Avdohr (Deity Mechanics)

Intro

- Name: Avdohr
- Heritage: Made from the First Serpent of Deceit and the essence of Rovton
- Description: God of the Oceans/Deceit
- Edicts: often kill your enemies by drowning them, sacrifice some treasures to the depths of the ocean, lie for fun of it
- Anathema: use magic to calm the sea, ascetism, be dehydrated habitually
- Religious Symbol: octopus
- Sacred Animal: octopus
- Sacred Color(s): navy blue and gray
- Alignment: Chaotic Evil

Devotee Benefits

- Divine Attribute: Charisma
- Divine Font: harm
- Divine Sanctification: Unholy
- Divine Skill: Deception
- Favored Weapon: dagger
- Domains: Water, Trickery, Tyranny, Indulgence
- Alternate Domains:
- Cleric Spells: 1st: hydraulic push, 4th: suggestion, 5th: control water

Divine Intercession

- Minor Boon: Avdohr smiles on the riskiest deceptions. Once, when you roll a failure on a check to Lie, you get a critical success instead. Avdohr typically grants this boon for an extremely consequential lie.
- Moderate Boon: Avdohr casts Domora's Defense on you up to once a week, at GMs discretion when (if Avdohr really likes the person it'll be convenient, otherwise, just at funny times unless it would be detrimental to the character)

- Major Boon: You can breath underwater, you gain a +2 circumstance bonus to Deception checks
- Minor Curse: Avdohr allows swindlers to get the better of you. Whenever you Earn Income, you earn money as if the task were 2 levels lower due to theft, loss, or bad fortune.
- Moderate Curse: You forget how to swim. You can relearn, but if you do, you will forget again every 7 days.
- Major Curse: You cannot hold your breath for any duration

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