

DIVINITIES & CULTS



Volume I

Dan Osarchuk

OSRDAN games

COMPATIBLE WITH
**DCC
RPG**

DIVINITIES & CULTS



BEING A JUDGE & PLAYER RESOURCE FOR THE DUNGEON CRAWL CLASSICS ROLEPLAYING GAME

Written by Dan Osarchuk

Illustrated by Luigi Castellani, Bradley K. McDevitt, Traci Meek, and Fred Dailey

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Forward

Roughly 30 years ago, a young boy began to thumb through an exotic book from a well-known gaming system. Through its pages, he found wonder and delight at such a wealth of legend, such majesty in mythology, replete with divinities of every sort from various cultures. Knowing little at the time (though he kept being drawn to the illustration of Bast for some reason) he was unfortunately easily swayed by a sermon one Sunday morning by a substitute friar who bedeviled the entire concept of roleplaying games as the machinations of some sort of Demon Lord. Dutifully, the young churchgoer cast his treasured tome into a wastebasket, attempting to insulate himself from any possibly guilt by associated literature.

Years later, that same boy found another (revised) copy of that same tome and, having discarded most notions of divine retribution for association with such a reference text, re-explored the subject matter therein. Many a game night from there on was that tome at his side, wondering if his players could best the wisdom of Odin or win the heart of Freya. And in time, he too felt he was ready to contribute to the game that he so loved, to pen his own diction of those mighty beings still held aloft in the fertile minds of so many of a fantasy mental bent.

And this is the work that you now hold in your hands. This is not some sort of pagan tract. This is a guide for roleplayers to have their imaginary clerics gain special abilities and unique magics by following various gods and goddesses in the Labyrinth Lord or other classic roleplaying game. The entities in this work are based on those worshipped centuries and millennia ago in our own world, but are somewhat different, being amalgams of continuing human concepts and behavior that benefit from the aggregated tendencies that have been amassed during that time. Let this point be made clearly to both those of a strictly reconstructionist mythological bent, as well as to those who find zealous glee in denouncing and even placing such texts (and authors!) that they suspect of unholiness into the nearest conflagration.

What is more, many pagan gods can be downright scary. Apart from those that one could certainly relate to, even the beneficent ones were worshiped at least as much out of fear as much as love. Be it known that this work is in no way an attempt to insult any of said (sometimes vengeful) beings. In fact, this author has an undying respect for said beings, whether purely mythological or not, and no part of this work is meant to offend any such beings in any way. What is more, the only instances that could be possibly be called 'mockeries' in this work are the so-called 'Demon Lords' that, of course, represent the absolute worse in moral failings throughout the multiverse. Last and most importantly, it's good to know that there is a Supreme Being that is above all such deities, one that can shield us fallible mortals (especially including the author) from any unintentional literary transgressions!

That being said, the gods of Old are also very compelling. That they can still be entertaining (and hopefully profitable) to write about, even during this fallen age of 'hash tags', self-indulgent 'selfies', and 'new' math, certainly says a great deal about their enduring qualities. Like Jungian archetypes, they continue to represent and model the many disparities of human behavior- a perfect catalyst for compelling gameplay- bringing more to your own game, whether you are a Referee, a Player, or simply a Poser. It is perhaps this clarity that the supernatural should be feared (or at least respected) that brings a well-needed sense of truth and presence back into our world today.

And what better way to bring back those old-fashioned myths than in the excellent Labyrinth Lord game? Classic roleplaying games, such as Labyrinth Lord, already suggest how interactions with the gods can affect clerical magic. It is therefore the goal of this work to continue to expand upon the options for and details of clerical magic in Labyrinth Lord and other classic games, as well as offer various other optional rules and random tables for Referees and Players alike. These additions should provide even more excitement and grit to an already outstanding game.

So it is with great honor that I submit this work to you, gentle reader. Let it bring you back to a time when things made more sense, to a time when humanity was forced to work together, because if they didn't, then they would probably be destroyed by vengeful supernatural forces! A time when 'hash tags' were limited to describing fried potatoes around the campfire, when 'selfies' were actual self-portraits that took considerable effort and wisdom (and restraint) to complete, and when mathematics was attempted only by the wise and non-schizophrenic, however 'new' it might seem to be.

Let this work also serve to further drive the game that I have so loved for so many decades to new heights of roleplaying audacity, cogent verisimilitude, and gregarious happenstance. And most of all, let this text find its way into the wastebaskets of many a youngster, only to be picked up to be enjoyed once again at a later date, like I myself did, so many years ago.

**Dan Osarchuk
Virginia, Winter of 2015**

HOW TO USE THIS BOOK

How to Adapt your DCC RPG Cleric to a Cleric of one of the Divinities in this Book!

- 1. Tenets:** Clerics are expected to follow these in the name of their divinity. Major transgressions often result in an immediate roll on the disapproval table in order to bring the cleric back on to the divinity's path.
- 2. Allowed Weapons and Armor:** Use only what is allowed in the deity's description. Different clerics are often equipped differently than other clerics. Clerics who use disallowed weapons or armor suffer spell check penalties and even disapproval instead.
- 3. Holy Symbol:** This is the representation of the cleric's faith in the divinity. Various symbols may emphasize various aspects of the divinity and may represent distinct sects, denominations, and even cults thereof.
- 4. Unholy Creatures:** The cleric turns those beings listed in the divinity's individual entry, rather than those listed for his alignment in the DCC RPG book.
- 5. Divinity Magic:** Many clerics have special modifiers when casting spells and in certain situations based on their deity. This is the divine response to 'Mercurial Magic' (that is, until that divinity is covered in another work!)
- 6. Lay on Hands/ Healing Spells:** This process works the same as described in the DCC RPG book, except that a Side-Effect may also occur along with the healing. Depending on the d12 result, the recipient of the healing may experience damage, something odd, or no side-effects at all! This should make healing even more gritty, interesting, and exciting in your game.
- 7. Disapproval:** When a cleric rolls a 1 on his spell check (or a 2 if he failed a spell that day, 3 if he failed two spells, etc.), then use the unique Disapproval table in the divinity's description, instead of rolling on the standard Disapproval Table in the DCC RPG book. Otherwise, follow the standard rules for disapproval. Note that clerics may wish to actually engage in some of the listed disapproval activities out of their own free will and devotion to their deity, but the disapproval result itself usually compels the cleric to engage in such activities *right away*.

For Judges who wish to have their clerics work to learn new spells when gaining a new level (in a manner akin to wizards), they can have the cleric suffer a more potent form of Disapproval 10 + d10 in return for learning the spell, ruling it as a form of initiation. In addition, some Disapproval even effects those who are nearby the cleric when it occurs- an excellent avenue to work in some cleric-specific campaign hooks! Finally, when clerics cast curses (or blessings) those affected might experience the unique Disapproval of the cleric's divinity, rather than the spell's usual results. Whether it turns out to actually be a blessing or curse for the recipient of the spell would then be a matter of perspective.
- 8. Custom Spell List:** Clerics have access to different spells based on which deity they follow. Judges and Players are also encouraged to develop additional spells that also match a particular deity's idiom.
- 9. Miscellany:** Divinities & Cults also offers a number of optional rules and random tables, organized by divinity, for use in your DCC RPG game. Feel free to use whichever parts you want!

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Apollo

Lawful God of the Sun, Prophecy, Health, & Music



Tenets of Apollo

- * Spread light to others
- * Honor prophecies & true prophets
- * Grant healing to those deserving
- * Foster music, showing Apollo to be the greatest in this regard

Clerics of Apollo

Allowed Weapons: Bow (any), longsword, short sword, dagger

Allowed Armor: Any

Holy Symbols: Lyre, Laurel Wreath, Python, Bow & Arrows

Unholy Creatures: Un-dead, beings of darkness, music critics, braggarts, snakes

Apollan Magic: Up to once per day per CL, a cleric of Apollo can gain a +2 bonus to a spell check when standing in a sunny area.

Lay on Hands/ Healing Side-Effects (Apollo)

As god of health, Apollo's restorative magic can be quite potent, but can also bring plague upon those who displease him.

Roll d12, adding the recipient's Luck modifier:

1. Weakness: Unless the recipient makes an immediate appeal unto Apollo, a Personality check DC 14, he then takes d4 damage to a random ability score.

2. Helioic Healing: Receiving the sun's healing light, the patient also risks temporary blindness, for the light might be just too bright. As such, the recipient must make a Fortitude save DC 14 or be blinded for the next d20 minutes.

3. Python's Revenge: A great snake emerges from the recipient and must be slain by the cleric (and/or any of his allies) for the healing to occur. It has a HD equal to the cleric's level and attacks random targets nearby until slain. See **Snake Charm** in the DCC RPG rulebook for snake stats.

4. Goldenstruck: Usually reserved to spread plague amongst his enemies, Apollo deigns to use such an arrow to heal the recipient instead. The subject then immediately sleeps for d30 minutes, as well as having a 3% chance of actually contracting some form of deadly plague, since that's what the arrows are mainly intended for.

5-6. Time for a Paeon: The recipient must sing at least passibly well in order to receive the healing, requiring a DC 12 Personality check.

7. Seer-healing: The cleric is instead affected by the side-effect and falls into an ecstatic trance. For the next d20 minutes, he receives intense visions and a prophecy of some future event.

8. By the Light of the Sun... The healing will occur, and with double the effect, but only when the affected area of the recipient is bathed in direct sunlight.

9+. Blessing of Delos: The healing works even better than normal, bestowing twice the benefit on the recipient and even bestowing immunity to disease for 1 day per healing Side-effect over 9.

Paeon (Apollo) (Replaces disapproval)

Rather than grant the spell, Apollo wishes the cleric to understand his greater glory instead.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. For the next 10 minutes, the cleric is inspired to play or sing a song instead, attuning with the positive way of Apollo.

2. Distracted by getting ready for the next Pythian games, the cleric takes a -1 to all rolls until an hour passes, except those that are made to train, after which time he will be ready to go.

3. Visions of the future start to come to the Apollan. He has a CL in 20 chance of being able to make sense of them to gain a hint about some future outcome, but he also takes a -d3 penalty to all spell checks on the following day, due to the confusing nature of the visions. The cleric will have recovered from them after 24 hours.

4. His lyre must need tuning: the cleric of Apollo takes -d3 to all of his rolls for the rest of the day.

5. For the next d6 x 10 minutes, the cleric must do nothing else besides sing, heal, or state prophecy. 'Tis the way of Apollo!

6. The Apollan must demonstrate his skill at archery. Until he hits an AC 15 + CL with his bow, he cannot use any of his clerical powers until the next day. What is more, each time he misses, he suffers a cumulative -1 to all his rolls, due to the intense yearning to shed Lord Apollo's light upon the target.

7. It is time to see who plays the best! Until the cleric outperforms another musician, he loses access to d3+1 spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy. To do so, he must beat the pretender on an opposed Personality check by at least 5. In the remote event that he fails, then may try again an hour later, but with a cumulative -5 penalty each time, due to frustration.

8. It is now a test of healing that is required. Until the cleric successfully makes at least 3 Lay on Hands checks in a row with a total of 12 + CL, he forfeits some of his clerical ability as per #7, above. What is more, he may only heal those who are actually injured or ill.

9. And now the Apollan must correctly predict some future event, just as the Pythia does. To simulate this, determine what powers are lost as per result #7, above. Then, for each one, have the cleric pick a number between 1 and 4. The Judge then rolls a d4 to see if the match was successful. For each match, the spell or ability is immediately regained, otherwise it actually is lost until the next day.

10. Seeing the handsomeness or beauty of the cleric, Apollo decides to turn him (or her) into a Laurel Tree. What better way to catch the sun's rays? After d20 hours pass, the cleric returns to normal and any wounds he (or she) had before or during his (or her) treehood are also healed.

11. It could be that one near the cleric needs to follow the sun for a time. What better way than turning them into heliotrope? The closest individual within a random direction thereby turns into one and remains so for roughly d20 hours and, thanks to the grace of Apollo, will face no danger in that form, if they are pure of heart. If not, then they might be pushing up daisies.

12. Beware of whom you judge. The nearest individual to the cleric, who has either been critical of Apollo, music, or the like (in declining order of magnitude, if two individuals at the same distance both fit the bill), gains the ears of a donkey. He thereby suffers ridicule and a loss of 2d2 Personality until restored by magical means. Until then, he may even realize what an ass he's been,

13. Perhaps the cleric has had too much sun? He gains a potent sunburn, taking a d4+1 penalty to any rolls when having anything touch his skin. It could be the favored way of Apollo, but definitely not for wearing a wool shirt.

14. An aspect of Python emerges to settle a score with the cleric of Apollo. It has d8 HD equal to the cleric's CL x 2. It remains until slain, attacking with viciously venomous bites (d6 damage, DC 12 Fortitude save or also take d4 damage to a random ability score)!

15. Some muses arrive to bear judgment upon the cleric. He must then perform a feat of music, healing, or prophesy with a DC 15 + CL. If he succeeds, then they congratulate him and grant him d2 experience points. If not, then they give him a stern reprimand and he loses d2 Personality for the next 3 days.

16. The god of healing can sometimes bring holy plague. The recipient becomes the bearer of a plague that only affects those who commit chaotic and/or evil acts, taking d4 Stamina damage per day, if they fail a Will save DC 10 + (CL x 2). Only two saves in a row will defeat the disease in a specific individual, otherwise it continues to spread.

17. The gift of prophecy comes to the cleric, but like that of Cassandra unfortunately. The cleric thereby gains a cumulative +1 bonus to initiative rolls whenever he gets this result, but also bouts of panic that last for d30 minutes when this Paeon occurs as his ability to foresee future calamities becomes increasingly clear.

18+. Like Asclepius, the cleric may have gone too far and angered Zeus himself. A cyclopean-forged thunderbolt immediately descends upon the cleric, causing 3d8 damage + 2d8 additional damage per Paeon total above 18. Alternatively, the cleric may opt to lose all his powers for a time, living perhaps as some simple shepherd under Admetus, as Lord Apollo did. This second option would last 3d4 days and would probably be much less painful than Zeus's wrath.

Cleric Spells (Apollo)

Clerics of Apollo have access to the following spells:

1st Level (d7): Blessing, Detect Evil, Holy Sanctuary (if the place is sunny), **Protection from Evil** (+4 vs. snakes), **Paralysis, Resist Cold or Heat, Second Sight**

2nd Level (d8): Banish, Cure Paralysis (+4 against snake effects), **Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Snake Charm, Detect Invisible***

3rd Level: (d6) Bolt from the Blue (appears as an intense sunray), **Exorcise, Remove Curse, Spiritual Weapon, Consult Spirit** (requires sitting on a tripod and speaking in tongues)*, **Muse**

4th Level: (d3) Affliction of the Gods, Sanctify, Polymorph*

5th Level: (d2) Righteous Fire, Pythia's Decree (as Warp & Weft)*

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Paeon (above), in the case of a spell check of natural 1.

Meadow Encounter Table

Sun-dappled flowers shimmer in the golden sun, inspiring prophecy and filling mortals with burgeoning health. Perhaps it's time to sing a paeon to Glorious Apollo?

d10	Encounter
1	Weather change (d8): colder, warmer, clearer (25% chance of sunburn!), cloudier, start/ end precipitation, windier, less windy, or other
2	Terrain change (d6): more hilly, flatter, trees, cottage (as per #7 folk, below), stream, or pond- 35% chance of terrain spawning another encounter
3	Meadow animal(s) (d10): bird(s), squirrel(s), rabbit(s), deer, horse(s), chipmunk(s), cattle, sheep, swine, or other
4	Mishap (d5): gnat swarm, ant swarm, stumble, sharp rocks, or brambles
5	Meadow beast(s) (d6): dog, cat, bird of prey, boar, serpent, or other- 15% chance of being dire and/or dangerous
6	Notable Vegetation(d3): a single tree, a few trees, or flowers (25% of being so beautiful- save vs. spell or must remain; 10% chance of actually being evil; 15% chance of triggering an allergy attack)
7	Folk (d4): traveler(s), bandits, farmer(s), or other- 25% chance of either being hyperborean or halfling
8	Supernatural (d9): pixie(s), sprite(s), nymph(s), satyr(s), centaur(s), gnomes, nature spirit, unicorn, or other- 50% chance of being mischievous and/or alluring
9	Monster(s) (d6): hydra, chimera, minotaur, goblins, evil unicorn, or other
10	Other - roll on another Random Encounter Table.

Artemis

Neutral Goddess of the Hunt, Forests, the Moon, & Innocence



Tenets of Artemis

- * Care for animals, expectant mothers, & children
- * Protect & enjoy wild places
- * Savor the liberating light of the moon
- * Bring harsh judgment upon those who transgress upon innocence

Clerics of Artemis

Special Requirement: All clerics of Artemis must be female and are generally expected to be chaste, for if not, their men may be punished (see Stricken, below)

Allowed Weapons: Bow (any), short sword, sling, dagger

Allowed Armor: Leather or lighter

Holy Symbols: Bow & arrows, Stags, Dogs, Bears, the Moon

Unholy Creatures: Defilers of nature, boasters, voyeurs

Artemisian Magic: Up to once per day per CL, a cleric of Artemis can immediately cast one of her spells on a target that she hits with a bow shot.

Lay on Hands/ Healing Side-Effects (Artemis)

The maiden huntress easily heals children, animals, and expectant mothers. All others are another matter, experiencing side-effects of the goddess from her various traditions

Roll d12, adding the recipient's Luck modifier:

1. Lament of Sipriotes: Maybe the recipient would do better as a girl? Artemis would like to find out, turning him into one for d30 hours. Strength and Stamina scores are halved during this time, unless of course, the recipient is already a girl.

2. Brauronian Healing: Artemis sends a she-bear to nurse the recipient back to health. Unfortunately, she-bears aren't the most gentle of nurses, so she also causes d3 damage, either in hit points or to a random ability score, as well.

3. Silverstruck: Usually reserved to ease the pain of death of an innocent, Artemis deigns to use it on the recipient instead. The subject then immediately sleeps for d30 minutes, as well as having

a 5% chance of actually dying painlessly, since that's what the arrows are mainly intended to do.

4. Huntress's Call: After receiving the healing, the recipient feels an indelible urge to go hunting for d6 x 10 minutes, whether for game or to explore a new, wild place.

5. Forest Healing: The healing must take place in some wild and/or natural place. Where better for it to occur?

6. Taurian Healing: A wild dance and revelry must take place around the recipient for 4d6 minutes in order to heal him, though of course, the priestess must herself remain chaste. Such is the power of nature and thrill of the chase!

7. Inviolable: The recipient must have abstained from all romantic activity for at least the past d30 days, otherwise the healing fails.

8. By the Light of the Moon... The healing occurs with double the effect when the affected area of the recipient is bathed in moonlight.

9-12. Standard healing: Artemis requires nothing else from the recipient for now...

Stricken (Artemis) (Replaces Disapproval)

Rather than grant the spell, Artemis fires her righteous bow of wrath, causing those stricken to feel the tension of the chase instead!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. The cleric of Artemis must do nothing but practice with her bow for the next 10 minutes.

2. The cleric has upset Artemis over some minor transgression. She suffers a -1 to all rolls until an hour passes, after which time she will be forgiven and the penalty expires.

3. Who has angered the huntress? The priestess must expose and chastise a defiler of nature, braggart, and/or voyeur by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. It must be the cleric herself who has offended the goddess! Heeding her stern warning, the Artemisian takes a -d3 to all her rolls for the rest of the day.

5. Whether it be hunting, tending to animals, or punishing some defiler, the cleric of Artemis will spend the next d6 x 10 minutes doing nothing else.

6. Someone or something needs to be struck by an arrow! The priestess much venture alone for d4 hours to position herself and then fire on the target (AC= 14 + cleric's level). Once she hits, she returns back in the same amount of time and has a chance of being pursued equal to 5% for each time she missed.

7. Oh those poor animals! The cleric spends at least d3 hours caring for any animals she can find (preferring young and/or injured ones) or she loses access to d3+1 spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy.

8. A-hunting we will go! Nothing beats the chase with friends. The Artemisian must bring at least d6 others hunting for at least d3 hours. If she doesn't, then she temporarily loses access to some of her spells as per #7, above.

9. An innocent must be avenged! Whether it be the victim of a man's lasciviousness or simply the innocent victim of a boast, the

cleric must severely punish the transgressor or forfeit some of her powers, as per #7 above.

10. Taking pity on the cleric, the Maiden Artemis turns her into a guineafowl- in a way similar to the Meleagrids, because she loved them so much. The cleric must remain such a blessed bird for only d20 hours though.

11. Perhaps the best way to keep the cleric innocent and chaste is to turn her into a fountain of water? She may certainly be harder to defile that way- at least until she changes back d30 hours later!

12. Actaeon's lament. The last man to see the Artemisian nude is turned into a stag with a 1 in 8 chance of actually being turned into some sort of stag-minotaur monster; modified by luck if the subject so wishes. Whatever the case, restorative magic should be able to change him back, that is, if the cleric really wants to. If no such man is known, then her spell misfires instead.

13. Like Chione, the cleric of Artemis is stricken dumb. As well as obviously not being able to converse, she won't be able to use any of her magic (unless she is able to use it silently). The situation lasts for the next 24 hours.

14. Even if he was some kind of Adonis, the last (or current) man that cleric was attracted to is attacked by a wild boar. If he survives, then he proves himself as a worthy suitor and the cleric is unable to use any of her powers for the next 3d12 hours, due to confusion.

15. Another man that the cleric loves (or used to love), her Orion, dies. If no such man is still alive (or ever lived), then the cleric ends up being courted by Zeus himself and turned into a bear. Unlike Callisto, the latter situation will last only d3 days, but still involves much honey.

16. Why not have some extra breasts? It certainly works for the Ephesian Artemis! The cleric therefore gains d8 extra pair. Unfortunately, though she may still use her Lay on Hands ability (with a +1 bonus per extra pair), she cannot use any of her other magic and must spend extra time fending off the beady eyes (and possibly hands) of lascivious onlookers.

17. Keeping it simple, the cleric is turned to stone. Unlike Niobe though, any children she has will become *Artemis Scouts* (see below), and the cleric herself can be turned back to flesh by restorative magic.

18+. I can see your Aura. Whether it be a curse or a blessing, the cleric becomes a mad and dangerous killer of men, unwilling to use any of her magic. She gains a +6 to attack and +6 to damage rolls when they are sighted and then must kill them (or at least try to). Worse still, she automatically attracts 2d4 *Artemis Scout* followers: young maidens in uniform, who are invincible and seek to destroy defilers of nature, braggarts, and voyeurs (i.e. men), causing them d3 shin-kicking damage per round and using distractingly good cookies (Will save DC 10 or must stop and eat one). The situation lasts for one day, plus one additional day per Stricken total above 18, after which time everyone cools off.

The Calydonian Boar

This massive beast also causes derision amongst those who attack it, making it an excellent means for expressing the Maiden's displeasure upon entire kingdoms!

Init +2; Atk gore +12 melee (2d6+2); AC 20; HD 12d8+8; MV 30'; Act 2d20; SP attackers make Will saves DC 12 or fight amongst themselves for 3d6 rounds; SV Fort +12, Ref +2, Will +12; AL N

Cleric Spells (Artemis)

Clerics of Artemis have access to the following spells:

1st Level (d8): Blessing, Detect Evil, Food of the Goods (in the form of Artemis Scout cookies). **Holy Sanctuary** (if in a wooded area), **Protection from Evil** (+2 vs. men), **Paralysis, Resist Cold or Heat, Animal Summoning***

2nd Level (d9): Banish, Cure Paralysis, Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Wood Wyrding, Nythuul's Porcupine Coat*

3rd Level: (d7) Bolt from the Blue (appearing as an arrow), **Exorcise, Spiritual Weapon, Eldritch Hound*, Forest Walk*, Haste*** (only works when outdoors), **Slow***

4th Level: (d3) Affliction of the Gods, Sanctify, Polymorph*

5th Level: (d2) Weather Control, Artemis's Unerring Hunter* (as Lokerimon's Unerring Hunter, but looks like a noble beast of some sort)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Stricken (above), in the case of a spell check of natural 1.

Forest Encounter Table

When hunting or otherwise journeying through the forest, adventurers are sure to meet something interesting, as is the way of Artemis!

d10	Encounter
1	Weather change (d8): colder, warmer, clearer, cloudier, start/ end precipitation, windier, less windy, or other
2	Terrain change (d6): more hilly, flatter, denser trees, more open, stream, or pond- 25% chance of terrain spawning another encounter
3	Forest animal(s) (d6): bird(s), squirrel(s), rabbit(s), deer, horse(s), or other
4	Mishap (d4): lost!, bug swarm, stumble, or brambles
5	Forest beasts (d6): wolf, wildcat, bear, boar, serpent, or other- 30% chance of being dire and/or dangerous
6	Notable Tree(s) (d3): very large, quite scenic, or strangely shaped (25% chance of being a power place- +2 to spell checks for aligned casters; 10% chance of being some sort of plant creature)
7	Folk (d4): traveler(s), bandits, forester(s), or other- 35% chance of either being elven or Artemis Scouts
8	Fey (d8): pixie(s), sprite(s), nymph(s), dryad(s), satyr(s), centaur(s), gnomes, or other- 75% chance of being mischievous and/or alluring
9	Monster(s) (d12): werewolv(es), savage(s), minotaur, ogre(s), orcs, goblins, owlbear, chimera, dragon, totem troll, plant monster, or other
10	Other - roll on another Random Encounter Table- See Table of Contents

Athena

Lawful Goddess of Strategy, Justice, Skill, & Courage



Tenets of Athena

- * The moral course of action is always the best
- * Seek justice, especially for those who cannot seek it themselves
- * Work with your own skills: talents will reveal themselves
- * Stand bravely in the manner of Athena, fear not evil

Clerics of Athena

Special: All clerics of Athena take vows of celibacy (unless married), temperance, and obedience.

Allowed Weapons: Spear, longsword, short sword, mace

Allowed Armor: Any

Holy Symbols: Owl, Olive Tree, Gorgoneion

Unholy Creatures: Demons, devils, un-dead, drunkards

Athenian Way: Clerics of Athena gain a +2 bonus to all skill-related checks,

Lay on Hands/ Healing Side-Effects (Athena)

Pallas Athene takes dutiful joy in encouraging those healed to follow the path of right and goodness,

Roll d12, adding the recipient's Luck modifier:

1. **Triage:** Such is the ways of war that the patient must take d3 damage for the healing to work.
2. **Sacrifice:** The recipient must take d2 damage to a random ability score for the greater good of their overall healing.
3. **Rest of the Maiden...** The recipient must immediately sleep for d30 minutes; unless a battle is at hand, in which case the patient can fight first and rest later.
4. **This Place Does Need Tending..** Whether it be cleaning, organizing, or a general fixing-up, the recipient will tidy the immediate area for d20 minutes after receiving the healing
5. **A Warrior's Healing:** The recipient must be in some sort of armor in order to be healed. It is the fitting way.

6. **Patience is a Virtue:** Though the spell is cast quickly, the healing itself takes d30 minutes to occur, minus the cleric's CL x 2.

7. **Virginity is a Virtue:** The recipient must abstain from all romantic activity for the next d30 days, otherwise the healing is counteracted.

8. **First Fighter:** The recipient must be first in marching order for the next d6 hours, or at least greatly focus one's attention and help on those who are in front of the party.

9+. **Noble healing:** The recipient must fight honorably for the next d6 hours for the healing to occur, but also gains a +2 to AC

Lessons (Athena) (Replaces disapproval)

Rather than grant the spell, Athena wishes to teach a lesson to her cleric, in a lovingly stern way.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. The Athenian cleric must do nothing but ruminate upon her intuitive wisdom for the next 10 minutes.
2. The cleric has violated some sort of ethical code. She suffers a -1 to all rolls until an hour passes, after which time she has understood the error of her ways and the penalty is removed.
3. It is time to practice one's craft and to become wiser. Until she improves a skill or learns a new bit of wisdom (typically a DC 20 check in either case, made after d2 hours of work and/or study), the cleric suffers a -d3 to all rolls until the next day.
4. Is she really acting in a civilized manner? The Athenian has her self-doubts and therefore takes a -d3 to all her rolls for the rest of the day.
5. Whether it be cleaning up the area, practicing her crafts, and/or helping others in need, the cleric of Athena will spend the next 10d6 minutes doing nothing else.
6. Where are all the heroes in the world? Beset by feelings of frustration and sadness, the cleric pushes on, taking a -d6 to all rolls for the rest of the day, unless she rights at least some moderately important wrong first.
7. The needy need our help! The cleric will need to devote at least d3 hours to helping the poor, the sickly, and/or the orphaned or she loses access to d3+1 spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy.
8. A dry town is a safer town! The Athenian will make lots of friends now as she attempts to shut down the nearest tavern. She will do so to the best of her ability, while not violating any laws of course, and certainly not harming any innocents (if she can help it). The most likely scenario is for her to stage a protest outside a tavern, attempting to drive away customers, earning her the certain ire of the innkeeper, the owner (if not the innkeeper), the innkeeper's family, and 3d4 alcoholics. If she doesn't attempt to do so for at least d3 hours, she temporarily loses access to some of her spells as per #7, above.
9. Athena frowns upon this den of vice! Becoming even more popular, the cleric attempts to shut down the nearest brothel. She will attempt to do so legally and peacefully, as in #8 above, but she is more likely to be met with violence: d4 -1 prostitutes and d8 - 2 johns will physically attack her, in which case she can and will defend herself. She must attempt to shut down the place for at least d3 hours or she loses some of her powers, as in Lesson #7 above.

10. In yet one more divinely-inspired quest, the cleric of Athena must help a specific innocent. She will be made aware of someone who has been wrongly accused and incarcerated (or who is about to be). She must work to prove his innocence and even fight for his release, if the authorities will not see reason. Such a righteous (mini-) crusade typically takes d30 hours from start to finish, during which time the cleric has a 20 + (CL x 5)% chance of being successful and a 50 - (CL x 5)% chance of being incarcerated herself! Of course, the Judge may wish to have her role-play the entire mini-adventure instead.

11. Being an honorable craftswoman and a warrior-maiden to boot, the Athenian will now *always* be dressed. Though she may adjust her garb from time to time to take care of natural matters and even to bear children (if such are warranted), all attempts at removing her clothing will always simply reveal more clothing! In addition, she will always remain clean and fresh, even gaining a cumulative +3 bonus to saves versus disease, every time she incurs this lesson, due to her very pure ways.

12-13. The cleric has overstepped her bounds obviously and loses access to d3+3 of her spells, including possibly Lay on Hands and/or Turn Unholy, until the next day. She smiles to herself, knowing that justice has been done.

14. It is time for a competition! The cleric will challenge the next worthy opponent she meets to a test of skills, whether involving clerical magic or some more mundane trade, such as weaving or dictation. Once she finds the opponent, she must make 3 opposed checks with the skill that is to be tested. The best out of 3 is deemed the winner, who gains a +1 to all rolls for the rest of the day, due to the thrill of victory; the loser suffers a -3 to all rolls, due to the shame of defeat. Lastly, until the cleric engages in the challenge, she will not be able to use any of her clerical magic!

15. In a move that is sure to win her long-term friends amongst the party members, the Athenian cleric insists on returning any treasure and items that they have found on adventure to its rightful owner(s)! If the party happens to agree (or, at least, go along with it), then it takes d100 days to return all of the loot, of which the party is awarded 8 + d4% as finder's fees (which they can keep!) and the great respect of those who have had their treasure returned. Any party members who decide not to go along with the cleric's righteous initiative (she does believe in Democracy, after all), will be unable to receive the benefits of her healing magic for the next d3 days.

16. It is time for a new... ahem... skin for the cleric's shield. The last man (or the next man, if there was none) who tries to violate the cleric must be killed *and* flayed. That will show him and his Pal(la)s who really holds the spear! Once the criminal has been slain, the 'shield-making' process itself only takes about d3 hours to complete, after which time it gains a +1 dweomer to its AC. Until the shield is made though, the cleric loses access to some of her powers, as per #7 above, except that they are not regained until the task is complete! The cleric may also go after someone who has violated another innocent, if the cleric has had no one who tried to violate her and she really needs the shield.

17. The cleric's father, wherever he may be, develops a terrible headache, so terrible in fact that his daughter bursts forth from a crack in his head within the next d20 minutes, fully armed, brandishing a spear! The ordeal, of course mimicking the very birth of the goddess herself, is quite fatal to the father, since, unlike Zeus, the cleric's father is (probably) not a god. If the cleric's father is already dead, then she emerges from the next closest person to a father figure in her life, such as a mentor or leader, possibly creating severe complications to her terms of service! It will then take the cleric at least d3 days to clear up the matter (or at least try

to), during which time she will only use her magic for such purposes.

18+ The ultimate in lessons, the cleric of Athena is turned into a hideous gorgon! Though she, of course, did not commit the most horrible of acts with Poseidon (hopefully), she may need to be taught a greater understanding of evil! Her hair turns to snakes, her gaze turns others to stone (Will save DC 10 + CL resists), and her legs have a 50% chance of fusing together into that of a giant snake body! This transformation lasts for one day per Lesson total above 17. During this time, she also may not use any of her magic and will probably go into hiding to avoid contact with innocents. Unfortunately though, there is a base chance of 35% each day of a number of would-be heroes seeking her out to slay her! In this case, she takes 6d6 - her CL x 2 damage from the encounter. If she survives such an attack, then she was victorious and gains 2d20 gold pieces in treasure, and a great deal of guilt! In addition, each time she goes through this Lesson, she gains a +2 to her Detect Evil checks, since she has gained a better understanding of the evil that she *could* become.

Cleric Spells (Athena)

Clerics of Athena have access to the following spells:

1st Level (d11): **Blessing, Detect Evil, Food of the Goods** (neatly set), **Holy Sanctuary** (if in a civilized area), **Protection from Evil** (+2 if holding a shield), **Paralysis, Resist Cold or Heat** (for those who are dressed properly), **Comprehend Languages***, **Magic Shield***, **Mending***, **Ward Portal***

2nd Level (d8): **Banish, Cure Paralysis, Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Snake Charm, Locate Object***

3rd Level: (d6) **Bolt from the Blue, Exorcise, Remove Curse, Spiritual Weapon, Haste*** (when defending an area only), **Aegis*** (as Sword Magic, but works on making magic shields, instead)

4th Level: (d3) **Affliction of the Gods, Sanctify, Athena's Orderly Assistance*** (as Lokerimon's Orderly Assistance)

5th Level: (d2) **Righteous Fire, Magic Aegis*** (as Magic Bulwark)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Lessons (above), in the case of a spell check of natural 1.

Magical Boons

Augmenting the DCC RPG rules for Ritualized Magic, those who show good planning and innovation should be rewarded, whether they are using magic or not. Those who cast spells in the following ways may gain the commensurate casting bonus to those spells.

Coincidence (+1 to +3): cast the spell so that it takes advantage of a current situation: the better the coincidence, the higher the bonus

Divine Intervention (varies): caster automatically experiences Disapproval (or the like) whether the spell works or not: +1 bonus per d4 of Disapproval rolled.

Happenstance (+1, +2, or +3): have the spell's effects occur on intended targets d20 rds, min, or hrs. later instead

Preparation (+1): take an hour to prepare all spells ahead of time

Secrecy (+1): only the caster knows that he actually cast a spell: both during and after the spell is cast

Secret Ingredient (+d6 to +3d6): use a rare magical substance or specific item that is helpful for that type of spell

The OSR Spell Chuck (+4): for more of that Old School feel, spell is automatically lost until the next day.

Town Encounters

Settlements are the culmination of human skill and devotion to civilization- aspects well in keeping with the aspirations of Athena. She only hopes that such places continue their devotion to such moral ways, or else they may become corrupted and insulting to the very principles that created them!

d30	Encounter				
1	Beggars, Pickpockets, Refuse, or a combination thereof (25% chance of actually being less seedy than initial impression)	11	Inn or Coaching House (30% chance of being snooty; 20% chance of being a dive; 40% chance of having d4 interesting guests- roll as Travelers, q.v.)	21	Dock, Waterway, or Bridge (45% chance of being scenic; 25% chance of a challenge or attack)
2	Working folk (20% chance of being surly) or Generic Villagers	12	Tavern (q.v.) (85% chance of d8 drunks being outside, otherwise roll on Tavern table)	22	Shrine or Chapel (50% chance of being attended by a cleric; 25% chance of bestowing a boon upon the faithful who visit it)
3	Tradesfolk or Merchants (50% chance of selling something useful; 35% chance of being haughty)	13	Hall (3d8 warriors w/ d2 leader types of d6+1 HD) or Inn & Tavern (as per result #11 and #12 above)	23	Travelers (q.v.) or Bowyer/ Fletcher
4	Patrol (d12): numerous, small, well-armed, poorly armed, resolute, distracted, friendly, hostile, actually warriors, foreign, other, or a combination thereof	14	Smithy (d4): armor, weapon, precious metal, or combination (65% chance of having requested item in stock; 20% chance of it being a rip-off)	24	Temple (q.v.) (35% chance of gawkers and/or upset monotheists being outside)
5	Rogues or Rakes (75% chance of being mouthy)	15	Tanner or Guild (15% chance of being especially foul or corrupt; 75% chance of being talkative)	25	Unsettling (q.v.), Cult (q.v.), or Orphanage (save vs. spell or become irritated)
6	Aristocrats, Wizards, or Clerics (50% chance of being haughty; 15% chance of being hostile; 25% chance of being helpful; 15% chance of being tested)	16	Stable or Wainswright (65% chance of reasonable prices; 65% chance of finding something wrong with horse or wagon)	26	Incident (d8): argument, fire, disturbance, violence, breakage, theft, assistance, or other (50% chance of watch/ authorities being present or responding in d20 rounds)
7	Arena, Theatre, Forum, or Stadium that is a scene of a (d6): fight, play, speech, party, public punishment, or other. The event is occurring... (d4); 1-2: now, 3: soon, 4: or is over.	17	Chandler, Scribe, Library, Sage, Healer, or School (65% chance of being helpful; 55% chance of being closed for the day; 35% chance of having a Vagabond encounter, q.v.)	27	Fort, Barracks, or Jailhouse that is (d6): especially well-guarded, understaffed, newly-constructed, exhibiting high morale, experiencing problems, or a combination thereof
8	Park, garden, or field (50% chance of it being pleasant, 35% chance of a Meadow encounter, q.v.)	18	Bank, Moneychanger, or Jeweler (75% chance of being honest/ reasonable)	28	Farm, Granary, or Mill (65% chance of having good food or supplies available; 10% chance of being insidious)
9	Baker, Notable Home, Tailor, or Manor (65% chance of residents being hospitable, otherwise 15% chance of actually being evil)	19	Butcher, Slaughterhouse, or Smokehouse (75% chance of having tasty fare; 15% chance of having a foul scene or aroma outside)	29	Tenement, Flophouse, or Slum (45% chance of party members being accosted; 10% chance of being attacked)
10	General Store, Market, or Storage (50% chance of goods being reasonably priced; 15% chance of something seedy going on)	20	Brothel, Bawdyhouse, Prostitutes, or Bathhouse (45% chance of being classy; 15% chance of catching a disease)	30	Other - roll on (d6): Forest, Meadow, Mountain, Road, Ruin, or Traveler encounter table (25% chance of being an incursion upon the Town)

Percentages are based on a reasonably upright town- adjust percentages to reflect the varying natures of differing localities, as needed

Dionysus

Chaotic God of Wine, Madness, & Ecstasy



Tenets of Dionysus:

- * Live a wild life
- * Don't let yourself be held back by Authority, man!
- * Lose yourself in wine, music, dance, theatre, and passion
- * Help others to lose themselves too!

Clerics of Dionysus

Allowed Weapons: Blackjack, club, dagger, dart, sling, staff

Allowed Armor: Hide or lighter

Holy Symbol: Thyrsus, Wine Bottle

Can Turn: Angels, devils, paladins, authority figures, prohibitionists

Dionysian Magic: Up to once per day per CL, a cleric of Dionysus can gain a +2 bonus to a spell check when inebriated or in an ecstatic state.

Lay on Hands/ Healing Side-Effects (Dionysus)

Dionysus bestows his intoxicating liberation upon those who call upon his succor.

Roll d12, adding the recipient's Luck modifier:

1. Wild Healing: The recipient heals d8-5 extra hit points (a negative result means the recipient receives damage in this case instead).

2. Get it on! Like a long term buzz, the recipient takes d3 damage to their Intelligence and Agility scores, but they think their Fellowship score has gone through the roof!

3. Whadidyoucallme... The recipient immediately collapses into a drunken stupor and sleeps for d30 minutes.

4-5. Divinely Intoxicated! The recipient becomes quite hammered, suffering a d4+1 penalty to all rolls related to coordination and judgment, as well having much less compunctions. It lasts for d6+1 hours.

6. Distracted Ministrations: The cleric keeps going off to drink and make merry, causing the healing to take an extra d20 rounds to finish.

7. Time will tell... The healing effect takes d30 minutes to kick in, minus the cleric's CL x 2.

8. Lure of the Vine: The ecstasy of Dionysus can be addicting! From now on, the recipient must make a Will save DC 5 to avoid drinking any alcohol that he sees and can get his hands on. In addition, each time he is affected by more spells by a cleric of Dionysus, the DC increases by 1!

9+ Standard healing: Dionysus requires nothing specific from the recipient for now...

Approval (Dionysus) (Replaces disapproval)

Rather than grant the spell, Dionysus wishes to teach his disciple more about the joys of Chaos!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Coming down... The cleric must do nothing but 'chillax' for the next 10 minutes.

2. Everybody must get drunk... or at least, the cleric must! Until the cleric drinks profusely for 1 hour (thereby becoming the equivalent of Divinely Intoxicated, above), he suffers a -1 to all spell checks. Encouraging those around him to join in wouldn't be a bad idea either.

3. So... WHAT are you GOING to DO about IT!?!? The bacchant must stand-up to and/or humiliate the nearest authority figure by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. Bummer! The Dionysian cleric immediately incurs an additional -d3 penalty to all spell checks that lasts until the next day.

5. It is time to join the Cosmic Spiral! The cleric must start dancing wildly for 4d6 minutes, moving d6 x 5' in a random direction each round, being completely unable to do anything productive during that time.

6. Thanks be to Dionysus, intense tipsiness immediately overcomes the bacchant! He immediately loses 3d4+1 Agility, Intelligence, and lacks nearly all compunctions for d6+1 hours, as he sings loud ballads to the God of Wine.

7. The cleric now decides that footwear is simply a dictatorship of the toes! He will refuse to wear shoes, boots, or even slippers from now on. Socks or Bohemian sandals might still be okay; that is, if they're 'funky' enough. Subsequent rolls of this result means that the cleric will attempt to steal and dispose of a random individual's footwear who is within 120', at his earliest opportunity. He will also be unable to cast d3+1 of his spells (including possibly Lay on Hands and/or Turn Unholy), until either he is successful, or the next dawn occurs.

8. It is now torso-wear that is taboo. The Dionysian will refuse to wear shirts, tunics, or coats, though a daring cape might be okay, as long as his liberated chest is set free for the world to see! Just as described in result #7, above, subsequent rolls of this result mean that the cleric will try to take someone else's shirt and he can't use some of his magic until he does!

9. I hate these things! The tyranny of the loins is now over. The cleric immediately throws off his pants, which he now realizes is the ultimate symbol of slavery. He must also make a Will save DC

15 to resist also chastising said pants for d6+4 rounds afterwards, letting them really have it with his diatribe of liberation! In either case, he will now be free from pantage subjugation forever and most likely suffer rapprochement from those who have not yet seen the light (and still foolishly wear pants). He also will refuse to use d3 random spells for the next d3 days, due to their upsetting association with his former pants-wearing ways.

10. I am the Panther King! The bacchant fashions a mask at his earliest opportunity, either well-made or poorly, depending on his skill, to look like a (d7): 1. chicken, 2. lizard, 3. kitty cat, 4. panther, 5. old woman, 6. a tulip, 7. cleric's choice. From now on, whenever the cleric fails a Will save, he also resorts to acting like that which his mask portrays: speaking strangely, having bizarre mannerisms, striving for unusual goals, and even believing himself to be the lord of his mask's namesake for at least d6 rounds. Subsequent rolls of this result causes the psychosis to last for a longer amounts of time: minutes, hours, days, etc.

11- 12. Can you handle the madness? Huh? HUH!?!? The spell misfires instead, just a like wizard spell would, as well as d3+1 spells, Lay on Hands, and/or Turn Unholy being lost until the next day.

13. Major bummer! The cleric loses access to d3+4 of his spells for the rest of the day, including possibly Lay on Hands or Turn Unholy.

14. Maenad Madness! Any females within 240' of the bacchant immediately rush in and go into a frenzy, scratching and biting him, as per Maenads (p. 25), for d6+1 rounds. Luckily, the cleric knows this all may help him break on through to the afterlife. If the bacchant happens to be a female too, then she and any other females attack a random male within range in this manner instead!

15. Passion Play... The cleric must immediately organize a brief play to honor the life of Dionysus. Any individual within 120' who does not go along with the semi-lewd and certainly avant-garde play for the next 4d4 rounds will certainly earn the cleric's ire and be refused any magical aid for the remainder of the day!

16. The COLORS! Oh the... COLORS! Dancing in psychedelic glee, the cleric immediately moves in a random direction and takes some hallucinogenic-induced action for d30 x 10 minutes with any object or person that he comes in contact with, such as embracing like an old friend, attempting to seduce, picking a fight, or trying to put out as if on fire.

17. It is time for a Lesser Bacchanal! The bacchant has d6 hours to organize the wild spiritual party, which will require plenty of alcohol, at least 4d6 participants, a lack of garb, and certainly a lack of inhibitions. The bacchanal must go on for at least d4+1 hours, involving intoxication (d4+1 penalty to Agility and Intelligence scores and the loss of nearly all good judgment, for the next d6+1 hours), as well as wild dancing and other acts of wanton abandon. What is more, all female participants may go into a Maenad frenzy, as result #14 above, once the party starts, though the frenzy lasts 4d6 rounds and occurs each hour of the bacchanal (a Will save DC 15 resists). These participants may even attack non-participants if within range, most likely making the party get out of hand (much to Dionysus's approval!) Note that the bacchant cannot cast any spells or do any healing unless it is directly related to making the bacchanal happen (and keeping it going) during this time.

18+ And the grand party of them all, Dionysus causes a Greater Bacchanal to occur around the cleric in d6 hour's time! This bacchanal simply happens on its own, involving 20 + 3d100 individuals, and lasts for 1 day, plus 1 more per Approval roll over 18 (2 days for an Approval roll of 19, 3 days for 20, etc.) Party members of the cleric must also make Will saves DC 15 to resist joining in. All participants of course become intoxicated (as in result #16, above) and females are subject to Maenad frenzy (as in result #17, above). What is more, the bacchanal moves d6 miles in a random direction each day, with the cleric of course as the center of the storm, as well as no natural healing occurring (who will have the time?) In fact, the cleric himself and any other party members take at least d3 damage each day and the other participants are affected as follows- d100%: are injured, had a great time, had d6 bad memories, are incarcerated, convert to the worship of Dionysus, and/or are dead/ dismembered by Maenads (roll for each category). What is more, the bacchanal causes at least d1000 gold pieces in property damage each day, plus d100 more per 20 additional participants. Even more unfortunately, the celebration also creates d3-1 certain enemies of the Cult in general and the cleric in particular, plus d3-1 more per 20 participants (i.e. irate fathers, civic leaders, jilted lovers, etc.), while the cleric cannot use any magic that is not directly related to enjoying the bacchanal, until it is over. Lastly, all level 1 and higher participants of the bacchanal gain d6 experience points at its conclusion; that is, if they survive!

Cleric Spells (Dionysus)

Clerics of Dionysus have access to the following spells:

1st Level (d12): Blessing (requires libations), **Darkness** (accompanied by the sounds of a strange drama occurring), **Detect Magic**, **Food of the Gods** (via drawing milk and honey from the ground, suckling at wild beasts, and so forth), **Holy Sanctuary** (requires ample libations), **Paralysis**, **Resist Cold or Heat** (if sufficiently inebriated), **Second Sight**, **Charm Person***, **Color Spray*** (accompanied by the sound of crazy music), **Magic Shield*** (as long the recipient is at least mostly unclad), **Sleep***.

2nd Level (d10): Banish, **Cure Paralysis**, **Curse**, **Tulip's Stare** (as Lotus Stare), **Neutralize Poison or Disease**, **Restore Vitality**, **Snake Charm**, **Animal Summoning*** (panthers, bears, and party animals only), **Ekim's Mystical Mask***, **Ropework***.

3rd Level: (d6) Remove Curse, **Forget*** (requires getting the subject intoxicated), **Levitate*** (requires imbibing intoxicants), **Monster Summoning*** (centaurs, sileni, maenads, and satyrs only), **Phantasm***, **Scare***.

4th Level: (d4) Affliction of the Gods, **Breathe Life***, **Make Potion*** (which is also strong alcohol: Fortitude save DC 15 or lose 2d4 Agility, Intelligence, and act in a quite uninhibited way for 2d6+3 rounds), **The Dreaming*** (requires the caster to become so intoxicated that time itself seems to stop for him)

5th Level: (d2) The Grapes of Righteousness (as Righteous Fire, but manifests as grain alcohol, causing 1/2 damage, but also causing confusion, making those affected move in a random direction for d8+2 rounds and being unable to take any other actions, as they freak out), **Polymorph***.

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Approval (above), in the case of a spell check of natural 1.

Tavern Encounter Table

Whether a wimpy bar or a rough inn, the presence of Dionysus can be felt wherever there's drinkin'!

d30	Encounter		Encounter		Encounter
1	Weak, watered-down drinks (+6 to become intoxicated; -4 to all interaction- related rolls, due to irritated customers)	11	Hostile service (+100% cost to drinks; will attempt to throw an unlucky party member out at the slightest excuse)	21	Patrons begin to break out in song (75% chance of expecting party members to join them- will be deeply offended if they don't)
2	Exceptionally strong drinks (50% chance of becoming overly intoxicated)	12	Friendly service (50% chance of a free drink; 75% chance of having useful information for a random party member)	22	Patrons begin teasing someone else in the tavern (66% chance of it being an unlucky party member)
3	Exotic drinks (+50% charge for prices, +4 to bragging rights)	13	Slow service (food and drinks take 6d6 extra minutes to arrive; save vs. spell or waiting party members get cranky)	23	Shady patron attempts to get random party member to commit a crime (25% chance of it being a scam or entrapment)
4	Bad food (25% chance of food poisoning)	14	Aggressive patron picks a fight with unlucky party member, unless outmatched or party member gives in	24	Shady patron attempts to pickpocket unlucky party member (Intelligence or Wisdom check negates)
5	Delicious food (5% chance of food poisoning)	15	Drunk patron vomits on unlucky party member (save vs. breath weapon negates)	25	Pleasant lavatory experience (+1 to all rolls for the next d30 minutes)
6	Place is falling apart (15% chance of unlucky party member taking d4 damage at some point)	16	Drunk patron mistakes unlucky party member for a distant relation (will attempt to converse with said member for d300 min)	26	Unpleasant lavatory experience (-1 to all rolls for the next d30 minutes; 75% chance of it involving an unpleasant patron directly)
7	Interesting décor (d10): lighting, display, windows, floor, walls, tables, chairs, barmaids/ wenches, other, or reroll d4 times	17	Drunk patron accuses unlucky party member of looking at him funny (Charisma check to prevent him from becoming aggressive- see #18, below)	27	Great entertainment and/or overall experience at the tavern (party receives +2 to all rolls for the next d20 hours)
8	Heinous barmaids/ wenches (25% chance of one flirting with unlucky party member)	18	Drunk patron suddenly attacks unlucky party member (50% chance of it being a surprise: +4 to hit)	28	Terrible entertainment (75% chance of unlucky party member also being pressured to participate)
9	Gorgeous barmaids/ wenches or patrons (save vs. spell to resist flirting with them)	19	Drunk patron makes indecent grab at and/or proposal to unlucky party member (85% chance of it being unrequited)	29	Raid! (d4): the Authorities, bandits, or bacchantes and maenads arrive to really get this party started (as per a Lesser Bacchanal!)
10	Prostitute(s) (50% chance of being attractive; 15% chance of being disease-free)	20	2d4 drunk patrons begin arguing amongst themselves (85% chance of becoming violent; 95% chance of unlucky party members being drawn in)	30	Per Referee

Freya

Neutral Goddess of Love, Beauty, Magic, & Battle



Tenets of Freya

- * Spread love
- * Enjoy all that life has to offer
- * Master the arts of passion, magic, and battle
- * Bring beauty into your life

Clerics of Freya

Allowed Weapons: Longsword, staff, bow, dagger

Allowed Armor: Chainmail, shields, or lighter

Holy Symbol: Falcon

Unholy Creatures: None

Freya's Blessings: All clerics of Freya gain a +2 Personality bonus with regards to attractiveness, due to having such a great personality, as well as great looks and hotness.

Lay on Hands/ Healing Side-Effects (Freya)

Only adult people suffer the side-effects of Freya's healing. The very old, children, and animals always receive her healing without side-effect.

Roll d12, adding the recipient's Luck modifier:

1. Weeping Tears of Gold: The recipient is overcome with romantic melancholy over the story of Freya and Odr (Odin?) and will be unable to initiate any hostile actions for the next d6 x 10 minutes.

2. Thor's Lament: The healing will only work if the patient is dressed as the opposite gender, and remains so for at least d30 minutes thereafter. One has to fool the giants somehow!

3. Rest now... The recipient must immediately sleep for d30 minutes, unless there is a battle at hand, in which case the patient can sleep afterwards.

4. How mellow have you been? The healing effect takes d30 minutes to kick in, minus the cleric's CL x 2.

5. Nature Healing: Special herbs are required for the healing, taking d30 - CL x 2 minutes to find first.

6. Perhaps it is time to draw the curtain... It's going to take a lot of love- a process that will certainly take at least 2d30 minutes in order to complete... those uncomfortable with such an act can just receive platonic affection during that time from the priestess instead.

7. Nursed back to health: Both the recipient and the cleric will be tied up for 3d4 rounds, as she grants him some of the *sustenance of the goddess*...

8. Overflowing Love: The grace of Freya's beauty overflows within the patient, making them be able to do nothing but sigh in sunny satisfaction for the next d10 minutes.

9+. Standard healing: Freya requires nothing else from the recipient for now...

Ministrations (Freya) (Replaces disapproval)

Rather than grant the spell, Freya wishes to spread more love to her cleric and to others.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Like the Aurora Borealis, the priestess shimmers with Northern Lights. Though she will be unable to conceal herself during that time, she does receive an additional +1 Personality bonus, lasting for 10 minutes.

2. Let me get out of these itchy garments! Unclad, the Freyan now feels much closer to the Lady, but will also be bereft of physical protection and apparent decorum (amongst the unenlightened, of course) during that time. She will only be willing to cover her beauty once again after at least 1 hour has passed.

3. An appeal to Freya needs to be answered. The cleric must spread love, help in a battle, and/or facilitate an act of magic. She must do so in some significant way by the next sunset or take a -d3 penalty to all spell checks on the following day. Whatever the case, it resets after 24 hours.

4. It is now time for Love or Battle! Magic is less likely... since the Freyan now has a -d3 to all spell checks until the next day.

5. Overcome with the passion of the Lady, the cleric must immediately run off and gain romantic satisfaction for the next 5d6 minutes at least. It is time to get physical!

6. It would seem that the priestess would need her own healing now! Roll d8 and consult the Healing/ Lay on Hands table above: the priestess thereby heals 2d8 hit points or removes another malady (if applicable) and also automatically experiences the Side-effect rolled.

7. Freya would like her cleric to experience great love. Unless she finds a willing partner, who has a Personality score of at least 10 + 2d4 or higher, and who has a great potential connection with her (a 33% chance), she will be unable to cast d3+1 of her spells for the rest of the day, including possibly Lay on Hands. Whatever the case, the magic is returned to her when the next dawn occurs.

8. Now Freya would like her disciple to experience great battle! She will need to fight a worthy foe, who has an attack bonus that is the same as hers or higher. During the battle, the Freyan priestess also receives a deed die as a warrior of equal level that she can

use during the battle. As in result #7, above, she will be unable to use some of her magic until she either defeats the foe in single combat or the next day dawns.

9. And now Freya would like her priestess to experience great magic. Unless she either rolls a 17 or higher on a spell check or uncovers new magical knowledge, being, place, or the like, she will be unable to use some of her magic (as per #7 above). Thanks to Freya's mercy, she will be able to use the magic again though by the next day, no matter what. Got to believe in magic, after all.

10. Desperately seeking Freya. A random male, within 1/4 mile of the cleric, is smitten with the desire to find a beautiful woman (Personality of at least 12 + d6) as a mate. He will suffer -d3 to all rolls until either he finds her, or the following day dawns. If the cleric happens to be male, then it is he who suffers the longing!

11. Freya requires something of beauty from her priestess, whether a beautiful piece of jewelry or an original, well-made love poem. If she has neither, then the cleric must find it and may keep it for herself. If she already has at least one of them, then she must give it to Freya instead. She will be unable to cast spells until either she does so, or the next day dawns. An item of beauty certainly brings them in.

12. Isn't it weird? The priestess loses access to d6 of her spells for the rest of the day, including possibly Lay on Hands, as she contemplates the weavings of the Norns in her life.

13. Loki! That trickster is at it again. The spell misfires, as per Wizard spell rules, and the Freyan cleric also loses d3+1 of her spells until the next day!

14. The closest person within a random direction falls in love with the cleric! This love may be platonic or romantic, as deemed most appropriate by the Judge. Whatever the case, the admirer will certainly interfere with her concentration, causing her to be unable to cast d3 spells, including possibly Lay on Hands, until she can roll under the person's Personality score. A new check can be made each day; success means the spells are usable again and the lover simply sees her as some sort of golden-haired sister.

15. The spirit of Freya's chosen is now sent to Folkvang. The cleric immediately collapses, returning only after d30 minutes have passed. With stirring tales to tell of her field of the valiant. She also finds that d3+3 of her spells and/ or Lay on Hands ability are unavailable until the next day.

16. Weeping tears of gold of her own, the Freyan seeks for her soulmate, just as the Lady did for Odr. Until she is able to be with her true love, she suffers a -d3 to all rolls, though all who would wish to harm such a sweet beauty must make a Will save DC 14 first. Whatever the case, the effects end when she either sleeps and can dream of her true love once again or actually finds him (per Judge).

17. Freya blesses her cleric with enlarged generative organs and curves, making her look quite ravishing! This confers a *permanent* +2 bonus to Personality with regards to checks with the opposite gender, but also a 20% chance of a dangerous individual (e.g. a warrior, wizard, baron, giant, etc.) wishing to have the priestess for himself! What is more, each time this Ministration occurs, the effects stack!

18+. Like the nymph that she so resembles, the Freyan priestess becomes a beauty to die for, blinding any man who looks upon her (Will save DC 10 + CL resists) and killing any man who looks upon her unclad (the same)! This lasts for one day per Ministration total above 17. During this time, she also may not use any of her magic, but is approached by d4-1 suitors each day instead. Consider each

suitor to have a Will save modifier of d6 - 2. Any suitor who makes the save is immune to further drawbacks from this ministration and earns an extra night with her, taking the priestess out of play for a while longer. What is more, if the priestess is already betrothed or if more than one suitor makes the Will save, then such competing paramours will surely engage in a blood feud, further complicating matters. Whatever the case, the cleric forevermore enjoys a +1 to Personality checks with regards to attractiveness, every time she experiences this Ministration.

Cleric Spells (Freya)

Clerics of Freya have access to the following spells:

1st Level (d12): **Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Protection from Evil, Resist Cold or Heat, Second Sight, Animal Summoning*** (may only call cats, falcons, or boar though), **Charm Person*, Feather Fall*, Find Familiar*** (cat, only).

2nd Level (d8): **Cure Paralysis, Lotus Stare** (can be cast just by the cleric looking pretty), **Neutralize Poison or Disease, Restore Vitality, Fetch*** (as Invisible Companion, but it looks like the ideal mate or totem animal of the cleric ((if made visible)) and is not as strong, but has more personality and can carry on conversations with the cleric), **Fire Resistance*, Levitate*, Shield***

3rd Level: (d6) **Remove Curse, Spiritual Weapon** (appears as if a Valkyrie is holding it), **Consult Spirit*, Dispel Magic*, Fly*, Valkyrie*** (see Odin, or summon a Huldrar- see below)

4th Level: (d4) **Haminga*** (as Polymorph, but can only turn into a cat, boar, or falcon), **Seidr** (as Planar Step, but takes d30 extra rounds to cast, as the priestess dons her falcon cape and enters into a trance), **Utisetar*** (as Consult Spirit, except that the cleric gains a +2 bonus to cast it when conversing with Valkyries, Huldrar, Landvaettir, or Einherjar (the heroically slain), **Warp & Weft***.

5th Level: (d2) **Magic Bulwark, Spaekona*** (as Wizard Sense, but cleric may choose to invoke any effect of equal to or less than his spell check and it takes d6 extra rounds to cast the spell)

* Treat as the Wizard or Patron Spell in parenthesis, except for the changes noted, as well as using Ministrations (above), in the case of a spell check of natural 1.

Nymphs (Norse: Huldrar)

Otherworldly women of exceeding beauty, they are drawn to places of great beauty and to those men who would appreciate their own. They can easily charm the hearts of men and can even cause blindness or death to weak-willed men who look upon their supple forms. Others simply lose the ability to think clearly. Repelled by violence, some act as muses, guiding their paramours to inspired acts of artistic endeavor, while others instead act as sirens, leading their loves from this world entirely for a time. Varieties include Dryads (forest nymphs), Oreads (mountain nymphs), and Naiads (water nymphs).

Init -2; Atk (none); AC 10 (20 vs. those who are attracted to them); HD 2d6; MV 30'; Act 1d20; SP Charm Person, Lay on Hands as clerics of Freya, Animal Summoning, Planar Step, Alter Self (all w/ +12 spell check), Will save DC 12 or men who look upon them are blinded or slain, otherwise -4 to all INT rolls, plus other abilities by type: Forest Walk (Dryads), Enlarge (Oreads), or Breathe Water (Naiads); SV Fort +4, Ref +8, Will +8; AL N.

What is so Attractive?

Use these tables to quickly determine what is most beautiful about an individual, something that is right up Freya's alley!

Roll once per +1 Personality (or Comeliness) modifier

d20	Especially Attractive		
1-2	Face	14	Arms
3-4	Hair	15-16	Legs
5-6	Eyes	17	Voice
7-10	Chest	18	Scent
11	d4: Neck, Hands, Belly, or Feet	19	Presence
12-13	Rear-end	20	Dress

d6	Hair Color	Eye Color
1	Platinum blonde	Grey
2	Golden blonde	Blue
3	Dark blonde	Blue
4	Red	Green
5	Brown	Hazel
6	Black	Brown

Body Type (Roll Once for Both)

d4	Size	Shape
1	Short	Slender
2	Average	Average
3	Average	Stocky
4	Tall	Voluptuous

(Potentially) Attractive Personality Type (Roll once per +1 modifier)

d12	Type				
1	Funny	5	Flirtatious	9	(Good) Crazy
2	Sweet	6	Tough	10	Domineering
3	Interesting	7	Radiant	11	Subservient
4	Upbeat	8	Calming	12	Per Judge

Spell Themes for NPC Clerics & Divine Aid

Whether running NPC clerics that need generalized powers or needing to adjudicate PC clerics calling upon Divine Aid, the Judge can use the table below, rather than referring to any specific cleric spells listed. To do so, simply select one theme for what types of spells a cleric might know by divinity at 1st level, plus one more per level thereafter. For example, a 3rd level cleric of Odin might have selected insight, travel, and runes and thereby be able to cast spells based upon those themes.

If all the theme choices happen to become exhausted (for some divinities have more themes listed than others), then a cleric could select a theme multiple times and thereby gain a +4 bonus when casting such spells. But, as any cleric of Freya would certainly relate, there's nothing general about magic! Therefore the Judge is encouraged to make specific extrapolations as to what occurs with said magic by how well (or poorly) the cleric rolls. What is more, these themes may be used to even create new spells for clerics to cast, above and beyond those already on their spell list. Last, remember that all clerics also know how to Lay on Hands and nearly all can Turn Unholy as per their patron deity.

DIVININTY

Apollo- Music, omens, sunlight, disease, snakes, exceptional healing, underworldly portals
Artemis- Hunting, cursing, protection, nature, animals
Athena- Justice, order, crafting, protection, restraint, snakes
Dionysus- Intoxication, chaos, ecstatic divination, panthers, Bohemians
Freya- Love, magic, spirits, battle, beauty, falcons, boars, cats
Hel- Depression, death, disease, darkness, undead, sloth, famine
Hera- Matriarchy, empowering women, smiting upstart men
Loki- Trickery, fire, monsters, misfortune, tricksters
Odin- Insight, travel, self-sacrifice, death, runes, ravens, wolves
Pan- Nature, wildness, eroticism, goats, shepherds
Poseidon- The Sea, earthquakes, horses, sailors
Skadi- Mountains, cold, giants, freedom, skiing
Thor- Strength, heroism, defeating tyrants, goats, oaths, commoners, warriors
Tyr- Order, duty, self-sacrifice, smiting heretics & witches
Zeus- Rulership, patriarchy, weather, nobles

Nature Spirits (Norse: Landvaetter)

Ephemeral beings that inhabit potent natural places, they bestow blessings upon those who honor them or at least honor the places in which they inhabit. When visible, they exhibit a mix of humanoid, plant-like, animalistic, and/or elemental qualities.

Init +4 (invisible- surprises easily); Atk naturalizing touch +5 melee (1 Int dmg); AC 15; HD 4d8; MV fly 50'; Act 1d20; SP Bless, Lay on Hands (+10 spell check), incorporeal, immune to non-magical weapons; SV Fort +8, Ref +12, Will +10; AL N.

Comeliness (Optional Rule)

For those who don't believe that a big... necessarily equals a higher Charisma score, try this: Average the character's Strength, Agility, & Personality score to get their Comeliness score or just roll it up as a 7th ability score. You can then use Comeliness to determine a character's level of physical attractiveness.

Hel

Chaotic Goddess of Death, Famine, Disease, & Sloth



Tenets of Hel

- * Bring death upon those chosen by Hel
- * Spread disease when needed, it aids in death
- * Stop the spread of people; famine is an invaluable tool
- * There is also a time for sloth, it slows life

Clerics of Hel

Allowed Weapons: Whip, flail, curved dagger, net

Allowed Armor: Leather or lighter

Holy Symbols: Skull, Roses, a Black and White Face

Unholy Creatures: Healers, health-givers, food-providers, and optimists

Helian Magic: Up to once per day per CL, a cleric of Hel can gain a +2 bonus to a spell check when standing in a dark area. What is more, being more akin to necromancers, Hel clerics cannot heal like other clerics do, but instead drain hit points from a victim and give them to a recipient instead (see below). To make the spell check, they simply need to touch the victim and the recipient.

Drain Life Side-Effects

Clerics of Hel cannot heal in the normal sense. Rather, they drain life from a victim to transfer to themselves or to another recipient. Nevertheless, those who receive such healing may still face further side-effects above and beyond the potentially evil act of gaining healing at the expense of another.

Roll d12, adding the recipient's Luck modifier:

1. Nifheim's Price: The victim has been drained, but so has the recipient for the same amount! Maybe the cleric should try again? She's sure the victim won't complain, at least, not for much longer...

2. Life force was not the only thing that was drained... The recipient becomes tainted with any character flaws, curses, or other penalties from the victim for the next d6 hours.

3. I Stab at Thee! If slain by the life-draining process, the victim reanimates as an un-dead creature, of equal HD to the level it had in life, hell-bent on getting its life force back from the recipient! It attacks until destroyed.

4. Horrifying Process: Draining the life of another is upsetting enough, but this time it even unsettles those hard-hearted types who might benefit from the healing and even call themselves allies of the Priestess of Hel. All within 30' of the healing must make a Will save vs. the Drain Life check or flee screaming for the next d6 rounds.

5. Unwanted Attention: Something dark and yet unseen attaches itself to the recipient. Unless he engages in acts corresponding to the Tenets of Hel, he takes d2 damage to a random ability score per day. Other magic might well be needed to remove this curse.

6. Blessed Rotting: In a lesser manner akin to a cleric of Hel, the recipient gains a cosmetic undead-looking trait, such as a finger of bone or a gangrene patch of skin. At first, this can easily be hidden. After receiving the life force of others numerous times though, it becomes increasingly obvious and hard to conceal.

7. Soul Macabre: It is now the recipient's inner self that becomes corrupted, becoming increasingly creepy and suffering a cumulative -1 to all Personality checks for each time he receives this Side-effect. On the other hand, this penalty becomes a positive around worshippers of darkness, such as those who follow Hel.

8. Sanguis Fundamental: The life force transfer can occur, but the recipient must actually drink the victim's blood in order for it to work. If there was any doubt as to the moral failings of the recipient, now there is no illusion.

9+ No Side-Effect. Other than participating in the most-likely evil act of draining another's life force, the recipient suffers no further side-effects at this time, much to the Helian's chagrin.

Ostracism (Hel) (Replaces disapproval)

Hel wishes her cleric to feel the same sort of darkness that she does, spreading it to others, and even becoming more un-dead herself!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. The cleric must do nothing but sit in darkness, whether physical or emotional, for the next 10 minutes.

2. Some woe needs to occur- but what? Brooding, the Helian priestess takes a -1 to all rolls until an hour passes, after which time she may have a better idea of how to cast more of a shadow over the world.

3-4. What's the point? In a malaise of ennui, the cleric suffers a -d3 penalty to all spell checks for the next 24 hours. Perhaps she could do something about that- but why bother?

5. All these idiot people aren't going to kill themselves! The cleric of Hel needs to immediately spend the next d6 x 10 minutes hatching a scheme to make that happen.

6. Darkness should be number one. Cackling, the Helian needs to ruin somebody's day, a process that takes d4 hours to complete, boots of wolfskin, and a (cruel) Charisma check.

7. Is your stomach growling? The cleric must spread famine, whether it be letting vermin into a grain silo, spoiling pitchers of milk, or poisoning the town well. Unless she does so, she loses

access to d3+1 spells until the next midnight, including possibly Drain Life and/or Turn Unholy.

8. Oh, you may be coming down with something... The Hel priestess immediately becomes a carrier of a nasty disease. Anyone she comes in contact with must make a Fortitude save (DC = 10+ the cleric's level) to avoid it. Those affected take d2 damage to one ability score for each day that they fail the save. Those infected must save successfully for 2 days in a row to be cured of the illness. Unless the cleric infects at least d3+1 people with this disease, then she temporarily loses access to some of her spells as per #7, above. Whatever the case, the cleric stops being contagious after this particular Ostracism concludes, though those already affected will continue to be so until they are cured!

9. And now it's time for some death! The cleric must move d6 x 5' in a random direction. If someone or something is within reach of her at that spot, she touches them and they must make a Luck check DC 10 or die within d6 minutes. If not, then she vomits all over the floor. If she resists either urge, then she loses some of her magic for a time, as per #7 above.

10. Oh, that poor cleric, having a living body and all... Hel takes pity on her, turning her un-dead for the next d20 hours, gaining all the benefits (and penalties) of being an unliving being.

11. Dark clouds follow the cleric, reflecting the sad loss of Niflheim. All within 5' of her suffer a -1 to all rolls for now on. The radius of her cloudiness expands 5' more each time she experiences this Ostracism. The cleric is immune to this effect, for darkness is her very nature.

12. The dead begin to follow the Helian priestess around now. Any corpse that she comes within 30' of has a 5% chance of immediately animating to follow her when she first walks by it. The cleric may only have up to her level in HD of un-dead following her in this manner at one time, but they will follow any of her instructions, except to move more than 30' away from her. Each time she experiences this result, the chance of spontaneous animation by her 30' presence increases by 5%.

13. Random chance can be quite depressing- doubly so with Hel. The spell misfires instead and all those witness to it suffer a -2 to all rolls for the next d6 hours

14. As the unlife of the party, not only does the Helian take a cumulative -1 penalty to all Personality checks involving at least mildly pleasant conversation, but so does anyone else who is within 15' of her at the time. What is more, she loses access to d4+3 random spells, including possibly Drain Life and/or Turn Unholy for the rest of the day. How depressing...

15. If she had anyone who cared about her before, the cleric loses them now. A new person turns away from the cleric each time this Ostracism occurs. True, she does have a negative demeanor, and it is to be expected that others will abandon you. It's for the best.

16. The Helian becomes quite un-dead-like now, not needing to eat, drink, or breathe as normal mortals do. She also becomes immune to one of the following each time she experiences this Ostracism: charm, sleep, poison, disease, or being able to be heard while moving. Unfortunately though, she now needs to feed

on something that the un-dead do (e.g. brains, blood, fear, etc.) and causes fear in all normal animals and children (which may actually be an advantage).

17. The cleric of Hel gains a greater blessing of un-death, setting her even further apart from all those mortals who would betray her at a moment's notice. Every time she experiences this Ostracism, she gains one of the following traits of her choice: vampiric blood drain, vampiric domination ability, ability to take on gaseous form, ghostly etherealness, skeletal immunity to piercing weapons, lich-like immunity to other's magic, final rest only as per an undead type of her choice, or the like. In return, she is now treated as un-dead 100% of the time, with regards to being able to be turned, as well as not being able to enter direct sunlight.

18+. Hel, soon I will be with you. The priestess attempts to hurt herself, possibly even committing suicide in the process, becoming overwhelmed with the darkness of Hel. She immediately causes 3d12 damage to herself, plus 3d12 more per Ostracism result over 18. What is more, due to the obviously traumatic manner in which this damage was caused, any healing of these wounds that the cleric receives afterwards will only be at 1/2 effect. She also won't use any of her magic until the next day, if she's even still alive

Cleric Spells (Hel)

Clerics of Hel have access to the following spells.

1st Level (d7): **Darkness**, **Detect Magic**, **Paralysis** (in a terrifying way), **Second Sight**, **Chill Touch***, **Choking Cloud***, **Sleep*** (filled with nightmares)

2nd Level (d8): **Binding**, **Curse**, **Lotus Stare** (due to horror), **Stinging Stone**, **Forget***, **Helheim's Barbed Vestment*** (as Nythuul's Porcupine Coat, but causes disease as per Ostracism result #8), **Ray of Enfeeblement***, **Scare***

3rd Level: (d6) **Animate Dead**, **Speak with Dead**, **Consult Spirit*** (only works on the departed), **Slow***, **Transference***

4th Level: (d4) **Affliction of the Gods**, **Vermin Blight**, **Control Earth*** (using only the soil of graves), **Glorious Mire***

5th Level: (d2) **Mind Purge***, **Phylactery of the Soul***

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Ostracism (above), in the case of a spell check of natural

Vampire (Norse: Draugr)

These foul unliving appear as either death-black or corpse-pale and are known to torment the living from their burial mounds. Possessing strange powers and un-dead might, what better way to further the ends of Hel?

Init +4; Atk slam +7 melee (d8+2); AC 14*; HD 4d8+3; MV 30'; Act 2d20; SP un-dead, silver or blessed weapons required to hit; stake to the heart, decapitation, etc. required to slay, Drain Life (benefitting self only) as cleric of Hel, Command, Enlarge, Haste, Strength (all w/+13 spell check); SV Fort +13, Ref +6, Will +6; AL C.

Unsettling Encounter Table

Niflheim is a dark and creepy place. Use this table to add some horror to encounters, whether the adventure occurs in the actual domain of Hel herself or not.

d30	Encounter				
1	A strange sound is heard in the distance (d10): a crash, roar, moan, footsteps, drumbeats, melody, scream, crying, gurgling, or other	11	A mysterious someone has joined the party (roll on Vagabond table: 66% chance of them being quite evil)	21	A random party member's shadow begins to move of its own accord for d30 rounds (Intelligence check to notice: 50% chance of it also attacking)
2	d4+1 unlucky party members feel like they're being watched	12	A strange sound is heard nearby (d10): a creak, whisper, moan, gasp, growl, melody, roar, shriek, gurgle, or other	22	Party members must make save vs. spell or leave the area immediately in fear
3	Something moves out of the corner of a random party member's eye (55% chance of it occurring repeatedly for the next d6 minutes)	13	d4 unlucky party members start bleeding mysteriously for d20 rounds (d2-1 dmg per round)	23	An unlucky party member loses control of one of his hands or other body parts. It is controlled by the (evil) Referee for the next d6 turns.
4	Something brushes up against a random party member that feels (d5): soft, hard, moist, crawling, or a combination thereof (75% chance of it being unidentifiable)	14	The party is unable to leave the place they are in unless they take a special action (d4): wait 'til sunrise, rearrange objects, destroy an object, or pick a party member to leave behind	24	A random party member must save vs. spell or become a homicidal maniac for d30 minutes (50% chance of later regretting his actions)
5	Remains are discovered (d8): bloody tracks, a pile of teeth, a personal possession, bones, scratch marks, a diary entry, sundry body parts, or an entire corpse	15	A random party member must save vs. spell or begin (d4): plotting against another party member, speaking in a croaky voice, using a makeshift puppet, or a combination thereof	25	The next foe that the party faces can only be truly killed in a certain way (d4): burn its corpse, take off its head, stop its heart, or right some wrong made against it
6	Someone or something keeps staring at a party member, or at least seems to be	16	The area gets a little darker for d6 rounds (33% of something being changed for the worse when it lightens again)	26	The last foe slain by the party animates to speak (20% chance of it also attacking)
7	An upsetting object is found (50% chance of it being bloody; 25% chance of it being found in someone's mouth)	17	An unlucky party member meets with a freak accident for 1 damage; 2d6 damage if they're mouthy or insulting about spookiness	27	Something dreadful shows up (save vs. paralysis or affected party members are paralyzed with fear!)
8	A disturbing thing is seen when an unlucky party member looks in the mirror (d4): no reflection, aged reflection, dead reflection, or person approaching from behind	18	A random party member appears as a monster (d4): vampire, werewolf, zombie, or demon (33% chance of it actually being a real transformation, otherwise he returns to normal after d20 minutes)	28	Someone is seen in a strange costume (d6): teddy bear, clown, red devil, purple dinosaur, chicken, or alternate gender. Save vs. death or those seeing it start to go insane!
9	A chill runs down d4 random party members' backs	19	The lights go out: it takes d30 rounds to relight them	29	A bard arrives and he's ready to sing!
10	An unlucky party member is no longer present (50% chance of showing up d30 minutes later)	20	A strange mist begins to fill the area (33% chance of it transporting the party to somewhere worse)	30	(Simply roll and smile, saying nothing more)

Hera

Lawful Goddess of Women, Fidelity, & Matriarchy



Tenets of Hera:

- * Women come first, men must follow
- * Never let a man subjugate a woman!
- * A clever matriarch must carry herself well and have eyes all around her...
- * Take vengeance upon those who wrong you, especially if they are men, and especially if they have been unfaithful!

Clerics of Hera

Special: All clerics of Hera must be female, otherwise they would be inferior!

Allowed Weapons: Dagger, Scepter (as mace), Whip

Allowed Armor: Leather or lighter

Holy Symbol: Peacock or an X over an Inverted Cross

Unholy Creatures: Men! (adult, living, male humans, demi humans, & humanoids)

Heran Magic: Clerics of Hera can generally only adversely affect males and can only assist females with their magic.

Lay on Hands/ Healing Side-Effects (Hera)

Unsurprisingly, women receive much better healing from a cleric of Hera than men do.

Roll d12, adding the recipient's Luck modifier:

1. Wrath of the Queen: Hera is angered by the cleric's plea, causing d3 damage to the subject, d6+1 damage if the subject is male.

2. What Are You Willing To Sacrifice? The recipient takes d2 damage to a random ability score, d4+1 if the recipient is male. All give to the Great Queen, but men do especially!

3. It is Time for Some Fitting Recompense! If male, the recipient immediately loses d20 gold pieces (or all his money, if he doesn't have enough), which is then transferred to his latest wife or girlfriend. The amount is tripled if the male had ever been unfaithful to her. All females and any males who have never had a romantic relationship are unaffected.

4-5. I'm Reigning Men! If female, the recipient begins acting (or acts even more) domineering and hostile to men for the next d10 minutes. She must make a Will save DC 10 to avoid this compulsion, even if it would not work to her immediate advantage. The DC increases to 20, if she knows the man to have also been unfaithful. On the other hand, if recipient is male, then he must make a Will save DC 10 to avoid being extremely subservient to women, DC 20 if he has ever been unfaithful!

6. Domination: If male, the recipient must be teased, insulted, and/or humiliated for at least 4d6 rounds by the cleric first. He also must make a Will save DC 10 + (the cleric's level x 2) at its conclusion or also suffer d3 Fellowship damage, due to the humiliation. Female recipients ignore this result, of course.

7. When the Goddess is Ready: After d10 minutes, the healing effect kicks in; d6 hours if the recipient is male.

8. Gynarchy: If male, the recipient must do nothing else but kneel and chant "Hera!", "Hera!", "Hera!", "Hera!", for the next d30 rounds. Any females within 120' who hear the chanting gain a +1 to all rolls while it continues. Female recipients are free to act how they wish and gain +1 bonus to all rolls for d10 rounds, whether there are chanting males present or not!

9+ Standard healing: Hera allows the recipient to suffer no adverse effects for now...

Disapproval (Hera)

Rather than grant the spell, Hera wishes to teach her cleric how to really be the one in charge, especially in charge of men!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. The cleric must do nothing but ruminate over the scourge of mankind (excluding womankind, of course) for the next 10 minutes.

2. Until she says something cruel and insulting to a man, the priestess of Hera suffers a -1 to all spell checks. If they haven't done something bad yet, they will!

3. Let him have it! The priestess must expose and chastise a philanderer and/or sexist pig by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. Why has the goddess forsaken? The Heran cleric immediately suffers -d3 penalty to all spell checks that lasts until the next day.

5. Like one of great Hera's earliest forms, the cleric herself must emulate a plank or pillar, standing regally erect and still. She must do so for at least 3d6 rounds, taking no other action, though she can defend herself as normal.

6. The network of Heran priestesses is vast... but esoteric. The cleric is called upon to perform some task that would seem coincidental to unenlightened onlookers (especially male ones), such as waving a certain colored handkerchief at a certain time in a certain place. Fulfilling this task takes d12 hours to complete and must be done alone.

7. A priestess of Hera must avail herself of informants. What better way to keep women in the know and men under wraps? She will be unable to cast d3+1 of her spells (including possibly Lay on Hands and/or Turn Unholy), until either she gets information from someone that provides her with useful information or until the next dawn occurs.

8. The cleric must also be a woman of bearing, so as to better rule the world (including the all those untrustworthy men in it!) As in

result #7, above, she will be unable to use a portion of her clerical abilities, until either she acquires d30 x CL gold pieces in treasure, objects of value, or the like, or the next dawn occurs.

9. And of course, the Heran cleric must demonstrate the values of matriarchy by having manservants! Unless she is able to acquire a new manservant (male slave), she will become so preoccupied and angry that she will refuse to use d2 random spells, including possibly Lay on Hands and/or Turn Unholy, for the next d3 days.

10. If the cleric of Hera has deigned to enter into a romantic relationship with a man, then she must immediately end it, even if it would reduce her station or even disrupt her long term schemes... or suffer Hera's wrath! If the man resists or the local 'society' prevents such a split, then the cleric must use *other means* to end it. If, on the other hand, she has no such relationship to end, then she will simply be required to insult the next male she sees instead.

11. Why don't you hit me with your best stab! Surging with the Amazonian might of Hera, the priestess must challenge a capable male to a duel as soon as possible. During this time, she gains a deed die to assist in defeating him, equal to what a warrior of the same level would receive, except that it can only be used against him and/or any males foolish enough to intervene. She may also don heavy armor for the fight, but may not use any of her magic. The first one to submit is thereby deemed the loser and he (or she) suffers a -3 to all rolls for the next 24 hours, due to the shame of defeat (that is, if the loser is even still alive!)

12-13. Oh Goddess Queen, what have I done to earn your ire? The cleric is prevented from using d3+3 of her spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy.

14. Praise be to Hera, the priestess learns a secret about a random party member! She will then be obliged to let this individual know in order to blackmail them, of course. Until then, she will not be able to use any of her clerical magic. Note that said individual will certainly attempt to take action against the priestess, if doing so would prevent the secret from getting out. Such a situation would certainly then call for more blackmail!

15. Just as Zeus did to Hera, the cleric must relive her goddess's pain for a failed plot. She is immediately taken and hung from the sky, unable to return until the next day, as well as taking 2d6 damage from the pain. It is possible for her allies to find and converse with her during this time (if they have the ability to fly), but no power can (or will) return her before then.

16. Hera's wrath knows no bounds (even towards one of her own priestesses)! While it will only be a temporary scourge (d30 hours, since the priestess obviously is not a despicable male), the cleric suffers one of the following, leaving no doubt that it is her goddess that is in charge: (d8) **1.** Plagued by a gadfly: -5 to all rolls, **2.** Blinded by divine glory: unable to see, **3.** Poisoned land: any males who drink anything within 200' of her must make a Fortitude save DC 5 or die, **4.** No inn, tavern, or the like will allow her to stay there, **5.** Attacked by snakes: as per the Snake Trick spell, result 20-23, **6.** Gain a random insanity, **7.** Losing side: -4 to her and all allies' attack rolls, **8.** Gerana's lament: turned into a crane (the bird).

17. The love of the Heran Priestess is harsh, but, well... harsh. She must immediately take the nearest man, causing him at least 4d6 damage, either by her weapons, positioned sharpened stakes, handmaidens, and/or magic. If two or more males are equally close by (or nearly so), then the 'lucky' one will be selected by whoever makes the highest Personality check! If the male survives (and hasn't run off or been slain the priestess), then they can

spend a romantic night together, both gaining d2 experience points. If he dies, then his family and comrades will most likely seek recompense against the priestess, unless her trial-seduction occurs in a matriarchy.

18+ Oh, here she comes! Hera has had enough of her priestess's insolence and must learn the true measure of feminine rage! Within d30 hour's time, the priestess will be hideously transformed into a female-type monster, such as a gorgon, harpy, lamia, gynosphinx, or the like. This will last for 1 day, plus 1 more per disapproval total over 18. During this time, she will remain in the general area where the transformation took place, killing an average of d4-1 peasants a day, as well as sundry pets and livestock. She will be otherwise under the Judge's control during this time and unable to use her clerical magic. Each day, there is a base chance of 35% of an adventuring party coming to kill her (since she is now a monster). If this occurs, then she takes 6d6 - her CL x 2 damage from the encounter (use her cleric hit points, rather than a monster's in this case). If she survives such an attack, then it is assumed that she either ate or drove off the party, gaining 3d20 gold pieces in treasure. In any case, if she survives the allotted number of days, then she will revert to normal form and ability, as well as enjoying a +2 to all rolls from now on when dealing with the type of monster that she turned into!

Cleric Spells (Hera)

Clerics of Hera have access to the following spells:

1st Level (d12): **Blessing**, **Detect Philanderer** (as Detect Evil, but only detects unfaithful men), **Food of the Goddess** (as Food of the Gods, but males are required to prepare it: takes 3d10 extra minutes), **Holy Sanctuary**, **Paralysis**, **Protection from Evil Men** (as Protection from Evil, but works against men of all alignments!), **Second Sight**, **Word of Command**, **Charm Person***, **Comprehend Languages**, **Mending** (carried out by phantom men), **Sleep*** (ditto).

2nd Level (d10): **Binding**, **Curse**, **Lotus Stare**, **Restore Vitality** (for females only), **Stinging Stones** (as Stinging Stone, reduces male's movement by 5' per CL for the spell's duration, due to... limping), **Dispel Magic***, **ESP***, **Forget***, **Nythuul's Porcupine Chastity Belt** (as Nythuul's Porcupine Coat, but with a +4 casting bonus, usable in a potentially very... painful situation), **Scare***

3rd Level: (d6) **Bolt from the Blue**, **True Name**, **Amazon Strength*** (grants females +2 additional strength, 2' of height, and +1 HD for the spell's duration), **Monster Summoning*** (female-type monsters only), **Shatter*** (also requires the priestess to scream), **Scare*** (usable against anyone)

4th Level: (d4) **Affliction of the Gods**, **Sanctify/ Desecrate**, **Amazon Champion*** (as Eternal Champion, but summons a female warrior (or warriors) and gains a +2 to attacks vs. males, a -2 vs. all others), **Curse of Hera*** (as Curse of Moirae, but cast with a +4 bonus against philanderers and their female cohorts)

5th Level: (d2) **Righteous Fire**, **Polymorph*** (+4 when used against philanderers and/or their female enablers)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes, as well as using Disapproval (above), in the case of a spell check of natural 1.

Amazon Warriors (Warrior Option)

Unlike standard (usually male!) warriors, Amazon warriors will only perform their Mighty Deeds against male humans, demi-humans, and humanoids. Otherwise, they have a standard +1 attack bonus per amazon warrior level, no matter who they are fighting.

Loki

Chaotic God of Mischief, Trickery, Monsters, & Fire



Tenets of Loki

- * Spread mischief (to teach others humility)
- * Breed monsters- they make life more interesting!
- * Point out others' flaws; it really helps to annoy them
- * Burn down the pediments of those who would control you

Clerics of Loki

Allowed Weapons: Blackjack, blowgun, crossbow, dagger, dart, garrote, hand axe, short sword

Allowed Armor: Leather or lighter

Holy Symbol: Flames, Laughing Face

Unholy Creatures: Followers of lawful gods, senseless dogooders, blokes

Lokian Way: Being quite tricky, Clerics of Loki can backstab as thieves of one level lower.

Lay on Hands/ Healing Side-Effects (Loki)

Few would be wise to receive healing from a servant of Loki,

Roll d12, adding the recipient's Luck modifier:

1. Monstrous Healing: The patient may receive healing, but he will also turn into a random monster of equal HD in d20 rounds time! The patient-monster will then attack anyone around him (except for the cleric of Loki, of course, who will be too busy laughing) for d6 rounds. Hilarious!

2. You should have seen the look on your face! The patient thought that he was being healed, but he was actually being harmed instead! Hee hee! Any healing he had was actually an illusion and he will instead take 3d6 damage in d20 minutes time from a freak accident!

3. Sucker! No healing really took place. The dupe will figure that out in 3d6 rounds- if he doesn't die first!

4. Whoops! Even though the patient may be healed, he will make a huge mistake, automatically rolling a one on his next attack roll or spell check. Now that's funny!

5. Lure of the Knave: The thrill of taking that which isn't yours can be quite compelling! From now on, the recipient must make a Will

save DC 5 to avoid stealing any expensive item or treasure that he sees and can get his hands on. In addition, each time he is affected by more spells by a cleric of Loki, the DC increases by 1!

6. Mickey Finn: The recipient must immediately sleep for d30 minutes, during which time the Lokian will just steal *most* of his valuables, if he's lucky...

7- 8. Practical Joke: Whether it be the 'ole pie-in-the-face, pulling one's hand away from giving 'five', or fake sucker-kicking into one's groin, the recipient is extremely embarrassed, suffering d4 Personality damage.

9+. Standard healing: Loki is too busy causing mischief elsewhere to be bothered with any side-effects for the recipient right now...

Flying (Loki) (Replaces disapproval)

Why grant the spell? Loki would rather test the cleverness and sense of humor of his disciple instead.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. The Lokian must do nothing else but hatch a scheme for the next 10 minutes. The best-laid schemes can cause the most mischief!

2. So many pranks to pull, such little time! Until the cleric embarrasses someone or steals something, he suffers a -1 to all spell checks.

3. A heist is now in order! The cleric of Loki must steal an object or objects worth at least d4 x 100 gold by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. It is now the Lokian who had been conned! He himself takes a -3 penalty to all spell checks until the next day, wondering how Loki pulled a fast one on him!

5. Insulting someone else is one thing, but being insulted oneself is another! At the next insult or rebuke, the cleric must respond with deadly force, or else he will forfeit his ability to Turn Unholy for the rest of the day.

6. Being the father (and mother?) of so many monsters, Loki can't help but have his cleric empower them. For the next 24 hours, all monsters have a +2 to all rolls when within 120' of the cleric. Whether this works for or against him, only the Norns can decide.

7. The Lokian must start a quarrel, whether between himself and another (risky, but easy to pull-off) or between at least two others (safer for the cleric, but a little harder to do). Until he does so, the cleric loses access to d3+1 spells that he knows, including possibly Lay on Hands or Turn Unholy, or until the next night falls.

8. It is now a theft that is required. But this isn't any old heist: the victim must know that the cleric took it, or at least be highly suspicious! Failure to do so causes the cleric to lose access to some of his power, as per result #7 above.

9. And now for some destruction! The cleric of Loki must burn down or otherwise destroy a building, in order to prevent the temporary loss of some of his clerical ability, as per result #7 above. Hee hee!

10-12. Loki is bedlam incarnate! As such, the caster experiences misfire instead of the spell failing, just like a Wizard spell would. The cleric also loses access to d4+1 random spells, including possibly Lay on Hands and/or Turn Unholy for the rest of the day. Hilarity now ensues!

13. Corruption pours over the caster, causing him to be *changed* as per Minor Corruption on DCC RPG, p. 116. Such is the price of following the Great Trickster.

14. Realizing what a monster the Lokian really is, he himself turns into a random one of the same HD for d20 minutes. Though he may remain in control of his actions, he might pretend not to.

15. Following in Loki's footsteps of siring monsters, the cleric does so as well. If male, the next woman he lies with will do so. If female, then she immediately becomes pregnant with the little monster. Whatever the case, birth will occur in d12 months and whether the nursery will be pink or blue will be the least of their worries.

16. The next object the Lokian touches ignites in flame, but this flame will not be quenched so easily! It will continue to burn, even spreading quickly to other flammables, causing d6 damage per round to any beings unfortunate enough to touch it too.

17+ Ragnarok! ...or at least something close to it. All possible combatants within 400' of the Lokian begin to viciously battle each other and/or engage in whoredom for 2d3 rounds. Those who survive take d2 Intelligence and Personality damage, due to the trauma. Increase the range and the duration of the effect, as well as the aftereffects x 2 for each Flying result over 17 (x2 for 18, x4

for 19, etc.). Noncombatants simply stay out of the way, inheriting whatever is left.

Cleric Spells (Loki)

Clerics of Loki have access to the following spells:

1st Level (d9): **Darkness, Paralysis, Word of Command, Cantrip*, Choking Cloud*, Color Spray*, Ropework*, Sleep*, Ventriloquism***

2nd Level (d12): **Curse, Snake Charm, Stinging Stone, Fire Resistance*, Forget*, Flaming Hands*, Invisibility*, Levitate*, Magic Mouth*, Mirror Image*, Monster Summoning*, Scare***

3rd Level: (d5) **Animate Dead, True Name, Breathe Life*, Demon Summoning*, Emirikol's Entropic Maelstrom***

4th Level: (d5) **Affliction of the Gods, Desecrate, Vermin Blight, Control Fire*, Polymorph***

5th Level: (d2) **Loki's Unerring Hunter*** (as Lokermion's Unerring Hunter), **Replication***

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Flying (above), in the case of a spell check of natural 1.

Vagabond Table

Encountering a ne'er-do-well can certainly be a unique experience... and certainly something that would please Loki!

d14 (roll 3x)	Vagabond is a...	Who attempts to ... an unlucky party member	And is also very ...
1	Man	Beg from	Cute
2	Woman	Pick pocket	Ugly
3	Youngster	Rob	Smelly (foul odor)
4	Merchant	Insult	Sick (50% chance of coughing on a party member)
5	Rake	Attack	Nauseous (75% chance of also vomiting)
6	Old person	Make an indecent proposal to	Drunk
7	Person of indiscriminate age	Falsely accuse	Smelly (perfume or cologne)
8	Pet (25% chance of actually being a talking animal)	Question repeatedly	Loud
9	Half-breed or Mutant	Con or Encourage engaging in criminal activity to	Unintelligible (foreign, quiet voice, or demented)
10	Orc, Goblinoid, or Distant Relation	Engage in conversation with	Obnoxious
11	Thief or Halfling	Stand uncomfortably next to	Delusional
12	Warrior or Dwarf	Follow around	Bizarrely dressed
13	Wizard or Elf	Start trouble for	Strangely powerful
14	Cleric or Otherworldly Being	Give various pamphlets to	Inappropriate

Odin

Neutral God of Wisdom, Insight, & the Runes



Tenets of Odin

- * Hold the Eye and nothing else
- * Gain knowledge and wisdom through the Runes
- * Face one's fear and pain fully
- * Seek silence within and without
- * Surrender oneself to Odin, to oneself

Clerics of Odin

Allowed Weapons: Spear, staff, longsword, short sword, dagger

Allowed Armor: Chainmail & shield or lighter

Holy Symbol: Three Interlocked Triangles, Equidistant Encircled Cross

Unholy Creatures: Un-dead, demons, humanoids

Odinnic Way: Clerics of Odin seem somewhat grim and/or odd by nature, taking a -2 penalty to all rolls made to socialize with mortals, but also gain a +2 to all Will saves

Lay on Hands/ Healing Side-Effects (Odin)

Something may be required of the recipient when they ask for healing from a cleric of Odin.

Roll d12, adding the recipient's Luck modifier:

1. Viking medicine: Realizing that he is not the body, the recipient takes d3 hit points of damage as the cleric carves a rune directly into his flesh.

2. Sacrifice: Dying somewhat to the Allfather, the recipient takes d3 damage to a random ability score.

3. Rest now: Removing all mental perturbations for a time, the recipient must immediately sleep for d30 minutes, unless a battle is at hand.

4. Holding the Eye: In emulation of mighty Odin, the recipient loses sight in one eye for d6 hours, suffering a -6 to all sight-related rolls.

5. Patience. The healing takes an extra d30 rounds to finish, minus the cleric's CL x 2. Perhaps more time for introspection is needed?

6. Time will tell: When the time is right (d30 minutes later, minus the cleric's CL x 2) the healing effect kicks in.

7. Odin's Fury: Overcome by the power of Odin, the recipient acts as if under an Inspired Madness (see Blot result #11 below) or an Asgardian Rage (Blot result #15) for d6 rounds.

8. Odin's Mind: Whether in quiet contemplation or in study of the Runes, the recipient seeks time alone for the next d10 minutes, as long as there is no immediate battle to be had.

9+. Standard healing: Odin requires nothing specific from the recipient for now...

Blot (Odin) (Replaces disapproval)

Rather than grant the spell, Odin wishes to test the mettle and insight of his cleric instead.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Odin wishes the cleric to simply sit and contemplate the World Tree, doing nothing else (unless there is a battle to be had, which would be an acceptable alternative) for the next 10 minutes.

2. Further study of the Runes is now required. Until he does so for 1 hour, the cleric suffers a -1 to all spell checks.

3. A raid for the glory of Odin is needed! The cleric must despoil a foe's or hostile creature's lair by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. How insightful is Odin's faithful? The cleric immediately incurs an additional -d3 penalty to all spell checks that lasts until the next day.

5. As does his patron deity in Valhalla, the cleric must refrain from consuming anything except for mead or wine for the rest of the day, causing a -2d4 penalty to Agility, among other things. Failing to do so prevents the Odinnic from using magic items until the next dawn.

6. Sacrifice is required of the cleric. Odin borrows the use of an eye, an arm, or some other extremity, causing the cleric to lose the ability to use that body part effectively until the next day. d4+1 Strength, Ability, or Stamina is considered lost while that body part is unusable, as well as any other detriments, as determined by the Judge.

7. It is now spells that Odin requires. The cleric loses access to d3 spells that he knows, including possibly Lay on Hands or Turn Unholy, until the next day.

8. What is there to say? As a silent wanderer, just like the Allfather, the cleric of Odin will refrain from speaking for the next d6 hours, as well as losing access to some of his power, as per result #7 above.

9. Seeking Freya herself, the cleric is compelled to sit in isolation for the next d30 x 10 minutes. Perhaps she will grace him with her presence and even weep tears of gold for him, as well? If she doesn't arrive (a 90% chance), then he temporarily loses some of his clerical ability, as per result #7 above.

10. Odin compels the cleric to meditate upon the deeper mysteries of the Runes, losing access to d3 spells, including possibly Lay on Hands or Turn Unholy, until he can make a DC 15 Will save. A new check can be made each day; success means the spells are usable again.

11. The cleric is overcome by Odin's inspired madness. He immediately moves in a random direction and takes some impulsive action for d3 rounds with any object or person that he comes in contact with, such as pulling a lever, opening a door, sitting in a chair, saying something strange, enlisting orphans on a crusade against the nearest evil temple, or the like. He also loses access to the spell that triggered the Blot until the next day.

12. Isn't it weird? The cleric loses access to d6+2 of his spells for the rest of the day, including possibly Lay on Hands or Turn Unholy, as he contemplates his fate on Midgard.

13. It must be the work of Loki! The spell misfires instead, affecting a different target as per a wizard spell or Judge. The spell is also lost until the next day, to boot.

14. Those around the cleric finally realize how ergi (unmanly) he is for using magic (rather than just physical weapons) and proceed to insult him for the next d6 rounds. Any enemies who may be present will also attack, but allies and others will simply do nothing else except attempt to bruise his pride. If no one happens to be around, then a Valkyrie will show up to rib him instead. Whatever the case, the embarrassed cleric will lose access to d4+2 of his spells and/or Lay on Hands or Turn Unholy ability until the next day. Of course, if the cleric is a woman, then all just shrug and go about their business instead.

15. Flying into an Asgardian rage, the cleric attacks the nearest worthy opponent (even if an ally) for d2 rounds. During this rage, the cleric gains a +2 to hit and damage rolls, but also a -2 to AC and recites a poem that might actually be pretty good, if a bystander takes the time to write it down.

16. The cleric's spirit is required in Valhalla, to Odin's Hall for an immediate audience. The cleric collapses comatose, while his spirit is whisked away to the gilded halls and stunning Valkyrie handmaidens. After d30 minutes have passed, he returns feeling refreshed (and probably drunk) with insightful tales to tell; that is, if the cleric's body has not been unduly harmed or defiled during the interim. He also finds that d3+3 of his spells, Lay on Hands, and/or Turn Unholy ability are unavailable until the next day.

17. The cleric vanishes completely to a random Norse Otherworld (q.v.). He and his body are gone for 4d6 hours. Upon his return, it is shown that he took d30-10 hit points of damage (negative damage would equal healing in this case) and gained d6 experience points, reflecting the nature of his visit.

18. The ultimate in gaining insight, the cleric must immediately pluck out one of his own eyes, just as the Allfather did. The cleric automatically takes 4d4 damage and must make a Fortitude save DC 15 or die. If he survives the process, the cleric gains a +2 bonus to cast divination spells and to Will saves from now on. One eye sacrificed is all that is needed: further rolls of this result are ignored instead.

19+. As Odin himself did to acquire the runes, the cleric must now also hang from a wind-swept tree for 1 night, plus 1 more per point over 19 on the Blot roll. For example, a Blot total of 20 would require 2 nights of hanging from the tree, 3 nights for a total of 21, etc. The ordeal requires that the cleric eschew food and drink, taking 2d8 hit point and d2 Stamina damage per night and not experiencing any healing, nor using any magic, as a sacrifice to himself. At the conclusion, he will also be struck by a spear for an

additional d8 damage. If he survives the ordeal, then the cleric can also make a Will save DC 15 to learn a bonus spell with the Judge's approval, equal to one spell level per two nights hung, rounded up (1-2 nights= a 1st level spell, 3-4 nights= a 2nd level spell, etc.) or instead gain a +2 bonus to cast a spell that the cleric already knows, using the same night/ spell level equation.

Cleric Spells (Odin)

Clerics of Odin have access to the following spells:

1st Level (d12): Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Resist Cold or Heat, Second Sight, Word of Command, Animal Summoning* (wolves or ravens), **Younger Futhark*** (as Runic Alphabet: Mortal, but may only have up to CL x2 such runes ready to be activated at one time, instead of having to pay the gold cost)

2nd Level (d9): Banish, Cure Paralysis, Curse, Divine Symbol, Berserker's Stare (as Lotus Stare), **Neutralize Poison or Disease, Restore Vitality, Wood Wyrding, Mind Blank*** (as Strength, but improves Will saves instead)

3rd Level: (d8) Bolt from the Blue (though the bolt(s) look(s) like ravens attacking), **Exorcise, Remove Curse, Dispel Magic*, Elder Futhark*** (as Runic Alphabet: Fey, but may only have up to CL x 2 such runes ready to be activated at one time, rather than having to pay the gp cost), **Forest Walk*, Huginn and Muninn*** (as ESP, except that the caster is stunned for d10 rounds if the target saves against the spell), **Valkyrie*** (as Shield Maiden, but use stats for Valkyrie below)

4th Level: (d4) Haminga* (as Polymorph, but can only turn into a Wolf, Bear, or Raven), **Gungnirson*** (as Sword Magic, but is used on spears instead), **Sleipnir's Stride*** (as Planar Step, but +4 casting bonus when place of departure closely resembles intended destination or when cleric is mounted or on a boat), **Utiseta*** (as Consult Spirit, except that the cleric gains a +2 bonus to cast it when conversing with Valkyries, Landvaettir (Nature Spirits), or Einherjar (the heroically slain).

5th Level: (d2) Whirling Doom (though the blades look like they're being held by Valkyries), **Spacraft*** (as Wizard Sense, but cleric may choose to invoke any effect of equal to or less than his spell check)

* Treat as the Wizard or Patron Spell in parenthesis, except for the changes noted, as well as using Blots (above), in the case of a spell check of natural 1.

Wisdom (Optional Rule)

Hanging from a tree for a couple of days and plucking out one's eye may not make one 'Mr. Personality', but it would certainly help with building willpower. As such, Judges may allow characters to also have Wisdom scores as a 7th ability score, using its modifier for Will saves. This will reflect well on how clerics of deities such as Odin handle hardship and desire, like being repeatedly wrapped on the knuckles by Valkyrie teachers with rulers!


Valkyries

Otherworldly, angelic warrior women who serve Odin (and also Freya), they are drawn to battles, the heroically-slain, and to grim-looking men. Being quite striking, they can turn hearts, inspire bravery, and are quite willing to engage in battle themselves.

Init +9; Atk longsword +9 melee (d8+6) or spear +6 melee or ranged (d8+2); AC 18; HD 5d8+2; MV 30'; Act 2d20; SP Inspire Heroism (+2 to all allied rolls), Fly, Planar Step, Lay on Hands as clerics of Odin (all w/ +9 spell check), Choose Slain (+5 to all rolls vs. 1 foe per day per warrior level); SV Fort +10, Ref +7, Will +10; AL N.

Road Encounters

Whether a journey without is really a journey within, only Odin truly knows.

D20	Encounter				
1	Road is paved with (d5): stone, brick, yellow brick, marble, or other	8	Traveler (local)	15	Battle (roll on Traveler table d4+1 times)
2	Road is very (d6): winding, well-maintained, worn, straight, rutted, or other	9	Traveler (local or foreigner)	16	Ruins* or Ocean* (treat as river, if needed)
3	Journey takes longer time than expected (x d6)	10	Traveler (foreigner)	17	Mountain* or Temple
4	Journey takes shorter time than expected (1/d6)	11	Remains (roll on Traveler table)	18	Shrine or Chapel (50% chance of being attended by a cleric; 25% chance of bestowing a boon upon the faithful who visit it)
5	Delay (d5): tollhouse, heavy traffic, road damage/ construction, weather, or authorities	12	Town or Tavern (as a single, roadside locale)	19	Foul Fey Tricks, Cult, or other
6	Traveler (local)	13	Forest* or Meadow*	20	Sign-post (d4): way-sign, graffiti, runes, or other
7	Traveler (local)	14	Unsettling or Vagabond		

* As per the table of the same name. 35% chance of encounter being disturbed/ disturbing instead, since the encounter takes place on a road.

Traveler Encounters

Who knows whether some grim traveler could be a deity in disguise or even Odin himself?

d10 (roll 4x)	Traveler is a...	Who is/are on the road to...	And is also very ...	And/or...
1	Lone human (25% chance of having d8 class levels)	Explore or wander	Grim	Eccentric
2	Group of humans (each has 10% chance of having d4 class levels)	Sell or buy items	Suspicious	Well-armed
3	Adventuring party (d4-1: warrior, cleric, wizard, thief, and/or other)	Visit others (d4): friends, family, master, or other	Boisterous	Crazy
4	Halfling or Halfling group	Patrol	Friendly	Normal
5	Elf or Elven group	Flee from danger	Concerned	Haughty
6	Dwarf or Dwarven group	Go to a battle	Aggressive	Practical
7	Humanoid group or Giant	Raid	Greedy	Lascivious
8	Were-creature, Undead, or Demon	Rob/ Waylay	Deceitful	Corrupt
9	Fey, Spirit, Angel, or Deity	Go on a pilgrimage	Spiritual	Powerful
10	Monster or Wild Animal(s)	Find way home (they're lost)	Confused	Enlightened

Pan

Chaotic God of Nature, Wild Passion, & Shepherds



Tenets of Pan:

- * Be wild, naturally
- * Enjoy making love, it truly sets you free
- * Respect wild places, keep despoilers out of them

Clerics of Pan

Allowed Weapons: Club, bow, dagger, spear, sling, staff

Allowed Armor: None

Holy Symbol: Syrinx, Satyr's Head

Unholy Creatures: Enforcers of chastity, defilers of the wild, clothing merchants

Panian Magic: Up to once per day per CL, a cleric of Pan can gain a +2 bonus to a spell check when standing unclad and/or in a wild, natural area. Clerics of Pan also learn a random animal language for every CL they have.

Lay on Hands/ Healing Side-Effects (Pan)

It's never a bungle when the faithful of Pan helps you out of the jungle.

Roll d12, adding the recipient's Luck modifier:

1. This will only hurt for a minute... The recipient takes d3 damage to either his hit points or a random ability score. It actually doesn't hurt for that long (though the damage heals at the normal rate).

2. Panic! Freaked out, the recipient runs in a random direction for d6 rounds, screaming.

3. Pansformed! The recipient rips out of his or her garb and proceeds to act in an animalistic way for the next d4 x 10 minutes.

4-5. Oh, I like you! Feeling Pannish cravings, the recipient scampers off to find a partner for d6 minutes: any reasonably appropriate one will do, including the cleric!

6. Au Natural Healing: If the recipient wants to be healed, then he or she must be unclad first and also for d6 x 10 minutes afterwards!

7. Time will tell... the healing effect takes d30 minutes to kick in, minus the cleric's CL x 2.

8. Lure of the Satyr: The passions of Pan can be addicting! From now on, the recipient must make a Will save DC 5 to avoid the urge to romantically conjoin with any remotely interested (and appropriate) partner. In addition, each time he is affected by additional magic by a cleric of Pan, the DC increases by 1!

9+ Standard healing: Pan is content to let the healing occur side-effect-free for now...

The Blessings of Pan (Replaces disapproval)

Some might see them as bad, but Pan sees them as good!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Apart from frolicking for the next 10 minutes, the cleric does little else.

2. Give me some love! Until the cleric of Pan engages in at least some moderately lascivious behavior for at least 1 hour, he suffers a -1 to all spell checks.

3. The cleric will need to make a 'sheepskin conquest of the moon goddess Selene' by the next sunrise or he will suffer a -d3 penalty to all spell checks until the next day. The penalty resets after 24 hours have passed, but his desire to conquer beautiful Selene won't pass so easily!

4. Keep it in your PANTS? What? Why!? Remembering one of the few times when he was turned down, the cleric suffers a -d3 penalty to all spell checks until the next day.

5. Who needs pockets? The cleric certainly doesn't! All pockets (and other soft containers such as sacks) he uses will quickly become painfully piled in paeon of great Pan for the next d6 days! He will therefore refuse to stick his own hands into such trappings, requiring other people to pull out anything useful that can be found inside them instead (which might be an added benefit!)

6. Standing at attention, the Pannite is the now epitome of lthyphallic glee. All living beings who first encounter him in this state, which lasts for roughly the next d6 x 10 minutes, must make a Will save DC 10 or either become excited, intensely irritated, or flee in panic, depending on their nature!

7. Whether it be a woodland nymph or a buxom barmaid, the cleric feels happily compelled to play his syrinx for the next (at least reasonably) attractive woman he sees and to proceed to bed her down! Unless he successfully does so, he loses access to d3+1 of his spells, determined at random, including possibly Lay on Hands and/or Turn Unholy, until the next day. A number of Personality checks may now be in order....

8. And what does Apollo know about music?! The cleric of Pan will need to set matters straight, due to some unfair musical competition in the past, showing up a cleric of Apollo, follower of Apollo, and/or similar local god, or he will temporarily lose access to some of his magic, as in #7, above. Who can play a Syrinx upside-down? C'mon!

9. If it's panic they want, then it's panic they'll get! The Panite must scare the crap out of at least d3 individuals or lose access to some of his power, as per #7 above, until the next day. If the cleric

doesn't know the Scare spell (or if it's been temporarily lost!), then he'll just have to improvise!

10. It's time to party! The cleric breaks out into song, hopefully using his syrinx, if it's available, though any sort of instrument would do, really. Those within hearing range of the music will either experience the effects of the spell Charm or Scare (equal chances of either one); cast by the cleric (even if he doesn't know those spells yet)! Whatever the case, the cleric's inspired music lasts for 4d6 rounds, though the results of the magic it created could last much longer! There is also a 30% chance of d4 satyrs, sileni, and/or maenads showing up to join in the song (roll for each), causing even more wild abandon to ensue!

11-12. With a chuckle and a laugh, Pan causes the spell to misfire instead, just like a Wizard spell would! The cleric also loses access to d4+1 random spells, including possibly Lay on Hands and/or Turn Unholy for the rest of the day. Perhaps he will get the joke?

13. Attacking one's Echo? Perhaps it's time to sit this one out- the cleric loses access to d3+4 of his spells for the rest of the day, potentially including Lay on Hands and/or Turn Unholy.

14. Aegocerus! Just like a satyr, the cleric grows a pair of goat horns! Each time he experiences this Blessing, the Panian gains bigger horns that he can make a natural attack with, starting at d2 damage on the first occasion and increasing by 1 die each time this blessing occurs (d3, d4, etc.). On the other hand, his head also becomes more goat-like, causing him to suffer a cumulative -1 penalty to Personality checks per instance of this Blessing when dealing with those who are not into that sort of thing (a 50% chance). Followers of Pan actually love that sort of thing, so the penalty is a bonus with them instead!

15. The Panian is compelled to defend the nearest wild natural area for the rest of the day. During that time (d6): **1.** His legs are turned into that of a goat's: his speed increases by 5', but others who notice them exhibit strong emotional reactions, **2.** He encounters d6 dryads (wink-wink)! **3.** He encounters 2d4 1 HD despoilers, led by a d4+1 HD captain, **4.** A 3d4 HD magical beast ventures into the area: it is 50% likely to be hostile, **5.** A group of d10 human travelers wander into the area: they are each d3 HD, **6.** Roll d5 twice for a double encounter.

16. Ain't that the Pitys... The next woman who spurns and/or runs away from the cleric is automatically turned into a pine tree. And she was trying to avoid wood!

17. A Great Rite of Pan occurs within the next d6 hours, of which the cleric will definitely be a part! At least 4d6 participants (including the cleric!) will arrive at a semi-secluded spot, probably a cave, enjoying each other's company quite intimately, and partying until sunrise. Those who participate (including the cleric) even gain d2 experience points, but others (jilted boyfriends, authority figures, etc.) might be angered if they ever find out what had transpired (a 50% chance)!

18+ The great god Pan is dead (at least for now)! Simulating his namesake, the cleric immediately dies for 1 day, plus 1 additional day per Blessing total about 18. At the end of the duration, the cleric is reborn (just like Pan), but things may not be the same. There is a 50% chance for each person he knows forgetting who he is and a 50% chance for each of his possessions being gone! Roll for each person and each possession for each day the Panite has been dead. What a rush!

Cleric Spells (Pan)

Clerics of Pan have access to the following spells:

1st Level (d8): **Blessing** (requires the recipient(s) being unclad during casting), **Holy Sanctuary** (requires the cleric to play his syrinx), **Paralysis** (borne out of fear!), **Resist Cold or Heat** (if unclad), **Animal Summoning***, **Charm Person***, **Magic Shield*** (as long the recipient is at least mostly unclad), **Sleep***

2nd Level (d8): **Cure Paralysis**, **Curse**, **Stare of Panic** (as Lotus Stare), **Neutralize Poison or Disease**, **Restore Vitality**, **Snake Charm**, **Wood Wyrding**, **Forest Walk***

3rd Level: (d4) **Remove Curse**, **Knock**, **Monster Summoning*** (centaurs, sileni, maenads, and satyrs only), **Scare*** (cast with a +2 bonus, if cleric is being noisy)

4th Level: (d4) **Aegipan*** (as Polymorph, but only works on self, and only to turn into a goat), **Consult Spirit*** (nature spirits or fey, only), **Enthrall*** (as Charm Person, but cast with a +4 bonus, +10 if the target is attracted to the cleric!), **Panic*** (as Scare, but cast with a +4 bonus, +6 if the cleric is being noisy)

5th Level: (d2) **Polymorph***, **Transmute Earth*** (works on natural earth only)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Blessings of Pan (above), in the case of a spell check of natural 1.

Satyrs

Insatiable goat-men who follow Pan (and often Dionysus), they live for wine, women, and song. Their panpipes can cause sleep and charm to those affected, and their tough hides and horned heads can make them quite scrapping in a fight. They are certainly not fond of overly civilized places and those who would wish to curtail their wild behavior!

Init +4; Atk gore +4 melee (1d4+2) or spear +5 melee (1d6); AC 12; HD 3d8+2; MV 30'; Act 1d20; SP Sleep, Charm Person (both w/ +7 spell check); SV Fort +3, Ref +5, Will +2 (-4 vs. attractive females); AL C

Sileni

More horse-like versions of satyrs, they are also usually older, wiser, and even more intoxicated. They are generally respected by satyrs though and can be asked to curtail the latter's excesses at times. Their price is often a furthering of Pan's and/or Dionysus's tenets by those requesting or simply copious amounts of spirits and ale.

Maenads

Wild women, who delight in ecstatic pursuit, periodic debauchery, and even inspired dismemberment. Some are always Maenads, while others instead become them for a time when under the influence of Pan or Dionysus.

Init +4; Atk nails +1 melee (1d2) or bite +0 melee (1d6); AC 10; HD d8+2; MV 30'; Act 2d20; SP Rend (+2d6 damage if they hit with both attacks); SV Fort +1, Ref +3, Will +8; AL C

Ruins Encounters

The many once-civilized places that have now returned to wild rusticity bring pleasure to the great god Pan, beckoning adventurers into their depths and hidden delights.

d30	Encounter				
1	Blocked area (20% chance of it being an immediate cave-in instead: causes 3d20 damage!)	11	Altar, Dais, or both (25% chance of being magical; 25% chance of being a trap)	21	Odor (50% chance of it being foul; 50% chance of being pungent)
2	Satyrs, Nymphs, Sileni, and/or Maenads (75% chance of being mischievous)	12	Great Rite of Pan in progress! (see Blessings of Pan result #17, above)	22	Otherworldly spot or Portal that is (d6): Angelic, demonic, elemental, haunted, fey, or other.
3	Plant or Fungi overgrowth (55% chance of being dangerous)	13	Adolescents (75% chance of being drunk; 95% chance of being arrogant)	23	Statue (10% chance of it being ruined; 75% chance of actually being a golem, if intact)
4	Bas Relief or Tapestry (70% chance of being lewd)	14	Water! (50% chance of being foul; 75% chance of having something nasty inside)	24	Forgotten objects (25% chance of being valuable; 50% chance of being obscure)
5	Change in architecture (75% chance of being in bad taste)	15	Hidden room (25% chance of having treasure)	25	Nasty! (d4: slime, abomination, vermin swarm, or trap!)
6	Distant sound (50% chance of being ominous)	16	Giant Beast (d6): snake, rat, spider, ants, lizard, or other (95% chance of being aggressive)	26	Shrine (75% chance of being Chaotic; 25% chance of being magical)
7	Door that is (d6): Destroyed/absent, locked, secret/hidden, stuck, or trapped.	17	Stairs (75% chance of leading down; 20% chance of being unstable and/or dangerous to walk upon)	27	Monster! (d12): chimera, mantichore, dragon, minotaur, giant, ogre, troll, cyclops, elemental, demon, angel, or other
8	Traveler or Unsettling (q.v.)	18	Attached cave (35% chance of it actually being part of an entire complex)	28	Cult (q.v.) including d30 acolytes, high priest or priestess, plus d20 guards, d4-1 warriors
9	Remains or Tomb (50% chance of d12 undead being present)	19	Adventuring party: Warrior, Thief, Wizard, Cleric, Dwarf, Elf, Halfling, or other (d8 inclusive; 35% chance of being hostile)	29	Humanoid enclave (d7): orcs, goblins, hobgoblins, kobolds, gnolls, other, or a combination thereof
10	Lost individual (10% chance of being innocent)	20	Patrol (d3): Human, Demi-human, or local Humanoid (d10 individuals; 55% chance of being hostile)	30	Re-roll 2d4 times or Per Referee

Room Sub-table (d3): Roll for when a room size is needed

1. Smaller room (10% chance of it being strangely shaped- d6: octagonal, pentagonal, rhomboid, triangular, oval, or other)

2. Larger room: 2d20 x 10' (20% chance of it being strangely shaped)

3. Hallway that is d20 x 5' long, d4 x 5' wide, and (d6): goes straight, turns left, turns right, is a d4+2-way intersection, has d6 doors/ openings leading from it, or a combination thereof)

*See also [The Dungeon Alphabet](#) by Michael Curtis, Good man Games, for more excellent random encounter tables, as well as other Random Dungeon Generators

Poseidon

Chaotic God of the Sea, Earthquakes, & Horses



Tenets of Poseidon

- * Set your sails for adventure!
- * Respect the sea, 'tis Lord Poseidon's domain
- * 'Tis good work in avasting ye scallywags!
- * There's Poseidon's work in earthquakes and horses, too

Clerics of Poseidon

Allowed Weapons: Trident, net, harpoon, cutlass, hook, knife

Allowed Armor: Leather or lighter

Holy Symbol: Trident

Unholy Creatures: Subterranean and/or winged monsters, land-lubbers (humans that are afraid of water)

Poseidonian Way: All clerics of Poseidon treat sailing, swimming, fishing, and other nautical skills as trained skills.

Lay on Hands/ Healing Side-Effects (Poseidon)

The healing of Poseidon drips with briny flavor.

Roll d12, adding the recipient's Luck modifier:

1. Rub Some Salt in that Wound! Though healing does occur, the recipient also takes d3 damage.

2. You're not sea-sick, are you laddy? Even if on land, the world seems to move of its own, unbalancing accord. The nauseated recipient takes d3 damage to a random ability score, as a result.

3. Sleep it off, sailor... The recipient falls unconscious for d30 minutes, unless drowning is imminent.

4. It's time for a dip! As soon as he is able, the recipient must dive into the next body of water that he comes to, even if it *could* be dangerous.

5. Wasting away at... wherever I am: It's time for some strong drink (preferably rum) and loafing about. This reduces all the

recipient's rolls by d3 for the next d6 x 10 minutes, not to mention their motivations.

6. Let's see what the tide brings... The healing takes effect after d30 minutes has passed, minus the cleric's CL x 2.

7. Poseidon's power is great! A saltwater spring erupts from under the location of the healing within d12 rounds, knocking all back 10' in a random direction. It lasts for d6 rounds. Effects are doubled if a cleric, temple, or the like of Athena is within 1 mile of the occurrence!

8. A pirate's life for me... Apart from wishing to say 'arr', loudly singing a sea shanty, and/or seeking out an eye patch to wear for the next d10 minutes, the recipient experiences no other side-effect.

9+. Standard healing: Poseidon is content to have no side-effects for now...

The Wrath of the Sea! (Poseidon) (Replaces disapproval)

'Tis time for the cleric to walk the plank 'ere he earn the wrath of mighty Poseidon himself!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. 'Tis time for a swim. What better way to reconnect with great Poseidon's ways? 10 minutes is required, as soon as the cleric can find water to swim in.

2. This land doesn't move right! Unless on the water, the Poseidonian suffers a -1 to all rolls. This lasts for 1 hour, at which time he gets his land legs back.

3. The water calls! Whether it be going for a swim, sail, or the like, the cleric suffers a -d3 to all spell checks for the next day, until he does so.

4. The tide does go out too... The sea priest now suffers a -d3 to all spell checks until the next day, no matter what he does.

5. What do these landlubbers know of the sea? It is time to show them how to live, even if there is no sea around! Dunkings, downing of rum, forcing others to walk the plank, and some hearty 'aarghs' are now in order! Others probably won't appreciate this show, unless they themselves love the sea, of course. Whatever the case, the cleric continues in this manner for at least 4d6 minutes unless stopped.

6. Unfortunately, the Poseidonian now gets really land-sick. As he vomits and complains about how the stupid land doesn't shift and sway like it should, he suffers a -5 to all rolls. The penalty resets the next day or if the cleric spends at least d6 hours at sea. On the other hand, if he is at sea when this happens, he suffers no ill effects!

7. What do these heathens know of horsemanship? Poseidon did create the horse; he even ended the term with 'ship' to make sure people remembered! Therefore, until at least d6+1 people (who actually have a horse) asks the cleric's leave to ride (and is granted by the cleric), he loses access to d3+1 spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy.

8. Aargh! Athena, she thinks she's so great! The cleric of Poseidon will need to correct certain inequities that are rumored to have occurred when Athena apparently won out over the Sea God in competition for a certain city. Until he 'one up's' a cleric of Athena, follower of Athena, and/or similar local goddess, he will temporarily lose access to some of his magic, as in #7, above.

9. And WHAT do these land-lubbers know of the sea?! Unless the Poseidonian is at sea and all those present say a d6 minute prayer to Poseidon, the cleric temporarily loses access to some of his power, as in #7, above.

10. A fitting offering is immediately required to Poseidon! Until it is provided, the cleric cannot cast any of his spells! Roll d4: **1.** Sacrifice of a bull, **2.** Pour a libation of wine or other valuable liquid upon the ground or water, **3.** A living fish must be blessed (the Bless spell will be made available for this purpose), **4.** A boat must be blessed (the same)

11-12. Just like the sea, Poseidon can be unfathomable! The spell experiences misfire instead, just like a Wizard spell would. The cleric also loses access to d4+1 random spells, including possibly Lay on Hands and/or Turn Unholy for the rest of the day.

13. Lost in irons... The cleric loses access to d3+4 spells for the rest of the day, possibly including Lay on Hands and/or Turn Unholy. Perhaps the winds will blow better tomorrow?

14. Incensed over a failed sacrifice to the Gods (or the like), Poseidon causes the cleric to lose access to all of his powers until the next day. What is more, the next child of the closest woman in a random direction will be born as a monstrous Minotaur. Beware!

15. The Poseidonian is now blessed with traits of a true steward of the sea! The cleric's legs fuse together, becoming like that of a fish tail from the waist down. While in such a state, he can swim at double his land speed and can breathe under water. If the cleric happens to be female, she would also appear as a beautiful mermaid, gaining a +4 to Personality checks that involve physical beauty. Otherwise, the cleric would be seen as some sort of freak fish (by land-lubbers, of course). Whatever the case, the cleric remains in this form for a longer amount of time each time he gets this Wrath of the Sea result: 1st time: d6 hours, 2nd time: d6 days, 3rd time: d6 months, etc.

16. Both land and sea tremble at the wrath of the Earth Shaker! The area becomes the center of an earthquake, as per the spell, cast with a +10 bonus! Even though his comrades might be appalled, the cleric of Poseidon definitely thinks that this turn of events is great!

17. A mighty son of Poseidon shows up for vengeance! Within d20 rounds, a Cyclops arrives to attack all those in the area (including the cleric, if he's still around). The one-eyed giant will rampage within the area, attacking random individuals and/or structures, for the next d6 x 10 minutes, unless it is slain or similarly disposed of.

18+. Blown off course! Even if on land, Poseidon teaches the cleric (and anyone that he is currently traveling with) about the power of the God of the Sea! They thus are transported to another place, so that it takes at least 1 day to return to their original point of departure, plus 1 additional day per Wrath of the Sea result over 18 (for a total of 2 days with a 19, 3 days with a 20, etc.) What is more, it will be an (albeit brief) Odyssey to return. The Judge can either use existing encounters and/or random tables to describe the trip or use the following guidelines: each traveler (and vessel or mount) takes d30 damage, gains d30 gold pieces, and achieves d4 experience points during their Odyssey, that is, if they survive!

Cyclopes (Polyphemian)

Sons of Poseidon, this type of Cyclops is more commonly found on deserted islands and hidden valleys, being quite prone to eating sailors who foolishly expect hospitality.

Init +0; Atk club +10 melee (1d12+5) or boulder +6 (d8+8); AC 15; HD 10d10+7; MV 40'; Act 1d20; SV Fort +7, Ref -1, Will +3; AL C.

Cleric Spells (Poseidon)

Clerics of Poseidon have access to the following spells:

1st Level (d7): Blessing (requires seawater), **Food of the Goods** (seafood, naturally), **Paralysis**, **Resist Cold or Heat**, **Oceanic Missile*** (as Magic Missile, but does 1/2 damage and is composed of saltwater), **Magic Shield*** (only works near bodies of water), **Water Breathing*** (self only)

2nd Level (d9): Binding (requires an anchor), **Curse**, **Cure Paralysis** (requires saltwater), **Neutralize Poison or Disease**, **Restore Vitality** (requires submerging subject in water), **Sea Charm** (as Snake Charm, but works on sea creatures instead), **Wood Wyrding** (due to sogginess), **Animal Summoning*** (sea creatures and drunken sailors, only), **Ropework*** (as long as the rope has been attached to a boat at some point)

3rd Level: (d6) Bolt from the Blue (shoots out of a nearby body of water, which is required for the spell to work), **Speak with the Dead** (only works on those drowned at sea), **Monster Summoning*** (sea monsters, minotaurs, gorgons, and cyclopes only), **Seadweller Bond*** (as Bottomfeeder Bond, but works with aquatic creatures instead), **Trident Magic*** (as Sword Magic, but works on tridents, instead, of course), **Water Breathing*** (works on self or others)

4th Level: (d5) Affliction of the Gods, **Cause Earthquake**, **Gust of Wind***, **Reap the Whirlpool*** (as Reap the Whirlwind, but only works over bodies of water), **Water Walking*** (as Levitate, but only works over water)

5th Level: (d3) Weather Control, **Control Water*** (as Control Ice, but works with water instead, causing 1/2 damage), **Polymorph*** (into sea creatures, horses, or bulls only)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Wrath of the Sea (above), in the case of a spell check of natural 1.

Ocean Encounters

Sails unfurled as the crisp ocean waves lap against the hull of a stout sailing ship, there's no telling what one will find while in the domain of King Poseidon!

d20	Encounter		Encounter
1	Wind change	11	Vessel
2	Weather change	12	Mermaid
3	Sea bird	13	Pirates!
4	School of fish	14	Whale
5	Shark or Giant Fish	15	Mutiny
6	Flotsam or Jetsam	16	Giant Crab
7	Minotaur* or Cyclops*	17	Giant Octopus
8	Wizard* or Iron Shadow*	18	Smashing Rocks
9	Tribe* or Sorceress*	19	Storm
10	Harpies* or Hydra*	20	Other

* Found on an island that it is roughly d20 /4 miles in diameter.

Skadi

Neutral Goddess of Winter, Mountains, & Freedom



Tenets of Skadi

- * Honor the cold and the highlands
- * Find freedom through rugged independence
- * Hunt & ski: 'tis the way of life
- * Honor the land

Clerics of Skadi

Allowed Weapons: Bow (any), spear, axe, club, dagger

Allowed Armor: Chainmail & shield or lighter

Holy Symbols: Mountains, Snow

Unholy Creatures: Fire creatures, sea creatures, tyrants

Skadian Magic: Up to once per day per CL, a cleric of Skadi can gain a +2 bonus to a spell check when standing in a cold or mountainous area.

Lay on Hands/ Healing Side-Effects (Skadi)

The cold mountains may provide succor to those with grit and a nose for independence, but not to soft, acquiescent, warm lowlanders. It may be up to the recipient to prove his worth.

Roll d12, adding the recipient's Luck modifier:

1. Icy Embrace: The bitter chill of Skadi's caress causes d3 hit point damage, as well.

2. Numbness: Mountain exertion and rimy frost come over the patient, causing 2d2 Agility damage.

3. Healing of Thrymheim: The healing will only take place if the recipient is in an area that is 40 degrees in temperature or colder.

4. The High View: The recipient must now be on a hill, mountain, or other significantly raised area for the healing to take place.

5. Yeoman's Call: Yes, the recipient may be healed, but only if he call's no mortal his master.

6. Heart of Ice: Like the goddess herself, the recipient finds it hard to laugh for the next d6 hours, even being unable to gain bonuses from motivating magic or abilities. The distant sounds of howling wolves and blizzard winds can only be heard instead.

7-8. A Taste of Risir-brood: The recipient grows hale and strong from the healing, though less civilized as well. He experiences the effects of Risir-brood, results #11 or #12, for the next d6 hours.

9+. Standard healing: Skadi requires nothing specific from the recipient for now...

Risir-brood (Skadi) (Replaces disapproval)

Skadi wishes to make her cleric become more like herself, a free giant, rather than grant the spell.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Feeling the longing for the mountains, the cleric does nothing else but pine away for them for the next 10 minutes. Of course, if she is already in the mountains, then she need not do so.

2. Does it feel warm here? The comforting chill of Skadi seems distant now, causing the Skadian to take -1 to all rolls until an hour passes. She will soon after find a way to cool off again.

3. Am I growing out of my clothes again? Unless she finds a new pair of larger clothes to wear, the cleric of Skadi suffers -d3 to all her spell checks for the rest of the day, as well as permanently growing 2" in height.

4. I long to be free! Feeling that true freedom can be ever-elusive, the cleric takes a -d3 penalty to all spell checks for the next 24 hours.

5. For the next d6 x 10 minutes, the cleric engages in climbing, hunting, or simply just attempting to cool off. Revitalized, the cleric can return to other activities afterwards.

6. Going up the Mountain! The Skadian immediately departs on a lone hike up a mountain, which takes roughly d4 hours round-trip. On her adventure, she takes d10 damage and gains d2 experience points, as she deals with rough climbs, weather extremes, and mountain denizens!

7. The eyes of Thjazi still shine brightly in the nighttime sky... The cleric must gaze upon stars to honor the fallen father of Skadi or risk losing access to d3+1 spells for the rest of the day, including possibly Lay on Hands and/or Turn Unholy, until the next day. And what better place to view them than from a mountain top in the middle of winter?

8. Make me laugh! It may take some burlesque show done in the Lokian manner, but getting the cleric to laugh will prevent her from losing some of her powers for a time, as per result #7, above. Whatever the case, the entertainer must make a Personality check DC 20 in order to succeed. What is more, each failed attempt requires a different willing comedian, as well as a +1 to the DC to succeed.

9. And now, it is time for the cleric to choose a partner. And what better way than to pick based on what their feet look like! All suitable bachelors (or bachelorettes, if the cleric is male) within 1/4 mile will immediately be lined up for the cleric. She will then take d6 minutes to select one at random (or perhaps have a higher chance of picking one who might have unusually nice feet, as was the case with Njord). Whatever the case, she must marry that bachelor (and agree on a place to live!) or lose access to some of her magic for a time, as per #7 above.

10. Tapping into her frost giant heritage, the Skadian gains immunity to cold weather, What is more, she can ignore up to 2 damage from cold attacks and spells, but also gains 2 extra damage from fire attacks and spells for each time she experiences this result. Still, frost giants are cool, so she should be pretty pleased with herself.

11. The cleric of Skadi grows stronger! She immediately gains 1 Strength, her muscles rippling, but also loses 1 Intelligence or Personality to compensate, each time she experiences this Risir-brood. That may not matter, though she may need to get some larger clothes!

12. And now the cleric grows larger! This time, she gains 1 Stamina, thanks to growing 6" taller and having a more massive body to boot, each time she experiences this result. On the other hand, she also loses 1 Intelligence or Personality (though not necessarily Comeliness, q.v.) and may find it difficult to find enough food, a capable mount, tall enough doors to fit through, and the like.

13. Loki must be at work! The spell misfires instead, just like a wizard spell would. In addition, the cleric loses access to d4+1 random spells, including possibly Lay on Hands and/or Turn Unholy for the rest of the day, even though she may chuckle at the joke.

14. I cannot tolerate Noatun and the incessant calling of the gulls! From now on, if the Skadian is within 1/2 mile of any ocean, she loses access to d4+1 of her spells until she leaves the area. On the other hand, she gains a +1 additional bonus to all spell checks when in the mountains, each time she experiences this result.

15. Whether he did indeed kidnap a goddess or not, the cleric's father is slain for his misdeeds. Outraged, the cleric loses access to all of her spells and clerical abilities for the rest of the day. If the cleric's father is already deceased, then she simply remembers the event and experiences the same effect as she mourns his passing.

16. Infused with the giant might of Skadi, the cleric experiences the effects of both #11 and #12 above. Unfortunately though, d3 of her spells also become unusable for d3 days afterwards, until she gets used to the transformation.

17. A group of d4+1 berserkers arrive, mistaking the cleric to be a dangerous giant (or at least in league with one). The cleric and any allies she has must defeat them.

18+. None can keep me from the freedom of the mountains! The cleric must immediately depart to a mountain range of her choice. She will be gone for 2 days, plus 2 additional days for each Risir-brood result over 18. During that time, she will refuse to cast any spells, being too busy enjoying her alpine retreat.

Cleric Spells (Skadi)

Clerics of Skadi have access to the following spells:

1st Level (d7): Blessing, Detect Evil, Food of the Goods (hearty mountain fare). **Holy Sanctuary** (if cast in on higher ground than her opponents are on), **Paralysis** (ditto), **Resist Cold** (but not heat), **Enlarge***

2nd Level (d9): Cure Paralysis, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Chilling Ray* (as Scorching ray, but does cold damage instead and at -1 damage per die rolled), **Strength***

3rd Level: (d6) Remove Curse, Spiritual Weapon, Forest Walk* (pine trees only), **Frostball*** (as Fireball, but does cold damage instead at -1 damage per die rolled), **Haste*** (when wearing skis), **Slow*** (when target(s) are on lower ground than the caster)

4th Level: (d2) Sanctify, Control Ice*

5th Level: (d2) Righteous Frost (as Righteous Fire, but does cold damage instead at -1 damage per die rolled), **Greater Enlarge*** (as Enlarge, but cast with a +10 bonus)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Risir Brood (above), in the case of a spell check of natural 1.

Mountain Encounters

When traveling through rugged mountains, adventurers are sure to meet bracing challenges. What better way to enjoy the freedom of Skadi?

d10	Encounter
1	Weather change (d8): colder, warmer, clearer, cloudier, start/ end precipitation, windier (20% chance of being dangerously so), less windy, or other
2	Terrain change (d6): more hilly, flatter, trees, cottage, stream, or pond- 25% chance of terrain spawning another encounter
3	Mountain animal(s) (d8): bird(s), squirrel(s), rabbit(s), deer, horse(s), chipmunk(s), cattle, or other
4	Mishap (d4): fall, hot spring, rock slide, or avalanche!
5	Mountain beast(s) (d6): wolf, wildcat, bird of prey, boar, serpent, or other- 45% chance of being dire and/or dangerous
6	Notable Rocks (d5): strange formations, cave entrance, scenic overlook, rock creature or elemental
7	Folk (d5): traveller(s), bandits, mountaineers, miners, or other- 25% chance of either being dwarven or half-giant
8	Supernatural (d7): sylph(s), oread(s), satyr(s), centaur(s), gnomes, nature spirit, or other- 25% chance of being mischievous and/or alluring
9	Monster(s) (d10): gnom(s), ogre(s), harpies, hobgoblin(s), bugbear(s), mountain troll(s), giant(s), griffon, manticores, or other
10	Other - roll on another Random Encounter Table- See Table of Contents

Risir (Norse Giant)

Unlike the more savage Jotnar (standard giants, as described in the DCC RPG Core Book who gain the ability to cast d3 random Wizard spells) or the nasty Thursir (see p. 32), Risir are actually good-looking giants, not especially hostile to humans, and possess magical ability, just like their deified counterpart, Skadi.

Init +5; Atk bow +17 ranged (2d8+2) or spear +18 melee (2d8 +8); AC 16; HD 9d10; MV 50'; Act 2d24; SP can cast d4 random Wizard spells (+14 spell check), +4 to all saves vs. magic, crit on 20-24; SV Fort +10, Ref +10, Will +15; AL N.

Thor

Neutral God of Thunder, Courage, War, & Strength



Tenets of Thor

- * Stand up to giants and other oppressors
- * Show honor and courage!
- * Become strong, not some girly-man
- * Enjoy strong drink and sport, too!

Clerics of Thor

Allowed Weapons: The Hammer!!!

Allowed Armor: Chainmail & shield or lighter

Holy Symbol: Inverted Hammer Sign, Oak, Goats

Unholy Creatures: Giants, monsters, tricksters

Might of Thor: All clerics of Thor gain +1 STR

Lay on Hands/ Healing Side-Effects (Thor)

The strength of Thor smashes away all problems, so the cleric smashes the patient!

Roll d12, adding the recipient's Luck modifier:

1. The Gentle Caress of a Hammer Strike: The recipient takes d4 damage, as the cleric applies the tender mercies of his hammer.

2. The Gentle Caress of a Clerical Pummeling: The cleric beats the patient thoroughly, causing d3 damage to a random ability score.

3. Power Nap! The recipient falls unconscious for d30 minutes, unless there is a battle to be had: the hammer seems to have hit the spot.

4. Hammered into Shape! The patient takes full damage from a melee attack by the cleric. If he survives, then he is healed and also gains +2 STR for 1 hour!

5. Time for some Calisthenics! After a good d6 x 10 minute work-out, the patient takes d2 CON damage, but also gains d2 STR, both for 1 hour afterwards. If the patient is not able to work-out (due perhaps to his injuries!), then that may be a problem.

6. Let us feast... The healing will take some d20 minutes to occur first, minus the cleric's CL x 2, as the patient (if able) and the cleric (for certain) drinks some ale and feasts upon any food that is available.

7. Death to the Midgard Serpent! A snake, equal in HD to the cleric's level / 2, emerges either from the patient's wound or from somewhere nearby. It remains for d6 rounds, attacking the cleric, unless he smashes it first!

8. The Might of Thor Shall be Witnessed! The cleric flexes his muscles and recites his many exploits (as well as the many exploits of Thor, of course) for the next d6 minutes

9+. Standard healing: This healing of Thor involves no side-effects for now...

Lightning Strikes! (Thor) (Replaces disapproval)

The exciting life of a Thorian cleric is punctuated with even more exciting challenges!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Thor is mighty (and so too should the cleric be)! 10 minutes of exercise is required, but battle would be an acceptable alternative!

2. Time for some squat thrusts! Until the cleric does so for 20 minutes, he suffers a -1 to all spell checks. Doing such exercise for 20 minutes also tires the cleric too, causing a -2 penalty to all physical rolls for d6 x10 minutes afterwards!

3. Death to giants, tyrants, and monsters! The cleric must defeat one of them by the next sunrise or take a -d3 penalty to all spell checks on the following day. This penalty resets after 24 hours.

4. This land must be claimed in the name of Thor! Until he gets a large wooden pillar (6' tall+) to knock down in Thorish fashion, the cleric suffers a -d3 penalty to all spell checks that lasts until the next day. Whatever the case, engaging in such a feat of strength (DC 18) will certainly help him tone his core muscles, so at least he's focusing on his thorax.

5. Behold my strength! For 4d6 minutes, the cleric must show off his muscles, shake his hammer around, and boast of his exploits. Besides being able to pick up chicks, it may also give rise to men who want to pick a fight! (25% chance of each normally; 75% if in a tavern)

6. Time for some feasting! The cleric must eat all food available within a 200' radius. It takes him d6 x 10 minutes to do so, as well as expending any rations that the party has. If near a farm or tavern at the time, he will rack up charges of at least d6 x 20 gold pieces for his feast instead.

7. Some cross-dressing (norse mythological-style) is now required. The cleric must dress up as a woman (or, if already a woman, as a man). Though this may fool the giants (granting automatic surprise to such types, while the girly-garb is worn), it is unusual (hopefully) and causes the cleric to lose access to d3+1 spells, including possibly Lay on Hands and/or Turn Unholy until the next day.

8. Who can drink the ocean? The cleric will attempt to, either becoming stinking drunk (if such quantities of ale and/or mead are available) suffering a -2d4 to all rolls for the next 3d6 hours or he will lose access to some of his powers, as per result #7, above.

9. And who can beat an old woman in a fight?! Few can, if she actually represents old age, but the Thorian will try anyway! The cleric must beat the Judge in 3 initiative rolls in a row or take d20 damage (from the old woman) and lose access to some of his powers, as per #7, above, in a most humiliating manner.

10. But some shows are not meant to be watched! Over the next d4 days, if the cleric witnesses any participational theatre (or any other situation where one is put on the spot publically in any manner), then he will fly into a rage!!! He will immediately seek to put an end to the so-called 'performance', gaining a +4 to Strength and Stamina, but also a -4 to Agility and Personality until the participational theatre is stopped!

11. Behold a mighty storm of Thor! Until the Thorian can run around bravely in a thunderstorm (which Thor will graciously send his way, if requested in this case), he will not be able to use any of his clerical powers until the next day. The storm will last for 5d6 rounds, having a 1 in 10 chance each round of causing a 5d6 lightning bolt to strike anyone within it.

12. Lightning strikes again! Thor's cleric loses access to d3+4 spells for the rest of the day, possibly including Lay on Hands and/or Turn Unholy. Perhaps he didn't properly behold his hammer???

13. 'Tis the work of Loki! The spell misfires instead, affecting a different target as per a wizard spell or Judge. What is more, the spell is lost until the next day!

14. Something is needed from the giants! Whether by using his mighty hammer or his honorable word, the cleric must retrieve said item. Until then, he cannot recover any of his lost spells! Roll d4 to determine what is needed: 1. A cauldron, 2. Mead, 3. A boar's head (for fishing of course!) 4. His own Hammer!!! It must have been taken from the cleric while he slept!

15. Sometimes the worst bullies are tricksters! The poor cleric must endure misdirections and chidings from some divine trickster for at least 2d6 rounds, being able to do nothing else and also losing access to one of his known spells, Lay on Hands, and/or Turn Unholy for each round that he is cajoled! And worse, he can't even rip the trickster's head off, as well (thereby also suffering a -2 to all rolls for the rest of the day)!

16. A giant shows up to fight the cleric! It will arrive in d12 rounds and be either a Hill Giant or Stone Giant (50% chance of each). The battle won't be to the death (first one to get to 1 hp loses), but the cleric will lose access to 2d4+3 spells (possibly including Lay on Hands and/or Turn Unholy) for the rest of the day if he loses. On the other hand, if he wins, then he gains d2 experience points

17. This time, an even bigger giant shows up! Treat as result #17, above, except that it will now be either a Frost Giant or a Fire Giant. It should be quite a fight!

18+. Breaking into song, the cleric begins singing an awful melody, ostensibly in honor of Thor. All those within 200' hear the awful racket, as the cleric gyrates to strange noises and demonstrate a painful stage presence. Still, all in the area are transfixed- unable to move! What is more, the acoustical pain of the performance may be joined by the actual pain of actual

lightning striking those present! Each leveled individual in the area has a 1 in 3 chance of being struck by lightning for 5d6 damage each round, illuminating Thor's great disapproval for the whole performance. The fiasco lasts for 3 rounds, plus 3 additional rounds per Lightning Strikes! result over 18.

Cleric Spells (Thor)

Clerics of Thor have access to the following spells:

1st Level (d7): Blessing, Detect Evil, Food of the Goods (plenty of it and it's hearty fare!), **Protection from Evil** (+4 when used against giants), **Resist Cold or Heat, Enlarge*** (self only), **Ward Portal***

2nd Level (d7): Cure Paralysis (requires calisthenics), **Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Detect Invisible*** (illuminates that which is invisible with lightning flashes), **Shatter*** (requires the Hammer!!!), **Strength***

3rd Level: (d5) Exorcise (only usable while the cleric is engaged in exercise), **Remove Curse, Spiritual Weapon** (the hammer can also immediately fly back to the cleric's hand), **Dispel Magic*** (requires a successful hammer strike!), **Mjolnir-galdor*** (as Sword Magic, but works on hammers instead)

4th Level: (d2) Sanctify, Lightning Bolt* (only works outdoors and shoots downward from the sky),

5th Level: (d2) Weather Control, Megingjord* (as Strength but with a +10 bonus to the spell check and requires the wearing of a special belt!)

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Lightning Strikes!(above), in the case of a spell check of natural 1.

Viking Warriors! (Warrior Option)

Unlike other (less cool types of) warriors, Viking warriors will only perform their Mighty Deeds when doing something really daring like raiding or fighting a monster. Otherwise, they have a standard +1 attack bonus per level when fighting in all situations.

Berserkers! (Warrior Option)

Even more intense than the typical viking warrior, berserkers eschew armor (except for shields to chew and drool upon). In return, they can use their Mighty Deeds in any situation as long as they're raging, which also grants them +2 to attack rolls, +2 to damage, +6 hps, +6 to Will saves, and -2 to AC. They may rage for up to d6 + CON modifier rounds at a time, up to their level x 2 times per day. In addition, they must make a Will save DC 9 + 1 per round raging to be able to stop their rage early or they will keep attacking (even allies or inanimate objects, if that's all that's left) until either they make the save, the rage duration ends, or they are dead...

Thursir (Norse Giant)

A particularly antagonistic type of giant, they back up their great size and strength with magical power, though they are not known for their intelligence! To make matters worse, their name sounds far too similar for clerics of Thor to tolerate!

Init +3; Atk club +18 melee(3d8+6); AC 16; HD 11d10; MV 50'; Act 2d24; SP can cast d4 random Wizard spells (+10 spell check), +4 to all saves vs. magic, immune to cold or fire (based on subtype), crit on 20-24; SV Fort +12, Ref +9, Will +9; AL C.

Tyr

Lawful God of Honor, Purity, Sacrifice, Hard Work, & War



Tenets of Tyr

- * Follow one's code of honor, even unto death
- * Purge that which is unclean before Lord Tyr's eyes
- * Witches: you better take care...
- * Be prepared to give whatever is necessary in the name of the Law
- * An idle wit leads to the heretic's spit

Clerics of Tyr

Special: All clerics of Tyr take vows of celibacy (unless married), temperance, and obedience.

Allowed Weapons: Longsword, mace, hammer, firebrand, pitchfork

Allowed Armor: Any

Holy Symbol: The Tiwaz Rune, A Downturned Sword

Unholy Creatures: Demons, un-dead, wolves, witches, heretics, scum

Grit of Tyr: Up to once per day per CL, a cleric of Tyr can gain a +6 bonus to a save vs. an unholy creature.

Lay on Hands/ Healing Side-Effects (Tyr)

Stern Tyr often shows the recipients of his healing magic that nothing is gained without sacrifice.

Roll d12, adding the recipient's Luck modifier:

1. Got to Hand it to Tyr: Though not as permanent as the greatest of Tyr's sacrifices, the patient is unable to use one of his hands effectively for d6 hours after the healing.

2. Pain debt: The recipient must take d4 damage in either hit points or a random ability score for this debt to Tyr to be repaid. The cleric will be only too happy to assist in the process.

3. Penance: The recipient must immediately bow down in prayer to mighty Tyr for 4d4 minutes, or else earn the Lawbringer's ire (in the form of a Pain debt, see #2 above)

4. Alms, sir. The price is d30 gold pieces; that is, if the recipient has it to his name. If he doesn't have that amount, then Tyr bless you (with a Pain debt)!

5. A burning! Some being, place, item, or person of evil that is within d4 miles must be made known to the cleric by the recipient for the healing to work. The cleric must then put (or at least help to put) said offending person, place, or thing to the purifying flame. Until then, any who get this result will also feel compelled to help in that particular burning (Will save DC 12 resists).

6. A patient man doth avoid the whip: The healing effect itself d30 minutes to occur, minus the cleric's CL x 2.

7. Temperance is Next to Godliness: No wine, women (or men, if a woman), or song for the next d12 days, so much the better for the recipient to see the truth of Tyr.

8. Swift Justice: As per result #5, above, except that it is now one who has broken the law and/or their word. The offender can certainly be burned, though it would probably be more fitting to give them to the authorities for swift punishment.

9+. Standard healing: Tyr requires no specific sacrifice for now...

Penance (Tyr) (Replaces disapproval)

Rather than grant the spell, Tyr will show what the cleric needs to give up.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Steady prayer to stern Tyr is required of the cleric for the next 10 minutes.

2. Self-flagellation is now in order, causing the Tyrian cleric d2 damage and -1 to all rolls until an hour passes,

3. A nearby animal may be guilty of a crime. Until the cleric captures the shifty-eyed offender for questioning, which would involve three successful Agility checks of DC 10 + d10, he suffers a -d3 to all rolls until the next day, due to udder frustration.

4. A great wolf howls in the distance. Despite his stalwart purpose, the Tyrian is somewhat shaken and takes -d3 to all his rolls for the rest of the day.

5. Hard work, whether basic toil or the uncovering of some heresy is immediately required. The cleric of Tyr will thus spend the next 12d6 minutes doing nothing else.

6. The cleric is unable to use one of his hands for the rest of the day and all wolf-creatures gain a +2 to rolls against him. What better way to prepare oneself to fetter the Wolf?

7. It is time for an honorable battle to be had. Unless the cleric defeats a foe of at least his level in HD or higher, he loses access to d3+1 of his spells, possibly including Lay on Hands and/or Turn Unholy, until the next day.

8. Whether it be a drunkard, a whore, a thief, or even some filthy pig (literally), they must be made to see the errors of their ways. The cleric must intensely chastise, beat, and/or imprison such a ne'er-do-well for at least d3 hours or temporarily lose access to some of his power, just as in result #7 above.

9. Suffer not a witch to remain unburned. The cleric must locate a witch (or other arcane spellcaster), put her on trial, and then have her burned at the stake. Otherwise, the Tyrian will lose access to some of his powers, as per result #7 above, until the next day.

10. Temptation is the doorway to damnation. Tyr allows some temptation of the flesh and/or soul to reach his cleric, causing him to lose access to d3 spells, including possibly Lay on Hands, until he can make a DC 12 Will save and resist it. A new check can be made each day, though with a cumulative +1 DC increase for each prior failure (once one gives into temptation, it is harder to break!); success means the spells/abilities are usable again.

11. What are Tiw looking at? If no bogs are available to ritually drown a criminal or willing sacrifice, then some upstart cleric of Odin, Thor, or the like must be one-upped in a measure of skill and/or magic. Tyr, as Tiw, was once number one, and shall be again, whether it's the third day of the week or not!

12-13. The cleric undergoes a well-deserved spiritual chastising from his Lord and loses access to d3+4 of his spells, including possibly Lay on Hands and/or Turn Unholy. On the next morn, he receives his powers back, forgiven by Tyr perhaps, but not by himself.

14. Magic items, and most books for that matter, are obviously evil, unless they specifically espouse the ways of Tyr, of course. As such, until the cleric of Tyr can get his hands on one and burn or destroy it, he will not be able to use d3 of his spells.

15. It is now old women who are suspect, *especially* those who possess brooms! Whatever the cleric is forced to do to expose their heresy, he won't shed a Tyr.

16. The Tyrian now suspects a random party member of heresy. At the earliest possible opportunity, the cleric will accuse the member and attempt to put him (or her) on trial. The chance of being found innocent depends on the accused's alignment: Lawful- 80%, Neutral - 60%, Chaotic 1%. If possible, the trial lasts for d6 x 10 minutes and the punishment for guilt is death (by the cleric presumably). Death can also be avoided by the accused simply admitting that they are guilty, strangely enough, though the admitter will still suffer a -3 to all rolls until the next day. Whatever the case, until the trial is concluded, the cleric will of course refuse to provide any helpful magic to the suspect and even gains a +2 bonus to all rolls made against them.

17. In emulation of Tyr, the cleric loses his hand in the next battle he faces, one of his greatest sacrifices. Though he won't be able to hold anything in that hand anymore (except of course, his faith in Tyr) he suffers no other ill effects. Further rolls of this result for that cleric are ignored instead.

18+. Fenrir's fetters become loosened and all heck breaks loose! All able combatants that are within 1/4 mile immediately engage in apocalyptic battle, with those who are Lawful battling those who are Chaotic... and no magic may be used! The fighting lasts for at least 3d6 hours, most likely to the death. Neutral combatants and non-combatants will have no idea that the fighting is even occurring. For every Penance result over 18, double the area of effect and duration of the mandatory fighting. This should certainly help the cleric prepare for Ragnarok!

Fenris Wolves

Offspring of the great beast itself, these vicious, giant wolves send shivers down the spine of even the dourest Tyrian.

Init +9; Atk bite +13 melee (2d10+5); AC 18; HD 8d8 + 6; MV 40'; Act 1d20; SP: cause fear (Will save DC 13) resists, magic weapons required to hit, SV Fort +10, Ref +7, Will +13; AL C.

Cleric Spells (Tyr)

Clerics of Tyr have access to the following spells:

1st Level (d6): **Blessing, Darkness, Detect Evil, Protection from Evil, Paralysis, Word of Command,**

2nd Level (d6): **Banish, Binding (+10 vs. Wolf-creatures), Curse, Divine Symbol, Neutralize Poison or Disease, Scare***

3rd Level: (d5) **Bolt from the Blue, Exorcise, Remove Curse, Spiritual Weapon, Dispel Magic***

4th Level: (d3) **Greater Detect Evil (+6 to the spell check), Greater Word of Command (the same), Sanctify**

5th Level: (d3) **Greater Binding (+20 vs. Wolf-creatures), Righteous Fire, Whirling Doom**

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Penance (above), in the case of a spell check of natural 1.

Simplified Turn Unholy Checks

For those of a more 'rules lite' bent, try this option for turning unholy:

1. The cleric makes a casting check.
2. All unholy beings that are within line of sight and up to 60' away must make a Will save against the check.
3. If the caster wins, then the beings are turned and must flee for d6+ CL rounds. Those who fail by 10 or more are destroyed instead. If the beings make their saves, then they are unaffected by the turning and cannot be turned by the same cleric for at least 24 hours.

Witch Hunters (Warrior Option)

Focusing primarily on purging the defilers of normalcy, Witch Hunters will only execute their Mighty Deeds against users of unholy magic, wizards, and supernatural beings. They otherwise have a standard +1 attack bonus per level when fighting in all situations. They also tend to wear wide-brimmed hats and black garb, rather than armor.

Lawful Tendencies

Lawful characters will follow most or all of these guidelines, Neutral characters some, and Chaotic characters will intentionally refuse to even look at this list!

1. Always tuck in your shirt
2. Wash your hands whenever possible
3. Avoid alcohol, except to use as a purifying agent
4. Always correct the grammatical mistakes of others
5. Leave directional notes for others whenever possible
6. Avoid foul language
7. Never talk back to your superiors
8. Wear sensible footwear

Ulfhednar

These 'wolf-heads' can be played as more cunning Berserkers (see p. 32), as excellent adversaries, or even unlikely allies.

Init +3; Atk spear +2 melee (1d6+1); AC 12; HD 1d8; MV 35'; Act 1d20; SP: Wolf Fury (as Berserker Rage, but w/ half effects and can be stopped at will), SV Fort +1, Ref +2, Will +1; AL N or C.

Zeus

Lawful God of the Sky, Lightning, Rulership, & Justice



Tenets of Zeus

- * Exercise your leadership in the name of Zeus
- * Rule justly
- * Usurp those who are unfit
- * Sow your royal oats

Clerics of Zeus

Allowed Weapons: Javelin, lance, longsword, scepter (mace), staff

Allowed Armor: Any

Holy Symbol: Eagle, Ram, & Oak

Unholy Creatures: Demons, titans, un-dead, those who insult the gods

Zeusian Magic: Up to once per day per CL, a cleric of Zeus can gain a +2 bonus to a spell check when standing under the open sky.

Lay on Hands/ Healing Side-Effects (Zeus)

True followers of Zeus are blessed by his healing, while all others must prove themselves first!

Roll d12, adding the recipient's Luck modifier:

1. Zeus and no other: Following any other god besides Zeus simply will not do. Unless, the recipient specifically claims Zeus as his patron deity, no healing occurs.

2. King of Olympus: The requirement is now that the recipient follows a deity that reigns on Mount Olympus like the Sky God does. Only followers of Hera, Apollo, Artemis, and the like will receive any healing, just as a true follower of Zeus would.

3. A fitting offering: The recipient must donate d100 gps to the Temple of Zeus first, or else perform services in equal measure, in order to actually receive the healing.

4. Convert: Though maybe not a follower of Zeus before, the recipient must convert now, or else receive no healing whatsoever.

5. Quest: A heroic quest must be performed in the name of Zeus by the recipient. A monster or other peril must be defeated in heroic fashion, generally equal to the recipient's HD x 2. If such an accomplishment is truly above the recipient's ability, then he receives the healing regardless. If not, then the recipient must begin the quest immediately or the healing is forfeit!

6. Kneel: The recipient must immediately prostrate himself for 5d4 minutes, or else earn divine retribution from Mighty Zeus.

7. Philander! It is time to spread rulership over the fairer gender...by lying with one! The recipient must do so within d6 hours or lose the healing, if such an act would be appropriate from the standpoint of Zeus. If not, then the recipient receives healing without that requirement.

8. On High: And now, the recipient must move up in the world, or at least try to. He will spend the next d3 hours attempting to increase his demesne, however meager.

9+. Standard healing: Zeus grants the healing with no special requirements for now...

Divine Wrath (Zeus) (Replaces disapproval)

Rather than grant the spell, Zeus expresses his disapproval on him and/or those around him.

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1 or less. The cleric envisions the Titanomachy and ascension of the victorious Olympian gods for the next 10 minutes, gaining a +1 to all spell checks for the rest of the day, due to inspiration.

2. Perhaps Zeus is annoyed? The cleric takes a -1 penalty to all rolls until an hour passes.

3. Someone has angered the gods. The cleric must let the offender know, requiring a Personality check DC 15, to not cause the offender to panic (if weaker than the cleric) or attack in outrage (equal in power to or stronger than the cleric). It takes d6 x10 rounds to find the offender and convey Zeus's displeasure.

4. A rumble can be heard in Tartarus below. Could it be the Titans are stirring? The concern causes the Zeusian to take -d3 to all his rolls for the rest of the day.

5. The cleric must now engage in the noble pursuits of rulership, defeating one's father, and/or womanizing. Whatever the case, the cleric of Zeus now spends the next d6 x 10 minutes doing just that.

6. Hera must be up to something! The cleric of Zeus immediately ventures off to investigate the doings of the Heran Cult, returning d12 hours later with most likely an interesting story to tell (65% chance).

7. Who claims to be a cleric of Zeus and not know rulership? Until the cleric is put in charge (or puts himself in charge) of at least d6 individuals per CL, he loses access to d3+1 of his spells, possibly including Lay on Hands and/or Turn Unholy, until the next day.

8. It is time to sow the royal oats! The cleric must bed down a woman with a Personality score of at least 12 + his CL or temporarily lose access to some of his powers, just as in result #7 above. The marital status of cleric and/or his forthcoming concubine is, of course, of no matter.

9. An unworthy ruler must be overthrown. Any sort of leader can be usurped, though other faithful follower of Zeus are exempt. Otherwise, the Zeusian loses access to some of his powers, until the next day, as per result #7 above.

10. The cleric may be faithful, but has gone too far. Like Periphas, Almighty Zeus turns him into an eagle. Luckily though, the transformation only lasts 3d6 hours.

11. Perhaps the cleric failed to attend a very important wedding? In this case, he is turned into a tortoise, just like Chelone, until the curse is lifted.

12. Pandareus stole Zeus's golden dog and was thus turned to stone. The same occurs to the cleric, though the reason may be unclear and it only lasts for d6 hours. Restorative magic will be needed to return the cleric to full service earlier than that, so long as he avoids golden dogs from now on.

13. Always the friend of Zeus (but not necessarily his clerics), a Hecatoncheires shows up in the next d3 hours to convey his displeasure on the cleric. The colossus attacks as a storm giant, but will hold back from killing the cleric outright, reducing the cleric (and anyone else foolish enough to intervene) to just 0 hit points, unless the cleric somehow defeats it or avoids its mighty blows for 4d6 rounds. In either case, the giant ventures off to find another to smite in the name of Zeus.

14. Keep your eyes off of Hera! Zeus blasts his cleric onto a fiery wheel, spinning across the sky, just as the ungrateful guest Ixion did. The cleric returns d3 days later, with d4 hit points remaining, head still spinning. What is more, any additional children that the cleric sires will be born as centaurs! And that is no Lapith-thing matter.

15. Magic used wrongly, such as that of the Telchines, deserves severe punishment. The cleric is drowned, shocked, and beaten, taking 6d4 damage and unable to use *any* of his magic for the next 4d4 hours, that is, if he's even still alive.

16. The cleric really must have angered Zeus this time! Like Phineus, he is blinded and plagued by d3+1 harpies each day for at least d3 hours. Unless considerable penance is made to Zeus, even restorative magics and harpy-slaying are only temporary solutions: they return the next day.

17. It is unwise to pretend to be Zeus, especially by riding around in a chariot on a brass bridge and making a lot of noise to imitate thunder! Salmoneus found that out that hard way, and now, so shall the cleric. Lightning strikes him for 10d6 damage!

18+ The land needs to be cleansed, and the cleric is at ground zero. Within d20 hours, a catastrophic flood will inundate a 1 mile area diameter around where the cleric incurred this Divine Wrath. All those in the area must flee or be drowned, though tall mountains within the target area will most likely offer some safety. Similarly, most structures in the target area will also be severely damaged and/or destroyed. For every Divine Wrath result over 18, the area affected increases another mile in diameter. During this time, the cleric of Zeus will use none of his magic, but will instead engage on frequent pronouncements of doom! Perhaps it is time to build an ark?

Pegasi

These winged steeds, sacred to Zeus, can serve as the perfect mounts for his chosen heroes.

Init +3; Atk hoof +7 melee (1d6+5); AC 17; HD 7d8+2; MV fly 60'; Act 1d20; SV Fort +6, Ref +7, Will +12; AL L.

Cleric Spells (Zeus)

Clerics of Zeus have access to the following spells:

1st Level (d6): Blessing, Darkness, Detect Evil, Protection from Evil, Paralysis, Word of Command

2nd Level (d6): Banish, Binding (+10 vs. Giant-types), Curse, Divine Symbol, Neutralize Poison or Disease, Scare*

3rd Level: (d8) Bolt from the Blue, Remove Curse, Second Sight, Spiritual Weapon, True Name, Dispel Magic*, Fly* (upon a pegasus), Lightning Bolt*

4th Level: (d3) Greater Bolt from the Blue (+6 to the spell check), Sanctify, Greater Lightning Bolt* (the same)

5th Level: (d2) Righteous Fire, Weather Control

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Divine Wrath (above), in the case of a spell check of natural 1.

Hoplites (Warrior Option)

Skilled with spear and short sword, these specialized warriors will only perform their Mighty Deeds when wielding such weapons with a shield. Otherwise, they have a standard +1 attack bonus per Hoplite level when fighting in all situations, so as to better bring glory to Zeus and the other Olympian gods!

Elaboration

Emphasizing the flexibility of magic, clerics can call upon their deities for spells that they currently don't know or may not have even been attempted yet. With the Judge's permission, the cleric can add the following modifiers to the spell check DC in order to cast it in a different way.

Mass (+14): Increase spell's area of effect x 10.

Distant (+12): Increase spell's range x10.

Ongoing (+12): Increase spell's duration: rds -> min, min -> hrs, hrs -> days, etc.

Elaboration IV (+8): Cast any spell, even a completely original one, as long as it doesn't contradict the ethos of the cleric's patron and is commensurate with the spell's level of casting.

Hurried (+7): Cast the spell in 1/2 the time.

Elaboration III (+6): Cast an unknown spell that is not on the cleric's spell list, but is similar to one they already know.

Intense (+5): Increase spell's damage or other numerical effect x2.

Large (+5): Double spell's area of effect.

Psychic (+4): Cast a spell without speaking or gesturing or needing any material component.

Elaboration II (+3): Cast a currently unknown spell that is on the caster's spell list.

Long (+3): Double a spell's duration.

Far (+3): Double a spell's range.

Elaboration I (+1): Change one, non-numerical quality of the spell so that it exhibits another energy type, affects a different type of target, takes a slightly different shape, or the like.

Temple Encounters

Simply select from the lists below to describe an Olympian temple or Norse hof and/or roll to determine at random what one finds in a temple. What better place to honor the gods?

Encounter Olympian/ Norse					
1	Shrine/ Sacred Grove is (d4): separate from temple/ hof, quite impressive, inhabited by a monster, boosts some spell checks by +d6, fairly average	11	Meditation or Rest Area (35% chance of being occupied- by (d6): commoner(s), craftsfolk, guards, clergy, nobles, or classed individuals)	21	Especially boisterous worshippers (roll on Tavern encounter table, p. 9) or an Orphanage is on the premises (save vs. spell or become irritated)
2	Entryway/ Doors are specially (d4): detailed, designed, warded/ guarded, or a combination thereof	12	Storage room or Library (25% chance of having d8 items of interest/ value)	22	Notable burial area/ cemetery (35% chance of worshippers being solemn and/or being depressed)
3	Entryway/ Doors are (d4): secret, concealed, narrow access, or a combination thereof	13	Garden/ Horgr is (d5): well-tended, quite rustic, falling apart, enchanted, in a separate area from the Temple/ Hof	23	Especially zealous worshippers (as per divinity type- 75% chance of attempting to convert visiting party members)
4	Noticeable dais/ Platform (15% chance of triggering another effect when stepped on)	14	Pool/ Pile of Rocks are available for ceremonial gazing and/or swimming or a Monastic Order or Nunnery is present	24	Unorthodox worshippers- roll on Cult Table (35% chance of actually worshipping variant of divinity; 75% chance of being heretical)
5	Bas reliefs / Carvings are (d4): very realistic, quite pleasant, somewhat unsettling, or are enchanted	15	Many alcoves are visible that (d3): store parchment/ runes, allow access to small chambers, allow access to larger rooms	25	Special Occasion (d6): coming of age, wedding, sacrifice, funeral, holiday, or other
6	Pillars/ Beams are (d4): quite large, damaged/ worn, quite numerous, or are caryatids (25% chance of actually being defensive golems)	16	Music is notable (d6): drums, singing, chimes, stringed instruments, wind instruments, or a combination thereof	26	Clergy are (d6): numerous, apparently inexperienced, few, apparently powerful, experiencing Divine Tests, or a combination thereof
7	Altar is (d4): currently in use, shows a recent offering/ sacrifice, made of exotic stone/ wood, or is magical/ enchanted	17	Temple/ Hof lighting is especially (d5): bright, dark, smoky, pleasant, or strange	27	Guards, suitable to the deiti(es) being worshipped, are (d4): many, nonexistent, few, or elite
8	Divinity's statue is (d4): in a separate room, quite well-made, quite poorly made, a golem!, or a combination thereof	18	Temple/ Hof is mostly outdoors as a Shrine/ Sacred Grove (35% chance of a Forest, Meadow, or Mountain encounter)	28	Worshippers, clergy, and/or guards are (d4): overly-friendly, distracted, eccentric, or hostile
9	Treasure Chamber contains especially rich offerings (5d1000 gps worth)	19	Temple Prostitutes (85% chance of being hot- see p.12) or Nuns (35% chance of being hot)	29	Spirits of Place (d3): guard the temple/ hof, generally ignore mortals, or haunt the place
10	Multiple divinities are worshipped here: d12 of them (see Table of Contents to determine)	20	Temple/ Hof itself is (d6): gilded, brightly painted, in disrepair, especially decorated, grants blessings to a certain alignment, or a combination thereof	30	Monsters, suitable to divinities being worshipped, (d4): guard the place, roam the area, have remains that are used as trophies, or a combination thereof

Olympian temples are generally made of marble, have pillars, at least 1 marble statue, and are guarded by hoplites, amazons, or the like. Norse hofar are generally made of wood, have beams, at least 1 wooden statue, and are guarded by vikings, berserkers, or the like.

Maelfo

The Most Evil Elf Ever! (Chaotic)



Cult Edicts of Maelfo

- * Elves DO have a gender- idiot!
- * All other races are scum, especially dwarves!
- * Cookies are best baked in trees!
- * Evil is good!

Evil Elves of Maelfo

Special: All clerics of Maelfo must be elves, because he certainly wouldn't associate with any other such scum!

Allowed Weapons: Long bow, longsword, long net, long dagger

Allowed Armor: Tights (preferably black!)

Symbol: Upturned elven shoe with a bell on it smashing the face of a dwarf

Unholy Creatures: Dwarves, Fans of Certain Holidays

Lay on Hands/ Healing Side-Effects (Maelfo)

Unless the recipient of Maelfo's healing magic is an elf- better watch out!

Roll d12, adding the recipient's Luck modifier:

1. Just a small price to pay: The recipient must give up their first-born child to live with the evil elves for d7 years in order to receive the healing. If this arrangement occurs, then the child becomes extremely clever, angry, and obsessed with eating lots of candy. A quest can be embarked on to recover the child before then, most likely involving some sort of maze.

2. Here is your spinning wheel, scum! Unless the recipient can spin straw into licorice (or some other evil elf-craved confectionary that could be produced on a spinning wheel), the recipient receives nothing – NOTHING!

3. Just sign right here... It is now a contract that the recipient must sign in order for any healing to proceed. Unless the recipient succeeds at a DC 18 Intelligence check to successfully reinterpret the contract, he owes the evil elf something substantial afterwards.

4. Damn your eyes! Deciding the healing is too good for this non-elf freak, the evil elf stabs him for d6 damage instead!

5. You've been NAUGHTY: The recipient of the healing gets the last physical gift that he received taken back from him, which may include his cut of any treasure last acquired. Those who gave it to him in the first place will be quite unwilling to do so now, because he's obviously been naughty.

6. You too, will be one of us! Perhaps it's time to teach the foolish recipient all they've been missing, turning him into an evil elf for d3 hours! During that time, he loses 3 Strength, 3 Stamina, and must make a Will save DC 10 to avoid eating any candy he sees. On the other hand, he gains 3 Agility, 3 Intelligence, and is quite good at assisting n evil schemes!

7. I require the greatest payment of them all! The recipient must provide the evil elf with at least d10 pounds of candy first for the healing to work

8. Evilness gives me the giggles! Perhaps lucky for the recipient (but perhaps not for the evil elf), the evil elf laughs manically for the next d6 minutes after the healing works, being able to do little else.

9+. Maybe not THIS time... No unfortunate side-effects happen to the recipient, though the evil elf and Maelfo himself look forward to the time when it does!

Elf-Stubbed (Maelfo) (Replaces disapproval)

Being elf-shot is one thing, but certainly not bad enough for Maelfo!

1. For the next d10 minutes, the evil elf giggles maniacally, as he plots his next machination of woe.

2. Come here, shorty! Unless, he can find a dwarf to beat up, the Maelfonian suffers a -1 to all spell checks until 24 hours passes.

3. This is WAY passed my bedtime... Until he gets a good night's sleep of 12 + d6 hours (because some elves get so little), the evil elf takes -d6 to all rolls, as he yawns constantly.

4. The best jokes come at the expense of others! The evil elf of Maelfo does so immediately, taking d6 rounds to tease anyone nearby mercilessly. If the target of the elf's jest is present, then he must make a Will save DC 10 or suffer -2 to all rolls for the next hour due to the roasting he receives. If he saves, then the enraged target gains a +2 bonus to attack the evil elf instead!

5. Not quite sure of his own gender, the elf immediately stops to check for himself. Doing so takes d6 rounds and leaves him wide open to any potential attacks (-10 AC penalty).

6. Happiness is for... for... SUCKERS! Holding back tears and rage, the Maelfonian spends the next 4d6 minutes attempting to ruin someone else's day!

7. You call these cookies?!? That inferior races even exist is bad enough; that they even ATTEMPT to bake in non-evil elven fashion is a complete outrage! Unless he can find some bakers to severely criticize, the Maelfonian loses access to d3+1 spells for the rest of the day, possibly including Lay on Hands and/or Turn Unholy.

8. Humpty-dumpty sat on a wall... Taking perverse pleasure, the evil elf must make at least d2+1 individuals engage in an evil elven nursery rhyme reenactment (which is of course, quite warped), taking 3d4 minutes to complete (once the 'actors' have been properly motivated), and typically causing at least d10 damage to each 'actor' (since these are *evil elf* nursery rhymes). If he fails to

do so, then the evil elf loses some of his powers, as per #7, above, until the next day.

9. And now, the Maelfonian must carve a bakery out of a tree—why? Because it's evil! And if not, he also loses some of his clerical abilities as per Elf Stabbed #7, above. The process takes at least d4 +1 hours, unless there is already some sort of tree bakery already available... hmm....

10. Nobody's looking, so... the evil elf takes the next 8d6 minutes to gorge himself on some confectionary. If none is available, he will scour for it during that time. An evil elf's got to eat, doesn't he?

11. Becoming overcome with some sort of weird Yuletide cheer, the Maelfonian begins to cobble together (non-lethal) presents and even (non-poisonous) treats to give to others. This unfortunate situation lasts for d6 hours, as the poor evil elf must even try to act nice to others, while he obviously looks slightly paralyzed with anger and poorly held back tears of rage. If any other evil elf sees him in such a state, it will most likely mean the end of him!

12. The upsetting chiding from Maelfo continues as the evil elf must now sing carols with mock holiday cheer! Not only does this intolerable situation prevent him from using any of his magic, but also prevents him from sneaking up behind any non-evil elves and stabbing them to death! Luckily this effect only lasts d6 x 10 minutes.

13. Giggling to himself from his Wicked Fey Hall in distant Maelfoland, Maelfo causes the spell to misfire instead of failing. This only makes the evil elf angrier!

14. Perhaps channeling some additional horror of R'ti (for there are many!) the Maelfonian decides to engage in some 'Sympathy and Reason'. Despite its apparently good intentions, 'S & R' is simply an extremely effective way to be sarcastic and patronizing to others, all under the auspices of being nice to them! While the evil elf is blathering in S & R fashion, all enemies of the evil elf must make a Will save DC 8 to be able to attack him, while all allies of the evil elf must make them same check to prevent themselves from attacking *him*! The evil elf is able to keep this confusing situation up for d3 hours, after which time even he realizes how ridiculous it is.

15. Perhaps the evil elf has had too much sugar, for he now attempts to behave like an impossibly great elven warrior! For the next 2d4 rounds, he attempts such strange maneuvers as sliding down stairs on shields, stabbing foes with arrows, leaping this way and that for no apparent reason, and the like. Unfortunately, such feats are ridiculously impossible, even for an evil elf, and he is more likely to get himself severely injured (Reflex save DC 13 each round or take d3 damage; d10 damage if in a *real* battle), than to accomplish anything useful from them. Only if he rolls a natural 20 (on the same Reflex save) would he pull it off!

16. Though he may be quite bitter in spirit, the evil elf becomes quite sweet on the inside. His innards turn to pastry and his blood to jelly. This change allows the Maelfonian to ignore up to 2 damage from most forms of attack per instance of this Elf-Stabbed result, but unfortunately makes him quite delicious! Those of a sweet tooth must make a Will save DC 6 (+ 1 per instance of this result) when first encountering the evil elf to resist the urge to start consuming him, causing at least d4 damage with a successful hit. And this damage the evil elf cannot ignore!

17. Now the Maelfonian becomes even more innately candified, gaining such odd traits as peppermint eyes, butterscotch lips, or candy corn toes. These changes also add to his DC 6 chance of being summarily chewed upon, as per result #16, above. In addition, he becomes even more fey-like, gaining a +1 to saves vs.

magic per instance of this result, but also taking 1 damage per round whenever he touches cold iron. And there's nothing sweet about that!

18+. Feeling a bizarre sense of altruism and generosity, the evil elf goes on a rampage of breaking into homes and leaving presents for people to find. Of course, if any of the residents are naughty (i.e. Chaotic, like the elf is), then he gives them something nasty instead. All in all, the Maelfonian invades d4+1 homes, causing 3d30 gold pieces in property damage, and causing each home to have a 50% chance of being pleased and a 50% chance of being upset! These 'generous' escapades continue for 1 night, plus 1 additional night per Elf Stabbed! result over 18. What is more, during each day afterwards, the evil elf cries and vomits, being so distraught over engaging in such potential wanton niceness. He of course can do nothing else during this time!

Cleric Spells (Maelfo)

Evil Elves of Maelfo have access to the following spells:

1st Level (d9): Darkness, Food of Maelfo (as Food of the Gods, but is comprised of confectionaries, tree-baked cookies, and sweet tarts only), **Cantrip***, **Chill Touch***, **Color Spray***, **Feather Fall***, **Mending***, **Sleep***, **Ventriloquism***

2nd Level (d9): Binding, Curse, Wood Wyrding, Detect Invisible*, **Forget***, **Invisibility***, **Knock***, **Levitate***, **Phantasm***, **Scare***

3rd Level: (d4) True Name, Breathe Life* (affects toys and nick-knacks only), **Haste*** (requires eating lots of sweet food), **Make Potion*** (must include lots of sugar!)

* Treat as the Wizard or Patron spell, except for any changes noted, as well as using Elf Stabbed! (above), in the case of a spell check of natural 1.

Foul Fey Tricks

Fairy godmothers and other beneficent fey are wonderful, but dealing with foul fey, such as that of Maelfo's ilk, is quite another matter! The following also fits well as Maelfonian curses...

D16	Encounter		Encounter
1	Keys or small tool lost*	9	Allergic reaction (-4 to all rolls for d100 minutes)
2	Sock or other garment lost*	10	Stomach ache (-2 to all rolls for d4 hours)
3	Scroll or important document lost*	11	Nightmares (-d4 hours of sleep)
4	Incontinence (-d6 to all Fellowship rolls for d8 hours)	12	Aggressive animal (50% chance of being overly amorous too)
5	Painfully pillowed pockets	13	Freak accident (d3 damage)
6	Food or Milk spoiled	14	Coins or gems lost*
7	d100 Minutes lost	15	Swarm of gnats in area*
8	Shoelaces entwined	16	Typo(s) in a published work

* Duration: d100 (d4): minutes, hours, days, or years

R'ti

Chaotic Demon Lord of Educational Insanity



Cult Edicts of R'ti

- * We must show CONTINUAL growth and improvement, no matter WHAT!
- * Everything is the fault of tutors- EVERYTHING!
- * Abide by the all-holy Mission Statements and Vision Statements that we give you- or ELSE!
- * Certain words are BAD! Really, really BAD! We won't even say what they are! Why? Because they're BAD!
- * Those who don't embrace R'ti should be DESTROYED (if possible)... or at least be put on an Improvement Plan!
- * Surrender all your individuality and secrets to US... or ELSE!
- * The BEST way to motivate tutors is insult, belittle, and give them EXTRA WORK! Now that's TEAM WORK!

Monitors of R'ti

Allowed Weapons: Ruler (as club), sharpened leaden spear, club, whistle, net

Allowed Armor: Padded & shield or lighter

Symbol: Slogans of R'ti, The R'ti Logo, 4 Rectangles That Make a Square

Unholy Creatures: Bad Tutors!

Special: Monitors of R'ti typically rule over schoolhouses, in which they boss around the tutors who work under them. Monitors also consider *anyone* involved in instructing others (in any capacity) to be tutors, as well. Therefore non-isolationistic wizards, most clerics, parents, know-it-alls, and a variety of others would fall into this category.

Lay on Hands/ Healing Side-Effects (R'ti)

Not being much for healing themselves the cultists of R'ti have contracted with the Demon Lord of Healing at a Great Price (Ghulshield), whose hospitaliers enforce their charges with nasty syringe-lances. Naturally, all healing from R'ti therefore also comes at a great price (as detailed below, plus d10,000 gold pieces)!

Roll d12, adding the recipient's Luck modifier:

1. Whoops, perhaps the monitor didn't have a properly worded Mission Statement? The healing doesn't work and the patient takes d4 damage to boot!

2. We're afraid that we've found something else... A new ailment has mysteriously been found during the procedure, healing occurs, but so does 2d3 damage to a random ability score.

3. We'll be right with you... It takes d4 hours before the monitor can see the patient, during which time the patient MUST fill out paperwork (Will save DC 10 or take d2 INT damage).

4. We SAID, we'll be right with you... It is now the monitor that must fill out paperwork before the procedure may begin: 4d30 minutes' worth!

5-6. Now, it'll be just a minute.... Only d6 x 10 minutes to go, then the patient can see the monitor. Of course, when the monitor finally arrives, there is a 50% that he will need to fill out some more paperwork and the patient must roll again on this table!

7. This must all be some tutor's fault! Either the monitor or the patient (or both) must find a tutor to insult, punish, and/or blame for all of society's ills (or the like), before healing can occur!

8. While reading the required R'ti literature, the patient actually finds something useful! Though it takes d6 x 10 minutes for the recipient to wait to be healed, he actually learns something from a voluminous R'ti handbook that grants him +1 to his next roll.

9+. Minor Paperwork: Surprisingly enough, the monitor must only fill out some minor paperwork after the healing takes place, requiring 4d6 rounds.

Improvement Plan! (R'ti) (Replaces disapproval)

The quest for never-ending growth is certainly an insane one, but that won't stop the Cult of R'ti!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. It is now time for the monitor to acquaint himself with R'ti's most current Mission Statement (probably version JK- LM- FFR, though you might want to check the memo...) This process should take about d6 x 10 minutes, half that if he makes a tutor to do it for him.

2. It is now the Vision Statement that needs studying! Note that this is COMPLETELY different than the Mission Statement! COMPLETELY. Because even the best monitors might have their doubts about that fact, the monitor suffers a -1 to spell checks until he makes at least d6 others realize (or at least say) that it IS true!

3. The monitor becomes obsessed with one of R'ti's nonsensical slogans, such as 'Before', 'During', and 'After' or even 'I do', 'You do', and 'We do'. Until he can get at least 3d3 people to talk and write about it for at least d3 hours (in a workshop!), he suffers a -d3 penalty to all spell checks until the next day, as he keeps blathering when one of the slogans becomes seemingly relevant.

4. A Strategic Withdrawal from Answering Questions (SWAQ). While the monitor decides to ignore any questions and/or requests for assistance from any tutors, he does suffer a -d6 penalty to all spell checks until the next day. Can't these tutors just solve their own problems?

5. It's time to entertain the children, since they *certainly* aren't being instructed in the *right* way by their tutors! The monitor proceeds to act silly, give out candy, and/or joke with the first

youngsters he finds for 4d6 minutes. If they are in the middle of being instructed and/or disciplined during that time, then the monitor only needs d6 rounds to fulfill this Improvement Plan, because their tutor has been effectively insulted- perfect! And if anyone attempts to intervene, the monitor summons C'ps, Demon Lord of Kidnapping, and attacks!

6. Cutting to the chase, the monitor screams at and berates the next tutor he finds. And if the tutor is male, the monitor also beats the crap out of him! What better way to motivate tutors than to attack them?

7. The problem is with the TUTORS!!! Unless the monitor makes d3+1 tutors miserable, either by eliminating their breaks, giving them loads of extra work to do, preventing them from eating lunch, or the like, he loses access to d4+2 spells for the rest of the day, possibly including Lay on Hands and/or Turn Unholy. That should show some Positive Growth!

8. QUICK! We need a new Core Belief Statement! Right away! Not to be confused with the Mission Statement OR the Vision Statement, the Core Belief Statement must be amended IMMEDIATELY! Until a new one is developed, the monitor loses access to some of his powers, as per #7, above. The process of course requires the presence of at least 2d4 tutors and 2d2 'members of the community' working for at least d20 hours, after which time they will inevitably have it say whatever the monitor wants it to say! Now that's teamwork!

9. WE NEED TO SEE SOME GROWTH- RIGHT NOW! Until the monitor can find some sort of new chart or data that shows that some student has learned at a 20% faster rate than a year ago, he loses access to some of his clerical powers as per result #7, above. He may tear out his hair in frustration, but at least he knows that scores don't go down because of harder tests, they ONLY go down because of lousy tutors!

10. Praise be to R'ti! The area around the monitor quickly morphs into an 'Instructional Area'. This affects the entire room or cave he is in when the Improvement Plan occurs or a 30' x 30' area if outside. Within 3d6 rounds, the area will become completely bereft of natural lighting, fresh air, a tolerable temperature, peace, quiet, and hope! Though the monitor will have to add to his busy day by staying to observe the transformation, he does avoid the -4 penalty that he will take to all rolls if he leaves the Instructional Area before its duration expires. What is more, all non-faithful of R'ti also suffer a -2 to all rolls in the place, due an acute sense of disorientation and/or depression! The area quickly returns to normal if not used by the monitor for 8 hours. He has places to be and tutors to belittle!

11. It is high time for an observation! The R'tian picks a random member of the party to be treated just like one of his tutors. The lucky individual must then get up super early, be criticized for everything they do for d6 hours, and then listen to their list of failures for 30 + d30 minutes! The humiliating process naturally causes the one being observed to take 2d4 Personality damage and any attempts made by the one observed to explain his actions will be treated as moronic or be simply ignored. What is more, the cleric will of course refuse all aid to the party member until the process is complete and attempt to manipulate them if they resist! Why? Because not only will the cleric lose access to d3+4 spells (including possibly Lay on Hands and/or Turn Unholy) until they finish the observation, but they have a stupid tutor egg to crack!

12. One of the monitor's Dark Masters calls upon him for a conference. The Dark Masters may pull the strings, but the monitor is only too happy to dance! The monitor will return in 6d6 hours, probably with a newly-revised Mission and/or Vision statement, much to any tutor's chagrin.

13. UNFORESEEN CIRCUMSTANCES! Instead of failing, the spell actually misfires, affecting a different target as per a wizard spell or Judge. Sensing that he may be on the verge of having to craft a new Mission Statement (or Vision Statement or Core Belief Statement, et. al.), the monitor also loses access to d3 + 1 spells (and/or Lay on Hands and/or turn Unholy) until the next day, as well!

14. The monitor decides to select a tutor as his own 'monitor's pet.' This pet is given certain rights and advantages beyond that of other tutors, most likely earning the silent ire of other tutors. If the pet doesn't play along with the monitor's little game though, then the monitor loses access to d4+1 spells for those d3 days, instead due to embarrassment! He should therefore choose his pets carefully...

15. Everyone is a tutor! EVERYONE! AH!! The obviously hysterical monitor begins treating everyone he encounters as an expendable subordinate that is to blame for not being able to turn people into geniuses with a daily lecture. His psychotic screaming and drooling will last a good 2d3 hours, after which time he will inevitably bump his head and forget how to use any of his clerical powers until the next day!

16. Group size is all in the mind! Completely! To punctuate this fact, all foes that the monitor (and his allies) face for the next 3d6 hours will have their numbers increased by 5 HD *per party member*, due to group overflow! So rather than there being 24 goblins in a room for a party of 3 to face, there will be 39 (24 + (3 x 5)). What's the difference?

17. This area is considered... FAILING! LAMENTATIONS BEYOND HOPE!!! Due to the outrage that some are not learning at a geometric rate, the area explodes in a blast of statistical incredulity! All faithful of R'ti within 200' of the monitor show rapid growth, in the form of taking 3d6 damage. That should help!

18+ Personnel Action! Someone claimed that someone else claimed that a random tutor said something or wrote something or looked at someone funny. This immediately requires the monitor's full attention for an entire day, plus 1 additional day per Improvement Plan total over 18. During this time the monitor will interview all those who are related to the issue, except for the accused tutor of course. The defendant tutor will instead be tied up, gagged, and shoved in a closet while he is poked with sharp sticks as the investigation unfolds, suffering d2+1 damage to a random ability score (and receiving no healing and little rest) each day! What is more, the accused tutor has a 50% chance (66% chance, if an unmarried male) of being summarily banished to some Infernal or Abyssal plane at the Action's conclusion, to live out decades of torment and humiliation for something that he most likely didn't do. Note that if no tutor can be found to be accused, or if said tutor somehow evades his just desserts of sharp-stick-poking (and likely decades of fiendish banishment), then the monitor's head explodes.

Cleric Spells (R'ti)

Monitors of R'ti have access to the following spells:

1st Level (d7): Blessing (only works on pupils), **Brain Food of R'ti** (as Food of the Gods, but only creates 1/2 the food, also has a 50% chance of granting the subject +1 INT for d6 minutes), **Detect Bad Tutor** (as Detect Evil, but detects those who don't teach according the ways of R'ti!), **Paralysis**, **Word of Command** (requires blowing a whistle), **Comprehend Languages***, **Sleep*** (requires trying to give the subject an in-service for at least d3 rounds first)

2nd Level (d5): Banish (only works on 'bad' tutors, and prevents them from gaining meaningful employment again for the next d30 years), **Binding** (requires a signed contract by the vic... er, subject), **Curse** (requires writing up the target and having meeting about it with them), **Child Charm** (as Snake Charm, but works on kids), **Scare*** (only works on tutors after they are told that the monitor needs to meet with them)

3rd Level (d4): Animate Dead (only works if the un-dead will be used as substitute monitors), **True Name** (requires access to the target's Permanent Record), **Demon Summoning*** (for in-services only), **Haste*** (requires the threat of fire and the ringing of a bell)

4th Level (d2): Affliction of the Gods (requires exposure to young pupils and/or their handkerchiefs), **Lokerimon's Orderly Assistance** (only with other faithful of R'ti, naturally)

5th Level (d2): Mind Purge* (requires the target to be a tutor and on an Improvement Plan), **Replication*** (requires the subject to plans of substitution and the double being used as a tutor)

Theism: What a Cleric Believes

It is assumed that clerics in this work believe in many gods, but follow one in particular as their patron deity (Henotheism). When they wish to attempt to cast a spell from an allied or similar deity, they would generally use Elaboration III or IV (p.36). But this does not have to be the case: clerics with different worldviews have special considerations that represent their own particular outlook. In all cases, use the Disapproval table for the particular divinity being invoked.

Henotheists: follow one patron divinity above all others and is the default type of clerics in this work.

Monotheists: would never call upon other deities, instead gaining a +1 to all spell checks for their deity, as well as a +1 to all Disapproval rolls!

Polytheists: instead follow a whole pantheon of divinities equally, but always have a -2 penalty to their spell checks, as a result.

Animists: worship many beings, but must stand in appropriate places to do so (e.g. under the sky to call upon Zeus, upon a mountain to summon Skadi's power, etc.)

Cult Encounters

Though the term 'cult' has a negative connotation, the various worshipping sects of the gods could be termed 'cults', as well. As a result, feel free to roll a lower die than a d30 to simulate less nefarious cults.

d30*	Encounter				
1	Must always or never wear a certain color	11	Argues for days over the color of observed garments	21	Uses improper sentence structure on purpose
2	Follows a philosophy instead of having religious belief	12	Constantly tries to sell things to the unsuspecting	22	Wears human body parts
3	Wears clothing in strange ways (e.g. backwards, inside-out, etc.)	13	Overly happy singing and dancing	23	Practices human sacrifice (for no good reason)
4	Uses curvy daggers	14	Talks in bizarre voices (e.g. scary, doglike, childish, etc.)	24	Kills all unbelievers
5	Worships (d4): a mortal, insects, mollusks (of a certain color), or an inanimate object	15	Dresses up as (d6): teddy bears, clowns, red devils, purple dinosaurs, chickens, or other	25	Kills all believers (eventually) via (d4): entering a portal, suicidal war, drinking poisoned beverages, or other
6	Worships (d4): a demon, a ghost, a devil, or a fallen god	16	Channels the dead when cooking	26	Speaks in rhymes, cheating by making up nonsense words
7	Afraid of fire, ladles, and other forms of technology	17	Suddenly stops communicating with each other for no reason	27	Comes up with constant and inane 'action plans'
8	Refrains from speaking a certain common word	18	Terrified of screaming women	28	Treats pets like people or people like pets
9	Creates endless committees	19	Involves lots of screaming women	29	Engages in unspeakable acts
10	Keeps a gratitude journal	20	Uses redundant slogans	30	Has mandatory workshops

Chaotic Demon Lord of Goblins



- * Goblins good!
- * Everything else bad!
- * We like things!
- * Muuuuaarrhrrhhh!

Allowed Weapons: Spiked club, club, spear, sling,
Allowed Armor: Leather & shield or lighter
Holy Symbol: Smiling goblin skull
Unholy Creatures: None, though that won't stop Shamans of Tezshnaz from trying!

Tezshnazians practice a form of magic akin to a mix of faith healing and barber-surgery.

1. Hold still! Me must release evil spirits from head! The healing works fine, though the patient is slain by the shaman's misbegotten attempt at jabbing something sharp into his brain.

2. What you call me?! Misunderstanding something the patient said, the shaman immediately attempts to throttle them, rather than actually casting the spell.

3. Me have REALLY BAD HEAD ACHE... Sort of lucky for the recipient, quite unlucky for the shaman, the latter's head explodes in a fantastic display.

4. Me see me mommy standing behind you!! Becoming even more eccentric than normal, the shaman's standard, low-grade hallucinations become suddenly very vivid. As a result, he stares and babbles for the next d10 minutes.

5. We find cause of problem! Reaching into the patient's chest in a gory display, the shaman grabs his heart. He has d3 rounds to put it back in correctly, requiring an Intelligence check DC 18 that can be made each round (goblins are not known for their

6. Pretty colors! It is now the patient who hallucinates, as per result #4 above. Perhaps it was the shaman's bizarre healing concoction... or just spending too much time around the shaman himself?

8. You bad! You go away! Not knowing his own limitations, the shaman ineffectively attempts to turn unholy against a target in a random direction. He keeps trying for d6 rounds afterwards, however futile it may be

9+. **Eeww!** Apart from the unpleasantness of the shaman's inappropriate caress, the patient suffers no further side-effects.

Boo Boo You You! (Tezshanz) (Replaces disapproval)
Tezshnaz finds the shaman to be bad! That means... he is bad!!
Probably!!!

1. You hear that? The Tezshnazian stops and listens to the voices in his own head for the next d10 minutes.

2. Me once met goblin from Ranthunket. If the shaman can't find anyone to finish his limerick (a DC 15 Intelligence check), then he suffers a -1 to all spell checks until the next day.

3. Rrrrrbblllerrrrff. The shaman immediately vomits on all within 5' of him. All (including the goblin), suffer a -d6 to all rolls until either they bathe (highly unlikely in goblin society) or the next day passes.

4. Weeeeeee!!! Experiencing a very pleasant (and fast-paced) hallucination, the Tezshnazian shaman moves d10 x 5' in a random direction for the next d3 rounds.

5. AHHH!!! Mee four steakin'!!!! Feeling the displeasure of Tezshnaz, the shaman harms himself in some way, causing d6 damage. That should help!

6. Suspecting one of his associates of interfering with his sacrosanct connection to Tezshnaz, the shaman immediately attacks. Whether the associate is actually to blame or not is of no matter: Tezshnaz will be pleased!

7. The shaman's paranoia now progresses to focus on his own shadow: why does it keep following him around? What is it up to when he's not looking? Due to his consternation, the shaman thereby loses access to d4+2 spells for the rest of the day, possibly including Lay on Hands and/or Turn Unholy. His shadow must be laughing now!

8. Swirling colors and dancing goblin-maidens fill the deluded shaman's senses, causing him to move in a random direction each round for d4 rounds, attempting to flirt with whatever unfortunate individual or object actually happens to be there. What is more, he also temporarily loses the ability use to some of his powers, as per #7, above, due to the intensity of his psychedelic trip.

9. Subordinates can be tasty! Determined to find out for himself, the shaman immediately takes a chomp out of a random subordinate that is within 30', causing d6+1 damage and causing the victim to mowl and grovel before the shaman for the next round (if he even survives the bite). If the shaman has no subordinates within range at the time, then he takes a bite out of himself!

10. A cunning plan forms in the shaman's mind, one that involves trickery, poisoning, back-stabbing, or a mix of all three! After he drools and babbles to himself over delusions of revenge for 3d6 rounds, he then hurries off to use the bathroom, leaving himself completely open to attack (AC 5) for another 3d6 rounds.

11. Me BIRD! Me SQUIRREL! GggRRROWWL! Summoning an (obviously confused animal spirit) the Tezshnazian shaman takes on a random persona for the next d6 hours- (d4): 1. Enlightened parakeet, 2. Cranky dog, 3. Scheming snake, 4. Homicidal squirrel.

12. The twisted spirits of Tezshnaz summon the shaman to perform a vision quest. After imbibing strange herbs, dancing with far too little clothing on, and screaming at the top of his lungs for 3d6 hours, the spirits realize that they probably don't want to commune with the shaman after all and leave him to his own designs.

13-14. The spell misfires instead of failing, affecting a different target as per a wizard spell or Judge. Filled with glee, confusion, or both, the shaman also loses access to d3 + 1 spells for the rest of the day, possibly including Lay on hands and/or Turn Unholy.

15. Me feel funny. The shaman experiences corruption (d6): 1-3: Minor, 4-5: Major, 6: Greater.

16. Spirits everywhere!!! Mistaking anything from a doorway for his late grandmother to a scurrying rat for a Lord of Chaos, the shaman stumbles around in deluded spiritual rapture for 6d6 minutes. If he doesn't get himself killed during that time, he recovers, only to experience a profound sense of ennui and loss of all his clerical powers until the next day.

17. Me need go water dragon! Unable to hold it, the shaman hobbles off to find a (hopefully) private place to relieve himself. If

he does make it back (a 50% chance: you know how distracted shamans can get), he will return in d100 minutes.

18+ MMMUUUAAARRRRHHH!!!! Filling up with disturbing spiritual energy, the shaman turns bright red and explodes in d6 rounds, causing 2d6 damage to all within 30' of him. For every Boo Boo You You result over 18 the damage done increases by an additional 2d6. The life of the shaman may be over, but he may likely take a few with him!

Cleric Spells (Tezshnanz)

Shamans of Tezshanz have access to the following spells. Since their magic is quite primitive, a shaman never really learns his spells: whichever one is available is generated randomly each time the shaman wishes to cast a spell. Unsurprisingly, shamans pay little mind to what their spells actually do and will happily cast whichever one is available.

1st Level (d4): **Darkness, Paralysis, Second Sight, Word of Command**

2nd Level (d6): **Binding, Curse, Stinging Stone, Snake Charm, Forget*, Monster Summoning***

3rd Level: (d4) **Speak with Dead, Breathe Life*, Consult Spirit*, Lightning Bolt***

4th Level: (d3) **Affliction of the Gods, Vermin Blight, Transference***

* Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using Boo Boo You You! (above), in the case of a spell check of natural 1.

Otherworlds

Worlds where crazy goblin shamans can be found may not be the strangest places that adventurers may travel...

d8	NORSE	d8	OLYMPIAN
1	Asgard: breathtaking home of the Aesir and of high adventure, heroic battle, and feasting	1	Mount Olympus: majestic domain of the Gods- mortals are rarely permitted
2	Vanaheim: home of the Vanir where great wealth, beauty, comfort, and pleasures abound	2	Blessed Isles: paradisiac and especially pleasant realm- place of eternal sighs
3	Alfheim: fey land of the Elves, thought, whimsy, and light	3	Elysian Fields: pleasant afterlife of the truly blessed, though there are still some challenges to be had
4	Jotunheim: rugged land of all sorts of giants, giant beasts, and great danger	4	River Styx, Cocytus, or Acheron: realms of hatred, wailing, or pain; remember to not pay the ferryman until...
5	Muspelheim: fiery place that is home to the fire giants, as well as lots of smoke and magma	5	Palace of Hades or River Phlegethon: dark realms of judgment, guilt, and/or fire
6	Niflheim: icy place and home to the frost giants, remember to bring a jacket and lots of armor	6	River Lethe or Fields of Asphodel: domain of forgetfulness, mediocrity, and resting places of the average
7	Svartalfheim: place of darkness, where dwarves and dock alfar dwell, warring over who the world is named after	7	Erebus or Fields of Punishment: misty and/or gloomy places punishment and torture
8	Helheim: dark domain of the Goddess of Death: undeath and ennui abound	8	Tartarus: deepest prison of the Titans, vaults of dangerous power

Unharmonia

Chaotic Demon Queen of Romantic Pain and Leading-on



Cult Edicts of Unharmonia

- * Make oneself alluring
- * Lead on potential consorts
- * Manipulate them to achieve one's ends, or just for one's own amusement
- * Dump, reject, and cause additional woe to all those who are interested in you- unless you can get something out of them first!

Fell Maidens of Unharmonia

Special: All clerics of Unharmonia are female and have a Personality (or Comeliness) score of 13+. Those men who bring the same woe unto women, follow a different Demon Lord entirely, known as Georgus Porgeous.

Allowed Weapons: Whip, curved dagger,

Allowed Armor: Leather or lighter

Holy Symbol: Female hand crushing a male heart

Unholy Creatures: Men who are looking for a date

Lay on Hands/ Healing Side-Effects (Unharmonia)

The touch of an Unharmonian Maiden may be requited, but certainly brings woe upon those men who seek their amorous caress. All others receive no healing or side-effects at all!

Roll d12, adding the recipient's Luck modifier:

1. You won't be needing this... The maiden reaches into the patient's chest and plucks out his heart. She smiles as he begs for her approval, as she crushes it along with his hopes, killing him terribly.

2. Oh yes sir, he most certainly did awful things to me! Putting on her sweetest lying face, the maiden convinces the next authority figure that the recipient encounters that he did something terrible to the maiden. The authority figure then attempts to imprison the recipient and subject him to torture for the next d20 years, if possible.

3. Do you have an itch too? Though her caress may have been sweet, her after-effects are certainly not! The poor recipient gains

a terrible rash that is contagious, making further amorous activity painful (and immoral) until cured.

4-5. Desperately Smitten. If he hadn't done so already, the poor sap falls completely in love with the maiden, forsaking all else, and becoming her pathetic slave, unless he makes a Will save DC 5, each time she requests something of him. Each time he experiences this side-effect, the save DC increases by 2.

6. A Night to Dismember. The maiden, oddly enough, gives in to the patient's entreaties for romance for d6 hours, though the recipient also experiences Side-effect #2, 3, and 4-5, as well, to boot!

7. I think I like you, but... Showing a rare glimpse into the chaotic maelstrom inside her own mind and soul, the recipient becomes upset for the next d3 days, suffering a -d6 to all rolls, as he looks for daisies to divine with (she loves me, she loves me not...).

8. Take that! Cutting to the chase, the maiden simply pommels the patient in a very sensitive area, causing him to double over in pain for the next d6 rounds. .

9+. When will I see her again? Except for a terrible sense of longing and betrayal, the recipient experiences no specific side-effect at this time.

Miss Matching (Unharmonia) (Replaces disapproval)

Why men keep falling for such horrific sirens, it is certain that Unharmonia knows!

Roll d4 per failed spell that day, minus cleric's Luck modifier:

1. Shattering so many men's hearts can certainly give an Unharmonian a rise, so she takes 10 minutes to enjoy the misfortune she has caused.

2. Don't you find me attractive? Until she gets gawked at or wooed by some male, the maiden suffers a -1 to all rolls until the next day. She needs to show that she can still break all those pathetic hearts!

3. Now where is my man-slave? There's little evil she can do without some poor fool to manipulate. Until she makes a man Desperately Smitten (as per Lay on Hands/ Side-effect, result #4-5, above), or successfully commands one of her existing playthings who has already been so smitten, she suffers a -d3 to all rolls until the next day.

4. I desire the sensation of crushed heart! Until she ruins a man's life, the maiden takes a -d6 to all rolls. After 24 hours, the penalty is removed, though she would still like to.

5. Oh, that's 'so interesting'... Talking to a foolish male is a great way to get his hopes up. Unfortunately, it takes time: 4d6 minutes to be exact! Luckily, while the maiden is engaged in this Miss Match, all she needs to do is smile and look pretty.

6. Sometimes the best types of heart-breakers are the simplest. The maiden feels compelled to passionately kiss the next man she sees, taking distinct pleasure in the look on his face after she laughs and tells him it meant nothing, unless of course leading him on would make him even more miserable!

7. How else to display one's attractiveness that to have be surrounded by studly men? The Unharmonian will need to get at least d3 men with Strength scores of 13 or higher to fawn over her or else she'll lose access to d4+2 spells for the rest of the day,

possibly even Lay on Hands and/or Turn Unholy. It's not like she should ever not have suitable partners!

8. And now the Unharmonian needs to break some wimpier hearts! What could be better than upsetting 2d3 males with Strength scores of 10 or lower? The cleric will need to find out, or else she'll lose access to some of her powers temporarily, as per result #7, above. What is more, she will need to only upset half that number if they have Intelligence scores of 12 or higher too, so that they can more fully appreciate and ruminate over their failure with the fairer gender!

9. Perhaps it's not so much the man, but how much it upsets him that's important? As a result, the maiden needs to really stick in to at least d3 males, either ruining their current relationships, taking all of their money, giving them a horrible illness, making them outcast of the community, getting them imprisoned for decades, or the like. Otherwise, it is the maiden herself who will have to suffer the loss of some of her powers, as per result #7 above, and that's just unacceptable!

10. Now it's time for some fun! All males and females within 1/4 mile and of age of consent are immediately matched with each other in a random fashion for d6 hours. There is a 90% chance of general mayhem ensuing, as feelings inevitably get frayed and hearts are torn asunder, since such random pairings almost never have a chance of causing harmonious courtship. What is more, the maiden herself is immune to this effect, but instead receives 30 + 3d6 gold pieces as she offers only more frustrating and useless courtship advice- the true goal of such arrangements. As a result, she may want to leave the area soon after, or else she may be discovered as the cause of so much angst. Strangely enough though, those affected may even wish to have such an occurrence happen again, as is the case with most human foolishness.

11-12. Oh, she's not that bad! Abandoning her cruel ways for 3d6 hours, the maiden becomes very pleasant to all she meets, especially to those males who are interested in her romantically. Her clerical abilities seem to leave her too during that time: d3+4 spells (including possibly Lay on Hands and/or Turn Unholy). Of course, when the duration ends and she returns to her normal vindictiveness, the pain for those affected is that much more acute.

13. Instead of failing, the spell actually misfires, affecting a different target as per a wizard spell or Judge. The maiden only hopes that it will cause more suffering that way, as her foolish paramours continue to feel bad for her.

14. Unfortunately for most men that she now encounters, the maiden of Unharmonia becomes even more attractive, gaining +1 to her Personality score (or Comeliness, if you're using that optional rule). Whatever the case, any males who actually become enamored with her will also automatically feel a terrible sense of longing mixed with betrayal (Will save DC 10 resists), whether she has actually gotten around to breaking their hearts yet or not!

15-16. Perhaps what I did was kind of... wrong? A bizarre feeling of *actual* remorse overcomes the maiden, dazing her for 2d3 hours, as *real* tears erupt from her eyes. Though those wronged by her may feel sorry for her, Unharmonia certainly doesn't! She prohibits the use of any of her powers until the next day as a result of such a display of real emotion.

17. The Unharmonian gets a little taste of her own medicine in the form of Georgus Porgeous's Wrath! She actually falls for a man who simply wishes to use and abuse her, because, after all, dark maidens only fall for miscreants! Unless she spends at least d6

hours with him each day, she suffers a -1 to all rolls. Only divine intervention will save her now!

18+. Typically reserving her abrupt cessation of communication for her fawning would-be paramours, the maiden now stops talking, writing, etc. entirely, even if it wouldn't shatter the heart of some poor bloke. As a result, she becomes unable to use *any* of her magic for the rest of the day, plus an additional day for every Miss Match total over 18!

Cleric Spells (Unharmonia)

Dark Maidens of Unharmonia have access to the following spells.

1st Level (d6): **Darkness**, **Paralysis**, **Second Sight**, **Charm Person** (with a +10 bonus towards men of similar age to the Maiden)*, **Chill Touch***, **Sleep***

2nd Level (d4): **Binding** (on men only), **Curse**, **Forget***, **Ray of Enfeeblement***

3rd Level: (d2) **Haste***, **Shatter** (only works on a man's heart after ending a relationship with him)*

Luck and the Gods

Luck is an excellent vehicle for demonstrating the favor (or disfavor) of the Gods upon mortals. Those who serve their divinities well should generally receive or recover luck (if there is any to be given), while those who don't will generally lose it. Though deities may test their clerics from time to time, using Luck as another avenue of divine judgment for all mortals can reinforce the disapproval that can be bestowed upon clerics. It is also a way to tell who gets 'lucky': something that the would-be paramours of the Dark Maidens of Unharmonia focus a great deal on.

Gorgons

Made famous by Medusa herself, a number of these dreadful serpent-women are known to exist. Mixing asp- hairstyles with a petrifying gaze, it is no wonder that they are often associated with Unharmonia. Some may even have bird wings and/or a single serpent leg/ body from the torso down (50% chance of each).

Init +3; Atk bow +9 ranged (1d6 + poison DC 9 Fort) or bite +5 melee (2d4 + poison DC 19); AC 17; HD 4d8+2 (or 6d10+4 w/ serpent leg/ body); MV 30' or fly 40' (w/ bird wings); Act 2d20; SP petrifying glance (Will DC 15 resists); SV Fort +10, Ref +9, Will +10; AL C.

Minotaurs, Prime

The direct bull-headed descendants of Asterion himself exhibit even greater might and variety than those minotaurs described in the DCC RPG core book. Use one or more:

Civilized: Except for the obvious bull head, the beast looks simply like a large human from the neck down, gaining Intelligence and the ability to speak, reason, and wear armor.

Feral: The minotaur is even more animalistic, gaining +10' speed, +2 AC, but loses the ability to wield weapons.

Gigantic: The minotaur is quite large, gaining + 1HD and +2 to damage rolls at 10' tall, and again for every 2' taller.

Variant-Headed: Stag, bison, aurochs, horse, or even stranger heads can give minotaurs different abilities than the normal charge ability.

Recommended Reading

Ars Magica, Fifth Edition by Jonathan Tweet, Mark Rein-Hagen, David Chart, Atlas Games

D30 Companion by Richard Le Blanc, Jr., New Big Dragon Games Unlimited

Dungeon Alphabet by Michael Curtis, Goodman Games

Dungeon Crawl Classics RPG by Joseph Goodman

Faerie Tales from Unlit Shores by Daniel Bishop, Purple Duck Games

Labyrinth Lord by Dan Proctor, Goblinoid Games

Mythology by Edith Hamilton

Pagan Europe by Prudence Jones & Nigel Pennick

Usborne Book of the Ancient World by Jane Chisholm and Anne Millard

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