

Heavy Metal Adventures Presents

Dungeon Crawl

Companion #5:

Random Pantheon Generator

By Banjo Destructo

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Greetings

Welcome to the fifth issue of the Dungeon Crawl Companion series. In this issue I wanted to touch on the context of gods and pantheons to use in campaigns and adventures using DCC RPG. If you have any feedback or suggestions, please send them to HeavyMetalAdventures@protonmail.com using “DCC#5” or “DCC Pantheon Generator” as the subject line.

Introduction

What can I say? Gods are quite a bit more involved in DCC Clerics than I had come to expect from other games in the current generation of TTRPGs, so I wanted to make something that people could use to create a baseline for gods in their own games/campaign worlds that would leave them somewhat on par with the gods that already exist in DCC RPG, and then customize them and the boons they give their Clerics to add even more of a personal touch.

What is this Product?

You will be able to randomly generate, or guidedly generate all the gods you wish to place in the pantheon of gods for your gaming campaign. And then provide some options of benefit to Clerics of those gods for the purpose of distinguishing and flavoring the characters who are in the service of their gods. I provide some of my thoughts on the subject of gods in a polytheistic world as well to help contextualize some differences between modern monotheism and an older polytheism.

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Gods in Context

If you want to create single gods, or generate a whole pantheon of gods, studying gods from real world pantheons can give you some insight into how aspects of gods can change or develop over time, as well as how gods are treated in a polytheistic society. One modern source to draw some inspiration that has roots in the past is the Catholic religion and their pantheon of Saints. You have a saint for travelers, a saint for mothers, a saint for children, and hundreds of other saints as well. Unless you were very fanatical about one specific saint, you would pray to specific saints in specific situations. In a good setting for your DCC RPG games, all peoples in the world would be accepting of the idea that different gods exist for different aspects of life, and may pray to different gods in different situations. Towns, villages, or other places may have a patron god where everyone who comes from that location may identify that specific god as “their” god. People may also be “claimed” by a god as theirs and affect the lives of those people whether or not the people are aware of them or consider themselves specifically part of a single gods plan.

Aspects of what a god represents are another subject. I have intentionally designed this product to allow for random, and seemingly incoherent aspects to be represented by a single god. Part of the fun of gods is that sometimes seemingly random aspects may be connected because of historical events or shifts in the culture that you can come up with to fill in the random connection. If you start with a god of the seas, and generate that this god is also the god of merchants, you can easily come up with a connection that merchants use ships to transport their goods so when merchants started worshiping the god of the sea, and then that God also became the god of merchants. A more difficult example might be if you generated a god that is the god of healthy children, war, and disease. If you think it through, you can make connections to these aspects. Children often act as vectors to spread disease between themselves and their families, having lots of children in a society means they can raise large armies for war. War can cause injuries, death, and destruction which can cause diseases to spread, and depending on how far the armies travel, they may spread or encounter diseases in whatever lands they travel to. So, in a way it becomes more “real” for a god to have randomly generated aspects, that you can connect together with some thinking, rather than just thinking about what that god might also represent. You can even have two or more gods that represent the same aspect. Such as having multiple gods of war. One God of war may represent savage slaughter, one may represent disciplined formation, one may represent peace through war, or one may represent annihilation of civilizations through war. There are many different

possibilities that can add endless depth to the gods and culture of your game's setting.

Positional Tiers on the Pantheon

One idea to consider is the different Tiers of existence that gods and other primal beings might take within the pantheon. Many gods in the real world are described as being born from other beings or gods. Even some gods may be described as not being at the top of the pantheon from the start but having worked their way up after doing some deed.

At the base of the pantheon, you might have the substance of the primordial universe or the first gods of the universe they oversee and take part in the creation of the world or are formed from the world as well as begin the creation of the next tier of gods and outstanding creatures who might inhabit the world. Then you have the first tier of gods who might represent those that oversee the development of human and demi-human races and the beginnings of culture, they may also create other lesser creatures of the world as well as hybridize creatures. Then you have the third generation of gods who come to take more of a brotherly, sisterly, or romantic attachments to the races on the planet, this group of gods may also exist with demigods which would be the result of gods mating with mortals, as well as some who may decide to leave godhood or live with mortals rather than remaining separated from them. In short, we have:

Foundational/Primordial Tier – Those at the beginning or formed from the beginning where all other gods originated from.

Father/Mother Tier – Those that lived in the world and decided to create the races that adventurers came from

Sibling/Children Tier – The children of the Father/Mother gods, created during or after the early years of the human civilizations. They may also be siblings with demi-gods or find more interest in directly acting or interfering with mortals.

The Generator

Having put down those previous notes about gods and pantheons, here are the general guidelines for using this random generator, it is primarily meant to inspire your own creativity, but if you use the results as rolled you may find that the history and setting you generate from the pantheon provide interesting opportunities to make them all fit together. One other thing you could do is choose to generate multiple pantheons or affiliations of gods related to different cultures you choose to include in your campaign world.

Step 1: generate the type of pantheon you are working on. Step 2: Generate individual gods by rolling their generational tier, and then rolling their godly domains. Step 3:

Pantheon Type. 1. Extended Family(amicable),2. Extended Family (adversarial) 3. Dominion Spheres 4. Emergent 5. Greater Reflective 6. Super natural

Generational Tier. 1.primordeal 2. First generation(father/mother) 3. Second generation (son/daughter) 4. Half god/mortal

Extended Family (amicable & adversarial)

The main bulk of the pantheon are related to each-other as an extended family, as fathers/mothers, children, cousins, uncles, or as greater beings created by these family members. The note of amicable or adversarial is a note of how the family treats each other for the setting, as to whether they will work together for common goals or work against each other for their own goals. They exist irrespective of the notice of mortals, and often interfere in the affairs of mortals for their own reasons.

Dominion Spheres

The gods are unrelated to each other. They derive their existence and powers from the spheres of power for which they are known. Their worship and powers manifest through their connection to extra planes of power adjacent to the world the campaign is set. They wax and wane in influence and power on the world with the number of people who acknowledge their power and request assistance through prayers and sacrificial offerings.

Emergent

The gods emerge from raw elemental forces that exist in the world whether they are worshiped by mortals or not. They may have domains on the world where they live or call their home, or they may consistently travel and have no true home, but would have a place of birth.

Greater Relative

The gods live in a world that mirrors the world of mortals, where they live and breathe and battle. They care little for the world of mortals, as they are separated from it, but the souls of mortals may join the gods in their world after death.

Super Natural

The gods are embodiments of the spirits of nature. They take the forms of animals, plants, rivers, hills, and other natural formations. They are everywhere, can provide deep wisdom and knowledge, some may trick people, others may wish harm, while others still may take custodial or guardian stances towards groups of people.

Godly Domains

Here is have assembled some d14xd6 charts for rolling random aspects to add to gods for your pantheon. As discussed earlier, it is probably more fun to roll up 3-5 different aspects for each god, leaving them stand as they roll and then coming up with ideas for how they relate to each other. Simply roll 1d14 and 1d6 and consult the row and column from the table for the generated aspect.

Aspect Table 1

-	1	2	3	4	5	6
1	Desolate War	Coordinated Battle	Battle Lust	Savage Combat	Calm Waters	Stormy Water
2	Visions of Terror	Mechanisms	Soothing Warmth	Destructive Fire	Forging Flames	Fertile Earth
3	Wild Lightning	Dour Fasting	Bountiful Harvest	Sparse Vegetation	Awakening Visions	Healing Laughter
4	Whispering Winds	Secret Patterns	Sacred Geometry	War Engineering	Home Design	Loyal Friendship
5	Tired Farmers	Overtaxed Workers	Loyal Servants	Concealing Shadows	Purifying Flames	Raucous Celebrations
6	Destitute Cripples	Lost Orphans	Happy Families	True Guardians	Vigilant Sentinels	Easy Marks
7	Savage Raids	Healing Herbs	Faerie Mushrooms	Wine Making	Wasting Disease	Protector of the Dead
8	Mad Prophets	Simmering Volcanoes	Patient Craftsmen	Prosperous Trade	Safe Travel	Pleasant Breeze
9	Mountains	Mania	Hot Springs	Net Fishers	Millers	Deception
10	Unthinking Gluttony	Protective Mothers	Separated Lovers	Homebound Sailors	Roads and Bridges	Natural Beauty
11	Patient Parents	Family Loyalty	Budding Flowers	Ores and Metal	Fair Agreements	Tricky Scavengers
12	New Endeavors	Old Traditions	New Friendships	Natural Camouflage	Dark Secrets	Protective Darkness
13	Sour Water	Social Drinking	Thoughtful Stewardship	Light that Brings Death	Dour Winter	Blind Wrath
14	Bitter Wind	Wise Rules	Traps	Betrayal	Famine	Just Causes

Not satisfied with merely one table I created a second table of aspects for you to use with your gods.

Aspect Table 2

-	1	2	3	4	5	6
1	Refreshing Springs	Morning Star	Solemn Ceremonies	Life Bringing Sun	Morning Frost	Gleaming Jewels
2	Destructive Obsession	Silent Hunting	Crashing Thunder	Barren Farms	Venoms and Toxins	Quiet Death
3	Watchful Shepherds	Harvest Moon	Hunting Moon	Guide Star	Rosey Red	Morning Moon
4	Generous Teachers	Eager Apprentices	Hidden Knowledge	False Testimony	Sunshine Yellow	Mealy Brown
5	Star Constellation	Careful Planning	Old Forests	Dark Jungles	Broken Dreams	Sapping Deserts
6	Stubborn Animals	Self-Sacrifice	Spring Growth	Blazing Summers	Fruitful Autumns	Plaguing Vermin
7	Domestication	Morning Dew	A Rocky Planet	New Traditions	Old Friendships	Fruited Hills
8	Dark Caverns	Canyons	Waterfalls	Envy	Jilted Lovers	Thrift
9	Wild Herds	A Gas Planet	Bitter Truth	Bold Lies	Barren Land	Pale Tundra
10	Blooming Violet	Verdant Green	Hard Lessons	Healthy Children	Skilled Fighting	Inspirational Genius
11	Wildfires	Sieges	Knowledge	Oxen	Ringing Bells	Laymen
12	Tunnels	Seasons	Chimeras	Feasting	Magical Locks	Puzzles
13	Underearth	Youth	Beasts	Outsiders	Stone	Giant Folk
14	Sky	Old Age	Mutations	Small Folk	Beast Men	Fading Memories

Alignment

If you really are blanking on how to do this and need some assistance, I suggest rolling 1d10, a result of 1-3 aligns the god to chaotic, a result of 4-7 aligns the god to neutral, and a result of 8-10 aligns the god to lawful.

Clerical Boons

You may want to give special bonuses to Clerics who serve the gods that you generate. I suggest choosing or randomly selecting 2 to 4 of the following:

- 1 ... The Cleric gains an attack bonus of +1 when using their god's favored weapon (determined as you see fit) in combat
- 2 ... The Cleric's Hit Dice to roll for Hit Points increases from d8 to d10
- 3 ... The Cleric gains +1 Hit Point every level
- 4 ... Pick two of the Clerics Saving Throw bonuses (Reflex, Fortitude, or Will) and swap their bonus values
- 5 ... The Cleric gains an additional +1 bonus to either Reflex, Fortitude, or Will saves
- 6 ... While the Cleric is using their god's favored weapon (determined as you see fit), their attacks will be able to have normal effect on any monster that has special defenses or resistances to attacks that would need some special quality to bypass. For example, if some monster is described as being immune to normal weapons, the Cleric would still be able to damage that monster while using their god's favored weapon.
- 7 ... The Cleric gains a bonus of +1 to their AC, with an additional cumulative +1 bonus to AC at level 4, and level 8.
- 8 ... The Check Penalty of armor the Cleric wears is reduced by half (rounded down), and any
- 9 ... The Cleric gains +2 to damage rolls while using the weapon favored by their god
- 10 ... The Cleric knows one additional spell on top of those known for their level.

- 11 ... The Cleric knows one fewer spell than normal, but gains +1 caster level and +1D to action dice used to cast spells.
- 12 ... The Cleric's caster level counts as their level +1
- 13 ... Cleric's gain 2 Thief skills, with the same bonus per level as a Thief of the same alignment
- 14 ... The Cleric's of this god gain the ability to use the Wizard's Spellburn ability.
- 15 ... Cleric's of this god may perform Mighty Deeds, and gain a Deed Die the same as a Warrior of the same level. However, the Cleric does not gain additional attack bonus or damage from their Deed Die.
- 16 ... The Cleric may create/bleed 1d6 vials of holy water every day for free.
- 17 ... The Cleric's "Lay on Hands" spell gains one of the following additional effects:
- 1 ... May choose to cause damage instead of healing, but every target uses the "Opposed" alignment column
 - 2 ... May heal creatures normally not allowed to be healed, but these targets use the "Opposed" alignment column
 - 3 ... If not "Same", all other targets use the "Adjacent" alignment column
 - 4 ... Each healed target gains a temporary AC bonus equal to their HD, this bonus lasts for 30 minutes in game/world time.
 - 5 ... Any hit points regained that go above the targets maximum hit points are retained as temporary hit points for up to 30 minutes in game/world time. If a character is at full hit points or still has temporary hit points, they will not be able to gain temporary hit points from Lay on Hands
 - 6 ... Any character healed will regenerate an additional HP equal to their Hit Dice/ Level every round for 30 minutes in game/world time.
 - 7 ... Lay on hands may be used against an enemy, draining hit points from the foe and bestowing them upon the Cleric as temporary hit points.
 - 8 ... the range of Lay on Hands is increased from Touch to 20'. And at level 4 the Cleric may split the HD of healing to multiple targets.

18 ... The Cleric's "Turn Unholy" gains one of the following additional effects:

- 1 ... The Cleric is able to turn creatures according to their alignment and one other alignment
- 2 ... The Cleric is able to control creatures that they are not able to turn
- 3 ... No saves are allowed for creatures effected no matter the result
- 4 ... The range of the Turn effect is doubled
- 5 ... The area of Holy Smite is a 360-degree circle instead of a line/cone
- 6 ... You gain a +1D adjustment to the action die used for Turn Unholy checks, as well as for the dice used for determining the number of creatures turned, and damage done from Holy Smite.

19 ... The Cleric gains one of these abilities that they may activate once per week:

- 1 ... Filled with holy wrath, the cleric gains +1D for attack and damage dice in combat for the duration of one combat.
- 2 ... The Cleric gains immunity to hot/cold for one hour.
- 3 ... The Cleric may breathe underwater and swim at twice their normal speed for one hour.
- 4 ... The Cleric may fly at their normal movement speed for one hour.
- 5 ... The Cleric may move through stone/walls/dirt as if it were water, controlling their movement mentally, at a rate of their normal speed.
- 6 ... The Cleric may conceal themselves and any ally within 5' as if a Thief had succeeded a DC20 "Hide in Shadows" check, this lasts for 5 minutes, characters must move at half their rate and take no overtly offensive action or they will break this concealment.

20 ... The Cleric gains one of these abilities that they may activate once per month:

- 1 ... If the Cleric is allowed to speak uninterrupted outside of combat, they may use the persuasion of their god to temporarily convert 2d6 beings within 50'

into agents of the Cleric's will. A DC 15 Will save will resist this effect. If they are converted, they will follow any reasonable commands of the Cleric for one hour. While they will not turn against any friend or ally in combat, they would be willing to follow any plans to temporarily deceive their friends and allies.

2 ... The Cleric may gain an unnatural hardness in combat. If the Cleric is level 1-3, attacks that damage them are reduced by 1 point. If the Cleric is level 4-6, attacks that damage them are reduced by 2 points. If the Cleric is level 7+, attacks that damage them are reduced by 3 points. This effect lasts for the duration of one combat.

3 ... The Cleric may cast one spell, using their current disapproval as a bonus to their spell casting result

4 ... The Cleric may call upon Divine Aid without suffering any disapproval, and with a +5 bonus to the result.

5 ... The Cleric may call forth a holy avatar of their god. If the Cleric is level 1-3 the avatar will be that of a minor servant. If the Cleric is level 4-6 the avatar will be an angel. If the Cleric is level 7-10 the avatar will be an archangel. The avatar will assist the Cleric for the duration of 5 minutes.

Minor Servant: HP(25), Attack +3, AC 14, SV(all)+5, Action Dice 2d20 , Damage 2d6+4, Special: Damage ignores all resistances, Move/Fly 50'

Angel: HP(43), Attack +7, AC 17, SV(all)+8, Action Dice 3d20, Damage 3d6+4, Special: Damage ignores all resistances, Move/Fly 50'

Archangel: HP(77), Attack +14, AC 22, SV(all)+17, Action Dice 4d20, Damage 3d6+8, Special: Damage ignores all resistances, Move/Fly 50'

6 ... The Cleric may clap their hands, any locks, shackles, traps, secret doors, chests, drawers, desks, manacles, or similarly closed, locked, or hidden objects and features inside the room will magically open up.

Closing Thoughts

I hope I have provided a decent product for you. I find it useful for quickly generating multiple gods for a pantheon in a new campaign setting, or as a nice way to add new gods to an existing world where you want to add more options. I hope I have also given some food for thought on the idea of a world where multiple gods actually exist. We would not have examples of people disbelieving in other gods because they exclusively worship a single god, they would acknowledge the existence of all gods, and even fear learning of new ones. People would have patron gods for their city/town or for their family as well, usually based on the main profession of their family or the industry of their town.

I think with this context it would be appropriate to require Clerics seeking to “gain followers” as required by their gods to remove disapproval effects, to instead seek out Players/NPCS to make sacrifices to the god instead, or to add this god to being equal to their current patron deity within their household, instead of the more modern convention of a “conversion” from one religion to another. Unless of course you wish to impose some cultural practices, rituals, or rights upon them as well. I may expand this product further in the future on the subject of rituals and religious rights and practices which you could then select to be associated with gods in order to make a more fleshed out feeling of these beings existing and influencing the world you play in.

Thank you so much for purchasing this, I really hope you gain something from it. Happy gaming!

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