

MADNESS

Those who know the name of Tharizdun attempt to avoid even thinking it, for fear of the thought's echoes in their minds. His worshipers are given to creeping suspicion, maniacal rage, or bizarre fixations. Lost in delusions and inner torment, they grovel before a divinity that exists to bring doom and the dissolution of all things.

A different god of madness might be one whose secrets are too much for the mortal mind to bear. Perhaps instead the deity claims madness as a domain because it comes from an insanity-inspiring place, such as the Far Realm, whose unnatural blessings overwhelm mortals wretched and foolish enough to seek them out. An unaligned deity of madness might take the form of a senile sage or a capering jester. There might even be a beneficent deity of madness and invention who offers inspiration through bouts of insanity.

POWER OF MADNESS [DOMAIN]

Prerequisite: Any divine class, must worship a deity of the madness domain

Benefit: You gain a +2 feat bonus to Bluff checks.

When you use a power associated with this feat and hit an enemy with it, that enemy takes a -1 penalty to attack rolls until the end of your next turn.

Powers: *enfeebling strike* (paladin PH), *overwhelming strike* (avenger PH2), *righteous brand* (cleric PH), *visions of blood* (invoker DP)

SCREAMING MADNESS [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship a deity of the madness domain

Benefit: You gain the Channel Divinity power *screaming madness*.

Channel Divinity: Screaming Madness Feat Power

Ambushed by your dread god's madness, your enemy lurches into lunacy.

Encounter ♦ **Divine**
Minor Action **Personal**

Effect: The next enemy you hit during this turn with a fear power hits itself with its melee basic attack the first time it makes an attack on its next turn. The enemy hits itself after its attack is resolved.

MOON

People place many different meanings on the moon. Some see it as a symbol of predictable cycles and time. Others take it as a sign of change, a symbol of magic, or an emblem of beauty and love. A deity of the moon might be seen as a hunter in the darkness, a patron of nightly revelry, or a god of ill fortune or savage madness.

Sehanine takes from the moon the aspect of shadows and masks. Its glow allows her followers to see dangers in the dark, and its darkness cloaks the dangers they present to others.

Sehanine's worshipers see her blessings in the moon's phases. The full moon shields the faithful from harm. A bladelike crescent bodes well for their attacks. And a dark moon presents opportunities to take what you will.

POWER OF THE MOON [DOMAIN]

Prerequisite: Any divine class, must worship a deity of the moon domain

Benefit: You gain a +1 feat bonus to Perception checks.

When you use a power associated with this feat and hit an enemy with it, that enemy takes a -2 penalty to the defense targeted by the power. The penalty lasts until the end of your next turn.

Powers: *bond of censure* (avenger DP), *enfeebling strike* (paladin PH), *hand of radiance* (invoker DP), *righteous brand* (cleric PH)

MOON TOUCHED [DIVINITY]

Prerequisite: Channel Divinity class feature, must worship a deity of the moon domain

Benefit: You gain the Channel Divinity power *moon touched*.

Channel Divinity: Moon Touched Feat Power

You glow with the healing light of the moon. The light waxes and wanes for a time.

Encounter ♦ **Divine, Healing**
Minor Action **Close burst 5**

Target: You or one ally in burst; target must be bloodied
Effect: The target regains hit points equal to your Wisdom or Charisma modifier. At the start of each of your turns, roll a d8. If the roll is odd, the target gains temporary hit points equal to the roll, and if the target already has temporary hit points, the effect ends. If the roll is even, the target regains hit points equal to the roll, and the effect ends.

Level 11: Roll a d10 instead of a d8.

Level 21: Roll a d12 instead of a d8.

POISON

Zehir's words are venom, and his teachings poison minds wherever his priests' hisses can be heard. His followers value all kinds of poison: the toxins that debilitate or kill the body as well as the venomous ideas that ruin the mind and sap the spirit.

The followers of other gods might use poison, but for Zehir, poison itself is worthy of honor. His faithful pay homage to venomous creatures and often say prayers while applying poison to their objects or administering it for ingestion.

In your campaign, poison might not be the province of an evil god. Poison represents a hidden

WORD

As a follower of Kord, you serve as the fighting heart of your adventuring group—the character others can depend on to show great courage, to take risks, and to stand and fight against overwhelming odds. To show true devotion, you must act with bravery and skill, not simply pray at a shrine or carry a trinket of faith. You see no need to mince words, especially with those who are weak. Those who use subterfuge and honeyed words might show great skill, but such actions are fundamentally cowardly—not befitting a true adherent of Kord's teachings.

You prefer melee attacks and powers that deal lightning or thunder damage. Choose training in physical skills such as Athletics, Acrobatics, and Endurance.

Avenger: The teachings of Kord are always on your mind as you enter single combat. You focus on defeating one foe using only your personal might and skill, and you continually seek your next battle—your next victory.

Cleric: You shout out boisterous encouragement to your allies, providing emotional encouragement in addition to your magical boons. You lead by example, rushing headlong into battle and exhorting your allies to keep up with you.

Invoker: In ancient times, Kord's battles shook the world. You still feel the reverberations of those great fights and have an instinctual knowledge of the lord of battle's power. Though you might seem entirely different during travel or negotiation, in battle you enter a trance as you call on the strength of your god.

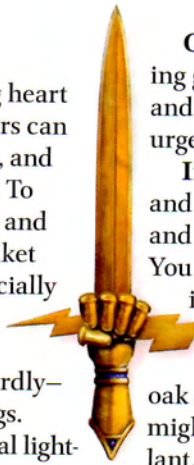
Paladin: You find it easy to follow Kord's teachings as a paladin, and your code of honor includes his commands. Although you seek battle and glory, you're never cruel, and you are quick to grant mercy to a foe that concedes defeat.

MELORA

With a close connection to your animal instincts, you possess a mercurial temperament that alternates between the contradicting parts of nature. Sometimes you show grace and calm, but you also rage like a wild beast when in danger. Nature is your true home, and it's difficult for you to be confined in claustrophobic tombs or constructed tunnels.

Choose powers that bring out the savagery of yourself and your allies. Your skills should include those that help you persevere in the wild, such as Athletics, Endurance, Nature, and Perception.

Avenger: As an avenger worshiping Melora, you might be a member of an elite cabal of aberration hunters who have vast knowledge about the Far Realm and how to spot its influence. Until every aberrant spawn of that dread place is slain, you won't rest.



Cleric: You are the pack leader of your adventuring group, and you take on both the responsibility and power of an alpha animal. When fighting, you urge your allies to be merciless hunters.

Invoker: In the winding rivers, the lush jungles, and the rolling waves of the oceans, you see the care and skill the deities brought to creating the world.

You revere and protect these natural wilds, considering them as important among the domains of the gods as any city or temple.

Paladin: Calling upon the strength of the oak and the power of the avalanche, you become a mighty protector of all living things. You remain vigilant, opposing anyone that attempts to destroy nature or slaughter beasts, beyond what is needed to survive.

MORADIN

Your determination in the face of hardship is outweighed only by your loyalty to your friends.

You apply your indomitable will toward crafting a better world. Order and goodwill clearly present the righteous path, and you try to exemplify these traits even in the worst moments.

As a worshiper of Moradin, you favor powers that aid allies and protect yourself. Choose training in Dungeoneering, Endurance, and History.

Avenger: Just as a smith beats weakness from metal or a sculptor chips away unwanted stone, you make the world a better place by carving out the bad parts. And as with any great work of craftsmanship, when you've finished making your mark on history, no one will mourn the missing pieces.

Cleric: Amid waves of chaos and destruction, you stand as solid as stone. Your solidarity provides an anchor for allies and presents an unfaltering wall to a tide of foes. You know that others look to you for guidance, and your steady hand gives them the confidence to take their own paths.

Invoker: Moradin fashioned your soul to further his will in the world, and you're determined to make great works with the materials your life provides. You're the keystone in these plans, while those around you need to be moved into place before their full roles can be realized.

Paladin: Anything worth making is worth protecting, especially friendship. Loyalty is your legacy, and you never break the oaths you forge. Come what may, your allies know they can depend on you.

PELOR

Pelor represents many things to many people, and so must you. You stand as the light to guide others out of darkness, and you offer redemption to those who seek it. Even so, you rise against darkness and see it put in

