

THE DEVOUT OF LUREN



HE CONGREGATION KNEELS BEFORE THE forever full moon of Luren, heads bowed, hands clasped around small silver disk-like amulets. Within each is the pure hope and faith in humanity borne by the goddess of the Full Moon, and in the valley below them, all who slumber enjoy dreams of bounty and happiness, free from the evils of the world outside their village.

THE DOMAIN OF COMPASSION AND HOPE

Luren is the goddess of Happiness, faith, peace, love, life, sisters, and light. Her worshippers exemplify her belief in the goodness of mortals, and their magic reflects this. While she and her followers are blessed with visions of idyllic futures, they are blindsided by negative consequence. In the time before the gods, Luren and her sister Nore were staunch advocates for peace, using their shared gift of prophesy to guide the armies of the gods against the Creatures of Long Shadows. After a peace summit gone awry, the sisters retreated to their celestial homes, each scarred by unforeseen events and now eternally protected by their devotees.

COMPASSION AND HOPE DOMAIN SPELLS

| Cleric Level | Spells |
|--------------|----------------------------|
| 1st | Charm Person, Sleep |
| 3rd | Moonbeam, Wither and Bloom |
| 5th | Suggestion, Haste |
| 7th | Charm Monster, Compulsion |
| 9th | Reincarnate, Dream |

CHANNEL WEAL

Devout of Luren 1st level feature

Using the faith and belief in the goodness of mortals your goddess holds, you may expend a Channel Weal charge to perform one of the following as a reaction. You regain these charges on a short rest.

- Grant a creature you can see Advantage on an attack roll, ability check, or saving throw
- You may cast the Charm Person spell without using a spell slot, upcast to the highest slot you have access to.
- You emanate a pulse of positive energy, anyone afflicted by a status effect within 30ft (poison, shocked, frighten, etc) is cleansed
- Fill a creature with the will to protect their friends. This makes them Hopeful. A Hopeful creature gains advantage exclusively in actions to protect a designated ally it can see.
- If a creature you can see rolls a critical failure, you can grant them a re-roll, they must use the new roll

DIVINE FRIENDSHIP

Devout of Luren 1st level feature

As an action, you may open your heart to those around you, emanating an aura of honesty and hope. For one minute, you have advantage on all Charisma checks directed at creatures within earshot that can understand you. This effect ends the moment you attempt to lie, or be deceitful in any way.

CHANNEL DIVINITY: TOTAL ECLIPSE OF THE HEART

Devout of Luren 2nd level feature

Starting at 2nd level, you gain the ability to channel the sorrow of your goddess. Using a channel divinity charge, you may enter Eclipse State for 1 minute, changing your Channel Weal into Channel Woe

CHANNEL WOЕ

By channeling Luren's sadness, you convert weal into woe. While under the effects of Total Eclipse of the Heart, you may not use Channel Weal, but you may expend a Channel Weal charge to perform one of the following as a reaction

- Grant a creature you can see disadvantage on a roll
- You may cast the Cause Fear Spell without using a spell slot, upcast to the highest slot you have access to.
- You emit a pulse of despair. Every creature within 15 feet of you must make a wisdom save, or be overcome by the sadness of your goddess. They fall prone, sobbing (if they can) and are considered stunned until the start of your next turn.
- Fill a creature you can see with Anxiety and paranoia. They make a wisdom save, if they fail, they are filled with a depressive anger and lash out at ally and enemy alike for 4 turns, attacking the closest creature indiscriminately. They may repeat this save at the end of each of their turns.
- If a creature you see rolls a critical success, you may expend a charge to make it a critical fail.

THE LITTLE DEATH

Devout of Luren 6th level feature

While in your normal state, When a creature near you dies, expend a reaction to give a creature 1d10 temporary hitpoints. Rather than dying, the creature instead falls into a deep corpse-like slumber for 1d4 days, awakening at full health at the end of this period. This is treated as a resurrection effect, in that the creature's spirit can choose to remain with the moon goddess forever instead of waking. If the creature's temporary HP is dispelled or otherwise removed, they die. A creature can only experience this once in their lifetime. The only way to experience this a second time is by use of a wish spell, or by dying and being resurrected in a different manner.

While in your eclipse state, you can instead cast a corrupted form of the Sleep Spell by consuming your own shadow. When a creature is affected by this version of the spell, they fall asleep even if they are usually immune to sleep or charm effects. If the affected creature is damaged or if a creature takes an action to attempt to wake them, must pass a wisdom save in order to wake up. This effect is mirrored on the caster. If the creature reaches 0hp as a result, they fall into an eternal sleep and cannot be awoken as their soul is now forever bound to the lunar mistress. If the body is forcibly awoken, it acts as if under the effect of a permanent Speak with Dead spell. You can only cast this spell while you have a shadow, and your shadow does not return until the next sunrise once consumed.



HONEYED/POISONED WORDS

Devout of Luren 8th level feature

At 8th level, while in your normal state, any creature affected by a helpful spell or effect cast by you gains temporary HP equal to 1d6 plus your wisdom modifier, and they may spend 3 temp hp per round to grant themselves advantage on an attack roll, ability check, or saving throw.

While in your eclipse state, you may cast a corrupted form of the Suggestion spell. Your voice becomes quiet and sounds like the distant ringing of chimes to anyone but the intended target. You ignore all immunities that would deny the suggestion spell from working. The course of action can be harmful, lethal and unreasonable. The target cannot be under the influence of any version of this spell cast by you again for the next month.

MOON PRESENCE

Devout of Luren 17th level feature

At 17th level you learn to commune with your goddess at a deeper level than ever before. You gain 5 portents of good things to come, equivalent to two 18s, two 19s, and a 20, which counts as a critical success. For the next minute, your left eye glows with a blinding white light causing bright light for 30ft and dim light for 20ft. You may use these portents to modify any roll made by an ally within 30ft, and grant copies of these portents to any Devout of Nore within 50ft. Any attacks made by a Devout of Nore within 30ft of you have advantage. Any damage caused by you (including by your corrupted spells) has an additional 4d8 Radiant Damage, with an additional 4d8 Necrotic damage if a Devout of Nore has attacked the same target within the last turn.

LUREN, GODDESS OF THE FULL MOON

LONG AGO, DURING THE LONG-FORGOTTEN war that brought the gods of Korros into Power, Luren and her twin sister Nore were considered the secret weapons against the Creatures of Long Shadows, but were also the least suited to battle. The sisters were the youngest of the gods, blessed with the ability to read the hearts of others, and see the future. Luren, the bright faced sister with unending optimism, could see only good portents and the peace that each of the gods fought for, while her dour sister Nore could only see the horrors of the battles to come. Naive as they were, when the Creatures of Long Shadows came to them with a peace treaty, Luren could only see the end of the war in the near future. Nore knew that this treaty would only bring them pain, but signed it at her sister's insistence.

The resulting conflict resulted in many losses, including the loss of Luren's left eye, leaving a dark spot on her otherwise bright face. However, it was due to the brazen breach of the treaty that the forces of Korros were able to muster their final assault on the Creatures of Long Shadows, with mighty Kiselan beheading their leader with a sword forged by Dun'Geth, while Curio The Trickster and Leyn sealed their minions within the shadows of the world, leaving space for Sidne and The Cairn to regrow what was lost, and The Rider to take the battle-honoured dead to their new home beyond the veil. The Lunar Goddesses, however, never quite recovered from the betrayal. They retreated to the heavens, keeping watch over the entirety of the world. They are the most active of the gods, though their sisterly bonds have been tested to their limits. Followers of Luren despise the followers of Nore, believing that her pessimism is the cause of their goddesses bouts of depression, and that her devout do nothing but reinforce her worst tendencies. Rarely, the full moon will go entirely dark, and negative energy will flood through the land. It is only during these events that the followers of both goddesses will work together to bring Luren back from the edge. During these events, tidal waves, volcanic eruptions, famines, riots, and revolutions become common and only the love and support of her estranged sister can bring it to an end. The devout of Luren share many similarities with their goddess. All are hopeful, almost naive beings that find difficulty in noting the evils of those they interact with. They also have a lesser form of their mistresses precognition, blessed with fragments of her divine visions in their slumber. Another similarity is their vulnerability to negative emotions. A Cleric of Luren bears not just the light of their mistress, but her darkness as well. Should shadow shroud their hearts, an untrained initiate may find themselves in a self-destructive spiral that only their closest friends and family may pull them from.