wrathful Heliod used his spear to smite a human polis whose people angered him with their hubris: the entire city of Olantin sunk beneath the sea when Heliod struck it with his spear.



HELIOD'S CHAMPIONS

Alignment: Usually lawful, often good

Suggested Classes: Cleric, fighter, monk, paladin

Suggested Cleric Domains: Light

Suggested Backgrounds: Acolyte, athlete, noble, soldier

Champions of Heliod are typically either exemplars of light, law, and truth or conflicted heroes motivated by revenge and sworn vows. Most can't imagine serving those they consider lesser gods.

HELIOD'S FAVOR

Heliod seeks out champions in the mortal world because he believes that a great champion reflects well on him. The ruler of the gods, as he imagines himself, should have champions who represent the best of mortals.

That said, the reason for his initial interest in a champion isn't always obvious. What made the sun god turn his attention to you? What sets you apart from the masses of people who offer him prayers and sacrifice? What made him think you would be a good champion? The Heliod's Favor table offers a handful of suggestions.

Heliod can be a fickle god, but once you have devoted yourself to him as a champion, he will not desert you—as long as you remain faithful and your actions continue to reflect well on him.

HELIOD'S FAVOR

d6 Circumstance

- 1 You were born at noon on the summer solstice—perhaps even in the midst of Heliod's great feast.
- 2 One of your parents is also a champion of Heliod.
- 3 You once rescued a pegasus that was trapped in a net, demonstrating your courage and your respect for this sacred creature.
- 4 You proved your mettle in a dramatic contest of strength, charisma, or a similar quality.
- 5 Calling on Heliod to witness you, you swore an oath to end some great evil.
- 6 You have no idea why Heliod showed interest in you, and you might sometimes wish he hadn't.

DEVOTION TO HELIOD

Following Heliod means devoting yourself to the cause of law and justice. In fact, champions of Heliod are sometimes more constant in their pursuit of those ideals than the god himself, who can be emotional and short-tempered. As a follower of Heliod, consider the ideals on the Heliod's Ideals table as alternatives to those suggested for your background.

HELIOD'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Honor.** I behave nobly and always keep my promises. (Lawful)

d6 Ideal

- 3 **Protection.** I face the horrors of the darkness so the common people don't have to. (Good)
- 4 **Enforcement.** Those who violate the laws that hold civilization together must be punished. (Lawful)
- 5 **Justice.** The purpose of law is to establish fair and equitable relationships among people and gods. (Lawful and good)
- 6 **Kinship.** It's essential to preserve the bonds of family—my own family first, and others after. (Lawful)

EARNING AND LOSING PIETY

You increase your piety score to Heliod when you expand the god's influence in the world in a concrete way through acts such as these:

- Carrying out punishment on a fugitive from justice
- Exacting vengeance for a significant wrong done to you
- Defending a polis from attacking monsters
- Building or restoring a temple to Heliod

Your piety score to Heliod decreases if you diminish his influence in the world, contradict his ideals, or make him look ridiculous or ineffectual through acts such as these:

- Breaking an explicit promise or oath
- Violating any just law
- Putting others at risk through your own cowardice

HELIOD'S DEVOTEE

Piety 3+ Heliod trait

As a devotee of Heliod, you have proven yourself a worthy champion of the sun god. You can call on Heliod's favor and cast *bless* with this trait, requiring no material components. Heliod's blessing manifests as a nimbus around the affected creatures, causing them to shed dim light in a 5-foot radius until the spell ends. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

HELIOD'S VOTARY

Piety 10+ Heliod trait

You can cast *daylight* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

HELIOD'S DISCIPLE

Piety 25+ Heliod trait

You grow accustomed to the blazing radiance of the sun; you have advantage on saving throws against being blinded, and you have resistance to fire damage.

CHAMPION OF THE SUN

Piety 50+ Heliod trait

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.



Iroas is the steadfast god of honor and victory in war. When soldiers march to battle, his voice is the thunder of their footsteps and the crash of spear on shield. Soldiers, mercenaries, and athletes all pray for Iroas's favor in securing victory. Common folk pray to Iroas for courage and fortitude in times of struggle, for his is the battle nobly fought and won.

Bold and confident with a soldier's demeanor, Iroas is the pinnacle of martial pride and bearing. He is stoic almost to a fault, but also exhibits a wry sense of humor. Those who honorably shed blood in Iroas's name can count on his support. Cowards and oath breakers are to be despised, and traitors don't deserve mercy in battle.

Iroas most often appears as a powerfully built centaur with a bull's body rather than a horse's, clad in gleaming armor and wielding a spear and shield. He speaks in a booming baritone that projects power, confidence, and courage. He has been known to appear as a burly soldier or a mighty bull before his followers. Whatever form he chooses, Iroas carries himself with precision and majesty at all times and doesn't tolerate disrespect or undue informality from those who would deal with him.

IROAS'S INFLUENCE

Iroas personifies the glory of victory, honorable combat, and physical competition. He is the unspoken bond between soldiers on the eve of battle, the courage of the standard bearer holding colors aloft in the midst of battle, and the exultation that comes after a hard-won victory. Iroas pushes his followers to excel in their chosen fields, particularly war and athletics, and gain honor through superior skill, training, and dedication.

War is, fundamentally, a terrible experience filled with pain, loss, and fear. Unfortunately, as Iroas sees it, war is also necessary. He sees preparing for and winning life's essential battles as being of paramount importance and the highest calling one can experience.

The true warrior fights with honor, courage, and dedication, and values training, discipline, strength, and *esprit de corps*. In Iroas's eyes, nothing is more valuable or honorable than a honed blade wielded by a trained warrior loyal to a just cause. This message is ingrained in the ethos of Akros, the polis that claims him as its patron. His precepts and codes of conduct are incorporated in the civil and military laws of Akros.

Iroas values strength and determination in less deadly pursuits, as well. He believes sports are a fine proxy for war, as just as in a battle, superior skill and strength lead to a victory. What Iroas truly loves is a winner.

Lastly, Iroas urges his followers to blunt the advances of his brother, Mogis. This directive inevitably means combat, since Iroas knows of no other way to solve problems. Diplomacy isn't an act of cowardice per se, but because it isn't an activity Iroas is prepared to engage in, it isn't something he expects of his followers.

IROAS'S GOALS

Iroas sees existence as a series of glorious battles to be won by both him and his followers. War is a testing ground from which only the bravest and strongest emerge. Between battles, there are feats of endurance and physical prowess to perform. Iroas exhorts his followers to hone their bodies and minds just as they hone their blades. He is certain that to slacken his vigilance and grow lazy would guarantee his demise at the edge of his brother's blood-soaked axe. Iroas pushes his followers to be ready at all times to meet conflict head-on.

DIVINE RELATIONSHIPS

Iroas is defined by his opposition to his twin brother, Mogis. Although both love battle, Iroas holds an honorable and valorous view of warfare, whereas Mogis lusts for carnage and butchery. Iroas firmly believes that mortals will always fight, whether in war or in less consequential pursuits. His charge is to ensure that war is waged with a code of honor and to prevent his brother's depravity from spreading through the world.

Iroas holds an abiding respect for Purphoros, who girds his warriors in the products of his artifice. Iroas sees finely crafted arms as the highest form of art, sublime and deadly at once. Still, Iroas finds Purphoros's volatile temper and bouts of passion unbecoming of one with such talent at creating weapons of war.

Iroas champions the cause of justice and thus seeks Heliod's guidance and counsel from time to time. During Heliod's piques of arrogance and temper, Iroas is the one who advocates restraint and calm. More often than not, the two deities agree where matters of justice and honor are concerned.

WORSHIPING IROAS

Iroas is interested not in pretty words, but in great deeds. The faithful of Iroas show their piety by comporting themselves well in contests of athleticism or skill. Swearing an oath to win a battle in Iroas's name and failing to do so is a great shame upon a warrior, thus such a promise is never uttered lightly.

The fifth month of the Meletian calendar is Thriambion, named for an annual commemoration of the Meletian conquest of Natumbria. This victory cemented Meletis's control over the entire peninsula. But in Akros, the month is called Iroagonion, for the Iroan Games. These games are the grandest display to honor Iroas. To even compete in the Iroan Games is considered noteworthy, as the polis send only their finest athletes. The grand prize, besides a ceremonial wreath, is the opportunity to be visited by Iroas himself.

IROAS'S CHAMPIONS

Alignment: Usually chaotic, often good

Suggested Classes: Barbarian, cleric, fighter, paladin, sorcerer

Suggested Cleric Domains: War

Suggested Backgrounds: Athlete, folk hero, soldier

Many champions of Iroas are warriors for honor and justice. They often seek to embody martial courage and are motivated by strong personal codes of honor.

IROAS'S FAVOR

Iroas has a soft spot in his heart for underdogs, even if they lack the strength to win the fight. It is easier, he believes, to make a hero from a weakling who has a heroic heart than it is to turn a brute into a defender of justice. What's more, the victory of the strong gives them glory, but the victory of the weak gives glory to Iroas.

Why did Iroas seek you out as a champion? Perhaps you proved your courage even when victory eluded your grasp, or you demonstrated a willingness to use your strength for good. Occasionally, Iroas's choice of a champion has as much to do with his enmity toward Mogis as it does with the mortal he chooses; is there some connection between you and the god of slaughter? The Iroas's Favor table offers a few suggestions.

IROAS'S FAVOR

d6 Circumstance

- 1 You were born on the eve of a major battle.
- 2 Your twin sibling is a champion of Mogis.
- 3 You showed great courage in a losing battle.
- 4 You proved yourself in a contest of strength and skill at the Iroan Games.
- 5 You called upon Iroas to witness an oath of victory in battle, and he took notice.
- 6 Despite having been knocked down repeatedly in life, you show grit and determination in all you do.

DEVOTION TO IROAS

Following Iroas means making a commitment to combat in pursuit of righteous aims, not as a way of applying coercion or domination. It also means dedicating yourself to the pursuit of excellence, for the god of victory desires victorious champions. As a follower of Iroas, consider the ideals on the Iroas's Ideals table as alternatives to those suggested for your background.

IROAS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Courage.** No fear or pain can turn me away. (Any)
- 3 **Loyalty.** War forms bonds that are more real and lasting than the ties of love or family. (Any)
- 4 **Heroism.** The powerful must protect the weak. (Good)
- 5 **Liberty.** The strong mustn't exploit the weak. (Chaotic)
- 6 **Excellence.** People should look to me as an example of the best that mortal folk can be. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Iroas when you expand the god's influence in the world in a concrete way through acts such as these:

- Achieving a great victory
- Overcoming long odds honorably
- Defeating a skilled foe in single combat
- Winning a great feat of strength or skill

Your piety score to Iroas decreases if you diminish Iroas's influence in the world, contradict his ideals, or make him look weak and cowardly through acts such as these:

- Showing cowardice in battle
- Besting an honorable foe through deceit
- Harming innocents or noncombatants

IROAS'S DEVOTEE

Piety 3+ Iroas trait

As a devotee of Iroas, you have earned his favor through victories won in his name. You can cast *compelled duel* with this trait a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

IROAS'S VOTARY

Piety 10+ Iroas trait

You can cast *crusader's mantle* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being frightened.

IROAS'S DISCIPLE

Piety 25+ Iroas trait

As a bonus action, you can call on Iroas's blessing, gaining the following benefit for 1 minute or until you are incapacitated: creatures within 30 feet of you can't gain advantage on attack rolls against you. Once you use this trait, you can't do so again until you finish a long rest.

CHAMPION OF VICTORY

Piety 50+ Iroas trait

You can increase your Strength or Charisma score by 2 and also increase your maximum for that score by 2.



MYTHS OF IROAS

The myths told about Iroas's deeds acclaim his valor and bravery as well as his inflexibility and stubbornness. Countless tales tell of him or his champions besting terrible beasts, enemy armies, or threats to the world. Still other stories rise beyond accounts of his victories.

Bulwark of Brotherhood. Iroas carries a battle-worn bronze shield called the Bulwark of Brotherhood. It symbolizes the protective bond shared by all soldiers at war and his determination, ironically, to defeat his own brother. In the myth of Rygyra the Slinger, the soldier never missed when she launched stones from her magic sling. Yet, even so, her every shot bounced off the giant minotaur, Raksolcs Ravage-Soul. As the minotaur terror closed in on her, Rygyra whispered a prayer to Iroas and braced her flimsy wooden shield, knowing it would offer no defense against the giant's strikes. Yet, when the blow came, the shield resounded with the barest metallic clang—like a pin falling on bronze. Opening her eyes, Rygyra discovered that her shield had transformed into a gleaming bulwark—Iroas's own shield. Enraged, Raksolcs beat on the shield, leaving not even a dent. After hours of this, the minotaur collapsed, panting and exhausted. Only then did Rygyra emerge and strangle the brute with his own tongue.

Draught of Glory. Followers of Iroas often push their physical and emotional limits, pursuing victory above all things. Even as priests of Iroas coach their followers to be the best,

the most experienced religious leaders—particularly those who have retired from athletic competition—warn of growing addicted to triumph. Ultimately, they teach, only Iroas can drink endlessly from the river of glory and suffer no ill effects. Mortals, though, can grow intoxicated by victory and sickened by unattainable ideas of honor or eternal praise. Therefore, wise competitors are encouraged to seek only their draught of glory—a finite amount that they might revel in but that allows them to experience a life beyond grasping for greatness. Those who don't find themselves upon the path to despair, personal harm, and the temptations of Mogis.

Kalemne, Disciple of Iroas. One of the greatest of Iroas's champions, Kalemne is a stone giant sworn to the service of the god of war. A warrior of tremendous strength and tactical skill, she has imposed martial discipline on the most unruly of troops and has led squads of giants and minotaurs to glorious victories. Her devotion to Iroas is absolute, and her commitment to victory is unwavering. Countless petitioners have sought out Kalemne over the years, seeking her aid in righting wrongs or preventing disasters. Though she sympathizes with all who tell her their tragic tales, Kalemne has committed to aiding only those who can defeat her in a contest of athletic skill or a test of speed. Those who do can count on her aid, and possibly that of her troops. Those who can't must seek other answers to their problems.





KARAMETRA

God of Harvests

Karametra is recognized as the serene, maternal god of the harvest, her arms spread wide as she offers bounty to her worshipers or cradles communities in her embrace. Almost every human settlement contains at least a modest shrine to solicit her favor, and she is closely associated with Setessa, the center of her worship.

Wise and even-tempered, Karametra values community, stability, and the balance of nature. She is the god of maternity, family, orphans, domestication, and agriculture, as well as defense of the home and territory.

Karametra appears to mortals as a motherly figure with hair made of ordered rows of leaves that shield her eyes from view. She is always shown in art (and often seen in Nyx) seated on her throne, which is formed from a tangle of grape vines growing out of a collection of jugs and amphorae that surround her. An elaborately carved wooden canopy extends above her, and a giant scythe—her faithful companion—curls around the base of the throne at her feet. In one hand, she holds a harvest-er's scythe.

KARAMETRA'S INFLUENCE

Karametra governs nature as it comes into play in the lives of mortals, representing domesticated nature—a bounteous, nurturing provider. But she also reminds mortals that they are part of the natural world; they are animals that eat and digest and reproduce and sleep, and Karametra is influential in all of that, as well.

Mortals seek her favor because the fertility of nature is necessary for their existence. It isn't her wrath they fear—she is not a god of storms or plagues—but her withdrawal. Without her, plants, livestock, families, and communities simply fail to thrive. Her goodwill is a bulwark against both physical starvation and starvation of the spirit: despair, loneliness, and moral weakness.

Karametra promises that spring will always come again, trees will always bear fruit, and flocks will always bear young. Children will always be born, parents will always care for them and be cared for in their turn. Great fortune or adventure might not be at hand, but the little joys of life—the smell of spring blossoms, the sweetness of ripe fruit, the flaming beauty of autumn leaves, the fellowship of community—can be savored.

In many ways, Karametra represents the essence of the divine relationship with mortals: fertility and protection are the nucleus of the aid mortals have always sought from gods, and Karametra doesn't complicate these basic needs by couching them in terms of abstract ideals of honor or law or justice. She is the distillation of an ancient and primal exchange: mortal devotion in return for divine blessing.

KARAMETRA'S GOALS

Karametra doesn't engage in underhanded politicking or petty disputes. She seems to stand above the quarrels and tumultuous rivalries of other deities, and equally aloof from the machinations of the mortal world. Her fundamental concern is for the well-being of mortal folk, starting with their physical health but also including their need for security, love, and belonging.

DIVINE RELATIONSHIPS

Karametra might not want to wield power over other gods, but her position of detached compassion lends her significant influence to wield as she chooses. The other gods trust her to be impartial in their disputes and honest about her motivations, and they look to her for wisdom and even sometimes comfort.

Karametra's closest relationship is with Heliod. He respects her civilized demeanor, and she recognizes the vital role the sun's brilliance plays in nurturing life.

The relationship between Karametra and Nylea is respectful but strained. Nylea is disappointed by Karametra's decision, as a nature deity, to subordinate nature to the needs of mortals. Karametra is frustrated by what she sees as Nylea's refusal to recognize mortal folk—and all their civilizations—as part of the natural world. Despite this tension, both gods encourage their worshipers to leave offerings at each other's shrines.

The gods who provoke Karametra's sharpest disdain are Iroas and Mogis, who seem devoted to the idea of preventing mortal life from fully flourishing. War—even if it's couched in noble terms, as Iroas's followers like to do—is fundamentally an instrument of death, bringing a premature and pointless end to mortal life. That said, Karametra does recognize the need to fight in defense of one's life, family, and community when they come under attack, so she and Iroas are able to find some common ground in that matter—and in their shared hatred of Mogis.

WORSHIPING KARAMETRA

The earth's fertility is essential for mortal life to continue. Those who live in the modern poleis might not be as aware of that fact as those who farm their own food, but even they long for children, know the pinch of hunger, and feel the turn of the seasons.

Prayers to Karametra focus on asserting Karametra's constancy and bounty, praising the god's love and generosity. Worshipers of Karametra gather for a feast once a month, on the evening of the full moon, that celebrates the god's role in parenthood and community. New parents receive gifts and blessings, and young couples sneak away into the woods in hopes of finding sweet berries and sweeter kisses.



MYTHS OF KARAMETRA

Karametra rarely engages in legendary undertakings. It is her unshakable reliability that makes her a popular deity.

The Miraculous Field. Outside Setessa is a farm that produces incredible fruits and grains that can heal illnesses, increase fertility, and stave off hunger for days. The field is said to be Karametra's tribute to her beloved human priest, Thamuzus, who died there. While many seek the farm, it is said that the vineyard around it is so labyrinthine that few have ever reached its center.

The Old Harvest. In rare, remote settlements, high summer ceremonies acknowledge ancient rural practices devoted to a less merciful vision of Karametra. These communities offer abundant sacrifices to the god, but also guard their ancient rituals from outsiders, as Karametra's organized clergy harshly forbids discussion of abandoned religious practices. However, occasionally, a centuries-old depiction of the goddess breaks, revealing an ancient icon inside, typically a primitive mud idol of a woman bearing a sheaf of grain in one hand and a skull in the other.

Partners in Possibility. The fall holiday known as the Blessing of the Beasts (or, in Meletis, the Therimakarion) celebrates humans' partnership with domestic animals. The horses and oxen that pull plows, the cats that guard the granaries, and the roosters that wake families and call them

to their work are given blessings, special treats, and a day of rest. Stories say that strays found on this day are servants of Karametra and destined for great things. Others claim that on this day domestic animals can speak—that is, if they have anything they care to say to their supposed owners.

Striving for Perfection. Although Karametra delights in nature's bounty, she ever strives to tap its greater potential. Her followers recount legends of breeders and horticulturalists who cultivated remarkable new types of plants and animals—such as the everfruit of Dakra or the storied Oraniad dragon-hens. Yet, while Karametra looks on such innovations with delight, some other gods see them as blasphemies.

The Years of Rage. The tales about Karametra don't specify what ignited the god's rage in ancient times, but they do record that for a year, she tore down her own temples and refused to let any plants grow. The mortals of the world, threatened with starvation, beseeched her to curb her wrath. In an effort led by Karametra's priests, nearly all of humanity prayed for a week, neither eating nor sleeping, praising Karametra for her serenity and generosity. After that time, she relented and produced a miraculous crop of grapes that cured illness and fed the people. Ever since then, her statues have been adorned with twining grape vines around their left wrists in commemoration of that event.



KARAMETRA'S CHAMPIONS

Alignment: Usually neutral, often good

Suggested Classes: Cleric, fighter, paladin, ranger

Suggested Cleric Domains: Life, Nature

Suggested Backgrounds: Acolyte, folk hero, guild artisan, soldier, urchin

Most champions of Karametra are advocates of community and family. They typically form tight-knit squads or surrogate families and take care of their people.

KARAMETRA'S FAVOR

Karametra grants her favor to champions in the mortal world who advance the cause of civilization and community. She nurtures the power and influence of those who provide food and care to others and has little patience for those who display arrogance and self-centeredness, instead elevating those who seek to elevate others.

Although Karametra's demeanor is gentle, her call to service is nonnegotiable. She lavishes fortune and prosperity on those who serve her, but she will not be ignored. It is rare for her to abandon a champion, but neither will she allow a champion to abandon their service. The Karametra's Favor table offers suggestions for what might make the god of the harvest take notice of you.

KARAMETRA'S FAVOR

d6 Circumstance

- 1 You were an orphan who wandered into one of Karametra's temples seeking a meal and a safe place to spend the night.
- 2 You are a village leader who sees caring for your neighbors as your most important job.
- 3 You pioneered an agricultural innovation.
- 4 Though you have no children of your own, you have assembled a tight-knit chosen family.
- 5 You nearly bled to death in a farm field.
- 6 You sought Karametra's help on behalf of your community during a drought or natural disaster.

DEVOTION TO KARAMETRA

Following Karametra means dedicating yourself to caring for others, promoting civilization and community, and putting the needs of others above your own. After all, Karametra asks nothing for herself. As a follower of Karametra, consider the ideals on the Karametra's Ideals table as alternatives to those suggested for your background.

KARAMETRA'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Civilization.** Nature achieves its highest calling when human communities make use of it. (Lawful)
- 3 **Humility.** I put the needs of others above my own and strive to lead through service. (Any)
- 4 **Protection.** I devote myself to ensuring that the vulnerable and the innocent can live in safety. (Good)

d6 Ideal

- 5 **Bounty.** I am generous and share what I have, hoping to improve the well-being of all around me. (Good)
- 6 **Community.** I strive to deepen the bonds of my family, companions, and neighbors. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Karametra when you expand the god's influence in the world in a concrete way through acts such as these:

- Turning a wild field into fertile cropland
- Feeding those who are starving
- Defending a farm from monsters
- Building or restoring a temple to Karametra

Your piety score to Karametra decreases if you diminish her influence in the world, contradict her ideals, or undermine her civilizing influence through acts such as these:

- Destroying a settlement's food source
- Releasing and scattering domestic animals
- Diverting a water source needed for irrigation
- Starting a fire that threatens a settlement

KARAMETRA'S DEVOTEE

Piety 3+ Karametra trait

As a devotee of Karametra, you have proven yourself a worthy potential champion of the harvest god. As a bonus action, you can invoke her protection; spectral plants cover you, providing you with a +1 bonus to AC for 1 minute. Once you use this trait, you can't use it again until you finish a long rest.

KARAMETRA'S VOTARY

Piety 10+ Karametra trait

You can cast *create food and water* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being poisoned.

KARAMETRA'S DISCIPLE

Piety 25+ Karametra trait

By performing an hour-long ritual, you can conjure enough grapes to fill three vials (4 ounces each) of wine. Each vial serves as a *potion of healing* for 24 hours, after which it loses this property. Once you use this trait, you can't do so again until you finish a long rest.

CHAMPION OF HARVESTS

Piety 50+ Karametra trait

You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.



KERANOS

God of Storms

Keranos is the god of storms and wisdom. Merciless and impatient, Keranos is equally likely to strike out at mortals with a bolt of inspiration or a blast of lightning. To revere Keranos is to exult in the power of wisdom, clarity of purpose, and the fury of the storm. He is favored by tinkerers, inventors, and sailors as well as those seeking solutions to intractable problems. He doesn't tolerate the company (or the worship) of fools, and he despises vapidly and indecision.

Keranos rarely appears directly to mortals, preferring to communicate through an epiphany or a crashing bolt of lightning. When he does deign to manifest in the mortal world, Keranos prefers the form of a stout, bearded, male human wearing a purple loincloth girdled in a mithral chain belt with a clasp in the form of a dragon's skull. His bearing is upright and stern, with a clipped, brusque way of speaking. Particularly clever plans and observations bring a hint of a smile to his face. When interacting with mortals, Keranos sometimes appears in the form of a great horned owl with lightning strikes flashing in its eyes.

KERANOS'S INFLUENCE

Keranos is the embodiment of wisdom and insight unhindered by compassion or patience. Just as the storm vents its fury unpredictably and without warning, so does Keranos deliver the wisdom he chooses to impart.

A storm, for all its unpredictability, can still be weathered by those who apply foresight and knowledge. So it is when dealing with Keranos. He rewards those who act with forethought and decisiveness and punishes the reckless for their stupidity.

Those who seek to solve enigmas and create wonders of art and science often invoke his name. The creative process is fraught with frustration, and his insights make short work of such hindrances as easily as the lightning parts a mighty oak.

Keranos dispenses inspiration without regard for the morality of its application. He is just as likely to reward the shrewd general seeking to topple a polis as a gentle healer searching for a cure for a malady. Good and evil don't color his thinking, only action and the thrill of birthing new ideas into the world. Furthering the act of creating—be it ideas, weapons, art, or magic—is what matters most.

KERANOS'S GOALS

For good or ill, Keranos exists as a disruptive force. He doesn't desire authority over other gods and, in fact, doesn't particularly enjoy their company. Keranos finds satisfaction in investing bright mortals with prescient visions to see how they adapt. Those who prove themselves decisive and intelligent, such as the missing Queen Cymede of Akros, earn his grudging respect and continued blessings of precognition. He finds satisfaction not only in granting insight, but also in expressing the awesome fury of the storm. Where others see only chaos and destruction in storms, he sees them as shaping the firmament in ways that challenge and engage mortals. His blasts of lightning set house and forest ablaze, thus rendering the soil clear for new life and new creations. His is a vision he alone is equipped to see. He is content to watch his divine kinfolk scheme and plot while he looks on, stern and inscrutable.

DIVINE RELATIONSHIPS

Keranos is neither friendly nor sociable, so his dealings with most of the rest of the pantheon tend to be terse, formal, and brief. This doesn't mean that no interactions of note take place, however.

Of all the gods, Thassa has the most cordial relationship with Keranos. He enjoys the sea god's love of ancient lore, introspection, and complex patterns. The two sometimes talk for days at a time debating the flaws in ancient sophistries and discussing the meaning of the stars. Thassa, imperturbable and constant, makes the ideal counter to the wise yet temperamental Keranos.

Another interesting relationship exists with Purphoros. The passions of the divine blacksmith run hot, as does the need to create. The melding of Keranos's inspiration with Purphoros's passion is a formidable combination. This partnership resulted in the creation of Epiphany, Keranos's mighty javelin.

WORSHIPING KERANOS

Keranos's name is often invoked by those amid a storm who seek safety, or by someone who is faced with a particularly difficult problem. Only the foolhardy call out to Keranos frivolously or in jest, since he might well smite the offender with a bolt from the blue.

In Akros, where Queen Cymede actively promoted the worship of Keranos, elaborate ceremonies are conducted beginning just before the first summer thunderstorm. Intricate, open-framed sand paintings with complex geometric shapes are created by dancers in flowing blue silken wraps. Then, as the rains fall, the paintings are washed away, symbolizing the impermanence of genius and the power of change. Akroan oracles strive to predict the exact time of the first storm in hopes of allowing enough time to stage the celebration. A similar festival in Meletis, called the Lightning Festival, gives its name (Astrapion) to the third month of the year.

On the last day of every month, Keranos's priests and laity bring offerings of fish and distilled spirits to his temples. The fish are cooked under a skylight open to the stars, with a shot of spirits thrown on the fire.

KERANOS'S CHAMPIONS

Alignment: Usually chaotic, often neutral

Suggested Classes: Barbarian, bard, cleric, druid, sorcerer, wizard

Suggested Cleric Domains: Knowledge, Tempest

Suggested Backgrounds: Acolyte, entertainer, guild artisan, noble, sage, sailor

Most champions of Keranos are calm under pressure, creative, and clever. They often seek to challenge the status quo and thrill at wielding the power of the storm.

KERANOS'S FAVOR

Keranos chooses champions who are deliberate and wise, yet able to bring the storm's fury when needed. He expects his champions to be aggressive and self-reliant and disdains the lazy and the foolish, who deserve whatever ill fortune befalls them.

The god of storms is inscrutable at the best of times; thus, it can be difficult to discern why you've earned his favor. What prompted him to gift you with foreknowledge of important events? How have you demonstrated your potential? The Keranos's Favor table offers a handful of suggestions.

KERANOS'S FAVOR

d6 Circumstance

- 1 You were born amid a great storm that destroyed most of your village.
- 2 One of your parents was struck by lightning.
- 3 As a child, you were favored by an oracle of great power who saw Keranos's spark within you.
- 4 You solved a riddle, puzzle, or cipher that was previously thought unsolvable.
- 5 You were born under auspicious stars.
- 6 You have no idea why Keranos grants you visions, and the burden weighs heavily on your soul.

DEVOTION TO KERANOS

Just as the storm is unpredictable and often dangerous, so is service to the lord of storms. Keranos's devotees hatch their grand designs always with an eye on the darkening sky. As a follower of Keranos, consider the ideals on the Keranos's Ideals table as alternatives to those suggested for your background.

KERANOS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Wisdom.** The pursuit of knowledge and insight is the highest aspiration one can achieve. (Any)
- 3 **Foresight.** Fortune favors the prepared, not so much the bold. (Neutral or lawful)
- 4 **Fury.** I am the storm and will not be denied. (Chaotic)
- 5 **Impatience.** Whatever it takes to reach an epiphany, I will do it. (Chaotic)
- 6 **Change.** There are no constants in this life. If we don't innovate and adapt, we are doomed. (Chaotic)

EARNING AND LOSING PIETY

You increase your piety score to Keranos when you expand the god's influence in the world in a concrete way through acts such as these:

- Solving a challenging riddle or puzzle
- Smiting the unwise and foolish in Keranos's name
- Helping a polis successfully plan for or adapt to a threat
- Building or restoring a temple to Keranos

Your piety score to Keranos decreases if you diminish Keranos's influence in the world, contradict his ideals, or make him look ridiculous or ineffectual through acts such as these:

- Jeopardizing others through rash or foolish actions
- Willingly subverting or impeding a wise course of action
- Failing to plan appropriately for a challenge
- Giving in to wanton fury and destruction

KERANOS'S DEVOTEE

Piety 3+ Keranos trait

As a devotee of Keranos, you have proven your wisdom and your allegiance to the storm lord. Once on each of your turns when you hit a creature with a weapon attack, you can deal an extra 1d6 lightning damage to the target. You can use this trait a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

KERANOS'S VOTARY

Piety 10+ Keranos trait

When you fail an Intelligence or a Wisdom saving throw, you can reroll the die, and you must use the new roll. Once you use this trait, you can't do so again until you finish a long rest.

KERANOS'S DISCIPLE

Piety 25+ Keranos trait

The energy of the storm fills your being, granting you advantage on initiative rolls.

CHAMPION OF STORMS

Piety 50+ Keranos trait

You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.





MYTHS OF KERANOS

The myths and legends told of Keranos's deeds demonstrate his wisdom and wrath, dispensed in equal measure.

Epiphany. The lightning bolt is a symbol of both Keranos's fury and his ability to inspire. Pondering this combination, he entreated Purphoros to create a mighty weapon, a javelin that strikes with the force of the storm. Keranos channeled his anger into a furious storm, which Purphoros then captured and smithed into a gleaming javelin that hummed with power. When Keranos wants to send a message, of either destruction or enlightenment, Epiphany is his tool of choice.

Font of Fortunes. In ages past, Keranos created a bronze font fed by a pure mountain stream that would grant great oracular power if one drank deeply from it. As Keranos wanted only the wisest and most clever mortals to gain his favor, the font lies at the end of a series of fierce traps and riddles. It exists both in and out of Nyx, hidden to all but the most diligent of seekers.

Lightning Diadem. Years ago, Keranos received an exquisitely cut sapphire set in a delicate silver diadem as an offering. Deeply appreciative of the skill and craftsmanship required to create it, Keranos imbued the gem with a spark of divine genius. Inventors and philosophers coveted the diadem, for it conferred a fraction of Keranos's inspiration to the wearer—granting incredible insights or fracturing the

wearer's sanity. Its last owner, the tormented genius Zexso the Unblinking, is said to have created a massive contraption to assure that the lightning diadem wouldn't shatter the mind of any other mortal. The inventor's machine launched the diadem into the heavens, where it's said to have landed upon a griffin-inhabited island floating in the clouds.

Riddle of Lightning. Once, an arrogant oracle boasted of her infallible insight, which flowed from Keranos himself. Bemused, the storm lord arranged for the oracle to meet a particularly cunning sphinx and engage in an epic battle of wits. The objective set forth by Keranos was to solve the Riddle of Lightning, an enigma devised by Keranos himself. After days of deliberation, the oracle realized the answer, only to be struck down by a bolt from the heavens. Among the faithful nowadays, the term "Riddle of Lightning" is used to denote a question that one is better off not knowing the answer to.

Silent Storm. Occasionally, Keranos seeks to make his will known with all the subtlety of the master of storms. Should lightning strike the same point multiple times yet never echo with thunder, followers of Keranos claim that is the way their god draws attention to secrets he wishes to share. While repeat lightning strikes would normally cause considerable damage, strikes that convey the god's will often leave a scorch in the shape of Keranos's symbol or no mark at all.





KLOTHYS

God of Destiny

Believed to have sprung into existence during Theros's earliest days, Klothys is the god of destiny and, along with Kruphix, one of the plane's original deities. She oversees the order of the cosmos, ensuring that all things remain in their proper place, knowing how easily the cosmic balance could be undone if she were not vigilant. On the heels of a near-catastrophic upset of the cosmic order—the rise to godhood and subsequent defeat of the satyr Xenagos—Klothys has emerged from the Underworld for the first time in mortal memory to untangle the strands of destiny and set the world right.

Klothys typically appears as a woman with six curling horns and an impossibly long mane of pale hair that cascades around her horns, drapes over her eyes, and spools into her spear-like weapon and the various other spindles she carries.

Beneath her outward calm, Klothys seethes at the way mortals and gods alike have pulled apart and rearranged the threads of destiny to feed their petty ambitions. Her peaceful mien falls away in the presence of such villains. In her rage, her red-glowing eyes come into view through the veil of her hair, and she wields burning strands of hair as a devastating weapon.

KLOTHYS'S INFLUENCE

Klothys is the embodiment and enforcer of destiny. Largely forgotten after ages spent in the Underworld, Klothys has only recently emerged, brimming with silent frustration at the state of Theros.

Each strand of Klothys's hair is part of the fabric of destiny, the natural order that underpins all existence. Her followers claim to see these strands woven into all things, granting them understanding of cosmic truths and insights into how the future should unfold.

Klothys withdrew to the Underworld ages ago to keep watch over the imprisoned titans and ensure they couldn't escape and destroy the order she had established. Due to this undertaking, she is also the god of secrets best kept quiet and powers best untouched.

KLOTHYS'S GOALS

Once content to oversee and preserve destiny from the Underworld, Klothys now endeavors to undo the cosmic damage caused by Heliody, Xenagos, and ambitious

mortals in recent years. The ways in which they ravaged reality to realize their selfish dreams has threatened Theros, and only by untangling the strands of destiny can Klothys set things right. The status quo she seeks to restore, however, comes with a cost in mortal casualties and societal upheaval that would accompany this process. She intends to humble the same institutions that condoned or committed these crimes against Theros. When her efforts have laid low the proud, the defiant, and the exploitative, then Klothys will have restored the natural order and ensured the world's survival.

DIVINE RELATIONSHIPS

Klothys views many of the gods with disdain, considering them to be complicit in Xenagos's theogenesis, Heliody's acts of arrogance, or both. She reserves special contempt for Heliody and his champions, relishing every opportunity to teach them humility.

Klothys also clashes with other gods associated with order and progress, seeing their defiance of the natural order as a dangerous affront. Ephara's ravenous colonization, Iroas's passion for overcoming insurmountable odds, and Karametra's taming of nature all run the risk of inspiring ambitious mortals who lust for ever more power and strain to break away from their proper place in the cosmos.

Klothys respects the other gods whose interests balance creation and destruction, such as Thassa, Purphoros, and Nylea, considering them better attuned to Theros's needs and destiny's myriad outcomes. Nylea shares Klothys's delight in the world's natural cycles. Purphoros's willingness to build and demolish appeases Klothys—as well as the fact that he despises Heliody as much as she does.

Klothys's relationships with Erebus and Athreos are complicated. Ages spent in the Underworld with Erebus have driven home for her how arrogant and tyrannical he is, as ready to commit the same sins as Heliody if given the opportunity. Even so, Erebus and Klothys maintain a level of mutual respect. Until recently, Klothys and Athreos were unflappable allies. But now her emergence from the Underworld has blurred the borders between the realms, as she draws horrors into the mortal realm with her and thereby raises Athreos's ire.

Of course, Klothys trusts no other god as much as she does Kruphix, who also recalls Theros's earliest hours. The two have a deep respect for one another.

WORSHIPING KLOTHYS

Klothys doesn't trace her origins to mortal devotion, and she has languished in obscurity for almost the whole of human history. Unlike the other gods (except Kruphix), she doesn't need worship to sustain or empower her, and she doesn't seek out reverence or demand it. By and large, mortals are irrelevant to her, except insofar as they have played a role in tangling the strands of destiny by defying nature's order.



MYTHS OF KLOTHYS

Klothys is barely remembered in the mortal world, having sequestered herself in the Underworld while human civilization was in its infancy. Some surviving myths speak of a personified “destiny” in a way that vaguely suggests the possibility of an actual god’s involvement.

Rage of Titans. The greatest threat to the young world of Theros was the godlike race of titans, born from the same swirling chaos as the world itself. Before any order could be imposed on the world, the titans had to be contained. Kruphix and Klothys worked together to imprison the titans in the deepest pits of the Underworld. Klothys voluntarily bound herself in the Underworld to keep the titans imprisoned, but that is, after all, the nature of destiny: once the natural order of the world had been put in place and preserved, no further action should have been required on her part to maintain it.

The Smoking Strand. Hidden far from civilized coasts lies a strand of Klothys’s hair that she purposefully plucked. Knotted in on itself, the strand appears as a seething ball of dense smoke. Any who touch the strand risk having it invade them, infecting them with a pernicious destiny that Klothys herself tore from the natural order. None can say what terrible destiny the Smoking Strand drives its possessor

toward, but the ruins within which it lies might give some hint—caverns burrowed deep into a mountain of petrified bodies, the twisted obsidian corpses of humanoids and animals alike.

Twins at War. The newly formed gods Kruphix and Klothys emerged from opposite sides of the roiling tangle of possibilities that eventually gave birth to Theros. At first the two battled for supremacy, but they soon realized their conflict left their young world vulnerable to dangers from both inside and out. Putting their rivalry aside, the pair agreed it was better to share and have something than let their struggles destroy all creation.

Walkers of Woe. The nightmarish creatures known as woe striders are said to be products of Klothys’s punishment. These beings descend from an age when some mortals learned to unshackle themselves from the strands of destiny. To what end is a question lost to time, but Klothys put a quick end to these blasphemers and eradicated nearly all knowledge of their methods. Ever since, the shades of these accursed mortals have walked the Underworld as woe striders, monstrosities endlessly seeking strands of destiny that they might use to replace their own discarded lots.



KLOTHYS'S CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Barbarian, cleric, ranger, warlock

Suggested Cleric Domains: Knowledge, War

Suggested Backgrounds: Folk hero, hermit, outlander, sage

Most champions of Klothys believe it is their destiny to fulfill a particular role or seek answers to omens they struggle to understand. They are passionate about punishing those who violate the cosmological order.

KLOTHYS'S FAVOR

Klothys hasn't had a mortal champion before. Upon emerging from the Underworld, she created a host of Nyxborn agents to help her restore Theros to its proper path. You might be one of these so-called Agents of Destiny (if you choose the Nyxborn supernatural gift, described in chapter 1), single-minded in the purpose for which you were made. Or you might be among the first of a new cadre of followers of Klothys. The Klothys's Favor table suggests some possible connections between the god and a mortal follower.

KLOTHYS'S FAVOR

d6 Circumstance

- 1 Your family suffered during the rise of Xenagos, leaving you with unresolved rage.
- 2 You swore yourself to Klothys, offering your service in exchange for reprieve from a mundane destiny.
- 3 Born under an ill omen, you were victimized by your neighbors' superstitions before realizing that you were destined to serve Klothys.
- 4 You lost a loved one to the upheaval that followed Klothys from the Underworld. You planned revenge, but were awed at the sight of her and devoted yourself to her service.
- 5 You were a champion of Heliod until the emergence of Klothys showed you the danger of Heliod's hubris.
- 6 You don't know why Klothys has shown interest in you.

DEVOTION TO KLOTHYS

To follow Klothys is to accept the natural order of the cosmos and your place in it. It means accepting your destiny even as you strive against the bonds of fate. As a follower of Klothys, consider the ideals on the Klothys's Ideals table as alternatives to those suggested for your background.

KLOTHYS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Stewardship.** Preservation of the natural order supersedes the needs of civilization. (Neutral)
- 3 **Humility.** It is hubris to aspire to a higher place in the natural order than we are given. (Lawful)
- 4 **Vigilance.** Those who defy or manipulate destiny are menaces that must be stopped. (Neutral)

d6 Ideal

- 5 **Fury.** The world must be cleansed to make way for a new start. (Chaotic)
- 6 **Protection.** When gods or mortals go mad with power, it's the powerless who suffer, and I mean to keep them safe. (Good)

EARNING AND LOSING PIETY

You increase your piety score to Klothys when you expand the god's influence in the world in a concrete way through acts such as these:

- Defeating a creature that has stepped out of its place
- Repairing a significant wound dealt to destiny by the gods' ambitions
- Teaching people about Klothys, her nature, and her return

Your piety score to Klothys decreases if you diminish her influence in the world, contradict her ideals, or threaten the integrity of destiny through acts such as these:

- Undoing a deserved punishment or curse suffered by another creature
- Willfully destroying a natural wonder
- Assisting a creature in undermining the natural order or exploiting destiny

KLOTHYS'S DEVOTEE

Piety 3+ Klothys trait

As a devotee of Klothys, you can manipulate the bonds of destiny that invisibly entangle every living thing. You can cast *command* with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

KLOTHYS'S VOTARY

Piety 10+ Klothys trait

You can cast *clairvoyance* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being charmed.

KLOTHYS'S DISCIPLE

Piety 25+ Klothys trait

You develop a second sense, allowing you to intuit the tug and pull of destiny. You can't be surprised, provided you aren't incapacitated.

CHAMPION OF DESTINY

Piety 50+ Klothys trait

You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.



KRUPHIX

God of Horizons

Kruphix is the enigmatic god of mysteries, horizons, and the passage of time. His followers claim that he knows not only everything that is known at present, but everything that has ever been known by anyone.

Quiet surrounds Kruphix like a shroud. Standing apart from the other gods, he speaks rarely, even to his most favored followers. When he does communicate, it is often as a barely audible whisper. Kruphix can speak with a booming voice directly into the minds of all the other gods simultaneously, though, doing so when something threatens the cosmic order.

Kruphix's true form is more abstract than that of any of the other gods. He appears only in star-filled silhouette, usually as a hooded, four-armed figure of indeterminate species and gender. Two of the stars in his "body" often shine brightly, suggesting eyes. Kruphix's starry silhouette sometimes takes the form of a bird or a whale.

KRUPHIX'S INFLUENCE

Kruphix holds dominion over everything unseen or unknown. He is associated with the horizon—the brink of the unknown—and with navigation. His followers include scholars, sages, and a handful of sailors who have an inclination toward the mystical.

Perfect understanding is like the horizon: easy to move toward, but impossible to reach. Kruphix knows everything that has ever been known on Theros, so he and only he decides which secrets should be loosed upon the world, and which must be kept forever hidden. He has existed since before mortals occupied Theros and numbers among the few who understand the role of mortal belief in shaping the younger gods—a concept even most gods don't fully comprehend.

Kruphix is the only being who has the ability to seal the borders between the mortal realm and Nyx. He uses this power to safeguard the mortal world from reckless divine meddling and enforce the balance of power among the gods and their faithful.

Because of his lack of followers, many mortals consider Kruphix a minor god, even obscure. To the other gods, however, he is a force within the pantheon, worthy of both respect and wariness.

KRUPHIX'S GOALS

More than any other god, Kruphix simply *is*. He seeks nothing but to oversee the acquisition of knowledge, maintain the cycles of time, and uphold the divine order. He views his fellow gods as petty and vengeful, and he opposes anyone who tries to obtain power that would upset the delicate balance of the pantheon.

Kruphix is the eldest of the gods and sees it as his responsibility to rein in the excesses of his younger siblings. Unlike Helioid, Kruphix knows that he isn't powerful enough to impose his will unilaterally. Instead, he plays the other gods against one another and serves as a mediator in their endless disputes. He takes care to ensure that the other gods view him as impartial, which he considers essential to maintaining his authority.

DIVINE RELATIONSHIPS

Kruphix strives to hold himself above the disputes of the gods, but like any other god, he has both rivals and allies. Chief among the former is the sun god Helioid, whom Kruphix sees as an arrogant, dangerous threat to the balance of power among the gods. He seldom acts against Helioid openly, preferring to warn others about the sun god's efforts to seize power at their expense.

Since every mortal soul must eventually pass beyond the horizon and into death, Kruphix respects both Erebos and Athreos. He sees Erebos as a necessary check on Helioid's power, and he even allowed Athreos to continue his vital work on the fringes of the mortal world when he bound all the other gods within the fabric of Nyx. Erebos and Kruphix blame one another for Klothis's recent emergence from the Underworld, a situation neither seems able to control.

Purphoros loathes Kruphix for temporarily hobbling his mind following an attack against Helioid, but Kruphix holds no grudge against Purphoros. That particular punishment upset the balance too far in the other direction, and Kruphix is more likely to side with Purphoros than Helioid in the future.

Of all the gods, only Klothis truly concerns Kruphix. He hoped that she would remain secret and secluded in the Underworld, and he doesn't know what her emergence portends. She is the only other god whose existence predates mortal belief, and though he is unlikely to draw her ire by manipulating destiny, he doesn't know how her return will affect the pantheon.

WORSHIPING KRUPHIX

Many pray to Kruphix when they need to find something lost, but few dedicate themselves to his worship. Cults devoted to Kruphix fiercely guard their secrets, and their initiates refrain from drawing attention to themselves. Some followers and champions of Kruphix travel the world in secret, searching for hidden truths. Many use secret signals to enable them to find safe lodging with other worshipers nearly anywhere.

Rituals honoring Kruphix are usually performed at boundaries, both temporal and spatial: shorelines, riverbanks, equinoxes, and sunsets. One of the god's greatest festivals is the Agrypnion ("the Watching"), which marks the end of winter and the close of the year.

KRUPHIX'S CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Bard, cleric, druid, monk, ranger, wizard

Suggested Cleric Domains: Knowledge, Trickery

Suggested Backgrounds: Hermit, outlander, sage, sailor

Most champions of Kruphix seek to learn the secrets of the universe and maintain the balance of the world. They largely view the other gods as petty and seek to separate themselves from divine squabbles.

KRUPHIX'S FAVOR

Kruphix's champions are less his agents than his charges, and he is loath to release them. Even those who leave his service often find themselves unwittingly aiding his agenda for years to come. How did you initially attract the god's attention? The Kruphix's Favor table offers a few suggestions.

KRUPHIX'S FAVOR

d6 Circumstance

- 1 Followers of Kruphix claim you were born under a bizarre omen, but will not explain what it means.
- 2 You were secretly instructed in the worship of Kruphix by a parent or a mentor.
- 3 You uncovered a dangerous secret during your studies, and followers of Kruphix sought you out and recruited you to keep the knowledge within their ranks.
- 4 Beset by strange dreams, you consulted an oracle of Kruphix. Since then, they've only gotten stranger.
- 5 You wanted to learn truths that only Kruphix knows. Now you're starting to wonder if you know too much.
- 6 You have no idea why Kruphix showed interest in you, and you might sometimes wish he hadn't.

DEVOTION TO KRUPHIX

Kruphix doesn't demand adherence to any philosophy, and the reasons to follow him are as numberless as the stars. As a follower of Kruphix, consider the options on the Kruphix's Ideals table as alternatives to those suggested for your background.

KRUPHIX'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Balance.** Too much power in any one place is a threat to us all. (Lawful)
- 3 **Selflessness.** I accept the burden of knowledge so that others don't have to. (Good)
- 4 **Knowledge.** I seek out dangerous secrets so that I can know the nature of reality. (Neutral)
- 5 **Power.** The best thing about knowing a secret is getting to use it against everyone else. (Evil)
- 6 **Mystery.** The cosmos is more beautiful if its greatest truths remain unknown. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Kruphix when you expand the god's influence in the world in a concrete way through acts such as these:

- Keeping a dangerous secret despite personal cost
- Revealing a critical truth at an important moment
- Mediating a major dispute or conflict
- Aiding the weak or impeding the strong

Your piety score to Kruphix decreases if you diminish Kruphix's influence in the world, upset the balance of power, or make him look biased or petty through acts such as these:

- Revealing a secret that should remain unknown
- Selfishly refusing to share information
- Showing favoritism toward any other god or group
- Furthering the aims of another god in defiance of Kruphix's will

Kruphix doesn't care about the righteousness of a cause, only about upholding impartiality in both appearance and action. This sometimes means that his followers stay out of situations that seem morally straightforward, such as refusing to help a squad of hoplites finish off a band of vicious raiders.

KRUPHIX'S DEVOTEE

Piety 3+ Kruphix trait

As a devotee of Kruphix, you have proven yourself a devotee of reality's mysteries and laws. You can cast *detect magic* with this trait a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *mage hand* cantrip. Intelligence is your spellcasting ability for these spells.

KRUPHIX'S VOTARY

Piety 10+ Kruphix trait

You can cast *detect thoughts* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being charmed.

KRUPHIX'S DISCIPLE

Piety 25+ Kruphix trait

As a true champion of Kruphix, you can use your *mage hand* cantrip to protect yourself. While your spectral hand is within 5 feet of you, you gain a +2 bonus to your AC against ranged attacks.

CHAMPION OF HORIZONS

Piety 50+ Kruphix trait

You can increase your Constitution or Intelligence score by 2 and also increase your maximum for that score by 2.



MYTHS OF KRUPHIX

Kruphix appears in stories in an ancillary role, often as the impartial judge who ends a conflict between gods. Initiates in Kruphix's mystery cult know other stories in which he plays a more active role, including special versions of well-known legends, but they seldom share these tales with others.

The First Nyxborn. According to one tale, it was Kruphix, not Purphoros, who was the first to fashion living Nyxborn creatures from the fabric of Nyx. Kruphix created the divine artisan Nykthos and ordered him to build altars to the gods. Nykthos's story isn't widely known among mortals, but the Shrine to Nyx is still called Nykthos in his honor.

Kruphix's Warning. When Purphoros attacked Helioid in a destructive rage, Helioid demanded that Kruphix intervene. Kruphix constrained the forge-god's mind and memory in punishment for his attack. He warned all the gods that if they threatened the mortal realm with their disruptive quarrels, he would bind them to Nyx for as long as he saw fit. As of yet, no god has dared to test Kruphix's threat, but there are certainly those among them who might try if they could see a way to retain their own powers.

The Silence. When the squabbling of the gods threatened the world once more despite Kruphix's warning, he etched all their names—including his own—in the bark of his great

tree at the edge of the world. Immediately, the gods' oracles could no longer hear them, their blessings faded, and the night sky held only unmoving stars. The great Silence of the gods serves as the backdrop for numerous tales of heroism and sacrifice. Many alive today witnessed the sky go dark and the temples grow quiet. Most consider the Silence a terrible mistake that led to the rise of the usurper god Xenagos, but followers of Kruphix know that it was a grim necessity to prevent far worse calamity.

Theophilian Mysteries. Some of Kruphix's worshipers don't identify with their inscrutable deity, but with Theophilia, a legendary naiad who entered Nyx and whose transcendent encounter with Kruphix each initiate strives to duplicate. The naiad's journey is celebrated in hushed chants as blindfolded initiates are led across a boundary—often stepping into a river or over a low stone wall, an act that symbolizes crossing the horizon. Then the blindfolds are removed as the faithful intone a paean to Kruphix. The hope is that Kruphix will choose to reveal himself at the climax of the ritual, whether by the appearance of some omen or in a personal epiphany. Such a revelation isn't always positive, though, as Kruphix often imparts a glimpse of cosmic truths for which mortals have no possible context.





MOGIS

God of Slaughter

Mogis is the god of slaughter, violence, and war. He is hatred unrestrained, empathy denied, and mercy forgotten, an entity whose very presence incites mortals to violence. Soldiers fear succumbing to his blood lust lest they dishonor themselves, but the vengeful and forsaken call to him for the gift of his rage. He is the brother of Iroas, god of victory, and his antithesis in matters of warfare.

The anger and malice radiating from Mogis is almost palpable. He exercises no control over his temper or his urges and lashes out at subordinates at the slightest provocation. Akroan soldiers are warned that to give in to his seductive battle rage is to risk becoming an *androphage*—a bloodthirsty killer wholly consumed by Mogis's fury.

Mogis cuts a terrifying figure, appearing as a four-horned minotaur of incredible size clad in spiked bronze armor and wielding a massive ebon greataxe. He doesn't debase himself by appearing in other guises to mortals—to behold him is to behold the cruelty of war personified. He hungers endlessly to defeat his brother Iroas in combat and thus become the sole avatar of war among mortals.

MOGIS'S INFLUENCE

Mogis, like his brother, governs the sphere of warfare. But while Iroas thrives on the glory of honorable victory, Mogis revels in sadism, destruction, and the utter humiliation of the vanquished. He drives warriors to acts of cruelty and malice in their pursuit of victory. Only those who have experienced the terror and violence of war truly understand the seductive nature of Mogis's power. To feel rage, to be an instrument of wrath—these emotions override the fear of battle. In hatred there is strength, and Mogis revels in this fact. But mortals must beware, for the price he exacts in exchange for this strength is the sacrifice of decency, honor, and compassion.

MOGIS'S GOALS

To Mogis, the world is a canvas upon which he paints in blood. His goals are easy to understand, thus easily fulfilled by his minions. Mogis wants to unmake the world through savagery. Let every polis fall and the works of

mortals burn—everything comes to ruin in time, and Mogis believes that time should be now. Only the most brutal and savage among the mortals should survive—his chosen few. Once the world lies in ruin with his brother dead at his feet, Mogis's goals will be achieved.

DIVINE RELATIONSHIPS

Mogis's existence is defined by his eternal struggle against his twin brother, Iroas. (Only a handful of contradictory myths address the parentage of these gods, but they are universally described as twins.) Any of Mogis's actions and endeavors contribute to undermining and ultimately destroying Iroas. Any divine relationships Mogis might enter into are born of convenience and as a means to the end. Mogis is incapable of loyalty and should be expected to break any pact or agreement once it has outlived its usefulness.

Erebus appreciates Mogis's single-minded desire to destroy because it serves as a means to bring ever more souls into his realm. Also, Erebus occasionally steers Mogis's rampages in directions that inconvenience Heliod. This disruption inevitably leads to Heliod calling on Iroas to battle his brother, perpetuating the endless cycle of conflict between the twins.

Of all his fellow gods, Mogis holds the most respect for Phenax. Mogis can't help but smile at the chaos Phenax is able to cause and the carnage the Returned wreak on the world. Phenax has a talent for inciting conflict, which allows Mogis to revel in the resulting strife.

Mogis harbors an abiding disrespect, verging on hatred, for Ephara and Karametra. Ephara's neat, orderly cities are a delight to destroy, especially given her fussy, precise adherence to rules. Likewise, Ephara's close relationships with Iroas and Heliod provoke Mogis's disgust. Mogis disdains Karametra because she aids mortals and provides succor to the weak. These are acts of foolishness because the weak don't deserve aid—they are fodder for the strong. Setting fertile fields ablaze and witnessing the resulting famine is a source of enjoyment for Mogis, though he has been surprised more than once by the ferocity of Karametra's reprisals.

WORSHIPING MOGIS

Mogis exhorts his followers to channel their hatred and rage into ever greater acts of cruelty and violence. He demands actions over words, making his followers an active and dangerous lot. From the spurned lover thirsting for revenge to the blood-drenched warrior on the battlefield, all honor Mogis with the shedding of blood in anger.

Minotaurs are the most ardent worshipers of Mogis and regularly hold bloody rites in his honor. Warchanters, the minotaur clergy of Mogis, whip their marauders into a near-mindless frenzy before battle; the ensuing slaughter gives glory to Mogis's name.

The appearance of the blood moon is a most holy occasion for the faithful of Mogis, since the moon represents his hateful crimson eye. At such times, his followers prepare and consume a feast of meat, either raw or barely cooked, along with copious amounts of intoxicants, followed by ritual self-mutilation—scarring themselves to demonstrate their devotion to Mogis.



MYTHS OF MOGIS

The tales of Mogis's deeds exemplify his need to unmake, his brutality, and his desire to destroy his hated brother.

The Endless Feud. One legend claims that Mogis and Iroas were once a single being, the act of war personified. But the inherent tension between honor and brutality in combat led to a dichotomy of purpose too great for a single god to reconcile. Ripping himself apart, the god split in two, and so did Mogis and Iroas come into existence, embodiments of the two aspects of war that are forever in conflict. Though no tales of either Mogis or Iroas's faith speak of such, whispers among the servants of other gods claim that there might be a way to piece the fractured god back together. Doing so would require an incredible feat, though, likely involving the cooperation of both Mogis and Iroas themselves.

Mogis's Warhound. Mogis generally fights alone, because he often loses control of his temper and strikes allies as well as foes in the heat of battle. Still, Mogis sought a creature that would go before him, instilling fear in his foes before his mighty axe fell upon them. Mogis took a ferocious cerberus and bound it together with the fires of his eternal rage. This terrible new creation became his personal harbinger and battle companion. The god of slaughter didn't name his pet, refusing to do so until the beast had claimed a hundred thousand lives and so proved itself truly worthy of his esteem.

Origin of the Minotaur. In ages past, a warrior of tremendous strength stalked the battlefield. As a lone combatant, he was unbeatable, but he suffered when groups rose to oppose him. After one such defeat, the warrior was so filled with wrath that he murdered his entire village in Mogis's name. The god, delighted by this display, gifted the warrior with his own ferocity, remaking him as a reflection of Mogis's wrath and an engine of destruction in combat. This warrior became the first minotaur, and many minotaurs still worship Mogis, as he is their creator and they were made in his image.

Revel in Ruin. The summer festival of the Megasphagion is a domesticated version of Mogis's typical rites. It involves the sacrifice of many cattle to avert Mogis's wrath. The meat is then cooked and distributed among all who attend the festival. The grand feast that follows tends to devolve into a drunken revel. In some tales, individuals or communities with long-held grudges find themselves incensed during the festival, leading them to seek violent ends to their rivalries.

Wrathbringer. Shortly after his birth, Mogis decided to create a weapon with which to kill his brother. Mogis assembled his champions and sent them out to battlefields, where they collected the essences of rage, hatred, and bloodlust. Under a blood-red moon, Mogis used those ingredients to forge a black iron greataxe of manifest violence, Wrathbringer.



MOGIS'S CHAMPIONS

Alignment: Usually chaotic, often evil

Suggested Classes: Barbarian, cleric, druid, fighter, warlock

Suggested Cleric Domains: War

Suggested Backgrounds: Athlete, criminal, outlander, soldier

Most champions of Mogis are antiheroes motivated by rage and a thirst for war. Many are tortured souls with a thirst for vengeance.

MOGIS'S FAVOR

Mogis's favor isn't difficult to earn for someone who lacks a moral compass. Mogis demands that blood be spilled in his service, preferably the blood of Iroas's followers. Would-be champions should realize, though, that the god of slaughter invests in his followers with the expectation of receiving great returns. Those who disappoint, proving themselves incapable of sufficient cruelty or bloodshed, might find themselves on the wrong end of his blade.

To Mogis, the ideal follower is one who sheds all moral compunctions in the course of bringing suffering to the world. He also cultivates grievances and bitterness in those not ordinarily disposed to acts of wanton violence. Over the eons, he has found that the betrayed, the disgusted, and the disfavored are readily turned to a life of murderous service, to be discarded just as easily if they don't satisfy him. The Mogis's Favor table suggests a few ways that a mortal might come to Mogis's attention, or vice versa.

MOGIS'S FAVOR

d6 Circumstance

- 1 You were born under a sanguine moon, the symbol of Mogis's red eye.
- 2 Your twin sibling is a champion of Iroas.
- 3 You successfully carried out a brutal vendetta against a rival family.
- 4 You proved yourself dramatically (and perhaps violently) worthy in a contest of strength, a feat of endurance, or a similar accomplishment.
- 5 You called on Mogis's power to settle old scores by becoming an instrument of his wrath.
- 6 You have no idea why Mogis chose you, but his hate seeps into your being day by day nonetheless.

DEVOTION TO MOGIS

Following Mogis is a definitive rejection of ethical codes and adoption of bloodlust and rage. As a follower of Mogis, consider the ideals on the Mogis's Ideals table as alternatives to those suggested for your background.

MOGIS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Savagery.** I express my rage through combat. (Chaotic)

d6 Ideal

- 3 **Hate.** Hatred of my foes warms my heart and gives me power. (Any)
- 4 **Fury.** My only release from life's endless grind is surrendering to my inner beast. (Evil)
- 5 **Ruthlessness.** The ends justify the means and victory is to be obtained at any cost. (Evil)
- 6 **Pride.** No one can best me in my chosen endeavor and woe to those who try. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Mogis when you expand the god's influence in the world in a concrete way through acts such as these:

- Defeating a champion of Iroas
- Taking vengeance against a powerful foe
- Burning a polis or a settlement to the ground
- Desecrating a temple to Iroas as an offering to Mogis

Your piety score to Mogis decreases if you diminish Mogis's influence in the world, contradict his ideals, or make him look weak or ineffectual through acts such as these:

- Failing to carry out a sworn vendetta
- Publicly displaying weakness or compassion
- Rejecting a duel or a challenge out of fear

MOGIS'S DEVOTEE

Piety 3+ Mogis trait

As a devotee of Mogis, you have shown yourself to be a brutal combatant. You can call on Mogis's favor and cast *wrathful smite* with this trait. Mogis's blessing manifest as a blood-red glow around your weapon, causing it to shed dim light in a 5-foot radius until the spell ends. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

MOGIS'S VOTARY

Piety 10+ Mogis trait

You can cast *blinding smite* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

MOGIS'S DISCIPLE

Piety 25+ Mogis trait

Countless battles and vicious visions have given you focus. You have advantage on saving throws against being charmed or frightened.

CHAMPION OF SLAUGHTER

Piety 50+ Mogis trait

You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.



NYLEA

God of the Hunt

Nylea is the wild, carefree god of the hunt. She claims dominion over the whole of the natural world, particularly hunger and predation, the seasons, metamorphosis and rebirth, and the forest.

Nylea is among the most gregarious of the gods, and can be spotted frolicking joyfully with her Nyxborn lynx, Halma, or her favorite nymph, Theophilia. But she also savors solitude, and on the hunt she is deadly serious, almost animalistic, in her mood. She is nearly as quick to anger as her brother Purphoros, enacting swift revenge on those who harm the natural realm.

Nylea usually appears as a green-skinned dryad with woody extremities. Her hair is made of vines and leaves that change with the seasons. She might also appear as a majestic specimen of any animal, most frequently a lynx or a wolf. When she desires stealth or solitude, she might take the form of a tree, usually an oak or an olive.

NYLEA'S INFLUENCE

Nylea is worshiped by hunters, but her concerns go far beyond humanity's ability to subsist on the bounty of the natural world. She controls the turning of the seasons. Usually, she ushers each one in and out on schedule, but when angered, she might refuse to change to the next season, or even call upon one out of its proper time. Mortals pray to her to ward off unseasonable weather, both natural and supernatural in origin.

Nylea is the best archer in the world, and contests of archery are often held in her name. Those who hunt their own food pray to Nylea for success, and Nylea blesses their natural predation. Poachers and those who kill for sport, however, know that she loathes such activity, and they try to stay hidden from her at all costs. Nylea has personally slain many of those who killed wantonly in her sacred Nessian Wood.

Nylea's association with metamorphosis makes her the target of prayers from those who seek to dramatically change their own nature or identity. She is worshiped by those who want to reform or transform society in ways less violent than those favored by gods such as Purphoros and Mogis. She is also revered by those who cherish the solitude and serenity of the forest.

Birth falls under Nylea's influence as well, and her priests often double as midwives in their communities, blessing babies as they come into the world.

NYLEA'S GOALS

Compared to the other gods, Nylea's goals are modest. She wants only to keep the natural world free and healthy, shepherd the seasons through their yearly cycle, and enjoy the beauty of the land. But in her darker moments, she realizes that the very existence of civilization on Theros is a mounting threat to nature—perhaps even an effort by the rest of the pantheon to destroy her. If it were up to her, she might well wipe away all the poleis and larger communities, leaving only scattered tribes of mortals to live in an enforced balance with nature. She isn't out to eradicate sapient beings, blaming her fellow gods for the spread of civilization rather than the mortals themselves.

DIVINE RELATIONSHIPS

Nylea seldom comes into open conflict with the other gods, and she would say that all her clashes with them result from their encroachment on her territory. The most frequent targets of her irritation are the gods who encourage the spread of civilization. Helioid and Ephara brought law and ambition to mortals, persuading them to congregate in stone-walled cities and consider themselves separate from her realm.

Purphoros oversees some of the natural processes of earth and fire that help Nylea's realm flourish, but he also gave mortals the gift of bronze, enabling them to make axes and spears. In both his destructive and creative guises, Purphoros might threaten what Nylea holds dear. As a result, she remains wary of his designs.

Nylea is disappointed in Karametra, precisely because of the overlap in their spheres of influence. Karametra insists on transforming nature into a mockery of itself, yoking once-wild beasts and contorting plants through agriculture to feed the ever-swelling population centers.

Iroas and Mogis are harbingers of warfare, which is always devastating to the natural world. Nylea is virtually incapable of distinguishing between the "noble" and "brutal" aspects of their shared bailiwick, considering all forms of war a senseless waste of life and energy.

Nylea acknowledges death as a crucial part of the life cycle, but scorns Erebos's obsession with the afterlife. What matters is that nature takes nourishment from the bodies of the deceased, not from the disposition of their intangible souls. She blames Erebos, Athreos, and Pheanax in equal measure for the existence of the Returned, which she considers abominations.

WORSHIPING NYLEA

Mortals all over Theros pray to Nylea when they rely on hunting or nature's whims for their livelihood. Her most ardent followers are satyrs, centaurs, humans (particularly those who live in Setessa and in the wilds), and nymphs of all kinds, especially dryads. Few leonin worship any of the gods, but of those who do, many favor Nylea with their prayers.

Nylea blesses those who are kind to animals, considering such acts as wordless prayers. Those who must kill a dangerous natural animal or cut down trees often pray to Nylea for forgiveness, sometimes leaving food for other animals or planting new trees as atonement.

NYLEA'S CHAMPIONS

Alignment: Usually neutral, often good

Suggested Classes: Barbarian, cleric, druid, ranger

Suggested Cleric Domains: Nature

Suggested Backgrounds: Folk hero, hermit, outlander

Most champions of Nylea understand the cycles of nature—embracing life, death, and rebirth. They might commit violence when necessary but never revel in it, advocating for the proper treatment of animals, plants, and the natural world.

NYLEA'S FAVOR

Nylea chooses champions who will tirelessly defend the natural world, regardless of their mortal ties and associations. She cares more for consistency of actions than for vows of loyalty and expressions of devotion. Whether you are silently devoted to her or vociferous in your praise, it is your actions in her name that will prompt her to continue her support—or withdraw it.

Because her interests are often tied to natural forces, Nylea's attentions can be unpredictable. What made the god turn her attention to you? What act of charity or feat of skill made her think you would be a good champion? The Nylea's Favor table offers a handful of suggestions.

NYLEA'S FAVOR

d6 Circumstance

- 1 You were born at dawn on the spring equinox, a sign of Nylea's favor.
- 2 You healed an injured wolf, which then revealed itself to be Nylea in disguise.
- 3 You won an archery contest with a truly stunning shot, but afterward chastised onlookers who compared your skill to Nylea's.
- 4 Lost in the forest as a child, you were raised by wolves. Nylea intervened to teach you language and enable you to one day take your place in society as one of her champions.
- 5 A unicorn has appeared to you several times in your life, often after protecting animals or nature.
- 6 You lived alone in the wilderness for a year. In all that time you never heard another mortal's voice, but Nylea spoke to you regularly.

DEVOTION TO NYLEA

Nylea calls upon her followers to defend the natural world and oppose those who would bring it harm through cruelty or greed. As a follower of Nylea, consider the ideals on the Nylea's Ideals table as alternatives to those suggested for your background.

NYLEA'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Nature.** The beauty of the natural world fills me with serenity. (Neutral)

d6 Ideal

- 3 **Freedom.** I yearn to run wild. (Chaotic)
- 4 **Stewardship.** We must care for the natural world as it cares for us. (Good)
- 5 **Savagery.** It's eat or be eaten, and I plan to be the one with the full belly. (Evil)
- 6 **Purity.** I won't sully my body or my soul with the taint of civilization. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Nylea when you expand the god's influence in the world in a concrete way through acts such as these:

- Healing a sick or injured wild animal
- Stopping those who hunt for sport or profit
- Proving your worth in a contest of archery
- Slaying an aberration, a fiend, or an undead

Your piety score to Nylea decreases if you diminish Nylea's influence in the world, fail to defend nature, or offend her sensibilities through acts such as these:

- Killing an animal for any reason other than necessity
- Dedicating a building or making a sacrifice to any god, including Nylea
- Protecting a city or farm from natural dangers

NYLEA'S DEVOTEE

Piety 3+ Nylea trait

As a devotee of Nylea, you have proven yourself a guardian of the wilds. You can cast *hunter's mark* with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

NYLEA'S VOTARY

Piety 10+ Nylea trait

You can cast *speak with animals* with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being poisoned.

NYLEA'S DISCIPLE

Piety 25+ Nylea trait

When a beast is about to attack you, it must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses you. On a successful save, the creature is immune to this trait for 24 hours.

CHAMPION OF THE HUNT

Piety 50+ Nylea trait

You can increase your Dexterity or Wisdom score by 2 and also increase your maximum for that score by 2.



MYTHS OF NYLEA

Most of the myths about Nylea are cautionary tales about the fate of mortals who profane her sacred forests.

The First Hunt. Each spring, communities observe the festival of the First Hunt, the Protokynion. In ancient times, the festival involved hunting, but in the modern form of observance, it is a day of picnics, outdoor games, and frolicking that has little to do with Nylea except that it celebrates the full flowering of spring. Tales tell of Nylea being passingly bitter about the celebration and, annually, visiting a First Hunt celebration in disguise. If she finds herself duly honored during the revelry, she blesses the event and might personally participate. If she finds no mention of her works, she curses those in attendance, sometimes sending rampaging beasts to disrupt the event or turning participants into game animals for true hunters to stalk.

Origin of the Catoblepas, Another Perspective. When a herder boasted that his cattle were Theros's finest because Helioid and Nylea had created them, Helioid persuaded Mogis to curse the cattle, transforming them into the first catoblepases. Helioid had hoped to win Nylea's favor by defending her honor in this way, but she was outraged to be associated with the creation of these abominations. To this day, Nylea offers a boon to anyone who hunts down a catoblepas and brings its head to her sacred grove.

The Three Hunters. Three young men from wealthy families were hunting for sport in the Nessian Wood. Nylea accosted them before they had taken any prey and gave each man a chance to bring her a gift that would atone for his intentions. The first man killed a stag and made an offering of it in her name, so she turned him into a stag to compensate for the one he had killed. The second offered wealth from his family coffers, so she turned him into a tree clinging to a cliff face by one root. The third, remorseful, threw himself on a bed of moss, and a cerulean butterfly came to rest on his hand. Carefully, he carried the butterfly back to Nylea. She not only spared him, but blessed his house and all his descendants.

The Tragedy of Arasta. In ages long past, Nylea loved her dryad companion, Arasta, as a sister and the two spread wonders across Theros. One day, Phenax, envious of the pair and stung by some forgotten slight, transformed Arasta into a terrible monster to prove that the goddess's love was based on beauty, not true kinship. Seeing the unfamiliar creature, Nylea was horrified and drove her away. Shattered, Arasta retreated and has terrorized the gods' servants ever since. To this day, Nylea remains deeply pained by Arasta's loss. Knowing that only Phenax can undo the curse he laid upon the dryad, Nylea often sends her champions to learn the secret of what might restore her friend.





PHARIKA

God of Affliction

Pharika is a god of affliction and medicine, alchemy and aging. In the earliest days of Theros, Pharika seeded the world with countless secret truths—mysteries of medicine, minerals with strange properties, nexuses of magic, and the like—which she hid among Nylea's wilds and the shadows of Erebos's Underworld, leaving clues where mortals might find them. It isn't altruism that drives her; she studies the innovation and suffering of mortals, deciphering in them ever greater mysteries as she treats Theros as her personal laboratory.

Pharika typically takes the form of a green-skinned human woman with the lower body of a snake. Her hands are thickly scaled and a pair of bronze-scaled vipers seamlessly emerge from her chest. She is never without her kylix, a drinking cup within which she can produce virtually any medicine or toxin. When her aims require subtlety, Pharika often takes the form of a serpent or a medusa, or sometimes an aged human.

Little escapes Pharika's cool gaze. Even when outwardly friendly, she is cunning and calculating, watching for the slightest sign of weakness or desire that she can exploit later. Those who offend her rarely recognize their misstep until she strikes.

PHARIKA'S INFLUENCE

Pharika represents the duality of life and death distilled into a single draught that can serve as tonic or toxin, depending on the dosage. She is most associated with affliction, whether that phenomenon takes the form of a disease, a venom, a drug, or the passage of years. Her cures are reliable but come at a cost. In some cases, that cost is pain as the medicine courses through the imbiber's body. In other cases, she demands years of life, either from the patient's lifetime or the researcher's labor.

In her oversight of life and death, Pharika acts as a patron of alchemists. Pharmacists offer prayers to her while crafting potions, as do the ill or infirm before imbibing a supposed remedy. Likewise, a body's slow transformation is sacred to her, whether it be the inevitable effects of aging or the petrification of her medusa children's victims.

PHARIKA'S GOALS

To Pharika, Theros is an ongoing experiment and mortals are her agents in carrying it out. Rather than limit her knowledge to what her own insights yield, she revels in watching mortals decipher the world's wisdom and unearth its hidden knowledge, and she delights in seeing each sage interpret their findings in novel ways. She is willing to do anything to perpetuate experimentation and discovery, even at the cost of turning her less devout followers into specimens.

DIVINE RELATIONSHIPS

Despite her venomous reputation, Pharika has provided nearly every god with a cure or an otherwise essential tonic at a crucial moment. As a result, she's rarely in outright conflict with her fellow gods, yet she's always willing to jeopardize peace with her peers if it means indulging some audacious new experiment.

The gods of the Underworld have cordial relations with Pharika. She and Athreos enjoy each other's silent company, and Erebos appreciates her agenda, which ultimately bolsters his realm. Pharika rankles somewhat at the attention Erebos gets from dying mortals, chafing at their tendency to appeal to him when they could beg her for healing or for a painless death.

Pharika and the gods of civilization cautiously maneuver around one another's territory, with Ephara and Karametra recognizing Pharika's medicinal virtues, and she is always seeking subtle ways to use city-states in her experiments without provoking her peers. She disdains Ephara's and Karametra's desire to tame the world rather than understand it.

Pharika has her most complex relationships with the gods of knowledge. Pharika loathes that Keranos gifts wisdom to the undeserving, while Kruphix represents mysteries even she has yet to fathom.

No god is more precious to Pharika than Nylea. She adores Nylea as the source of nature's abundant bounty and delights in Nylea's warmth. Anyone who threatens or offends Nylea is likely to also earn Pharika's enmity.

WORSHIPING PHARIKA

The diseased and the dying alike often make written entreaties to Pharika for a remedy. Prayers are written on scraps of paper or shards of pottery, sealed in small pots, and buried in bogs, leaving them as secrets for others to exhume years later. Many people pray to her before undergoing a medical procedure, picking herbs, or confronting a venomous animal. Nights of a waxing crescent moon (roughly the first week of each month, when a sliver of moon lingers in the early evening) are sacred to Pharika and are thought to be an auspicious time to harvest medicinal plants.

Pharika's followers include members of several small mystery cults, which embrace varying aspects of her divine nature. The most infamous of these is the Cult of Frozen Faith, led by a medusa. Initiates receive a lethal dose of poison, become petrified, and then are restored to flesh one year later. Petitioners who have Pharika's favor emerge alive and healthy; those she doesn't care for fail to survive the transformation.



MYTHS OF PHARIKA

Tales of Pharika emphasize her secret knowledge, with many legends hinting at apocrypha that a listener might track down to discover the god's most exalted lore.

Aestraste's Reward. So impressed was she with the deeds of her champion Aestraste that Pharika offered to fill her kylix with any draught for Aestraste to imbibe. The champion asked to taste the nectar of pure joy, and the god obliged. But when Aestraste took a sip, passion took hold of her, and she quaffed the entire elixir. Overwhelmed with ecstasy, the champion perished, having forgotten that too much of anything—even happiness—can be fatal.

The Basilisk's Greed. In Pharika's earliest days, her mind overflowed with knowledge, and she retreated to a secret, verdant glen. There, she set to scribing her secrets into the garden's fruits, hiding within each a dozen deaths and their cures. When she retired wearily to bathe, a lizard crept into her grove and gobbled up much of the fruit. It's said that this original basilisk and its progeny are still heavy with undigested secrets, and that if basilisk blood is distilled into ink, it can be used to write out forgotten lore.

Day of Affliction. During the first week of the eleventh month, Meletis observes Pharika's winter festival, the Cheimazion. The sick and infirm sleep in the god's temples during this festival in hopes of receiving a miraculous cure,

and the truly devout imbibe near-lethal doses of poison, trusting Pharika to oversee their recovery. In some tales, a cobra with rainbow scales appears in Pharika's temple and bites some incurable soul. The envenomed victim pitches and babbles for three days, but their disjointed words prove to be a font of alchemical truths, sometimes bearing the secrets to healing others around them. In most of these myths, the victim expires at the end of these three days—Pharika's price for sharing her secrets—but in some, the patient recovers, thereafter exhibiting remarkable resistance to illness and poisons.

Dragon Balm. Some texts of Pharika claim that within the chemical makeup of each individual dragon lies the cure to one specific disease or venom. Those desperate for a cure to a rare affliction often pray to the goddess to reveal the monster that embodies the malady tormenting them. Such insight, though, rarely decreases the danger of dragon hunting.

The Medusa's Curse. To seed the world with knowledge, Pharika gathered her medusa children and granted a hundred secrets to each, bidding them to hide their revelations throughout the mortal realm. Selfishly, the medusas each kept secrets for themselves, using these as currency to bargain with mortals. Angered that her children would hoard any of her secrets, Pharika cursed them, so that they could never after behold their own reflections without risking death.



PHARIKA'S CHAMPIONS

Alignment: Usually neutral, often evil

Suggested Classes: Cleric, druid, ranger, rogue, warlock, wizard

Suggested Cleric Domains: Death, Knowledge, Life

Suggested Backgrounds: Criminal, guild artisan, hermit, outlander, sage

Most champions of Pharika seek to uncover the world's greatest secrets through science, alchemy, and magic. They are often enamored with the mysteries of life and death, along with snakes or other venomous creatures.

PHARIKA'S FAVOR

Pharika craves champions who support her ongoing experiments, torment her enemies, and deliver cutting-edge aid to the suffering. Yet, just because someone serves Pharika doesn't mean they are immune to her whims. Why did Pharika turn her gaze upon you, and how did you survive long enough to earn her approval? The Pharika's Favor table provides several suggestions.

PHARIKA'S FAVOR

d6 Circumstance

- 1 You were born in a plague-struck village's final days, ultimately being the only survivor.
- 2 Exposure to a rare toxin granted you visions of Pharika, and you have sought her wisdom ever since.
- 3 Your medical attention proved crucial to a stranger's survival, and now your acquaintances periodically fall ill, as though Pharika is testing you again and again.
- 4 A sagacious serpent once offered you guidance and has influenced your studies ever since.
- 5 You are dying. As death grows nearer, you are increasingly adept at deciphering nature's mysteries.
- 6 You have no idea why Pharika showed interest in you, and you might sometimes wish she hadn't.

DEVOTION TO PHARIKA

In accepting Pharika as your patron, you entrust your health and your knowledge to her. As her follower, consider the ideals on the Pharika's Ideals table as alternatives to those suggested for your background.

PHARIKA'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Scholarship.** Unlocking the natural world's secrets is a challenge I welcome. (Neutral)
- 3 **Balance.** My work shall save as many lives as it takes, balancing the deserving and the insufferable. (Neutral)
- 4 **Immortality.** Those who discover nature's darkest and direst secrets earn the right to live forever. (Evil)
- 5 **Fatalism.** Everyone dies. As a result, I may employ their brief lives to further my agendas. (Evil)
- 6 **Tutelage.** The world is a deadly classroom, and students need an expert guide to survive. (Neutral)

EARNING AND LOSING PIETY

You increase your piety score to Pharika when you expand the god's influence in the world in a concrete way through acts such as these:

- Creating a cure for a dangerous affliction
- Defeating a powerful foe by using poison
- Discovering or documenting an unknown people or a poorly understood creature
- Building or restoring a temple to Pharika, or a site that glorifies serpentine creatures

Your piety score to Pharika decreases if you diminish Pharika's influence in the world, contradict her ideals, or make her look ridiculous or ineffectual through acts such as these:

- Destroying alchemical, medical, pathological, or similar research
- Performing a notable act of healing without exacting a significant price
- Slaying a medusa or serpent

PHARIKA'S DEVOTEE

Piety 3+ Pharika trait

As a devotee of Pharika, you have power over affliction. You can cast *ray of sickness* with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

PHARIKA'S VOTARY

Piety 10+ Pharika trait

Pharika's blessing shields you from most maladies. You have advantage on saving throws against being poisoned, and you are immune to disease.

PHARIKA'S DISCIPLE

Piety 25+ Pharika trait

Pharika blesses you with Pharika's Balm, an effect that can cure or enfeeble. As an action, you can touch a creature and choose one of the following:

- The target regains hit points equal to 1d8 + your Wisdom modifier, and you can cure the target of one disease or neutralize one poison affecting it.
- The target must succeed on a DC 15 Constitution saving throw, or for 1 minute, the target deals only half damage with weapon attacks. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHAMPION OF AFFLICTION

Piety 50+ Pharika trait

You can increase your Dexterity or Wisdom score by 2 and also increase your maximum for that score by 2.



PHENAX

God of Deception

Phenax is the masked patron of lies and cheats. He is Heliod's ethical antithesis, governing the spheres of gambling, deception, and betrayal. Phenax was once a mortal who was trapped in the Underworld, but he learned how to forsake his identity to prevent Erebos from detecting what he was doing. He crossed back over the Rivers That Ring the World wrapped in the tattered cloak of Athreos, the River Guide, who ushers the dead to their final rest. Hidden by illusion as he was, neither Athreos nor Erebos could find Phenax and bring him back.

Able to play whatever role the situation calls for, Phenax is a consummate actor. His incisive wit and cunning enable him to read the desires of his marks, adjusting his approach to suit the moment. In his rare moments of candor, Phenax is calm and calculating, always looking toward his next scheme.

Phenax is a shadowy and mysterious figure. When appearing before mortals, he prefers the form of a willowy humanoid with ashen gray skin, clad in elegant robes. He has also been known to appear in a variety of animal forms, including the shapes of asps, mockingbirds, or rats. Regardless of his shape, a mask forever conceals the blank face of the first Returned.

PHENAX'S INFLUENCE

Subtlety and manipulation—of mind, word, and deed—are the cornerstones of Phenax's power and his influence over mortals and immortals alike. Even gods enjoy hearing what they prefer to hear instead of the truth, and Phenax is happy to give them what they want.

He takes pleasure in finding ways to subvert or corrupt champions of law, order, and justice, turning them to his cause. Whether by feeding the hubris of a champion of Heliod or subverting the moral code of a stalwart of Iroas, he tempts mortals by confronting them with seemingly inconsequential decisions, each of which offers an opportunity for the person to compromise their principles. One by one, these acts move the needle of a person's moral gauge by a small amount. Over time, these choices accumulate until the individual's fall from grace is complete.

PHENAX'S GOALS

Phenax doesn't want to rule Nyx. He is the perennial outsider, existing only to disrupt the plans of his fellow

gods. Every lie, every betrayal, delights him as it sows discord in the world. He respects a well-planned and executed grift or heist, sometimes rewarding able followers with opportunities to serve as his champions.

As the metaphorical progenitor of the Returned, Phenax also takes time to provide shelter and opportunities for his children to disrupt the mortal world.

DIVINE RELATIONSHIPS

It stands to reason that the god of secrets, deception, and betrayal isn't close with the rest of the pantheon. This is not to say that Phenax doesn't have active relationships with others in the pantheon, but his position as the patron of lies doesn't lead to close, lasting friendships.

Erebos and Athreos despise Phenax, which delights him to no end. Phenax revels in the fact that, as a lowly mortal, he was able to outwit both the Lord of the Underworld and the River Guide. Still bitter over Phenax's deception, Erebos concocts ways to torment the upstart god. Were he to discover a method to slay Phenax and return him to the Underworld, the god of the dead would pursue it over all other goals.

Phenax finds Heliod and Iroas overbearing and insufferable. Both represent ideologies diametrically opposed to Phenax's, and both have followers who regularly try to foil his schemes. In turn, Phenax does his best to upend their plans through lies and deception. After all, a fair fight isn't worth fighting.

Nowhere is Phenax's commitment to upending the status quo and angering his fellow gods more evident than in his role in the rise of Xenagos, the now destroyed god of revels. Xenagos's attacks left many of the gods disconnected from their followers, inciting a panic in Nyx. Phenax, basking in the chaos of Xenagos's plot, found myriad ways to covertly aid him until the satyr's apotheosis. Helping another mortal ascend to godhood was, to Phenax, the ultimate subversion of authority.

WORSHIPING PHENAX

Every lie is an homage to Phenax. Because his most devout followers are criminals and gamblers, his influence is keenly felt in gambling halls and dens of thieves. But everyone has their own reasons to stray from the truth at times, and thus, they also find small ways to seek Phenax's favor as they go about their daily lives.

Formal services to Phenax are conducted at night, with the most sacred rituals performed on nights of the new moon. Offerings are made to attract Phenax's favor, with valuables from successful robberies, parchment filled with lies, or loaded dice being thrown into deep crags or buried at crossroads. Such sacrifices often vanish soon after, claimed by the god or his servants. Devout criminals often offer Phenax stolen goods as part of their preparations for premeditated crimes.

Phenax is worshiped openly in the necropoleis of Asphodel and Odunos, though the Returned who are loyal to Erebos's agent, Tymaret, refuse to worship the god they're hunting (see chapter 3). Somber ceremonies are intoned to bless the golden funeral masks the Returned wear.

PHENAX'S CHAMPIONS

Alignment: Usually chaotic, often neutral

Suggested Classes: Bard, cleric, monk, rogue, warlock

Suggested Cleric Domains: Trickery

Suggested Backgrounds: Charlatan, criminal, entertainer, sailor (pirate), urchin

Most champions of Phenax are exemplars of deceit, motivated by greed, revenge, or a good swindle. They have chosen to serve a mortal who ascended to godhood, possibly because they want to emulate him.

PHENAX'S FAVOR

Phenax expects his champions to be cunning and self-sufficient, much as he was when he escaped the Underworld. He has great respect for a sound plan that is craftily executed and might offer all manner of clever assistance to mortals he deems worthy.

What did you do to garner his attention? What set you apart in his eyes from petty schemers, grifters, and criminals? What made him think you would be a good champion? The Phenax's Favor table offers a handful of suggestions.

PHENAX'S FAVOR

d6 Circumstance

- 1 You were born at midnight under the new moon.
- 2 One of your parents is a champion of Phenax.
- 3 You pulled off a daring theft or escaped from confinement at a young age.
- 4 You have proven yourself a capable liar and teller of tall tales.
- 5 You dedicated your life to upsetting the balance of power in a corrupt polis.
- 6 You have no idea why Phenax showed interest in you, and you might sometimes wish he hadn't.

DEVOTION TO PHENAX

Following Phenax means devoting yourself to a life of trickery and guile. To a champion of Phenax, a life without risk is no life at all. Some rules are meant to be broken, some secrets meant to be shared, and order must be upended from time to time. As a follower of Phenax, consider the ideals on the Phenax's Ideals table as alternatives to those suggested for your background.

PHENAX'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Pragmatism.** The ends justify the means; I do whatever it takes to win. (Evil)
- 3 **Duplicity.** I lie when it suits me, which makes things so much easier. (Chaotic)
- 4 **Secrecy.** All deception requires secrecy, but not all secrets are meant to deceive. (Any)
- 5 **Luck.** Want more luck? Take more chances! (Chaotic)
- 6 **Adaptability.** Plans change, circumstances go awry. I must bend in response to changes, not break. (Any)

EARNING AND LOSING PIETY

You increase your piety score to Phenax when you expand the god's influence in the world in a concrete way through acts such as these:

- Helping a fugitive escape justice
- Pulling off a daring robbery
- Obstruct champions of other gods
- Building or restoring a temple to Phenax

Your piety score to Phenax decreases if you diminish Phenax's influence in the world, contradict his ideals, or make him look ridiculous or ineffectual through acts such as these:

- Forthrightly assisting lawgivers in their duties
- Swearing and then honoring an oath
- Bringing order in times of chaos

PHENAX'S DEVOTEE

Piety 3+ Phenax trait

As a devotee of Phenax, you have proven yourself accomplished at deception. You can call on Phenax's blessing and cast *disguise self* with this trait. While the spell is active, your shadow still resembles your original form. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

PHENAX'S VOTARY

Piety 10+ Phenax trait

Your words are inspired by Theros's greatest liar. You have advantage on Charisma (Deception) checks.

PHENAX'S DISCIPLE

Piety 25+ Phenax trait

When you are hidden from a creature and miss it with an attack, making the attack doesn't reveal your position.

CHAMPION OF DECEPTION

Piety 50+ Phenax trait

You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.



MYTHS OF PHENAX

The tales told of Phenax's deeds speak of his duplicity, cunning, and wit.

The Path of Phenax. Phenax was once a mortal who, like all mortals, passed on to Erebos's care in the Underworld when his time among the living came to an end. But Phenax found a way to escape the Underworld by sacrificing his identity to the memory-draining waters therein. He was able to cross the Rivers That Ring the World wrapped in a shred of Athreos's cloak. Since he had no identity, Athreos couldn't detect him, and thus Erebos couldn't use his great lash to pull Phenax back. When he emerged back into the realm of mortals, he did so as the first of the Returned. In time, others discovered this quandary of metaphysics, which is now known as the Path of Phenax.

Black Oak of Odunos. Before Odunos became a necropolis, it was a thriving city akin to Akros or Meletis. When the city fell before Phenax's assembled forces, some of the populace begged the god of lies to spare them the touch of Erebos's dread lash. Never one to miss an opportunity to cheat Erebos, Phenax made a solemn promise to those asking for his mercy, assuring them that they wouldn't be forced into the Underworld, on his honor. Soon afterward, the Returned that had invaded the city murdered these people to the last one—whereupon Phenax, true to his word, bound their bodies and

souls to a great oak, making a terrifying amalgam of undeath to guard Odunos and haunt the living for eternity.

Feud with Nylea. A pair of accomplished hunters, both fervent followers of Nylea, had a bet with one another to prove who was better with a bow. After countless tests found them equally matched, the hunters' rivalry drew Phenax's attention. Assuming the form of a dryad, Phenax goaded and taunted the hunters. Though amusing at first, Phenax's words cut deep, making the hunters careless. Thus, when the dryad suggested a blindfolded test of marksmanship, the hunters agreed. Once blinded, Phenax positioned the hunters to shoot one another. In the moment they fired, though, Nylea noticed Phenax's trick. She curved her hunters' arrows mid-flight and multiplied their number. Phenax's disguise shattered as he was riddled with arrows that pinned him to a great tree. Nylea appeared to the trapped god, mocked his pointless duplicity, and warned him never to threaten her followers again. She then left him to struggle free from the deeply embedded arrows, an escape that took him over a week. During that time, the god concocted plot after plot to have his revenge on Nylea. Some tales claim that this embarrassment directly led to tragedy for Nylea's favorite dryad companion, while others warn that Phenax's revenge has only just begun.





PURPHOROS

God of the Forge

Purphoros is the god of the forge, the restless earth, and fire. He rules the raw creative force that infuses sapient minds. Purphoros is also the god of artisans, obsession, and the cycle of creation and destruction.

As a forge radiates heat in the area around it, Purphoros's influence provides inspiration to mortals. He makes exquisitely crafted objects almost constantly, sometimes absentmindedly working while he holds conversations with the other gods, only to destroy the finished product and begin again. Impulsive and mercurial, Purphoros is prone to bouts of either joyous productivity or frustrated anger. He often feels constrained by the limits of imagination, yearning to realize ideas that seem just out of reach.

Purphoros's preferred form is that of a muscular man whose coal-hued skin is mostly covered in mutable organic bronze. He might also appear in the form of a fiery phoenix or a bull made of cooling lava, and for that reason, both of those creatures are associated with him. When angered, he might appear as an enormous mass of lava, a blazing fire, or a volcanic eruption. Mortals who see Purphoros in one of those forms seldom live to tell about it.

PURPHOROS'S INFLUENCE

The raw creative force that Purphoros embodies is chaotic, but Purphoros isn't a god of unbridled chaos. Rather, he shows mortals how to harness that primal energy, shaping it through passion and labor into something usable.

Purphoros is primarily associated with forging, metallurgy, and related activities. It was his followers who first brought bronze to Theros, and a few of his most favored have begun working with a new metal—iron—said to come directly from their god's forge-fires.

Though Purphoros is largely interested in physical craft, he has influence over all forms of creation. Keranos also inspires new ideas, but it is Purphoros who oversees the advancement of the craft that brings these ideas to life in the world.

Purphoros is always ready to obliterate what is to make room for what could be, and to start the cycle again when what could be becomes what is. When he is inspired, the night sky glitters with new constellations,

and anvilwrought creatures appear in the countryside. When he is wrathful, stars vanish in molten rain, and his hammer blows annihilate whole mountaintops.

PURPHOROS'S GOALS

Purphoros acts not because of grand plans or high ideals, but on the whims of his restless, creative mind. On the rare occasions when he contemplates what he would do if he were ascendant in the pantheon, his most fervent wish is to be left alone. To Purphoros, that would mean spending time by himself in his forge, creating anything he desires. But it also would mean being free to uproot mountains, topple cities, and reroute rivers without any of the other gods interfering.

DIVINE RELATIONSHIPS

Purphoros has few strong relationships with his fellow gods, considering most of them arrogant ingrates. According to legend, it was he who created the weapons of the gods, asking nothing in return. But his infrequent though memorable bouts of destructive fury have earned him more ill will in the pantheon than he realizes.

Heliod despises Purphoros's unpredictable impulses even as he envies the forge god's ability to create grand works. Purphoros resents Heliod's attempts to impose laws that constrain the passion of creation. In many ways, the two gods represent opposing approaches to the contradictions and challenges of mortal life, and they have more than once fought titanic battles in Nyx.

Thassa is Purphoros's closest ally in the pantheon. Imbued as she is with the malleable, quenching power of water, she knows that he can neither destroy her waves nor reforge them. Because she has no fear of him, she treats him as a friend. Purphoros frequently makes wondrous gifts for Thassa, and her underwater palace holds countless unique creations of the god of the forge.

Purphoros holds Kruphix in contempt for hobbling his mind after he engaged in a particularly destructive battle with Heliod. The forge god spent years addled and incomplete. He has since recovered his faculties, but he mourns the things he might have made during that lost time. Taking revenge on Kruphix would require careful planning, however, and Purphoros is unlikely to undertake such an effort unless another god goads him into it.

Ephara and Karametra are, like Purphoros, deeply involved in the project of civilization. Purphoros's desire to overturn the established order with violence stands in stark contrast to their measured ways. As a result, Purphoros stands aloof from them.

WORSHIPING PURPHOROS

Purphoros holds dominion over everything that springs from mortal ingenuity. Most artisans say a small prayer to him upon beginning or completing the construction of nearly anything, from swords to fortresses to ships.

Naturally, Purphoros is strongly associated with the forge, and nearly every smithy on Theros is a sort of ad hoc temple to him. Charms and idols of Purphoros hang from the walls in such places, intended both to inspire the artisans and protect them against accidents. Regardless of their professions, worshipers of Purphoros often light small fires in the god's honor, burning wooden crafts or drawings of their inventions to gain his favor.



MYTHS OF PURPHOROS

The myths about Purphoros revolve around one of two themes: his wonderful creations or his explosive anger.

The Gift of Bronze. Long ago, mortals on Theros fought and hunted using weapons made of stone and wood. According to legend, it was a satyr smith named Tecton who discovered how to refine copper ore and work it into tools and weapons. Purphoros, delighted, saw this as the mortals' first tentative steps toward true craft. Some smiths, hastily copying Tecton's methods, devised a way to blend copper and arsenic into a crude form of bronze, but the forging method was dangerous and often yielded defective results.

To reward the smith who took the first steps, Purphoros appeared to Tecton and granted the satyr the secret of smelting copper and tin into true bronze. The manufacture and use of bronze weapons spread across Theros, launching an age in which heroes conquered the wilds and founded great civilizations. Bronze is still the most used metal on Theros—and will remain so, at least until Purphoros decides that more than a few are ready for the secret of iron.

Purphoros's Twin. When the world was young, Purphoros was jealous of Iroas and Mogis and wanted a twin of his own. He created Petros, a Nyxborn double of himself crafted of divine bronze with a touch of mortal flesh. Petros aged as the eons passed, and Purphoros was forced to patch cracks

with strips of bronze and refill the vessel of his Nyxborn twin. Petros lacks the spark of true life, though, and can't speak. He toils day and night in Purphoros's forge, making wonders that would shame any mortal smith but can never match Purphoros's work in beauty or originality.

The Stone Winter. In Theros's earliest days, the people vociferously honored Helioid, Nylea, and Thassa for the comforts of nature. Gradually, Purphoros grew bitter that mortals never acknowledged his flames, which kept the earth warm and fertile. So, Purphoros quenched the world's core. For a year, a lifeless winter gripped the world, with neither the sun nor the seasons warming the corpse-chill earth. Ultimately, it was the mortal engineer Chersio who brought about the winter's end. Instead of cursing the situation, Chersio sought a solution, creating a hypocaust system to bring warmth to her community. Delighted with the innovation, Purphoros waited until Chersio completed and lit her substructure furnace. When she did, the god returned warmth to the entire world. Today, an autumnal festival called the Kindling or the Forge-Lighting (the Chalcianapnsion) lends its name to the seventh month in the Meletian calendar. During this festival, worshipers keep a bonfire burning from sundown to sunrise, acknowledging that Purphoros warms the earth and makes the harvest possible.



PURPHOROS'S CHAMPIONS

Alignment: Usually chaotic, often neutral

Suggested Classes: Barbarian, bard, cleric, fighter, sorcerer

Suggested Cleric Domains: Forge (described in *Xanathar's Guide to Everything*), Knowledge

Suggested Backgrounds: Acolyte, entertainer, guild artisan

Most champions of Purphoros are unswerving advocates of passion and creativity who change the world by doing what they believe is right in the moment.

PURPHOROS'S FAVOR

Purphoros is notoriously impulsive, often selecting champions based on momentary whims. Despite this seemingly blasé attitude, he is dedicated to all his champions, no matter how they came into his service.

What made the forge god turn his attention to you? What set you apart from the masses of people who offer him prayers and sacrifice? What whim came over him that made you the perfect choice in the moment he tapped you? The Purphoros's Favor table offers a handful of suggestions.

Purphoros's mood is highly changeable, and having his favor doesn't always mean having his attention. But if you follow your passions and do what you believe is right, he will stay true to you as well.

PURPHOROS'S FAVOR

d6 Circumstance

- 1 Mount Velus erupted at the moment of your birth, signifying Purphoros's blessing of the event.
- 2 As a young artist, you breathed the intoxicating fumes of a volcano and found mystical inspiration.
- 3 You are an artisan who crafted a work of such high quality that Purphoros took notice.
- 4 After you were orphaned by a fire at your parents' forge, Purphoros took you under his protection.
- 5 Your parent or mentor was a master artisan, and you also yearn to create something worthy of a god's attention.
- 6 As a reckless youth, you joined a group of young artists and rabble-rousers who sought to tear down the established order in Purphoros's name.

DEVOTION TO PURPHOROS

Purphoros encourages freedom and self-expression, so it is only natural that his champions follow him for many different reasons. As a follower of Purphoros, consider the ideals on the Purphoros's Ideals table as alternatives to those suggested for your background.

PURPHOROS'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what he stands for. (Any)
- 2 **Passion.** I will follow my heart and help others do the same. (Chaotic)

d6 Ideal

- 3 **Aspiration.** With Purphoros's blessing, I will create something magnificent. (Any)
- 4 **Change.** The old must be swept away to make room for the new. (Chaotic)
- 5 **Generosity.** I want to create things that will enrich the world. (Good)
- 6 **Rage.** I follow my passions, no matter how dark they might seem to others. (Evil)

EARNING AND LOSING PIETY

You increase your piety score to Purphoros when you expand the god's influence in the world in a concrete way through acts such as these:

- Fighting against those who would rule over others
- Taking decisive action on impulse
- Destroying something that has outlived its usefulness
- Creating something wondrous in Purphoros's name

Your piety score to Purphoros decreases if you diminish Purphoros's influence in the world, work against freedom or self-expression, or allow tyranny to take hold through acts such as these:

- Following an unjust law despite your misgivings
- Creating something shoddy or flawed
- Backing down from a fight or a contest

PURPHOROS'S DEVOTEE

Piety 3+ Purphoros trait

As a devotee of Purphoros, you have drawn the notice of the forge god with your skill. You can cast *shield of faith* with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

In addition, you know the *mending* cantrip. Intelligence is your spellcasting ability for these spells.

PURPHOROS'S VOTARY

Piety 10+ Purphoros trait

You can cast *heat metal* with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being knocked prone.

PURPHOROS'S DISCIPLE

Piety 25+ Purphoros trait

While you are standing and an effect would push you 1 foot or more, you can use your reaction to not be pushed.

CHAMPION OF THE FORGE

Piety 50+ Purphoros trait

You can increase your Strength or Intelligence score by 2 and also increase your maximum for that score by 2.



THASSA

God of the Sea

Thassa is the god of the sea, aquatic creatures, and the unknown depths. She also holds sway over less tangible concepts such as ancient knowledge, long voyages, and gradual change.

Impassive and slow to anger, Thassa is secure in the knowledge that there are no mortals and few gods who can threaten her status. Once her ire is aroused, however, it is as unstoppable as a cresting wave. She often speaks in the future tense, referring to what tomorrow will bring. She seldom laughs, and when she does, it is usually out of smugness rather than genuine mirth.

Thassa usually appears to mortals in the form of a female triton-like being with octopus-tentacle hair and a crown of crab legs. She seldom adopts the same size as her followers, preferring to be seen from a distance as she towers over the ocean. When she moves closer to the view of mortals, she takes many other forms, often shifting from one to another: a giant squid, an ocean storm, a school of sharks, a fog bank, or a crab, her favored animal. She sometimes speaks out of the ocean itself, in droplets hissing across the surface of the waves.

THASSA'S INFLUENCE

To most mortals, Thassa is the sea, and the sea is Thassa. The wind and waves, the tides, and the ocean's bounty, ranging from small fish to the enormous krakens—all these are Thassa's dominion. The sea has many metaphorical aspects that Thassa oversees as well: ancient knowledge, long-term change, introspection, voyaging, and repetitive patterns such as the tides.

Thassa governs the slow changes wrought by the passage of time, such as the weathering of rocks and the erosion of beaches. Where Nylea controls the eternal cycle of the seasons and Kruphix monitors the flow of time, Thassa holds sway over the slow-acting but irresistible forces that alter the world over hundreds or thousands of years.

Krakens and other behemoths of the deepest oceans move at Thassa's command. She is protective of what she calls the greatest of her children, and she usually keeps them out of harm's way in the darkest depths. A mighty kraken sighted close to shore is a sure sign of Thassa's displeasure.

THASSA'S GOALS

Thassa is never satisfied with the status quo, and she also never advocates hasty, uncontrolled change. She constantly resculpts the physical world, altering coastlines and upending familiar trade routes. There is no ultimate goal to this ongoing transformation; the purpose is change itself. Thassa believes that change is essential to existence, and she opposes anyone who tries to establish or maintain a permanent order to the universe. She aids and inspires forces of change, the rivers that wear down mountains and the tides that claim whole continents. She sometimes seems disinterested in the intrigues of the present, even in her own current schemes, as her thoughts drift toward what the future holds.

DIVINE RELATIONSHIPS

Thassa disdains the shortsightedness of her fellow gods, most of whom have convinced themselves that they can impose lasting order on the cosmos. At the same time, her realm is unassailable, and she believes that the changes she advocates are inevitable in the long term. So although Thassa frequently disagrees with the other gods, she doesn't fear them.

Heliod considers Thassa his favorite sibling, despite her unwillingness to agree with his plan for a permanent order. Thassa, who rules depths that have never seen the sun, considers most of Heliod's schemes pointless and opposes them if they seem to threaten harm.

Thassa took pity on Purphoros and aided him when Kruphix hobbled his mind, and Purphoros has not forgotten it. The two of them agree that old things must make way for new things, but Purphoros's bursts of destructive energy stand in sharp opposition to Thassa's gradual alterations. Purphoros regularly makes gifts for Thassa, most recently gifting her a new spear to replace her lost weapon.

Thassa has little use for the gods who oversee work she believes best left to mortals: Ephara with her cities, Karametra with her fields, Pharika with her tinctures, Mogis and Iroas with their armies. To Thassa's mind, her peers are building castles in the sand, unaware or unmindful that the tide will sweep them away.

WORSHIPPING THASSA

Most of Thassa's dedicated worshipers are tritons, and the vast majority of tritons are wholly devoted to Thassa. Tritons spend much of their lives in Thassa's realm, with their god omnipresent. They weave prayers to Thassa into nearly everything they do.

Among humans, Thassa is worshiped by those who rely on bountiful seas for sustenance or calm waters for safety. Sailors, fishers, and residents of Theros's coasts and islands all pay her at least nominal respect and sacrifice. Her center of worship on land is in the coastal polis of Meletis, where sailors and philosophers pray to her for guidance. The week-long Lyokymion festival (the Feast of the Melting Swell) marks the start of the new year by celebrating the bounty of the sea.

Thassa's most fervent human worshipers offer prayers at high and low tide. If possible, they do so at the water's edge. At low tide they walk barefoot out onto the tidal flats, relishing the touch of Thassa's seabed.

THASSA'S CHAMPIONS

Alignment: Usually neutral

Suggested Classes: Cleric, fighter, rogue, wizard

Suggested Cleric Domains: Knowledge, Tempest

Suggested Backgrounds: Acolyte, outlander, sage, sailor

Thassa's champions typically work on behalf of change, embrace new ideas, don't automatically defend the status quo, and wish to serve the god who controls pounding waves and massive krakens.

THASSA'S FAVOR

In much the same way that the sea and its secrets simply exist, Thassa trusts that the lives and actions of her champions will serve her long-term goals because of their connection to her. What made the god of the sea turn her attention to you or how did she show her interest? The Thassa's Favor table offers a few possibilities.

THASSA'S FAVOR

d6 Circumstance

- 1 You nearly drowned in a shipwreck, but Thassa answered your prayers for deliverance.
- 2 You were found on the shore as a newborn, in a basket woven of ocean grasses.
- 3 You dreamed of a great kraken. When you followed your dreams to the sea, the kraken appeared to you and gave you Thassa's blessing.
- 4 You grew up on a fishing boat, and your parents taught you Thassa's rites.
- 5 You were born with a pearl in your mouth, an obvious sign of Thassa's favor. You still have the pearl.
- 6 You have no idea why Thassa showed interest in you, and you might sometimes wish she hadn't.

DEVOTION TO THASSA

Following Thassa means devoting yourself to a particular way of perceiving the world. Thassa herself seldom takes a stand on moral issues, preferring to let matters play out, but her mortal champions can't usually afford to be so patient. As a follower of Thassa, consider the ideals on the Thassa's Ideals table as alternatives to those suggested for your background.

THASSA'S IDEALS

d6 Ideal

- 1 **Devotion.** My devotion to my god is more important to me than what she stands for. (Any)
- 2 **Knowledge.** I will learn the secrets of the hidden depths. (Any)
- 3 **Freedom.** The sea can take me anywhere, and I'm not going to tie myself down. (Chaotic)
- 4 **Bounty.** The ocean always provides, and I will share its gifts with those less fortunate. (Good)
- 5 **Change.** Everything's just waiting to be something else, including me. (Chaotic)
- 6 **Power.** Like the waves, I answer only to Thassa. (Evil)

EARNING AND LOSING PIETY

You increase your piety score to Thassa when you expand the god's influence in the world in a concrete way through acts such as these:

- Supporting those who would reform or overturn institutions
- Preventing cataclysmic change
- Offering a treasure to the sea
- Defending or maintaining a temple to Thassa

Your piety score to Thassa decreases if you diminish Thassa's influence in the world, contradict her ideal of gradual change, or attempt to impose artificial order through acts such as these:

- Trying to keep a secret from Thassa
- Using magic to calm the sea's fury
- Upholding an institution not devoted to Thassa
- Bowing to the desires or demands of another god

THASSA'S DEVOTEE

Piety 3+ Thassa trait

As a devotee of Thassa, you have proven yourself a worthy representative of the god of the sea. You can cast *fog cloud* with this trait. Fog created in this way smells strongly of the sea. You can cast the spell in this way a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

THASSA'S VOTARY

Piety 10+ Thassa trait

You can cast *blink* with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

THASSA'S DISCIPLE

Piety 25+ Thassa trait

You are inspired by the tempestuous, uncontrollable nature of the sea; you have advantage on saving throws against being charmed or restrained.

CHAMPION OF THE SEA

Piety 50+ Thassa trait

You can increase your Dexterity or Intelligence score by 2 and also increase your maximum for that score by 2.



MYTHS OF THASSA

Tales about Thassa typically demonstrate that she is often patient, but never kind.

Callaphe the False. During the last great Silence of the gods, a triton appeared, impersonated a mariner named Callaphe, and traveled the waves aboard Callaphe's living ship, *The Monsoon*. This false Callaphe misled the tritons with false prophecies and pulled a kraken from the depths, hoping to harness his power. When the Silence was lifted and Thassa returned to the world, she struck the impostor down with such fury that she shattered her bident. Purphoros, remembering Thassa's kindness to him on many occasions, replaced her sacred weapon.

Dreams in the Deep. While Purphoros is renowned for his endless creations and desires to bring new ideas into being, Thassa secretly shares similar creative desires. Endlessly bored with the predictable denizens of the land and sky, in the deepest ocean trenches, Thassa wills immortal dreams and nightmares into being. Delicate beauty, undulating grace, and tentacular terrors are birthed in the absolute dark, iterate for generations, and suffer swift extinctions at the god's whim, never knowing the sun's touch. Sapient mortals aren't welcome in these maddening ateliers; Thassa remains bitterly unwilling to reveal her work until her creations—and the time—are absolutely perfect.

Every Tear the Sea. Few myths tell of those who escaped Thassa's wrath. This isn't one of them. When the infamous explorer Rasiao failed to steal one of Thassa's Tidelock Pearls, wave-controlling treasures protected by vicious mollusks, she spent years avoiding the waves before finding her way back to the mainland. Although she'd failed to abscond with one of Thassa's treasures, she'd avoided the sea god's wrath, a claim she valued more preciously than gold. For years, Rasiao lived far from ocean or river, making her home in the driest reaches of Theros. She lived a long life, but on one trip to Akros to resupply and brag, she drowned in a bowl of ox stew. Those who found Rasiao discovered a pearl, too large to pass her lips, lodged in her mouth. Fearing further reprisal, Rasiao's daughters committed their mother's body to the Deyda River and Thassa's clutches. The explorer's daughters never forgot that just as countless drops make the sea, so too is every raindrop, tear, and cup part of Thassa's domain.

Thief's Fate. According to legend, a mortal sailor once stole Thassa's bident and used it to sink an enemy fleet. Thassa cared nothing for the vanquished fleet, but punished the sailor for his thievery by turning his family into eels. The sailor tried to care for the eels, but they blamed him for their fate and disappeared into the sea, leaving the sailor weeping on the shore.

