

# LAKE PIRANHASHORE

This valley was not always filled with a piranha-infested lake. That was the doing of an evil fish god who flooded the valley after growing jealous of the many shrines built to bigger and stronger gods. Only those who managed to cling to the shrines as they were lifted up above the trees by the merciful gods survived the flood, but many of them were devoured by piranhas as they swam to shore. Centuries later, these shrines still hang in the air awaiting worshipers to come and seek out the blessings offered within them by forgotten gods.



Performing a successful ritual {which requires rare components and a Religion skill challenge} within a shrine grants the creature leading the ritual a temporary boon associated with the shrine's ancient jungle god:

1. {God of Fey} You learn the exact location of all the jungle's teleportation portals into the Feywild, and the next portal you touch will open.
2. {God of War} Once in your future, you can mutter a prayer to this god which will conjure a small warband of goblins who follow your orders for 1 hour.
3. {God of Bugs} A spectral giant winged beetle appears outside the shrine. It can carry 8 creatures and follows your telepathic commands until the next dawn.
4. {God of Plants} A scroll of Transport Via Plants grows out of the shrine.
5. {God of Fortune} You immediately roll a d20 and note the result which you can use to replace a single check or attack roll made by you or an enemy.