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Deity	Alignment	Areas of Influence	Channel Divinity
The Bone Witch	Unaligned	Burial, strength, suffering, summoning	Fury of the Bone Witch
The Gleaming Eye	Evil	Demons, devils, insight, revelation, violation	Flare of the Gleaming Eye
The Pale Wanderer	Good	Cunning, education, family, fellowship, loyalty	The Pale Wanderer’s Fellowship
The Rider	Unaligned	Persuasion, possession, release, subjugation	The Rider’s Transfiguration
The Root	Unaligned	Civilization, history, law,	The Root of Mountains

		nature, stone, structure	The Root Runs Deep
The Salt Prince	Good	Binding, protection, preservation, salt, warding	The Salt Prince's Rebuke
The Shadow Above	Chaotic Evil	Anarchy, conspiracy, doubt, fear, secrecy	See No Evil
The Silent Maw	Evil	Assassination, death, patience	The Silent Maw's Deliverance
The Silent Sister	Good	Justified vengeance, silence (formerly art, creation, joy)	Censure of the Silent Sister Challenge of the Silent Sister
The Torchbearer	Lawful Good	Fire, fortitude, light, hope, justice	Light the Way
The Umbral Claw	Chaotic Evil	Darkness, pain, suffering, suffocation	Smothering Darkness
The Voracious Host	Unaligned	Fertility, gluttony, greed, harvest, hoarding	Grace of the Voracious Host
The Walker in Mist	Unaligned	Nature, nomads, travel	The Walker's Great Stride

The Bone Witch

Unaligned

The Bone Witch serves as the keeper of the dead. She travels the mountains collecting one bone from each of the dead. Her symbol is a necklace made of varied bones.

The Bone Witch makes these demands of the faithful:

- Never allow the dead to be disturbed in their graves.
- Honor your ancestors and abide by their wisdom.
- Strength only comes through suffering; seek a heavy burden, and carry it.

Fury of the Bone Witch [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Bone Witch

Benefit: You can invoke the power of your deity to use *fury of the Bone Witch*.

Channel Divinity: Fury of the Bone Witch **Feat Power**

Calling on the Bone Witch's power, your destruction of an undead creature strengthens allies who have suffered.

Encounter * Divine, Healing

Free Action Ranged 10

Trigger: While you are bloodied, your attack drops an enemy undead within range to 0 hit points or fewer.

Effect: You and each bloodied ally within 2 squares can spend a healing surge as a free action.

Special: You must take the Fury of the Bone Witch feat to use this power.

The Gleaming Eye

Evil

Brother of the Silent Sister. God of revelation, information, insight, and the destruction of secrets. His symbol is a silver circlet bearing a stylized open eye. His followers include the demonic sinchildren.

The Gleaming Eye demands discipline in accordance with the following edicts:

- Joy is precious—so precious it must be taken, measured, and hoarded.
- Secrecy must be destroyed by the light of unforgiving truth.
- Keep one eye always open—stay alert, and stay wary.

Flare of the Gleaming Eye [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Gleaming Eye

Benefit: You can invoke the power of your deity to use *flare of the Gleaming Eye*.

Channel Divinity: Flare of the Gleaming Eye Feat Power

One of your eyes flares with the inescapable light of the Gleaming Eye.

Encounter * Divine, Radiant

Standard Action Close burst 5

Target: Each effect within the burst that uses the illusion keyword.

Attack: Wisdom vs. the Will defense of the creator of the illusion effect.

Hit: The effect ends.

Special: You must take the Flare of the Gleaming Eye feat to use this power.

The Pale Wanderer

Good

Built by the Bone Witch, he is her “son”. The Pale Wanderer is commonly depicted as a man-shaped collection of bones held together by an ill-fitting skin. He left the Witch’s service to watch over the living. He’s the god of easing burdens, championing loyalty and fellowship.

The Pale Wanderer counsels his friends to follow these teachings:

- Fellowship is more valuable than any coin or relic. Value your family, allies, and friends, for they will protect you in the cold winter times.
- Never betray a brotherhood made in battle. Loyalty forged in blood is more powerful than any steel.
- Strength of mind is as valuable as strength of body. Respect all forms of learning and partake of their fruits.

The Pale Wanderer's Fellowship [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Pale Wanderer

Benefit: You can invoke the power of your deity to use *the Pale Wanderer's fellowship*.

Channel Divinity: The Pale Wanderer's Fellowship Feat Power

The Pale Wanderer strengthens the will of your allies, binding you together in times of need.

Encounter * Divine

Minor Action **Ranged 5**

Target: Each ally in range. You must have at least two allies within range to use this power.

Effect: Each ally receives a +2 power bonus to Will defense and Perception until the end of your next turn.

Special: You must take The Pale Wanderer's Fellowship feat to use this power.

The Rider

Unaligned

The Rider is god of possession, persuasion, and release. He is uncaring and aloof, and those who seek to influence others call upon him to bless their use of domination. The god's followers master psychic influence, or engineer the possession of the faithful by bodiless spirits, demons, and elemental powers to see where this will take them. Even though this can lead to abusive outcomes, corruption, and even death, all that his followers care about is the act of possession and the release of free will. His symbol is a collar that bears the image of a head with eyes shut and mouth open. Sometimes the head is pictured without a top, fashioned like a chalice.

The Rider compels his followers to:

- Open yourself to the mystery and wonder of the external.
- Guide those who seek direction, even as you are guided.
- Find true liberation by letting go of personal motive.

Rider's Transfiguration [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Rider

Benefit: You can invoke the power of your deity to use *the Rider's transfiguration*.

Channel Divinity: The Rider's Transfiguration **Feat Power**

Threatened by external influence, you close your eyes and let go of your conscious desires in order to allow the Rider's power to surge within you.

Encounter * Divine, Healing

Immediate Interrupt Personal

Trigger: You are attacked with a power that uses the charm, fear, or psychic keyword.

Effect: You gain a +4 power bonus to your Will defense until the end of your next turn. If the attack still hits after the interrupt, you may immediately spend a healing surge as a free action.

Special: You must take The Rider's Transfiguration feat to use this power.

The Root

Unaligned

The Root is the oldest god—old enough to deny that all of the other gods that have followed are, indeed, gods themselves. Perhaps they are powerful children—fruit plucked from life grown from the Root itself. But truly, if that is so, then they are merely expressions of the Root, from which all things grow.

The Root is a god of creation, of sure and steady growth, of stability, and of respect for the ancient. (Of course, the Root does not view any of the other gods as *sufficiently ancient* to warrant real respect.) In this, the god is seen as aligned with both nature and civilization. Dwarves refer to Him as “The Root of Mountains”.

His symbol is a gnarled oaken staff that still sprouts new growth. Those whose faith is placed in the Root seldom waver in their beliefs.

The Root commands its followers to:

- Provide stability, strength, and succor to those without it, especially to those who have had it taken from them.
- Show respect to the oldest among you, and never spare youth from wisdom.
- Deny false “gods” their place as gods. The Root is the one true god.

The Root Runs Deep [Divinity]

Prerequisites: Channel Divinity class feature, must worship The Root

Benefit: You can invoke the power of your deity to use *the Root runs deep*.

Channel Divinity: The Root Runs Deep **Feat Power**

When you are struck by a dire blow, the Root reaches out from the earth and pulls your foe into the ground.

Encounter * Divine

Immediate Reaction Ranged 10

Trigger: An enemy within range scores a critical hit on you

Target: The enemy that scored the critical hit

Effect: The target is restrained until the end of your next turn.

Special: You must take the Root runs deep feat to use this power.

The Root of Mountains [Divinity] [Dwarf]

Prerequisites: Channel Divinity class feature, must worship the Root, dwarf, *stand your ground* racial ability

Benefit: You can invoke the power of your deity to use *the Root of Mountains*.

Channel Divinity: The Root of Mountains Feat Power

The Root of Mountains takes hold of you. Within His grasp, you cannot be budged.

Encounter * Divine

Move Action Personal

Effect: You are immune to any push, pull, or slide effects until the end of your next turn.

Sustain Move: The effect is sustained.

Special: You must take the Root of Mountains feat to use this power.

The Salt Prince

Good

The Salt Prince is the god of protection from evil influence and the warding of spirits. His many icons and statues depict him as an eyeless, mummified, male figure, swathed around the waist in cloth, his arms outstretched. The association of pure salt with barriers against evil stems from ancient customs that his faithful maintain.

Revered by exorcists, paladins, and village wise women alike, the Salt Prince rebukes disembodied wickedness, pestilence, and spiritual and worldly influences. River communities invoke his name to drive back the floodwaters. Villagers call him to preserve food in times of famine and rot.

Worshippers of the Salt Prince agree upon the following tenets:

- Lay out the borders of your home and stand fast against wickedness.
- Purity protects the innocent from corruption.
- Water carries evil within it. Do not let your thirsts lead you into temptation.

The Salt Prince's Rebuke [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Salt Prince

Benefit: You can invoke the power of your deity to use *the Salt Prince's rebuke*.

Channel Divinity: The Salt Prince's Rebuke Feat Power

Arms outstretched, you call upon the Salt Prince to repel the malignant and the unseen.

Encounter * Divine, Force, Implement

Standard Action **Close** burst 1 (3 at 11th level, 5 at 21st level)

Target: Each insubstantial or invisible creature in the burst.

Attack: Wisdom vs. Will.

Hit: 1d10 + Wisdom modifier force damage, and the target is pushed 1 square.

Increase damage to 2d10 and push to 2 squares at 5th level, 3d10 and 3 squares at 11th level, 4d10 and 4 squares at 15th, 5d10 and 5 squares at 21st, and 6d10 and 6 squares at 25th.

Special: You must take the Salt Prince's Rebuke feat to use this power.

The Shadow Above

Chaotic Evil

The voice of doubt, the Shadow Above mocks followers of all religions, including her own. Using doubt to push things towards chaos, she is fed by unspoken fears, inner doubts, and dirty secrets. The Shadow Above is the secret that hides the murder, the skeleton in the family closet about that thing your uncle did, and the moment of hesitation that leaves you open to a falling blade.

The patroness of conspirators and anarchists, she is the society's enemy, a cancer that gnaws at the root of civilization (and possibly the Root itself, some whisper). In legend, she fought both the Root and the Torchbearer; it is said that the latter god cut off her left hand, which grew into a god called the Umbral Claw (her right hand literally has no idea what the left is up to). The Shadow Above embraces darkness in all its forms. Her symbol is a cloak of grey and midnight purple, with designs resembling daggers woven into the fabric.

In the late hours of the night, the Shadow Above whispers these teachings to her faithful:

- Friends will plot against you. Never trust them.
- Things of stability and safety make us fat and lazy. Tear them down; stay lean, hungry, and scared!
- Doubt every success. There's something you're missing, and it will kill you.

See No Evil [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Shadow Above

Benefit: You can invoke the power of your deity to use *see no evil*.

Channel Divinity: See No Evil Feat Power

Your blade bites into a surprised foe, and the Shadow Above cloaks you from his sight.

Encounter * Divine, Illusion

Free Action **Ranged** 10

Trigger: You hit a surprised enemy within range with an attack.

Effect: You become invisible to the target until the start of your next turn as a free action.

Special: You must take the see no evil feat to use this power.

The Silent Maw

Evil

The Silent Maw is the god of predators and killers. He is usually identified most strongly with crocodiles, the patient reptiles that lie concealed beneath the water and await their incautious prey.

Reptilian races such as lizardfolk and kobolds revere the Silent Maw, as do bands of Halfling assassins—Maw's Teeth. Assassins call upon the Silent Maw's spirit to enter into them, the better to give them the stoicism with which to carry out their dark work.

The Silent Maw is ravenous but knows his place among the other gods. He knows his hunger will be satisfied. It is only a matter of time.

His symbol is a spear with the head fashioned from a giant reptilian tooth.

Regardless of their origin, the Silent Maw's followers share the following beliefs:

- Be patient, but when the time comes, make your kill swiftly.
- Harbor no attachment to your prey; all that matters is that you take their life and they lose it.
- Death is sacred, and thus if a creature is brought back from death, it must die again in order to be blessed.

Silent Maw's Deliverance [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Silent Maw

Benefit: You can invoke the power of your deity to use *the Silent Maw's deliverance*.

Channel Divinity: The Silent Maw's Deliverance **Feat Power**

Spying a moment of weakness, you whisper a prayer to the Silent Maw to make your attack swift and sure.

Encounter * Divine

Immediate Reaction Ranged 5

Trigger: An enemy in range misses with an attack on you or an ally, or fails a saving throw

Effect: You gain a +1 power bonus to speed and gain combat advantage against the enemy who triggered this power. Both benefits last until the end of your next turn.

Special: You must take The Silent Maw's Deliverance feat to use this power.

The Silent Sister

Good

In the time of creation, the Silent Sister was the goddess of all artistic expression, peerless in song, dance, poetry, sculpture, and illustration. Her song gave birth to the plants and animals; her brushstrokes gave color to the dawn sky.

But then her brother, the Gleaming Eye, raped her and gave rise to the sinchildren. She has sworn vengeance against her brother and directs her followers to seek out and destroy her tainted offspring.

She has foresworn all artistic expression until she has her revenge. Out of respect for the goddess' plight, her dour priests often take vows of silence.

Her symbol is a crying feminine face with both hands covering her mouth.

The Silent Sister offers these tenets so that her followers might avoid her fate:

- Joy is precious—so precious it must be secreted away lest it be taken.
- There will be time for song when the work is done.
- Eradicate the children of sin; I will deal with the Gleaming Eye.

Censure of the Silent Sister [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Silent Sister

Benefit: You can invoke the power of your deity to use *censure of the Silent Sister*.

Channel Divinity: Censure of the Silent Sister **Feat Power**

The Silent Sister's voice drives sinchildren and other fiendish creatures to their knees.

Encounter * Divine, Psychic

Standard Action **Close** burst 2 (5 at 11th level, 8 at 21st level)

Target: Each demon and devil creature in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. The target is knocked prone and slowed until the end of your next turn.

Increase damage to 2d6 + Charisma modifier at 5th level, 3d6 + Charisma modifier at 11th level, 4d6 + Charisma modifier at 15th level, 5d6 + Charisma modifier at 21st level, and 6d6 + Charisma modifier at 25th level.

Sustain Standard: When you sustain the power, repeat the attack.

Special: You must take the censure of the Silent Sister feat to use this power.

Challenge of the Silent Sister [Divinity]

Prerequisites: Channel Divinity and Divine Challenge class features, must worship the Silent Sister

Benefit: You can invoke the power of your deity to use *challenge of the Silent Sister*.

Channel Divinity: Challenge of the Silent Sister **Feat Power**

Speaking with the lost voice of the Silent Sister, you challenge all nearby fiends to face you in battle.

Encounter * Divine

Minor Action **Close** burst 3 (4 at 11th level, 5 at 21st level)

Target: Each demon and devil creature in burst

Effect: You mark the target as if using your divine challenge class ability (see the D&D 4E PLAYER'S HANDBOOK for details). So long as you engage any one of your marked targets on your turn, all of your targets may remain marked.

Special: You must take the Challenge of the Silent Sister feat to use this power.

The Torchbearer

Lawful Good

The Torchbearer is the goddess of the light in the darkness. She is a beacon of hope and strength when people are about to give up. She represents justice, devotion, and fortitude.

The Torchbearer's followers live righteous lives and feel it is their charter to lead others "home." People who stray from the straight and narrow path get a gentle nudge, but not a condescending or overbearing lecture. The faithful feel that their "children" may travel far but will always come home as long as there is a lantern on the porch to light the way back.

The Torchbearer directs her followers to follow the path of light:

- If you see a dark place, light it up.
- Offer your counsel to those who have lost their way, but know when to back off.
- Destroy creatures of darkness and shadow, especially the agents of the Umbral Claw.

Light the Way [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Torchbearer.

Benefit: You can invoke the power of your deity to use *light the way*.

Channel Divinity: Light the Way **Feat Power**

In times of darkness, divine light brings you hope and strength.

Encounter * Divine, Implement, Radiant, Zone

Standard Action **Close** burst 5 (8 at 11th level, 11 at 21st level)

Effect: All allies in burst gain a +1 power bonus to their attacks until the end of your next turn.

Special: The burst creates a zone of holy ground that lasts until the end of your next turn. The zone is considered brightly lit by the Torchbearer's grace.

Sustain Minor: The illuminated zone persists.

The Umbral Claw

Chaotic Evil

The deity of smothering, hatred, and mutilation, the Umbral Claw is an ineffable force of chaos and evil. It is faceless and unthinking, yet it embodies terrible emotion and purpose.

Cruel people perform terrible acts in the Claw's name: the jealous husband exacts hateful revenge on his wife's lover, crazy mothers smother their babies at night, sadistic sociopaths torture frightened captives. Clerics of the Umbral Claw are often insane.

The Claw's holy symbol is a dismembered, desiccated hand created by a gruesome process that needs to be repeated regularly on fresh hands.

The Umbral Claw rewards its followers who practice thus:

- Don't just kill people, *hurt them*.
- Hide in the darkness to surprise your foes; let no fight be fair.
- The greatest sacrifice is something from your own flesh.

Smothering Darkness [Divinity]

Prerequisites: Channel Divinity class feature, must worship the Umbral Claw

Benefit: You can invoke the power of your deity to use *smothering darkness*.

Channel Divinity: Smothering Darkness

Feat Power

You conjure a huge, shadowy hand that smothers enemies.

Encounter * Conjuraton, Divine, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier necrotic damage and the target is immobilized (save ends).

Increase to 3d8 + Wisdom modifier at 21st level.

Sustain Minor: Wisdom modifier necrotic damage. The power cannot be sustained if the target moves out of range.

The Voracious Host

Unaligned

The Voracious Host is the hoarding god of grain packed away for the long winter and extra skins to ward off the cold in comfort. An ancient mountain power, the Host is a selfish god of both fertility and greed.

He drives his followers to grow and work but to keep the fruits of these labors for themselves. While the god wishes none of his followers to die, only those who prepare for times of famine are worthy to worship him. Those who are not ready for adversity or who lose their supplies to "bad luck" (often seen as the god's disfavor) are doomed in the eyes of the Voracious Host.

This hoarding god is praised in the spring, summer, and fall months to instill plentiful harvests and game, but cursed in the winter by those he forsakes. His symbol is a depiction of the god: a man of massive girth who is always hungry, lustful, and cold.

The Voracious Host urges believers to follow these principles:

- See to your own need and survival before others. Do not steal or live off the largesse of others any longer than necessary.
- Hard work is the way to survive. He who steals or cheats his way to comfort is doomed.
- Live a life of comfort and plenty, but remember always that the winter is coming and preparations must be made.

Grace of the Voracious Host [Divinity]

Prerequisites: Channel Divinity class feature, must worship.

Benefit: You can invoke the power of your deity to use *grace of the Voracious Host*.

Channel Divinity: Grace of the Voracious Host Feat Power

The Voracious Host grants his blessing to you to see you through times of danger, but your allies may not be so lucky.

Encounter * Divine, Healing

Minor Action **Personal**

Effect: You may spend a healing surge if you have not healed anyone other than yourself since the beginning of your last turn.

Special: You must take Grace of the Voracious Host feat to use this power.

The Walker in Mist

Unaligned

The Walker in Mist is the thirteenth god, youngest of the gods, and the god of nomads and wanderers. His symbol is a pair of dusty, well-worn boots.

Revered by those who contend with nature to better themselves, the Walker in Mist is an even-handed god, seeing to it that the land provides sustenance (though often in hidden places), but also yields many dangers to be overcome. All such things are done in the name of making his followers stronger.

The Walker places these trials before the faithful:

- Never back away from any challenge fairly offered, whether by man, monster, or nature.
- Rid the world of its abominations.
- Explore everywhere and never call any place your home.

The Walker's Great Stride [Divinity]

Prerequisites: Channel Divinity class feature, must worship The Walker in Mist

Benefit: You can invoke the power of your deity to use *the Walker's great stride*.

Channel Divinity: The Walker's Great Stride Feat Power

The Walker in Mist grants the blessings of freedom to you or a favored ally in a time of need.

Encounter * Divine

Move Action **Ranged 5**

Target: You or one ally; bloodied target only

Effect: Slide the target 1 square. The target gains +1 to its speed until the end of its next turn.

Special: You must take the Walker's great stride feat to use this power.

[End of Licensed Material]