

AMULET OF BAHAMUT

Bahamut has been known to bestow trinkets upon those followers he deems worthy. Only those who hold true to the Ptarian Code and uphold the spirit of justice in all things may seek to achieve such a boon from the god of justice. Bahamut's amulets are said to hold great power that is only unlocked through devotion to justice and order. Owners of such power would do well to protect it from those that seek to bring harm to others. For it is not the weapon but the wielder that defines evil.

A beautifully yet simple amulet made of interlocking silver chain-links that hook into the polished silver of the small shield. The interior is a small heater shield encasing a fierce dragon head, the unmistakable standard of Bahamut, made of azurite dust.

This amulet once attuned gives the user proficiency in Insight, and expertise if already proficient. If the wearer spends one (1) minute studying a creature before interacting, the user has advantage on all insight checks in the creature for the next one (1) hour.

TIER 1: COMPASSION

BAHAMUT'S BLESSING

You make a plea to the dragon god of justice, asking him to aid one of your allies. Using your reaction, you allow a creature that you can see within range that failed a saving throw to reroll the saving throw with advantage. The creature must keep the second result.

TIER 2: TRUTH

BAHMUT'S INSIGHT

The followers of Bahamut know when the truth is being twisted. Most criminals will spill their darkest secrets in the presence of the Ptarian Knights but no one really knows why. The answer lies in Bahamut's blessing, for the dragon god despises deceit in all forms.

You touch one creature and create magical zone that guards against deception in a 5-foot-radius sphere centered on that creature. Until the spell ends after (10) minutes or dismissal by the paladin, the target creature must make a Charisma saving throw with disadvantage vs spell DC. On a failed save, a creature can't speak a deliberate lie while in the presence of a paladin of Bahamut or it takes 1d4 radiant damage as its deceit is punished.

You know whether each creature succeeds or fails on its saving throw. An affected creature is unaware of the spell until it is made obvious by the paladin and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

TIER 3: HEART

BAHMUT'S FAITHFUL

The paladin's faith in Bahamut's justice and honor has brought upon the blessings of Bahamut himself. The paladin now has +2 AC. However, if the paladin does something that is out of line with the Ptarian Code or Bahamut's unflinching devotion to justice, this will result in Bahamut's ire. The paladin will instead have a -2 AC. This is up to your DM to decide what constitutes falling out of favor.

TIER 4: JUSTICE

BAHAMUT'S WRATH

Bahamut has seen the way of the world of men. It is full of wickedness and greed. Bahamut wishes to cleanse those that stand in the way of justice. The paladin of Bahamut is able to unleash the righteous fury of their deity.

Once per day, the paladin can call down the fire of Bahamut upon the enemies of justice. The paladin calls down a 30 ft. torrent of radiant fire that all creatures within range must make a spell DC save of the paladin. On a fail, targets take 8d10 radiant damage. On a successful save, the target takes half damage. On a Natural 1, the creature is banished to an interdimensional plane for 1d10 years to pay for their wickedness.

TIER 5: HONOR

BAHAMUT'S BASTION

Bahamut is a defender of honor and justice above all and he expects the same level of devotion from his Ptarian Knights. As a reward for those that follow his tenants and earn his trust, Bahamut grants them a portion of his own immense power.

Once per day, the paladin may alter self into an adult dragon for (1) minute. The dragon can be any color the paladin has personally slain in their adventures. Utilize the stat blocks from the Monster Manual. After the time limit is complete, the paladin shifts into their natural form and is prone and dazed for 10 minutes. Due to channeling the divine power of Bahamut, the paladin gains (2) exhaustion points.

