Modis (Deity Mechanics)

Intro

- Name: Modis
- Heritage: Made of the First Serpent of Healing and the essence of Ebium
- Description: God of Earth/Healing/Nature/Fire. Built like Zeus from Hades, looks about 50, wears more modest clothing. Loose green robe, like an earthbender. Beard made of fire. healing fire. alternative healing vines. mildly traditional. Fevers.
- Edicts: use natural resources sustainably, especially underground; heal those who need it; help your allies in the face of fear
- Anathema: introduce invasive species; allow a natural disaster to destroy a community with no survivors; leave allies unwillingly behind
- Religious Symbol: eternally burning pine tree
- Sacred Animal: all of them?
- Sacred Color(s): green, red
- Month: Jitoh
- Bug: Ladybug
- Alignment:
- Sacred Fruit:

Devotee Benefits

- Divine Attribute: Wisdom
- Divine Font: heal
- Divine Sanctification: Holy
- Divine Skill: Medicine
- Favored Weapon: pick
- Domains: Earth, Healing, Nature, Fire
- Alternate Domains:
- Cleric Spells: 2nd: False Vitality, 4th: Creation, 8th: Burning Blossoms

Divine Intercession

- Minor Boon: +2 circumstance bonus against fear effects
- Moderate Boon:
- Major Boon:
- Minor Curse:
- Moderate Curse:
- Major Curse:

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