The Gods of Cresthaven

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The world of Cresthaven is watched over by eleven deities, each influencing the universe and its forces. These gods are not merely distant figures; they actively shape destinies and guide history, having descended to the mortal realm 200 years ago, ushering in a new age where the divine walked among mortals.

Though their awareness stirred in the cataclysm's light, the gods did not descend until centuries later. For millennia, they slumbered amongst the distant stars, their divine gaze seemingly indifferent to the mortal realm's suffering. But a tremor, a subtle, desperate shift in the fabric of reality the immense magical energies still radiating from the leylines, though now more stable continued to resonate, holding their attention. Two hundred years ago, these celestial beings descended from the heavens. Their full return heralded a new age for our world, an age where the divine, though perhaps still recovering from their long cosmic journey and the initial shock of the world's devastation, once again walked amongst mortals. They reshaped its destiny with every stride, yet never fully erasing the echoes of past horrors.

Cleric Deities for Players

The world of Cresthaven is now blessed, or perhaps burdened, with the watchful gaze of eleven major deities, each representing a different, often conflicting, facet of the universe and its forces. These gods harbingers of war, balance, invention, and rebirth are not distant figures, but active, manipulative influences, shaping destinies and guiding the course of history through both grand decrees and subtle machinations. Through their priests, who act as often-bewildered intermediaries, and sometimes even through avatars, physical embodiments that allow direct interaction, the gods

continue to influence our lives. The faithful often speak of Aphas, the Serpent of Chaos, whose agents clash with the ordered priesthoods of Maht, the Giver of Balance.

Interacting with Gods

Priests act as intermediaries between the gods and the human population, interpreting divine pronouncements, guiding rituals, and offering blessings and counsel. Some priests can even harness a fraction of their god’s power for limited miracles. Avatars are physical embodiments of a deity, allowing direct interaction with the mortal world. While less powerful than the deity, an avatar possesses immense strength. The loss of an avatar does not harm the deity, who can send forth another.

The Major Deities of Cresthaven

Below are the major deities of Cresthaven, along with their thematic focus, history, holy symbols, and unique thematic bonuses available to their clerics.

Aphas

Focus of the God

Chaos, Balance, Darkness, Light

History

Aphas is the primordial serpent embodying the duality of chaos and balance. Born from the cosmic void at the dawn of time, Aphas represents both destructive and creative forces, weaving through reality to ensure neither chaos nor order becomes absolute. Aphas introduces challenges that foster growth and resilience, much like the wild cycles of nature demand adaptability and strength from those who live within them. Clerics perceive Aphas as a majestic, ever-shifting serpent, its scales shimmering with the dance of light and shadow, intertwined with celestial bodies. Communication occurs through vivid dreams and visions, symbolizing forthcoming changes or necessary challenges, often mirrored in the unpredictable shifts of the wilderness. Clerics meditate to attune to Aphas’s fluctuating energies and seek guidance on maintaining balance, understanding that true equilibrium is not stagnation but a dynamic dance.

Avatar and Spirit Guide

The Deer Woman serves as the elusive spirit of Aphas, walking the line between protector and tempter. Her appearances are rare and never controlled by mortal will, often arriving in moments where balance must be restored or when a follower is at a moral crossroads. She may guide through dreams or challenge a character’s assumptions, offering trials that reflect the duality Aphas embodies. In such encounters, GMs are encouraged to use her as a narrative force rather than a stat-driven being bestowing insight, warnings,

or symbolic rewards that reflect a character’s alignment with Aphas’s chaotic equilibrium.

Holy Symbol

A serpent entwined with a sun and moon motif, representing the balance between chaos and order, light and darkness.

Thematic Bonuses

Level 1: Chaotic Equilibrium.

You gain advantage on Wisdom Checks made to discern intentions or predict outcomes. Additionally, once per long rest, when you make an attack roll, ability check, or Ability Save, you can choose to roll an additional d4 and add it to the result.

Level 2: Shifting Sands.

Once per short or long rest, as a bonus action, you can teleport up to 15 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks.

Level 4: Veil of Duality.

You gain advantage on Wisdom Ability Saves against magic effects that would charm or frighten you.

Level 8: Serpent’s Guidance.

When you cast a spell that deals damage, you can change the damage type to either radiant or necrotic.

Level 16: Cosmic Weave.

Once per long rest, when you or a creature within 30 feet of you takes damage, you can choose to reduce that damage by half.

Bahstet

Focus of the God

Protection, Joy, Sun, Harvest

History

Bahstet is the benevolent protector and bringer of joy, merging the nurturing aspects of the sun with the prosperity of the harvest. Revered as a guardian of communities and provider of abundant harvests, Bahstet’s influence helps survivors rebuild and thrive, offering physical protection and emotional sustenance. Her history is intertwined with communities flourishing under her watchful eye, growing strong through communal effort and the bounty of the land. Clerics experience Bahstet as a radiant lioness, her mane like blooming

sunflowers, her gaze warm and unwavering. Interaction is warm and uplifting, often during communal gatherings, harvest ceremonies, or when a community seeks her protective blessing. Guidance comes through the sun’s warmth and the vigorous growth of crops, interpreting nature’s signs for prosperity and safety.

Avatar and Spirit Guide

The Piasa Bird is the sacred guide and living expression of Bahstet’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Bahstet’s domain, such as defending the innocent or purifying a corrupted threat. Interacting with the spirit whether a test of courage, a moment of communal protection, or a battle for safety offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Bahstet’s ideals.

Holy Symbol

A lioness head surrounded by sunflowers, symbolizing protection under the life-giving sun.

Thematic Bonuses

Level 1: Abundant Harvest.

You gain advantage on Wisdom Checks made to find food and water.

Level 2: Lioness’s Roar.

Once per short or long rest, as an action, you can let out a roar. Each hostile creature within 30 feet of you that can hear you must make a Wisdom Ability Save. On a failed save, a creature is frightened of you until the end of your next turn.

Level 4: Sun’s Warmth.

You have advantage on Constitution Checks to resist the effects of hunger or fatigue.

Level 8: Guardian’s Prowess.

When you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage.

Level 16: Unyielding Protection.

Once per long rest, when you or a creature within 30 feet of you takes damage, you can choose to grant resistance to that damage type until the start of your next turn.

Behs

Focus of the God

Laughter, Fertility, Agriculture, Harmony

History

Behs is the jovial deity of laughter and fertility, fostering agricultural success and community harmony. Behs embodies resilience and growth, ensuring communities remain united and productive in a recovering world, using laughter and joy to overcome adversity and celebrate the interconnectedness of all life. Legends speak of Behs bringing laughter to weary hearts and ensuring fertile lands, guiding the planting and harvesting in rhythms attuned to the earth. Clerics view Behs as a cheerful, robust figure, adorned with agricultural motifs and blooming plants, radiating vital energy. Interaction is lively and spirited, often during communal gatherings, festivals celebrating bountiful harvests, or rituals for land fertility. Inspiration comes through moments of shared joy and communal activities, interpreting Behs's messages through the sounds of laughter and the sight of thriving crops.

Avatar and Spirit Guide

The White Buffalo is the sacred guide and living expression of Behs's divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Behs's domain, such as fostering abundance, restoring harmony, or showing respect for the sacredness of life. Interacting with the spirit whether a test of generosity, a moment of communal celebration, or a challenge to balance needs with the greater good offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character's devotion and actions reflect Behs's ideals.

Holy Symbol

A cheerful figure encircled by agricultural motifs and blooming plants, representing growth and community spirit.

Thematic Bonuses

Level 1: Hearty Laughter.

You gain advantage on Charisma Checks made to entertain or uplift others.

Level 2: Bountiful Blessing.

Once per short or long rest, as an action, you can touch a non-magical plant or a small area of barren ground (5-foot radius). The plant flourishes, or the barren ground becomes fertile and capable of supporting plant life for 24

hours.

Level 4: Infectious Joy.

When you successfully use a Charisma Check to entertain, you can choose one creature within 30 feet who witnessed your performance. That creature gains temporary hit points equal to your Charisma modifier (minimum 1).

Level 8: Harmonious Presence.

Creatures within 10 feet of you have advantage on Wisdom Ability Saves against magic effects that would charm or frighten them.

Level 16: Ever-Flowing Fertility.

Once per long rest, when you cast a spell that restores hit points, you can choose one additional creature within 30 feet of the original target to regain hit points equal to your cleric level.

Aysys

Focus of the God

Healing, Magic, Earth, Transformation

History

Aysys is the divine healer and master of magic, overseeing earth’s natural cycles and personal transformation. Rooted in ancient traditions revering the earth’s restorative powers, Aysys facilitates growth, healing, and profound transformation. Her history is marked by miraculous recoveries, the revival of barren landscapes, and guiding individuals through profound spiritual and physical metamorphoses, understanding that healing is a journey of reclaiming wholeness. Clerics perceive Aysys as a flowing, ethereal figure adorned with earthy motifs and mystical symbols, her hands always seemingly nurturing. Interaction is serene and introspective, often during healing rituals, ceremonies for personal transformation, or when tending to the wounded land. Communication occurs through deep meditation, herbal ceremonies, and attuning to natural elements, receiving guidance and healing energy from the very heart of the earth.

Avatar and Spirit Guide

The Coyote Spirit is the sacred guide and living expression of Aysys’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Aysys’s domain, such as a need for healing, a personal transformation, or finding unconventional solutions to restoration. Interacting with the spirit whether a test of adaptability, a moment of profound change, or a challenge to find wisdom in unexpected places offers rare opportunities for divine insight. GMs may choose to manifest the spirit

as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Aysys’s ideals.

Holy Symbol

A flowing figure adorned with earth motifs and magical symbols, embodying healing and natural transformation.

Thematic Bonuses

Level 1: Earth’s Embrace.

You gain advantage on Wisdom Checks related to healing. Additionally, when you use a healer’s kit to stabilize a creature, that creature also regains 1 hit point.

Level 2: Channel Transformation.

Once per short or long rest, as an action, you can touch a willing creature. For the next minute, the creature has advantage on Constitution Checks to resist poison and disease.

Level 4: Mystical Insight.

You have advantage on Intelligence Checks related to magical healing or earth-based magic.

Level 8: Restorative Flow.

When you cast a spell that restores hit points to a creature, you can choose to also end one disease or one of the following conditions afflicting that creature: blinded, deafened, paralyzed, or poisoned.

Level 16: Master of Cycles.

Once per long rest, when you cast a spell that requires a creature to make an Ability Save to resist its effects, you can choose to give one creature disadvantage on that Ability Save.

Maht

Focus of the God

Truth, Justice, Harmony, Community Balance

History

Maht is the steadfast arbiter of truth and justice, ensuring harmony and balance within communities. Maht embodies fairness and integrity, serving as a moral compass for rebuilding societies, mediating conflicts, and upholding ethical standards rooted in the interconnectedness of all people. Her history is intertwined with impartial judgments, the establishment of just governance systems based on communal wisdom, and the restoration of fractured bonds

between individuals and tribes. Clerics view Maht as a dignified figure holding scales intertwined with natural elements, her gaze steady and discerning. Interaction is formal and contemplative, often during community assemblies, judicial proceedings, or when disputes arise. Clerics seek Maht's guidance through mediation, truth-seeking ceremonies, and by listening to the wisdom of elders, interpreting messages through the balanced scales of justice and the serene flow of communal understanding.

Avatar and Spirit Guide

The Wolf Spirit is the sacred guide and living expression of Maht's divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Maht's domain, such as seeking justice, upholding truth, or restoring balance within a community. Interacting with the spirit whether a test of integrity, a moment of impartial judgment, or a challenge to foster reconciliation offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character's devotion and actions reflect Maht's ideals.

Holy Symbol

Scales intertwined with leaves and rivers, representing the balance of truth and justice within the community.

Thematic Bonuses

Level 1: Scales of Truth.

You gain advantage on Intelligence Checks related to analyzing evidence or discerning facts. Additionally, you have advantage on Wisdom Checks made to discern if a creature is lying.

Level 2: Channel Impartiality.

Once per short or long rest, as an action, you can touch a creature. For the next minute, that creature cannot gain advantage or disadvantage on attack rolls, ability checks, or Ability Saves.

Level 4: Unwavering Judgment.

You have advantage on Wisdom Ability Saves against magic effects that would charm or frighten you.

Level 8: Divine Rebuke.

Once per long rest, when a creature within 30 feet of you that you can see makes an attack roll, ability check, or Ability Save with advantage, you can choose to impose disadvantage on that roll.

Level 16: Perfect Balance.

Once per long rest, when you make an attack roll, ability check, or Ability Save, you can choose to treat the roll as a 10.

Ohsyres

Focus of the God

Underworld, Rebirth, Afterlife, Ancestral Guidance

History

Ohsyres is the sovereign of the underworld and the guardian of the afterlife, overseeing the cycle of rebirth and profound ancestral connections. Ohsyres ensures the departed find their way to the spirit world and that the living honor their ancestors, recognizing the unbroken chain of generations. In the post-apocalyptic world, Ohsyres guides souls through death's chaos and facilitates transformation and rebirth, reminding all that death is merely a transition, not an end. His history is rich with tales of guiding lost souls, maintaining the integrity of the spirit journey, and overseeing the respectful passage of life into sacred memory. Clerics perceive Ohsyres as a solemn, serene figure adorned with ceremonial masks and rebirth symbols, embodying the sacred mystery of transition. Interaction is introspective and sacred, often during mourning rituals, remembrance ceremonies for ancestors, or when preparing for the passage of a soul. Clerics communicate through sacred chants, ancestral rites, and spiritual meditations, receiving guidance on handling death, honoring the lineage, and facilitating rebirth, whether literal or metaphorical.

Avatar and Spirit Guide

The Water Panther is the sacred guide and living expression of Ohsyres's divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Ohsyres's domain, such as navigating death, honoring ancestors, or a moment of profound transformation. Interacting with the spirit whether a test of reverence, a moment of transition, or a challenge to respect the boundaries between worlds offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character's devotion and actions reflect Ohsyres's ideals.

Holy Symbol

A ceremonial mask intertwined with symbols of rebirth, bridging the realms of the living and the dead.

Thematic Bonuses

Level 1: Spirit Guide.

You gain advantage on Wisdom Checks related to ancestral spirits, the afterlife, or funerary rites.

Level 2: Channel Rebirth.

Once per short or long rest, as an action, you can touch a dead creature that died within the last minute. The creature is stabilized and regains 1 hit point. This feature cannot restore hit points to undead or constructs.

Level 4: Whispers from Beyond.

You have advantage on Wisdom Ability Saves against magic effects that would charm you when cast by undead creatures.

Level 8: Ancestral Vigor.

When you cast a spell that restores hit points to a creature, that creature also gains temporary hit points equal to your Wisdom modifier (minimum 1).

Level 16: Sovereign of Souls.

Once per long rest, when you or a creature within 30 feet of you drops to 0 hit points but is not killed outright, you can choose to cause that creature to drop to 1 hit point instead.

Puh-Tah

Focus of the God

Creation, Craftsmanship, Artistry, Innovation

History

Puh-Tah is the divine artisan and master craftsman, inspiring creativity, craftsmanship, and technological innovation. Puh-Tah embodies invention and artistic expression, driving the rebuilding of society through innovative solutions, architectural marvels, and artistic endeavors that honor the spirit within materials. His history is marked by legendary structures and fostering artistic movements where creation is seen as a sacred dialogue with the world, weaving new possibilities into existence. Clerics view Puh-Tah as a majestic artisan holding divine tools, surrounded by architectural designs and artistic creations, radiating inventive energy. Interaction is creative and inspirational, often during construction projects, artistic performances, or moments of technological innovation. Clerics seek Puh-Tah’s guidance through hands-on creation, meditative craftsmanship, and artistic rituals, receiving inspiration through the act of building, shaping, and envisioning.

Avatar and Spirit Guide

The Spider Spirit is the sacred guide and living expression of Puh-Tah’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Puh-Tah’s domain, such as a need for creation, an artistic endeavor, or a moment of innovative problem-solving. Interacting with the spirit whether a test of ingenuity, a moment of artistic expression, or a challenge to build with purpose and beauty offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Puh-Tah’s ideals.

Holy Symbol

A divine artisan holding tools, surrounded by architectural and artistic motifs, symbolizing craftsmanship and innovation.

Thematic Bonuses

Level 1: Artisan’s Touch.

You gain proficiency with one type of artisan’s tools of your choice. You have advantage on ability checks made with that tool.

Level 2: Channel Inspiration.

Once per short or long rest, as an action, you can touch a willing creature. For the next minute, that creature has advantage on the next ability check it makes using artisan’s tools or a musical instrument.

Level 4: Ingenious Mind.

You have advantage on Intelligence Checks made to understand how a complex device or structure works.

Level 8: Divine Craft.

When you use your artisan’s tools to create an item, the time and cost required are halved.

Level 16: Masterpiece Creation.

Once per long rest, when you finish a long rest, you can choose to create one non-magical item that you are proficient in crafting, provided you have the necessary materials. The item’s value cannot exceed 50 gp.

Rah

Focus of the God

Sun, Leadership, Light, Guidance

History

Rah is the radiant sun deity and the embodiment of leadership and guidance. Rah represents the life-giving energy of the sun and the clarity it brings, serving as a beacon of hope and warmth. Rah guides communities through darkness and uncertainty, illuminating the path forward with truth and wisdom, ensuring prosperity and clear vision. His history is intertwined with legends of leading civilizations towards enlightenment, protecting them with the sun's light, and fostering strength and resilience under his watchful gaze. Clerics perceive Rah as a radiant figure enveloped in golden sunlight, often depicted with moccasin motifs symbolizing a grounded yet expansive journey. Interaction is uplifting and directive, frequently during sunrise ceremonies, communal gatherings that seek clear direction, or moments requiring decisive leadership. Guidance comes through the sun's consistent warmth, clear daylight visions that reveal hidden paths, and the strength of light illuminating hidden truths.

Avatar and Spirit Guide

The Eagle Spirit is the sacred guide and living expression of Rah's divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Rah's domain, such as a need for leadership, clarity, or a moment requiring decisive action. Interacting with the spirit whether a test of vision, a moment of profound insight, or a challenge to lead with integrity offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character's devotion and actions reflect Rah's ideals.

Holy Symbol

A radiant sun merged with moccasin patterns, symbolizing leadership illuminated by the light of truth.

Thematic Bonuses

Level 1: Guiding Light.

You gain advantage on Charisma Checks made to inspire or rally others.

Level 2: Channel Illumination.

Once per short or long rest, as an action, you can emit bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight. This effect lasts for 10 minutes or until you dismiss it as a bonus action.

Level 4: Radiant Presence.

You have advantage on Wisdom Ability Saves against magic effects that would blind you.

Level 8: Sun’s Blessing.

When you cast a spell that deals radiant damage, you can add your Wisdom modifier to one of the spell’s damage rolls.

Level 16: Beacon of Hope.

Once per long rest, when you or a creature within 30 feet of you makes an Ability Save against a spell or magical effect, you can choose to grant advantage on that Ability Save.

Sekmet

Focus of the God

War, Protection, Strength, Resilience

History

Sekmet is the fierce deity of war and protection, embodying strength and resilience drawn from the earth and the communal bond. Sekmet represents the warrior spirit and the unwavering defense of communities, but also the tempered hand that understands when conflict is necessary for true peace. In the post-apocalyptic era, Sekmet ensures survivors remain strong and resilient, protecting them from threats and fostering a warrior ethos essential for survival, rooted in the defense of hearth and kin. Her history is rich with heroic battles, the protection of the innocent, and the restoration of order through martial prowess, never for conquest, but for the safeguarding of what is sacred. Clerics perceive Sekmet as a formidable warrior adorned with battle armor and subtle healing elements, radiating disciplined strength. Interaction is intense and disciplined, often on the battlefield, during martial training for communal defense, or in protective ceremonies. Clerics seek Sekmet’s strength through rigorous training, combat rituals focused on defense, and protective ceremonies, receiving guidance through visions of defensive battles and the unyielding presence of martial spirits.

Avatar and Spirit Guide

The Bear Clan Spirit is the sacred guide and living expression of Sekmet’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Sekmet’s domain, such as defending the innocent, demonstrating resilience, or a moment of necessary conflict. Interacting with the spirit whether a test of strength, a moment of unwavering defense, or a challenge to use power for protection offers rare opportunities for divine

insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Sekmet’s ideals.

Holy Symbol

A fierce warrior figure intertwined with healing symbols, representing the balance between conflict and restoration.

Thematic Bonuses

Level 1: Martial Prowess.

You gain proficiency with martial weapons.

Level 2: Channel Resilience.

Once per short or long rest, as a bonus action, you can gain temporary hit points equal to your cleric level + your Constitution modifier. These temporary hit points last for 10 minutes.

Level 4: Unbreakable Will.

You have advantage on Wisdom Ability Saves against magic effects that would charm or frighten you.

Level 8: Vengeful Strike.

Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target.

Level 16: Lioness’s Fury.

Once per long rest, when you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead.

Seth

Focus of the God

Desert, Storms, Wilderness, Transformation

History

Seth is the untamed deity of deserts, storms, and the wild wilderness, embodying radical transformation and fierce adaptability. Seth represents the raw power and transformative potential of natural forces, which can be both destructive and renewing. Seth governs harsh and ever-changing landscapes, teaching survivors to adapt and thrive amidst chaos, understanding that nature’s cycles demand respect and flexible spirit. His history is marked by tales of surviving fierce storms, mastering the wilderness’s challenges, and harnessing nature’s raw power for renewal and profound change. Clerics view Seth as a wild, dynamic figure surrounded by storm clouds and untamed desert

landscapes, radiating primal energy. Interaction is tumultuous and empowering, often during natural disasters, wilderness explorations, or when facing overwhelming change. Clerics seek Seth’s guidance through survival rituals, storm-chasing ceremonies, and wilderness meditations, receiving strength and adaptability directly from nature’s raw, untamed power.

Avatar and Spirit Guide

The Thunderbird is the sacred guide and living expression of Seth’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Seth’s domain, such as adapting to chaos, navigating a harsh environment, or a moment requiring profound transformation. Interacting with the spirit whether a test of resilience, a moment of raw power, or a challenge to clear away the old for new growth offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Seth’s ideals.

Holy Symbol

Storm clouds merging with desert landscapes, symbolizing the dynamic forces of nature that drive change.

Thematic Bonuses

Level 1: Wilderness Survivor.

You gain advantage on Wisdom Checks made in desert or stormy environments.

Level 2: Channel Tempest.

Once per short or long rest, as an action, you can conjure a gust of wind. Each creature in a 15-foot cone originating from you must make a Strength Ability Save. On a failed save, a creature is pushed 10 feet away from you and knocked prone.

Level 4: Desert’s Resilience.

You have advantage on Constitution Checks to resist the effects of environmental heat or thirst.

Level 8: Storm’s Fury.

When you cast a spell that deals lightning or thunder damage, you can add your Wisdom modifier to one of the spell’s damage rolls.

Level 16: Master of the Wild.

Once per long rest, you can cast the *control weather* spell without expending a spell slot or material components.

Toth

Focus of the God

Knowledge, Wisdom, Writing, Communication

History

Toth is the enlightened deity of knowledge, wisdom, writing, and profound communication, overseeing the preservation and transmission of vital information and ancient lore. Toth embodies the tireless pursuit of wisdom and the sacred power of communication, ensuring knowledge is preserved, shared, and passed down through generations, fostering intellectual growth and effective communal understanding. His history is rich with legends of uncovering ancient secrets, preserving historical records, and facilitating the spread of wisdom through both written word and the revered oral traditions of the elders. Clerics perceive Toth as a wise, serene figure surrounded by scrolls, ancient books, and symbols of communication, radiating quiet intellect. Interaction is intellectual and contemplative, often in libraries, study halls, or during storytelling circles. Clerics seek Toth’s guidance through dedicated study, the careful art of writing, and sacred communication rituals, receiving insights and wisdom through ancient texts, communal stories, and the clarity of spoken truth.

Avatar and Spirit Guide

The Raven Spirit is the sacred guide and living expression of Toth’s divine essence. While not always visible, its presence is felt through visions, omens, and extraordinary events. Avatars and spirits do not answer to mortal summons, but may appear when a priest or community faces a trial deeply aligned with Toth’s domain, such as a quest for knowledge, a need for wisdom, or a challenge in communication. Interacting with the spirit whether a test of intellect, a moment of profound insight, or a challenge to preserve and share wisdom offers rare opportunities for divine insight. GMs may choose to manifest the spirit as a narrative encounter or offer a temporary boon when a character’s devotion and actions reflect Toth’s ideals.

Holy Symbol

A scroll intertwined with symbols of wisdom and communication, representing the transmission of knowledge.

Thematic Bonuses

Level 1: Scribe’s Acumen.

You gain advantage on Intelligence Checks related to ancient texts or forgotten lore.

Level 2: Channel Lore.

Once per short or long rest, as an action, you can gain proficiency in one

skill or with one set of tools of your choice for 10 minutes.

Level 4: Comprehending Mind.

You have advantage on Intelligence Ability Saves against magic effects that would make you confused or unable to understand language.

Level 8: Voice of Wisdom.

When you make a Charisma Check to persuade or a Wisdom Check to gain insight, you can add your Wisdom modifier twice to the roll. You can use this feature a number of times equal to your Wisdom modifier (minimum 1) per long rest.

Level 16: Omniscient Gaze.

Once per long rest, you can cast the *legend lore* spell without expending a spell slot or material components.

Dungeon Master Tips

Encourage cleric characters to view their deities as active participants in their lives, providing guidance, quests, and moral directives. Establish clear channels through which gods communicate with their followers, such as visions, dreams, omens, or through sacred rituals performed at temples and shrines. For instance, a cleric of **Aphas** might receive prophetic dreams that hint at upcoming chaos or necessary challenges, compelling them to prepare or seek balance within their community. Conversely, a **Bahstet**-cleric might feel a surge of joy and protection during communal gatherings, reinforcing their role as a guardian and nurturer. By consistently weaving divine messages into the narrative, clerics will feel a strong, personal connection to their gods, guiding their decisions and actions in alignment with their deity's domains.

Utilize the distinct domains and attributes of each deity to shape the moral and ethical decisions of cleric characters. For example, **Maht**-clerics, who uphold truth and justice, may find themselves mediating conflicts, uncovering hidden truths, or enforcing ethical standards within the party and surrounding communities. Their commitment to fairness might lead them to challenge deceitful actions or seek out corrupt leaders, providing rich role-playing opportunities and potential conflicts. On the other hand, **Sekmet**-clerics, embodying war and resilience, might prioritize protecting allies, engaging in battles to defend their faith, and demonstrating unwavering strength in the face of adversity. By aligning clerics' behaviors with their deity's ethos, you create a cohesive and immersive experience that reinforces each god's unique influence on their followers.

Incorporate divine quests and trials that reflect each deity's domains, offering clerics opportunities for personal growth and deeper devotion. These quests can serve as pivotal plot points, challenging clerics to prove their loyalty, harness their deity's powers, and fulfill their divine purpose. For example, a **Toth**-cleric might embark on a mission to recover lost knowledge or ancient texts critical for rebuilding society, while an **Aysys**-cleric could be tasked with healing a devastated region or purifying corrupted land.

Successfully completing these quests can unlock new spells, abilities, or divine favors, symbolizing the cleric's evolving relationship with their god. Additionally, divine trials—such as moral dilemmas, physical challenges, or tests of faith—can further develop cleric characters, allowing them to demonstrate their dedication and earn the trust and favor of their deities.

Ensure that the influence of the gods complements rather than overshadows other party members, maintaining balance within the adventuring group. Each deity offers unique strengths and abilities that can enhance the party's versatility and problem-solving capabilities. For instance, **Rah**-clerics can provide leadership and illumination during dark times, **Puh-Tah**-clerics can drive innovation and craftsmanship to overcome obstacles, and **Ohsyres**-clerics can guide souls and facilitate rebirth, adding depth to the party's interactions with the afterlife. Encourage collaboration among clerics of different deities, fostering alliances and teamwork that reflect the interconnectedness of the pantheon. By thoughtfully integrating each god's unique domains and abilities, you create a dynamic and balanced party where every cleric contributes distinctively to the group's success and narrative progression.

Adventure Ideas

These adventure ideas are crafted to naturally integrate into any campaign, allowing cleric characters to pursue quests that reinforce their devotion, leverage their divine abilities, and deepen their connection with their respective deities. As Dungeon Master, you can seamlessly insert these hooks into your narrative, providing opportunities for character development, thematic exploration, and dynamic storytelling that highlight the influence of the gods in your post-apocalyptic world.

Feel free to adapt and expand upon these ideas to best fit the specific needs and creative direction of your story.

The Celestial Serpent's Whisper

As the cleric travels through a region plagued by sudden and unpredictable natural disasters, they receive a vision from **Aphas**—a celestial serpent entwined with stars and shadows. The vision hints at an imbalance caused by a hidden artifact disrupting the natural order. The cleric feels compelled to investigate these disturbances, seeking to restore balance by locating and securing the artifact before **Aphas**'s equilibrium is irreparably shattered.

Festival of the Radiant Sun

During a time of year when the community celebrates the harvest under **Bahstet**'s blessing, the cleric notices that the festivities are overshadowed by an unexplained malaise that dampens joy and prosperity. **Bahstet** sends a divine message urging the cleric to uncover the source of this gloom, whether it be a curse, a rival faction seeking to disrupt the harmony, or a forgotten ritual that must be revived to restore the festival's true spirit.

Echoes of Laughter

The cleric encounters a village where laughter has mysteriously vanished, leading to declining morale and failing crops. **Behs** communicates through subtle signs, such as silent echoes and wilted plants, indicating that a malevolent force is sapping the village's joy and fertility. The cleric is tasked with lifting this curse by reigniting the spirit of laughter, possibly by recovering a stolen relic of **Behs** or resolving a deep-seated sorrow within the community.

The Purified Grove

While journeying through a devastated landscape, the cleric discovers a sacred grove that has lost its healing properties. **Aysys**'s magic is waning, and the cleric receives a quest to cleanse the grove of corruption. This mission may involve battling dark forces that have tainted the land, restoring ancient healing rituals, or retrieving a lost artifact that embodies **Aysys**'s restorative power to rejuvenate the grove.

Scales of Justice

A prominent figure in a nearby settlement is accused of a grave injustice, throwing the community into turmoil. **Maht** calls upon the cleric to mediate and uncover the truth behind the accusations. This adventure involves investigating the circumstances, utilizing **Maht**'s divine insight to discern lies from truth, and restoring justice to maintain the community's harmony and balance.

Veil of the Ancestors

The cleric receives a summons from **Ohsyres** to address a disturbance in the connection between the living and the dead. Souls are restless, and ancestral spirits are unable to find peace. The cleric must journey to the underworld or sacred ancestral sites to guide these spirits, resolve their unfinished business, and restore the sacred balance between life and the afterlife, ensuring that **Ohsyres**'s guidance remains unbroken.

The Artisan's Legacy

An ancient forge or workshop, once a hub of innovation and craftsmanship under **Puh-Tah**'s patronage, has fallen into disrepair. **Puh-Tah** inspires the cleric to restore this site, rekindling its creative energy. This quest may involve retrieving lost tools or blueprints, defending the site from those who seek to exploit its potential, and performing sacred rituals to reignite **Puh-Tah**'s divine craftsmanship, thereby empowering the community with renewed creativity and technological advancements.

Beacon of Light

A sacred beacon dedicated to **Rah** has dimmed, causing a loss of guidance and leadership within the region. **Rah** directs the cleric to reignite the beacon by undertaking a pilgrimage to sacred sun temples, overcoming trials that

test their leadership and resolve. Restoring the beacon will not only illuminate the path for the community but also reaffirm **Rah**‘s role as their divine guide and protector.

Warrior’s Call

The cleric receives a divine summons from **Sekmet** amidst escalating tensions and the threat of imminent conflict. **Sekmet** calls upon them to lead and inspire a group of warriors to defend a vulnerable settlement from marauders or monstrous forces. This adventure emphasizes martial prowess, strategic defense, and the protection of the innocent, showcasing **Sekmet**‘s influence in fostering strength and resilience within the community.

Storm of Transformation

A relentless and unnatural storm ravages the wilderness, altering the landscape and endangering travelers. **Seth** urges the cleric to quell the storm by seeking out its source, whether it be a corrupted elemental spirit or a dark sorcerer harnessing chaos for their own ends. The cleric must navigate the transformed wilderness, demonstrating adaptability and harnessing **Seth**‘s power to restore natural harmony and transform the storm’s destructive energy into a force for renewal.

The Forgotten Codex

An ancient library or repository of knowledge dedicated to **Toth** has been discovered, but its contents are fragmented and guarded by magical defenses. **Toth** directs the cleric to recover and piece together the **Forgotten Codex**, a tome of profound wisdom essential for guiding the community’s future. This quest involves deciphering ancient texts, overcoming guardians that protect the knowledge, and ensuring the codex’s wisdom is preserved and utilized for the betterment of society.

Join the Mythos Conversation

We invite you to become an integral part of our evolving mythos! Share your thoughts, ideas, and creative visions on how these deities shape the world of post-apocalyptic Earth. Whether you have suggestions for new gods, unique interactions between the pantheon members, or innovative adventure hooks for cleric characters, your input is invaluable.

Drop your comments, theories, and inspirations below, and let’s collaboratively bring these ancient gods back to life in our shared narrative!