

PIETY

In the world of Kasan, the gods are major players in everyday life. They are the impetus for wars, they are the progenitors of Kingdoms and they are the strength of the people to fight against the ancient and terrifying accursed. These gods, however, are in a distant and continuous conflict of their own on the Iron Marches. This leads to the gods being unable to aid their most faithful in their time of need. However, they are more willing to impart a greater bit of divine essence into their followers than most worlds in order to make up for this greater shortfall.

Piety represents how strongly a character is tied to their deific patron. All people on Kasan know that their bodies, if they are not claimed by the gods upon death, are forfeit to the demon queen through a pact as old as the Godswar itself. Therefore, many people strive to be a diligent and pious individual, respect the gods and be claimed by their patron when they die. There are, however, those who take their faith even further, becoming exemplars of their faiths and paragons of their deities teaching. These individuals are those who gain piety and the subsequent rules below.

RANKS OF PIETY

Each god has their own ranks of piety, but they each progress in the same way. A character can gain piety by performing acts sacred to the god, by living up to the tenants of the gods teaching, or by completing tasks specifically and directly for that god. Piety can also be gained by. Piety comes in 5 ranks, each with their own benefits and rewards. Paladins and Clerics, if they choose a god, automatically start with 1 piety. Each other character has to earn it.

Some will come with Titles and the benefits of rank, others will come with simpler rewards. The pattern will loosely be as such:

RANK 1: DEVOTED

Prerequisites: Renown 1 in the Church

The ranks of a deities followers are filled with those who believe on a basic level. They are the most fundamental and common of those loyal to a deity. However, there are those that stand above the crowds, those whose belief is unquestionable and unquestioned. They are the devoted. Becoming a devoted grants you access to the most basic of the inner workings of the Church. You are able to request and receive aid from the church of the most basic sense, such as food, water, minor healing, and shelter for yourself. Entering into the churches Hierarchy as a devoted and practicing follower, you can perform ceremonies as well as bless certain actions in the name of your god.

RANK 2: FAITHFUL

Prerequisite: Rank 1 and Renown 3 or higher in the Church

You have proven that your belief is not simply devotion to the god, but true and honest Piety. Your superiors have come to value your service and rely on your deeds to produce results. It's a heavy burden to bear, but you do it and succeed where others have failed time and again, and your god recognizes your service with a gift.

At this Rank you gain a boon of your choice from your god. Choose one of the three boon categories, as indicated in the god's description (the possible categories are: Good, Evil, Chaos, Law, Neutrality, Fire, Air, Earth, and Water). Choose a boon from among the category you have chosen.

RANK 3: PIOUS

Prerequisites: Rank 2 and Renown 10 or higher in the Church

Each person that achieves the rank of Pious has proven to be staunch and unwavering bastion of faith, devotion and service, both to the church and to the community that it serves. These characters have at their service a portion of the might of the Church, and can call on the assistance of the church for minor needs. You can request basic food, water, healing and shelter for you and your companions, as long as they are deferent to your god, tithe properly and do not worship a god whose purpose is cross to your god. A Pious character gains a title and rank within the Church, and is given the ability to command a small number of soldiers of the faith or to requisition a number of scribes and clerics of the faith for research, transcription and other menial tasks.

RANK 4: ANOINTED

Prerequisites: Rank 3 and Renown 25 or higher in the Church

You have made a thunderous name for yourself among the church elders and those in the highest halls of power throughout the land, going far beyond your own Kingdom to a renowned legend. You have moved up in the ranks of the church, and are awarded with titles, lands and followers of your own. You are given great leeway with what you do with the land, and it is often handed over to a church member of lower rank than yourself to take care of and tend the flock while you are out and doing the gods will.

At this point in time, you are granted another boon from among the god's portfolio. Choose another category from among the god's portfolio and pick a boon from among those in the given category.

RANK 5: REVERED

Prerequisites: Rank 4 and Renown 50 or higher in the church

At this point in time, you have become a walking embodiment of the gods will on earth. Though you may not desire it, you have been gifted a grand title and immense pull with the faithful the world over. Your legend grows with every day you live and each story told about you blows your possible deeds out of proportion, crediting you with everything from the sunrise to the death of kings and enemies of the religion. You can ask for great services from the church to which the faithful flock, you can call crusades of hundreds of followers, templars and knights flow, and you can call censure on others of the faith of lower than your rank without question. You can request aid, shelter, healing and succor for as many as a dozen others at local and regional churches, who will harbor you against the enemies of the faith and risk their life for your wellbeing. You are the absolute pinnacle of deific influence wielded by a mortal.

DEIFIC BOONS

Deities provide their followers with many small blessings and powers, over time, with their favorites and those who've proven themselves garnering more and more power from that very same favor.

Boons come in a number of categories: Good, Evil, Neutral, Lawful, And Chaotic as well as Air, Earth, Fire and Water. There are also may be god specific boons that you're allowed to take if you progress in piety high enough. All boons recharge at a long rest unless otherwise specified. These boons are:

GOOD

- As a bonus action, you may cast bless on yourself, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.
- You may cast Spare the Dying without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.
- As an action, you may give yourself advantage on up to three Charisma (Persuasion) checks made in the next hour. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you take when you take necrotic damage, you can give yourself resistance to necrotic damage. Once used, you may not use this ability again until after a short or long rest.
- As an action, you may designate a single creature you can see within 30 feet. You gain the benefits of a True sight spell on that target until the start of your next turn. Once used, you may not use this ability again until after a long rest.

EVIL

- As an action, you may give yourself advantage on up to three Charisma (Intimidation) checks made in the next hour. Once used, you may not use this ability again until after a long rest.
- You may cast Cause Fear, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.

- You may cast Darkvision, without expending a spell slot or using any spell components, with a duration of one minute. Once used, you may not use this ability again until after a long rest.
- If you hit a target with an attack, you can cause the target to become poisoned until the end of their next turn. Once used, you may not use this ability again until after a long rest.
- As an action, you may cause a creature to have Disadvantage on the next ability check or attack roll that they make before the start of your next turn. Once used, you may not use this ability again until after a long or short rest.

LAWFUL

- As an action, you may give yourself advantage on up to three Wisdom (Insight) checks made in the next hour. Once used, you may not use this ability again until after a long rest.
- You may cast Detect Magic, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.
- At the start of the day, roll 1d20 and note the result. At any time during the day, you may choose to replace any d20 roll with the number rolled.
- Before rolling to hit, you can choose to automatically hit with an attack. This attack cannot be a critical hit. Once you do this, you cannot use this ability again until after a long rest.
- If you hit a target with an attack, you may cause the target to kneel, as if you had cast the command spell on the target. Once used, you may not use this ability again until after a long rest.

CHAOS

- As a reaction that you take when you are attacked, you may teleport 20 feet to a location that you can see. Once used, you may not use this ability again until after a long rest.
- If you hit a target with an attack, you can cause the target to suffer disadvantage on the next attack roll it makes. Once used, you may not use this ability again until after a long or short rest.
- When any creature makes a d20 roll, you may choose to have that creature make that roll with advantage or disadvantage, as you choose. Once used, you may not use this ability again until after a long rest.
- As a reaction that you take when you are hit by an attack, you may gain +2 AC as a reaction. Once used, you may not use this ability again until after a short or long rest.
- On your turn, you may choose to double your movement for that turn. Once used, you may not use this ability again until after a long rest.

NEUTRALITY

- When you are called on to make an initiative roll, you may instead choose your initiative result after all players have declared their initiative. Once used, you may not use this ability again until after a long rest.
- You may cast *Speak with Animals and Plants*, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.
- On your turn you may choose to ignore difficult terrain for all of your movement during that turn. Once used, you may not use this ability again until after a short or long rest.
- When making the attack action, you may give yourself Advantage on the first attack roll that you make that turn. Once used, you may not use this ability again until after a short or long rest.
- As an action, you may give yourself advantage on a single skill check made in the next minute. Once used, you may not use this ability again until after a Short or long rest.

FIRE

- When you make a Charisma saving throw, you may choose to have advantage on that saving throw. Once used, you may not use this ability again until after a long rest.
- As an action you can choose to breathe fire. The target must make a saving throw (DC 8+ Proficiency + Intelligence modifier) or take 2d8 fire damage. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you take when you take fire damage, you can give yourself resistance to fire damage. Once used, you may not use this ability again until after a short or long rest.
- When you roll damage fire damage, you may deal additional fire damage to all targets equal to your charisma modifier. Once used, you may not use this ability again until after a long rest.
- You may cast *Continual Flame*, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.

WATER

- When you make a Wisdom saving throw, you may choose to have advantage on that saving throw. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you take when you take damage, you can give yourself 2d8+2 temporary Hit Points. Once used, you may not use this ability again until after a long rest.
- Reroll failed intelligence, wisdom or charisma Ability check
- You may case water breathing, with no need for spell slots or material components, with a duration of one minute. Once used, you may not use this ability again until after a short or long rest.
- Opportunity attacks made while when you take the move action this turn automatically miss. Once used, you may not use this ability again until after a long or short rest.

AIR

- If you hit a target with an attack, you can cause the target to become deafened until the start of its next turn. Once used, you may not use this ability again until after a long rest.
- When you make an Intelligence saving throw, you may choose to have advantage on that saving throw. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you are attacked, you may fly 20 feet before the attack is rolled. This may cause the attack to miss. Once used, you may not use this ability again until after a long rest.
- You may cast *Invisibility*, without expending a spell slot or using any spell components. The spell lasts until the start of your next turn or you attack or force another creature to make a saving throw. Once used, you may not use this ability again until after a long rest. You may cast *Feather Fall*, without expending a spell slot or using any spell components. Once used, you may not use this ability again until after a long rest.

EARTH

- When you make a Constitution saving throw, you may choose to have advantage on that saving throw. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you take when you take Damage, you can give yourself resistance to piercing, bludgeoning, and slashing damage from weapons that are not magical. Once used, you may not use this ability again until after a short or long rest.
- As an action, you may give yourself advantage on up to three Strength checks made in the next hour. Once used, you may not use this ability again until after a long rest.
- You may cast *Darkvision*, without expending a spell slot or using any spell components with a duration of one minute. Once used, you may not use this ability again until after a long rest.
- As a reaction, which you take when you would become prone, you can make yourself Immune to being Prone. Once used, you may not use this ability again until after a short or long rest.