

Roleplaying Resource

DIVINITIES & CULTS



Volume I: Greek and Norse

Dan Osarchuk

Labyrinth Lord edition

OSRDAN games

Labyrinth Lord
Compatible Product

DIVINITIES & CULTS



BEING A REFEREE & PLAYER RESOURCE FOR LABYRINTH LORD AND OTHER CLASSIC ROLEPLAYING GAMES

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**Compatible with the various Old School Editions
and their 'Retro-clones', especially Labyrinth Lord!**

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PREFACE

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 possible 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. Rather than being some sort of actual pagan tract, *Divinities and Cults* is a guide for roleplayers to have their imaginary clerics gain special abilities and unique magics by following various gods and goddesses in one's *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 also 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 historical-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
Winter of 2015
Virginia**

Key to Divinities & Cults

The incredible and mysterious power of the Gods requires similar abilities for their followers!

Casting Rolls

In order to make spellcasting more dynamic, mysterious, and exciting, clerics can perform Casting Rolls in order to have their spells succeed. Doing so makes casting spells feel more *magical* and adds an additional layer of depth to your game.

To make a Casting Roll, roll a d20 and then consult the following table. The die result will need to equal or exceed the listed number in order for the spell to succeed.

CASTING ROLL SUCCESS MATRIX

Cleric Level	Spell Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	5	-	-	-	-	-	-
2	4	-	-	-	-	-	-
3	3	5	-	-	-	-	-
4	2	4	-	-	-	-	-
5	2	3	6	-	-	-	-
6	2	2	5	-	-	-	-
7	2	2	4	6	-	-	-
8	2	2	3	5	-	-	-
9	2	2	2	4	7	-	-
10	2	2	2	3	6	-	-
11	2	2	2	2	5	7	-
12	2	2	2	2	4	6	-
13	2	2	2	2	3	5	8
14	2	2	2	2	2	4	7

Elaboration and various magical boons (q.v.) can influence these rolls.

Success: The spell works! Even if the target then saves, they will still experience a -2 penalty to all rolls for 1d6 rounds afterwards.

Failure: Spell doesn't work- nothing happens!

Natural 20: Success and the spell's effects increase by 1d4+1!

Natural 13: A Divine Test is triggered (see below), even if the spell succeeds!

Natural 1: Failure and a Divine Test is triggered!

(Exclamation marks are used because this process is so exciting!)

Tenets

Clerics are expected to follow these in the name of their Divinity. Major transgressions will result in an immediate roll on the Divinity's Divine Test table in order to bring the cleric back onto the path.

Allowed Weapons and Armor

Clerics bear protection in specific ways as per their patron deity, marking them apart from clerics of other deities. Clerics who use disallowed weapons or armor will be unable to use any of their powers during that time and for the next 6d4 hours afterwards.

Holy Symbols

These are the representations of the cleric's faith in their Divinity. Various symbols may emphasize various aspects of the Divinity and may represent distinct sects, denominations, or even cults thereof.

Can Turn

Clerics can attempt to Turn all listed beings held antithetical to their deity, rather than just necessarily undead.

Mysteries

What is more, clerics may gain special bonuses, often usable up to once per day per level, based on their patron deity. This feature not only adds an additional level of strategy to gameplay, but also reiterates their place within the cosmos.

Healing Side-Effects

Something that matches the deity's purview will also occur along with the benefits of a healing spell. Depending on the d12 result, the recipient may need to fulfill a special requirement first, experience something unfortunate, or even gain a special benefit. Using Side-Effects in one's game keeps healing gritty, interesting, mysterious, and rare. And, if healing is harder to perform, then combat and other adventuring perils become even more gripping.

Less Gripping Healing: Referees can also opt to have clerics roll a d20 instead of a d12 when determining Healing Side-Effects, and count anything above 12 as having no Side-Effect.

Divine Tests

Divinities Test their clerics (and even other mortals) from time-to-time. This may be as much to punish them as to bring them back into their own beneficial connection with the divine. As a result, the further the individual strays, the greater the Test, so the will of the Gods should be taken seriously!

Divine Tests are Triggered each time a cleric:

- Defies a tenet of his or her Divinity in a major way
- Casts a spell in a way that angers his or her Divinity
- Rolls a natural 1 on a Casting Roll
- Rolls a natural 13 on a Casting Roll
- Fails a Casting Roll by 10 or more (excluding any bonuses)
- Calls upon Divine Intervention (see Magic Boons, under Athena)
- Accumulates three foes that roll a natural 20 when saving against his or her spells
- Gains a new cleric level: this serves as an initiation: the number of triggers equals the new level gained, divided by 2, rounded down
- Defiles a sacred place, object, or individual of any Divinity: **note that this applies to all individuals, not just clerics-** the Test will be from the Divinity that has been dishonored; save negates

The Test Type increases based on how many triggers have occurred. It reduces by 1 each day thereafter, along with normal prayers, meditation, etc.

Triggers	Test Type	Roll
0	nil	none
1	I	1d6
2	II	1d8+2
3	III	1d10+4
4	IV	1d12+6
5	V	1d12+10
etc.	etc.	+4 per increase

For example, a cleric rolls a 1 on his Casting Roll, immediately triggering a d6 roll on the Divine Test table for his Divinity. Later that day, he fails a Casting Roll by 11, triggering a d8+2 roll. The following day, three targets save against him with a roll of 20, causing him to start with a Type II Test (1d8+2), since 1 trigger still remained from the day before.

Cleric Spells

Clerics have access to different spells based on which Divinity they follow. Referees and players are also encouraged to develop additional spells that also match a particular deity's idiom.

Spells marked thus (*) are derived from magic-user spells; (b) indicates druid spells.

Miscellany

Divinities & Cults also offers a number of optional rules and random tables, organized by Divinity, for use in your classic roleplaying game. Feel free to use whichever ones you wish.

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Apollo

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



Tenets of Apollo

- * Spread light to others
- * Honor prophecies and 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

Can Turn: Undead, beings of darkness, music critics, braggarts, snakes

Apollan Mysteries: Clerics of Apollo can gain a +2 bonus to one of their casting rolls, up to once per day per level, when in an area of bright sunshine.

Healing Side-Effects

As god of health, Apollo's restorative magic can be quite potent, but can also bring plague upon those who displease him. Roll 1d12.

- 1. Weakness:** Unless the recipient makes an immediate, successful appeal unto Apollo (a Charisma check), he then takes 1d4 damage to a random ability score.
- 2. Python's Revenge:** A great snake emerges from the recipient and must be slain by the cleric and/or his allies in order for the healing to occur. Treat as a giant python, except that it has a HD equal to 1/2 the cleric's level, rounded up.
- 3. Helioic Healing:** Receiving the sun's succor, the patient also risks temporary blindness, for the light might be just too bright. As such, the recipient must make a Constitution check or be blinded for the next d20 minutes.
- 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 5% chance of actually contracting some form of disease, since that's what the arrows are mainly intended for.

5-6. Seer-healing: The cleric is instead affected by the Side-Effect and falls into an ecstatic trance. For the next d20 rounds, he receives intense visions and a prophecy of some future event, like one of the Pythia.

7. Time for a Paeon! The recipient must sing at least passably well in order to receive the healing, requiring a Charisma check. If the recipient's *player actually sings passably well* (per Referee), then healing occurs with a 50% bonus.

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. Otherwise, it is only 50% extra healing.

9-12. Blessing of Delphi: The patient is healed automatically for the full amount. He or she also gains immunity to all disease for the next 1d6 days, shimmering with paeans and sunlight.

Paean

Apollo wishes the cleric to understand his greater glory.

Divine Tests

1. For the next 1d6 turns, 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. Afterwards, he will be ready to go.
3. Oracular visions come to the Apollan. He has a level in 20 chance of being able to make sense of them, to gain a hint about some future outcome, but he also takes a -3 penalty to all rolls on the following day, due to their confusing nature. In any case, the cleric will recover after another 24 hours pass.
4. His lyre must need tuning! The cleric of Apollo takes a -3 to all of his rolls for the rest of the day.
5. For the next 1d3 hours, the cleric can 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 4 target 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. Let's see who plays the best! Until the cleric outperforms another musician, he experiences a reduction in spells available (50% chance for each one), possibly including his Turn ability, for the rest of the day. To do so, he must beat the pretender on an opposed Charisma check by at least 2. In the remote event that he fails, he may try again an hour later, but with a cumulative -2 penalty per attempt, due to frustration.
8. A test of healing is required. The cleric must successfully cast three healing spells in a row, or else he might lose his other clerical abilities, as per Paean #7, above. What is more, he may only use the spells on 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 Referee rolls a d4 to see if the prediction 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. So why not turn them into heliotrope? The closest individual within a random direction thereby becomes 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 end up pushing up daisies (a base 50% chance).

12. Beware of whom you judge! The nearest individual to the cleric, one 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 Charisma until restored by magical means. Until then, he may even realize what an ass he's been.

13. Perhaps the Apollan has had too much sun? He gains a potent sunburn, taking a 1d4+1 penalty to all rolls when anything touches his skin. It could be the favored way of Apollo, but definitely not for wearing a wool shirt, at least until it wears off the next day.

14. An aspect of Python emerges to settle a score with the cleric. It has a HD equal to his level x 2, an AC of 5, and remains until slain, attacking with viciously venomous bites (1d6 damage, save vs. poison or also take 1d4 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 prophecy. If he succeeds, then they congratulate him and grant him experience points equal to 5% of his current total. If not, then they give him a stern reprimand and he loses 2d2 Charisma for the next 3 days instead.

16. The god of healing can sometimes bring holy plague. The recipient becomes the bearer of a disease that only affects those who commit chaotic and/or evil acts, taking 1d4 Constitution damage per day if they fail their save vs. spell. Only two saves in a row will defeat the affliction in a specific individual, otherwise it continues to spread until stopped.

17. The Oracular gift comes to the cleric- but like that of Cassandra unfortunately. He can thereby cast Augury at will, but also suffers bouts of panic that last for 1d10 minutes afterwards, as the visions torment him. What is more, every time he experiences this Paeon, his Augury can reach 3 more turns into the future and the bouts of panic last 1d10 minutes longer.

18+ Like Asclepius, the cleric may have gone too far and angered Zeus himself. A cyclopean-forged thunderbolt immediately descends upon him, 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 2d4 days per Paeon total above 17 and would probably be much less painful than Zeus's wrath.



Hyperboreans

People who dwell beyond the North, they are known to serve Apollo directly. Similar to elves, they are bright, have an aversion to darkness, and are prone to using figures of speech.

Mve: 40*; AC 6; HD 2; Attk: 1; Dmg: by weapon; SP: +1 to all rolls related to brightness; -1 to all rolls when in darkness; Sve: E2; Mor: 7; Align: L

Cleric Spells (Apollo)

Clerics of Apollo have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Light, Protection from Evil (+4 vs. snake-kind), Purify Food and Drink, Remove Fear, Resist Cold, Sanctuary (if the area is sunny), Divine Weather^D

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Holy Chant, Resist Fire, Snake Charm, Detect Invisible* (requires sunlight), ESP*

3rd Level: Continual Light, Cure Blindness, Cure Disease (reversible), Locate Object, Prayer, Remove Curse (reversible), Speak with Dead

4th Level: Cure Serious Wounds, Detect Lie, Divination (requires sitting upon a tripod), Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Polymorph Other*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (in the form of a sun ray), True Seeing

6th Level: Find the Path, Heal, Summon Aerial Servant

7th Level: Holy Word, Regenerate, Restoration, Wind Walk

Meadow Encounters

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): [1] colder, [2] warmer, [3] clearer (25% chance of sunburn!), [4] cloudier, [5] start/ end precipitation, [6] windier, [7] less windy, or [8] other
2	Terrain change (d6): [1] more hilly, [2] flatter, [3] trees, [4] cottage (as per #7 folk, below), [5] stream, or [6] pond (35% chance of spawning another encounter)
3	Meadow animal(s) (d10): [1] bird(s), [2] squirrel(s), [3] rabbit(s), [4] deer, [5] horse(s), [6] chipmunk(s), [7] cattle, [8] sheep, [9] swine, or [10] other
4	Mishap (d5): [1] gnat swarm, [2] ant swarm, [3] stumble, [4] sharp rocks, or [5] brambles
5	Meadow beast(s) (d6): [1] dog, [2] cat, [3] bird of prey, [4] boar, [5] serpent, or [6] other (15% chance of being dire and/or dangerous)
6	Notable Vegetation(d3): [1] a single tree, [2] a copse, or [3] 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): [1] travelers, [2] bandits, [3] farmers, or [4] other (25% chance of being hyperborean or elven)
8	Supernatural (d8): [1] pixie(s), [2] sprite(s), [3] nymph(s), [4] satyr(s), [5] centaur(s), [6] gnomes, [7] nature spirit, [8] unicorn - 50% chance of being mischievous
9	Monster(s) (d6): [1] hydra, [2] chimera, [3] minotaur, [4] goblins, [5] evil unicorn, or [6] other
10	Other - roll on another Random Encounter Table- See Table of Contents

Artemis

Neutral Goddess of the Hunt, the Moon, & Innocence



Tenets of Artemis

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

Clerics of Artemis

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

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

Allowed Armor: Leather or lighter

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

Can Turn: Defilers of nature, boasters, voyeurs

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

Healing Side-Effects

The maiden huntress easily heals children, animals, and expectant mothers. All others are another matter, experiencing Side-Effects of the goddess based on her various traditions. Roll 1d12.

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 Constitution 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 patient back to health. Unfortunately, she-bears aren't the most gentle of nurses, so she also causes 1d4 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 1d6 turns, whether for game or to explore a new, wild place.

5. Forest Succor: 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 happen around the recipient for 4d6 rounds, though of course, the priestess must herself remain chaste. Such is the power of nature and thrill of the chase!

7. Inviolat: The patient is healed for double the spell's amount. The healing is reduced though by 50% for every romantic incident that he or she has engaged in during the past d30 days, possibly even causing harm if 3 or more have occurred during that time!

8. By the Light of the Moon... The healing occurs and with 50% extra effect as soon as the sick or injured area of the recipient is bathed in moonlight.

9-12. Blessing of the Maiden: Artemis grants healing automatically and for the spell's full amount, as well as a +2 bonus to all ranged attack rolls for the next 3d6 hours.

Stricken

Artemis fires her righteous bow of wrath, causing those she hits to feel the tension of the chase!

Divine Tests

1. The cleric must do nothing but practice with her bow for the next 1d6 turns.

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 -3 penalty to all rolls on the following day.

4. It must be the cleric herself who has offended the goddess! Heeding her stern warning, the Artemisian takes a -3 to all her rolls for the remainder of the day.

5. Whether it be hunting, tending to animals, or punishing some defiler, the cleric of Artemis will spend the next 1d3 hours doing nothing else.

6. Someone or something needs to be struck by an arrow! The priestess must venture alone for 1d2 hours to position herself and then fire on the target (AC= 6 - 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 shot she missed.

7. Oh those poor animals! The cleric must spend at least 1d4 hours caring for any beasts she can find (preferring young and/or injured ones) or she will experience a reduction in spells available (50% chance for each one) for the rest of the day, including possibly her Turn ability.

8. A-hunting we will go! Nothing beats the chase with friends. The Artemisian must bring at least 1d6 others hunting for at least 1d4 hours. If she doesn't, then she temporarily loses access to some of her spells, as per Stricken #7 above.

9. An innocent must be avenged! Whether it be the victim of a man's lasciviousness or one simply wronged by a boast, the cleric must severely punish the transgressor or forfeit some of her powers, just as in #7 above.

10. Taking pity on the cleric, the Maiden 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 1d20 hours though.

11. Perhaps the best way to keep the priestess 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 1d6 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. 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 a random one is affected 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 the cleric was attracted to is attacked by a wild boar. If he survives (a base 50% chance), 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 though, the latter situation will last only 1d4 days, but still involves much honey.

16. Why not have some extra breasts? It certainly works for the Ephesian Artemis! The cleric therefore gains 1d8 extra pair. Unfortunately, though she may still use healing magic (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. This situation lasts for 4d6 hours.

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 bonus to hit and to damage rolls when they are sighted and then must kill them (or at least try to). Worse still, she also 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 1d2 shin-kicking damage per round and carrying distractingly good cookies (save vs. spell or -2 to all rolls unless eaten). 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 causes derision amongst those who attack it, making it an excellent means for expressing the Maiden's displeasure upon entire kingdoms!
 Mve: 60'; AC -2; HD 12; Attk: 1 gore; Dmg: 4d6; SP: attackers must save vs. spell or fight amongst selves for 3d6 rounds; Sve: F12; Mor: 11; Align: N

Cleric Spells (Artemis)

Clerics of Artemis have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Protection from Evil, Resist Cold, Sanctuary (in wooded areas), Animal Companion^D, Faerie Fire^D, Speak with Animals^D, Warp Wood^D

2nd Level: Bless, Delay Poison, Find Traps, Hold Person, Spiritual Weapon, Barkskin^D, Charm Mammal^D, Pass without Trace^D

3rd Level: Animal Growth, Cure Disease (reverse), Remove Curse (reverse), Striking (bows only), Haste* (when outdoors), Snare^D

4th Level: Create Food (in the form of Artemis Scout cookies), Cure Serious Wounds, Detect Lie, Protection from Evil 10' Radius, Polymorph Other*, Summon Animal I^D, Summon Sylvan Beings^D

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Dweomer of Rage*, Faithful Hound*, Commune with Nature^D, Summon Animal II^D, Tree Stride^D

6th Level: Find the Path, Summon Monster (Calydonian Boar!), Summon Animal III^D, Wall of Thorns^D

7th Level: Regenerate, Restoration

Forest Encounters

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

Athena

Lawful Goddess of Protection, 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 skills: true talents will reveal themselves
- * Stand bravely in the manner of Athena, fear no evil!

Clerics of Athena

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

Allowed Weapons: Spear, longsword, short sword, mace

Allowed Armor: Any

Holy Symbols: Owl, Olive Tree, Gorgoneion

Can Turn: Demons, devils, undead, drunkards

Athenian Mysteries: Clerics of Athena gain a +2 bonus to all skill-related checks per level.

Healing Side-Effects

Pallas Athene takes dutiful joy in encouraging those healed to follow the path of right and goodness. Roll 1d12.

- 1. Triage:** Such are the ways of war that the patient must take 1d4 damage for the healing to work.
- 2. Sacrifice:** The recipient must now endure 1d2 damage to a random ability score for the greater good.
- 3. Prudent Rest...** What can be more helpful than a quick nap? The patient must immediately sleep for d30 minutes; unless a battle is at hand, in which case they can fight first and rest later.
- 4. This Place Doth Need Tending:** Whether it be cleaning, organizing, or a general fixing-up, the recipient must tidy the immediate area for 1d20 minutes after receiving the healing
- 5. A Fighter's Succor:** The recipient should be in some sort of armor in order to be healed. 'Tis the fitting way.
- 6. Patience is a Virtue:** Though the spell is cast quickly, the healing takes d30 minutes to occur, minus the cleric's level x 2.

7. Virtue is a Virtue! The recipient must abstain from all romantic activity for the next d30 days, otherwise the healing is forfeit!

8. First Fighter: The recipient is healed and with a 50% bonus if he or she remains first in marching order for the next 1d6 hours.

9-12. Noble Cure: Athena blesses the patient with healing for the full amount. What is more, she also improves their AC by 2 for the next 1d6 hours, as long as they fight honorably.

Lessons

Athena wishes to teach her cleric in a loving, but stern way.

Divine Tests

- The Athenian cleric must do nothing but ruminate upon her intuitive wisdom for the next 1d6 turns.
- 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.
- It is time to practice one's craft and to become wiser. Unless she improves a skill or learns a new bit of wisdom, the cleric suffers a -3 to all rolls until the next day.
- Is she really acting in a civilized manner? The Athenian has her self-doubts and therefore takes a -3 to all her rolls for the rest of the day.
- Whether it be cleaning up the area, practicing her crafts, and/or helping others in need, the cleric of Athena will spend the next 1d3 hours doing nothing else.
- Where are all the heroes in the world? Beset by feelings of frustration and sadness, the cleric must don a costume and cape for the next hour, righting wrongs and challenging criminals, returning in time for bedtime prayers! She has a base 75% chance, minus her level x 5 of running into trouble though (per Referee).
- The needy need our help! The cleric will need to devote at least 1d4 hours to helping the poor, the sickly, and/or the orphaned or she will experience a reduction in spells available (50% chance for each one) for the rest of the day, including possibly her Turn ability.
- A dry town is a safer town! The Athenian is sure to 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, seeing if she can 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 1d4 hours, she will temporarily lose access to some of her spells as per #7, above.
- Athena frowns upon this den of vice! Becoming even more popular, the cleric attempts to shut down the nearest brothel. She will make an effort to do so legally and peacefully, as in #8 above, but she is more likely to be met with violence: 1d4-1 prostitutes and 1d8-2 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 1d4 hours or else she will lose some of her powers, just like in Lesson #7.
- In yet one more divinely-inspired quest, the cleric of Athena must help a specific innocent person. She will be made aware of someone who has been wrongly accused and incarcerated (or who is about to be). She must then work to prove his or her guiltlessness and even fight for their 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 + (her level x 5)% chance of being successful and a 50 - (level x

5)% chance of being incarcerated herself! Of course, the Referee may wish to have her roleplay the entire mini-adventure instead.

11. Being an honorable craftswoman and a warrior-maiden to boot, the Athenian cleric 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 all of her spells for the next 2d12 hours. 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 then 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. Last, 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 insists on returning any treasure and items that they have found on adventure to their 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 + 1d4% as a finder's fee (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 (Athenians are known to support Democracy, after all) will be unable to receive the benefits of her healing magic for the next 1d4 days.

16. It is time for a new... ahem... skin for the cleric's shield. The last man who tried 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 1d4 hours to complete, after which time its AC benefit improves by 1. 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 she has had no one who tried to violate her and she really needs her spells back.

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 1d4 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 (save vs. petrification resists), and her

legs have a 50% chance of fusing together into that of a giant snake! 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 also a base 35% chance each day of a number of would-be heroes seeking her out to slay her! In this case, she takes 6d6, minus her level x 2 damage from the encounter. If she survives such an attack, then she was victorious and gains 5d20 gold pieces in treasure, as well as a great deal of guilt! In addition, each time she goes through this Lesson, she gains a +2 to cast Detect Evil, since she now has a better understanding of the monster that she *could* become.

Cleric Spells (Athena)

Clerics of Athena have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Light, Protection from Evil (+2 if holding a shield), Purify Food and Drink (if temperate), Remove Fear, Resist Cold (if well-dressed), Sanctuary (when in a civilized area), Hold Portal*, Mending*, Shield*

2nd Level: Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Snake Charm, Spiritual Weapon, Arcane Lock*

3rd Level: Cure Blindness, Cure Disease, Locate Object, Prayer, Remove Curse (reversible), Striking (spears only)

4th Level: Create Food and Water (neatly set), Cure Serious Wounds, Detect Lie, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Tongues

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Quest

6th Level: Blade Barrier, Heal, Speak with Creatures, Anti-Magic Shell*

7th Level: Holy Word, Restoration



Magical Boons

Athena would say that those who show good planning and innovation should be rewarded, whether using magic or not. Clerics who cast spells in the following ways can gain the commensurate bonuses, making their magic more esoteric and interesting. Other spellcasters can even do the same, if the Referee so wishes.

Coincidence (+1, +2, or +3): cast the spell so that it takes advantage of a current situation: the more likely that the spell's effects could be seen as a coincidence, the higher the bonus.

Divine Intervention (+2, +4, or +6): spell is cast for the caster, who then automatically triggers a Divine Test: 1 trigger per +2 bonus.

Group Magic (+1 per assistant): other casters, who know the same spell, cast the spell at the same time, boosting one's roll.

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

Secrecy (+1): only the caster knows that he or she actually cast a spell: both during and afterwards.

Secret Ingredient (+1 to +3): use a rare magical substance or specific item that is helpful for that type of spell.

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 1d4 special guests- 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 (85% chance of 1d8 drunks being outside, otherwise roll on Tavern table, q.v.)	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/ 1d2 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 that is (d12): [1] numerous, [2] small, [3] well-armed, [4] poorly armed, [5] resolute, [6] distracted, [7] friendly, [8] hostile, [9] actually fighters, [10] foreign, [11] other, or [12] a combination thereof	14	Smithy (d4): [1] armor, [2] weapon, [3] precious metal, or [4] a combination (65% chance of having requested item in stock; 20% chance of it being a rip-off)	24	Temple Roll 1d15 and refer to Table of Contents to see main Divinity there (35% chance of gawkers and/or upset monotheists being outside, otherwise roll on Temple table, q.v.)
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, Magic-users, 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): [1] argument, [2] fire, [3] disturbance, [4] violence, [5] breakage, [6] theft, [7] assistance, or [8] 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): [1] fight, [2] play, [3] speech, [4] party, [5] public punishment, or [6] other. And 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): [1] especially well-guarded, [2] understaffed, [3] newly-constructed, [4] exhibiting high morale, [5] experiencing problems, or [6] a combination thereof
8	Park, garden, or field (50% chance of it being pleasant, 35% chance of spawning a Meadow encounter, q.v.)	18	Bank, Moneychanger, or Jeweler (55% 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; 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): [1] Forest, [2] Meadow, [3] Mountain, [4] Road, [5] Ruin, or [6] Traveler table (25% chance of being an incursion upon the Town)

Percentages are based on a reasonably upright town- they can be adjusted 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

Special: Clerics of Dionysus are also known as Bacchants

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

Allowed Armor: Hide or lighter

Holy Symbols: Thyrsus, Wine Bottle, Mask

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

Dionysian Mysteries: Clerics of Dionysus can gain a +2 bonus to one of their casting rolls when well-intoxicated and/or enjoying a new festive experience, up to once per day per level.

Healing Side-Effects

Dionysus bestows his intoxicating liberation upon those who call upon his succor. Roll 1d12.

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

2. Get it on! Like a long term buzz, the patient takes 1d4 damage to his Intelligence and Dexterity scores, but he thinks his Charisma score has gone through the roof!

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

4-5. Divinely Intoxicated! The patient now becomes quite hammered, suffering a 1d4+1 penalty to all of his or her rolls that are related to coordination and judgment, as well as having many less compunctions! It lasts for 1d6+1 hours.

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

7. Lure of the Vine: The ecstasy of Dionysus can be addicting! From now on, the recipient must save vs. spell 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, he suffers a -1 to this save!

8. The Vine Power! The recipient is healed and, if intoxicated at the time, receives 50% extra!

9-12. Blessing for the Bacchant: The healing works automatically for the full effect. Even wilder, it allows the recipient to be able to detect alcohol within 180' and also grants a +2 bonus to all rolls when intoxicated (minus any other penalties of course)! These latter benefits last for the next 2d6 hours.

Wild Abandon

Dionysus would like to teach his disciple more about the joys of Chaotic Inebriated Liberation!

Divine Tests

1. Coming down... The cleric must do nothing but 'chillax' for the next 1d6 turns.

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 rolls. 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 -3 penalty to all rolls on the following day.

4. Bummer! The Dionysian cleric immediately incurs an additional -3 penalty to all rolls 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 1d6 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 loses 3d4+1 Dexterity, Intelligence, and lacks nearly all compunction for 1d6+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 experience a reduction in spells available (50% chance for each one), 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 Wild Abandon 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 save vs. spell to resist also chastising said pants for 1d6+4 turns 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). The cleric also will refuse to use some of his spells for the next 1d4 days, like in #7 above, 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 either a (d7): [1] chicken, [2] lizard, [3] kitty cat, [4] panther, [5] old woman, [6] tulip, or [7] cleric's choice. From now on, whenever the cleric fails a save vs. spell, 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 1d6 rounds. Subsequent rolls of this result causes the psychosis to last for a longer amounts of time: minutes, turns, hours, days, etc.

11-13. Can you handle the madness? Huh? HUH!?!? The next spell the bacchant casts affects a random target instead of its intended one. The bacchant also loses access to all of his spells until the next day, including his Turn ability... and it is FAR OUT!

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 1d6+1 rounds. Luckily, the cleric knows this may help him to 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 performance for the next 4d4 turns 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 the next 1d12 turns 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 1d6 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 1d4+1 hours, involving intoxication (a 1d4+1 penalty to Dexterity and Intelligence scores and the loss of nearly all good judgment for the next 1d6+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 1d6 rounds and occurs each hour of the bacchanal (save vs. spell 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 1d6 hours' time! This bacchanal simply happens on its own, involving 20 + 3d100 individuals, and lasts for 1 day, plus 1 more per Wild Abandon result over 18 (2 days for a Wild Abandon of 19, 3 days for 20, etc.) Companions of the cleric must also save vs. spell to resist joining in. All participants of course become highly intoxicated (as in result #16, above) and females are subject to Maenad frenzy (as in result #17, above).

What is more, the bacchanal *moves* 1d6 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 of his companions take at least 1d4 damage each day. The other participants are affected as follows: d100% are (roll for each category)... injured, had a great time, had 1d6 bad memories, are incarcerated, convert to the worship of Dionysus, and/or are dead/ dismembered by Maenads.

What is *even more*, the bacchanal causes at least d1000 gold pieces in property damage each day, plus d100 more per 20 additional participants. Unfortunately, the celebration also creates 1d4-1 certain enemies of the Cult in general and the cleric in particular (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 participants of the bacchanal with class levels gain 5% additional experience points at its conclusion; that is, if they survive!



Cleric Spells (Dionysus)

Clerics of Dionysus have access to the following spells:

1st Level: Cure Light Wounds, Detect Magic, Remove Fear (reversible), Resist Cold (if sufficiently inebriated), Sanctuary (requires ample libations), Charm Person* (if they're drunk), Dancing Lights* (accompanied by the sound of crazy music), Shield* (also requires intoxication), Sleep*

2nd Level: Augury, Bless (requires libations), Snake Charm, Amnesia* (requires intoxication), Auditory Illusion*, Darkness* (accompanied by the sounds of a strange drama occurring), Mirror Image*, Scare*, Shatter*, Entangle^D (via vines only), Warp Wood^D

3rd Level: Feign Death, Prayer, Blink*, Plant Growth^D, Summon Animal I^D (panthers, bears, and party animals only)

4th Level: Create Food and Water (via drawing milk and honey from the ground, suckling at wild beasts, and so forth), Cure Serious Wounds, Sticks to Snakes, Polymorph Self*, Polymorph Other*, Summon Sylvan Beings^D (centaurs, sileni, maenads, and satyrs only)

5th Level: Cure Critical Wounds, Plane Shift, Contact Other Plane*, Distort Distance* (requires plenty of alcohol, rather than an earth elemental), Feeblemind*

6th Level: Animate Objects, Stoned Tell (don't ask), Transport via Plants (mushrooms and flowers only), Wall of Thorns^D

7th Level: Gate (can only be opened during a Greater Bacchanal), Restoration, Irresistible Dance*, Reverse Gravity* (yeah!), Time Stop* (requires the caster to become so intoxicated that time itself seems to stop for him)



Tavern Encounters

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 chance 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 in the tavern (66% chance of it being an unlucky party member)
3	Exotic drinks (50% higher 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 1d4 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)
7	Interesting décor (d10): [1] lighting, [2] display, [3] windows, [4] floor, [5] walls, [6] tables, [7] chairs, [8] barmaids/ wenches, [9] other, or [10] reroll twice	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 serving 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 serving wenches (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! (d3): [1] the Authorities, [2] bandits, or [3] 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 & shield or lighter

Holy Symbols: Falcon, Cat, Flower

Can Turn: None

Freya's Mysteries: Clerics of Freya gain a +2 Charisma bonus due to having such a great personality, looks, and hotness.

Healing Side-Effects

Only adult people suffer the side-effects of Freya's healing. The very old, children, and animals always receive her healing without requirement. Roll a d12.

- 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 turns.
- 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 he or she can rest afterwards.
- 4. How mellow have you been?** The healing effect takes d30 minutes to kick in, minus the cleric's level x 2.
- 5. Nature Healing:** Special herbs are required for the spell, taking 1d6 turns, minus the cleric's level to find first.
- 6. Perhaps it is time to draw the curtain...** It's going to take a lot of lovemaking- a process that will certainly require 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 fills the patient, healing them, and with a 50% bonus if they do nothing but sigh in sunny satisfaction for the next 1d6 turns.

9-12. Blessing of the Lady: Freya not only grants the healing automatically for the spell's full amount, but also a +2 bonus to all passion, magic, and battle-related rolls for the next 1d2 hours.

Ministrations

Freya wishes to spread more love to her cleric and to others.

Divine Tests

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 Charisma bonus, lasting for 1d10 turns.
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 -3 penalty to all rolls on the following day. Whatever the case, the penalty is lost after 24 hours passes.
4. It is now time for Love or Battle! Magic is less likely... since the Freyan takes a -3 to all casting rolls until the next day.
5. Overcome with the passion of the Lady, the cleric must immediately run off to gain romantic satisfaction for the next 1d3 hours at least. It is time to get physical!
6. It would seem that the priestess would need her own healing now! Roll 1d8 on the Healing Side-Effects table: the priestess thereby heals 2d8 hit points or removes another malady (if applicable) and also experiences the Side-Effect rolled.
7. Freya would like her cleric to experience great love. Unless she finds a willing partner, one who has a Charisma score of at least 10 + 2d4 or higher, and who also has a great potential connection with her (a base 33% chance), she will experience a reduction in spells available (50% chance for each one). 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 a bonus to hit that is the same as hers or higher. During the battle, the Freyan priestess also fights as a fighter of equal level. As in Ministrations 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 rolls a 17 or higher on a casting roll or uncovers some new magical knowledge, being, place, or the like, she will be unable to use some of her powers (as per #7 above). Thanks to Freya's mercy though, she will be able to use them again by the next day, no matter what. Got to believe in magic...
10. Hopelessly devoted to Freya. The nearest male within a random direction of the cleric is smitten with the desire to find a beautiful

woman (Charisma of at least 12 + 1d6) as a mate. He will suffer -3 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. The cleric 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 wyrd? The priestess loses access to all of her spells for the rest of the day, as she contemplates the weavings of the Norns in her life.

13. Loki! That trickster is at it again. The next spell the Freyan cleric casts affects a random target instead, and she also loses access to all 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 Referee. Whatever the case, the admirer will certainly interfere with her concentration, causing her to be unable to cast her spells 50% of the time until she can roll under the person's Charisma score. A new check can be made each day; success means the 50% restriction ends 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 the Field of the Host. She also finds that, alas, all of her spells 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. Unless she is able to be with her true love, she will not do anything but perhaps sing soft ballads and gather herbs, though all who would wish to harm such a sweet beauty must save vs. spell 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 Referee).

17. Freya blesses her cleric with enlarged generative organs and curves, making her look quite ravishing! This confers a *permanent* +2 bonus to Charisma with regards to checks with the opposite gender, but also a 25% chance of a dangerous individual (e.g. a fighter, magic-user, 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 (save vs. spell resists) and killing any man who looks upon her unclad (save vs. death)! 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 1d4-1 suitors each day instead. Any suitor who makes the save against her beauty is immune to further drawbacks from this Ministration and earns an extra night with her, taking the priestess out of play even longer. What is more, if the priestess is already betrothed or if more than one suitor makes the 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 Charisma 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: Cure Light Wounds, Detect Evil, Detect Magic, Light (as aurora borealis), Purify Food & Drink, Protection From Evil, Remove Fear, Resist Cold, Sanctuary, Allure*, Charm Person*, Feather Fall*, Find Familiar*, Shield*, Fetch* (as Unseen Servant, but looks like the ideal mate or totem animal of the cleric)

2nd Level: Augury, Bless, Delay Poison, Holy Chant, Reveal Charm, Resist Fire, Snake Charm (ahem), Speak with Animal, Spiritual Weapon (held by a Valkyrie), Identify*, Levitate*, Charm Person or Mammal^D, Find Plant^D

3rd Level: Cure Blindness, Cure Disease, Locate Object, Prayer, Remove Curse, Speak with Dead, Striking, Clairaudience*, Clairvoyance*, Suggestion*, Summon Animal I^D (cats, falcons, or boar only)

4th Level: Create Food and Water, Cure Serious Wounds, Divination, Neutralize Poison, Protection from Evil 10' Radius, Speak with Plants, Arcane Eye*, Charm Monster*, Flame Charm*, Haminga* (as Polymorph Self, but cat, falcon, or boar only)

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Seidr (as Plane Shift, but has a +2 casting bonus and takes d30 extra rounds to cast, as the priestess dons her falcon cape and enters into a trance), Fly*, Utisetar* (as Contact Other Plane, but cleric must sit outside for 1d20 turns first), Commune with Nature^D

6th Level: Find the Path, Heal, Summon Valkyrie (as Summon Aerial Servant, but summons a Valkyrie, q.v. instead), Summon Huldra (see below), Word of Recall

7th Level: Astral Projection (as Seidr, above), Restoration, Wind Walk, Charm Plants*, Limited Wish*, Magic Sword*, Mass Charm*, Permanency*, Sympathy*



Nymphs (Norse: Huldrar)

Otherworldly women of exceeding allure, they are drawn to places of great beauty and to those men who would appreciate their own. When encountered, they easily charm hearts and can even cause blindness or death to those weak-willed enough who look upon their fair forms unclad. Others simply lose the ability to think clearly.

Repelled by violence, some are muses, guiding their paramours to inspired acts of artistic endeavor. Others instead are sirens, leading their loves to doom or just from this world entirely for a time. Varieties include Dryads (forest nymphs), Oreads (mountain nymphs), Naiads (water nymphs), and many more.

MV 40'; AC 9 (0 vs. those who are attracted to them); HD 3; Atk (none); SP charm, animal summoning, plane shift, alter self; Healing as clerics of Freya: save vs. spell or men who look upon them are blinded or slain, otherwise -4 to all INT rolls, plus other abilities by type: tree stride (Dryads), enlarge (Oreads), or breathe water (Naiads); SV: M9; 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 Charisma (or Comeliness) modifier

d20	Especially Attractive		
1-3	Face	15	Arms
4-5	Hair	16	Legs
6-7	Eyes	17	Voice
8-11	Chest	18	Scent
12	d4: Neck, Hands, Belly, or Feet	19	Presence
14-13	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	Height	Shape
1	Short	Slender
2	Average	Average
3	Average	Stocky
4	Tall	Voluptuous

(Potentially) Attractive Charisma 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 Referee

Spell Themes

Whether running NPC clerics that need generalized powers or wanting an overall more freeform expression of magical ability in one's game, the Referee can use the following guidelines rather than referring to the listings for specific cleric spells. 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 select insight, travel, and runes and thereby be able to cast any spells based upon those themes.

If all the theme choices happen to become exhausted (for some deities have more themes listed than others), then a cleric could select a theme multiple times and thereby gain a +2 bonus for each time selected when casting such spells. But, as any cleric of Freya would certainly relate, there's nothing general about magic! Therefore the Referee 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 nearly all clerics also know how to cure wounds and other ailments, and can Turn as per their patron deity, in addition to any themes they might select.

SPELL THEME BY DIVINITY

Apollo- Music, omens, sunlight, disease, snakes, exceptional healing, underworld 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, bulls, sailors
Skadi- Mountains, cold, giants, freedom, skiing
Thor- Strength, heroism, defeating tyrants, goats, oaths, commoners, fighters
Tyr- Order, duty, self-sacrifice, smiting heretics & witches
Zeus- Rulership, patriarchy, weather, nobles, philandering

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. Their attacks drain Intelligence too, bringing their foes back to a more natural state.

MV fly 50'; AC 6; HD 5; Atk naturalizing touch (1d4 INT dmg); SP bless, invisibility, incorporeal, immune to non-magical weapons; SV F5; AL N.



Comeliness (Optional Rule)

For those who don't believe that a well-shaped... necessarily equals a higher Charisma score, try this: Average the character's Strength, Dexterity, & Charisma scores to get their Comeliness score, or just roll it up as a 7th ability. 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, dagger, net

Allowed Armor: Leather or lighter

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

Can Turn: Healers, health-givers, food-providers, and optimists

Helian Mysteries: Clerics of Hel can gain a +2 bonus to one of their casting rolls when in a dark area, up to once per day per level.

Drain Life Side-Effects

Clerics of Hel cannot heal in the normal sense. Being more akin to necromancers, they draw out life when they cast inflict wounds (reverse of cure light wounds, etc.) from a victim to transfer to themselves or to another. To do so, they simply need to briefly touch the victim and the recipient. Then, after 1d6 rounds have passed, the transfer is complete.

Those who receive such 'healing' will also face further side-effects above and beyond the most certainly evil act of gaining life force at the expense of another. Roll 1d12.

1. Niflheim'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 taken... The recipient becomes tainted with any character flaws, curses, or other penalties from the victim for the next 1d6 hours.

3. I Stab at Thee! If slain by the life-draining process, the victim reanimates as an undead creature of equal HD to the level it had in life, hel(l)-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 such healing and even call themselves allies of the Priestess of Hel. All within 30' must save vs. spell or flee screaming for the next 1d6 minutes.

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 1d2 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, turning increasingly creepy and suffering a cumulative -1 to all Charisma 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 occurs, and the recipient can even drink the victim's blood to drain 50% extra. If there was any doubt as to the moral failings of the recipient, now there is no illusion.

9-12. Blessing of Helheim: The victim is drained and the recipient is healed automatically for the spell's full amount. In addition, the recipient gains a +1 bonus to all rolls for the next 1d6 turns as long as he or she acts in a manner befitting the Tenets of Hel. The victim suffers the opposite, whether he or she follows such ways or not.

Ostracism

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

Divine Tests

1. The cleric must do nothing but sit in darkness, whether physical or emotional, for the next 1d6 turns.

2. Some woe needs to occur- but what? Brooding, the Hel 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 -3 penalty to all rolls 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 stop and spend the next 1d3 hours feeling quite depressed about the whole thing.

6. 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. Until she does so, she experiences a reduction in spells available (50% chance for each one) until the next midnight, including possibly her Turn ability.

7. Darkness should be number one. Cackling, the Helian needs to ruin somebody's day, a process that takes 1d4 hours to complete, boots of wolfskin, and a (cruel) Charisma check. If not, then she herself suffers as if under #6 above.

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 Constitution check to avoid it. Those infected must save vs. poison successfully for two

days in a row to be cured of the illness, otherwise they will suffer 1d2 damage to one ability score each day. Unless the cleric infects at least 1d4+1 people with this disease, she will temporarily lose access to some of her spells as per Ostracism #6, above. Whatever the case, the cleric stops being contagious after 24 hours, 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 1d6 x 5' in a random direction. If someone or something is within reach of her at that spot, she touches them and they have a 50% chance of dying within 1d6 minutes. If she resists the urge, then she vomits all over the floor and loses some of her magic for a time, as per #6 above.

10. Oh, that poor cleric, having a living body and all... Hel takes pity on her, turning her undead 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 Niflhel. 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 test. The cleric herself 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. It then does so for 1d6 turns. The cleric may only have up to her level in HD of undead following her in this manner at one time, but they will also obey 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 next spell the cleric casts affects a random target instead and all those witness to it suffer a -2 to all rolls for the next 1d6 hours

14. As the unlife of the party, not only must the Helian save to engage in any but the most morbid conversation from now on, but so does anyone else who is within 15' of her! What is more, the save becomes 2 harder for every incidence of this test and she loses access to all of her spells, including her Turn ability, though this second effect lasts for just the rest of the day. Still, 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 undead-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 undead do (e.g. brains, blood, etc.) each day and also causes fear in all normal animals and children (which may actually be to her advantage).

17. The cleric of Hel gains a greater blessing of undeath, 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 undead 100% of the time, with regards to being able to be turned, as well as not being able to enter direct sunlight or hallowed ground.

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 2d12 more per Ostracism result over 18. What is more, due to the obviously traumatic manner in which this damage was caused, any healing that the cleric might receive afterwards will only be at 1/2 effect. She also won't use any of her magic until the next day; that is, if she's even still alive.

Cleric Spells (Hel)

Clerics of Hel have access to the following spells.

1st Level: Cure Light Wounds (reverse), Create Water (reverse), Light (reverse or as a creepy green one), Purify Food and Drink (reverse), Remove Fear (reverse), Erase*, Shield* (made of darkness), Sleep* (filled with nightmares). Spider Climb*

2nd Level: Augury, Bless (reverse), Hold Person (petrified with fright), Silence (depressing) 15' radius, Amnesia*, Ray of Enfeeblement*, Scare*, Stinking Cloud*, Feign Death^D

3rd Level: Animate Dead, Continual Light (reverse), Cure Blindness (reverse), Cure Disease (reverse), Dispel Magic, Locate Object (reverse), Remove Curse (reverse), Speak with Dead, Haste* (reverse), Insect Swarm^D

4th Level: Create Food and Water (reverse), Cure Serious Wounds (reverse), Lower Water, Neutralize Poison (reverse), Fear*, Fumble*

5th Level: Cure Critical Wounds (reverse), Insect Plague, Cloudkill*, Feeblemind*, Transmute Rock to Mud^D

6th Level: Heal (reverse), Death Spell*, Invisible Stalker*, Repulsion*, Anti-Animal Shell^D, Repel Wood^D, Wall of Thorns^D

7th Level: Astral Projection, Summon Demon*, Antipathy*, Power Word Blind*, Trap the Soul*, Power Word Kill*, Creeping Doom^D, Finger of Death^D



Vampire (Norse: Draugr)

These foul unliving appear as either death-black or corpse-pale (reflecting the different sides of the Death Goddess) and are known to torment the living from their burial mounds. Possessing strange powers and undead might, what better way to further the ends of Hel?

MV 40'; AC 5; HD 9+3; Atk: 1 slam, Dmg: 1d8+2; SP undead traits, silver or blessed weapons required to hit; stake to the heart, decapitation, sunlight, etc. required to slay; can drain life (benefitting self only) as cleric of Hel; can also cast command, enlarge, haste, strength at will; SV: C9; AL C.

Unsettling Encounters

Helheim 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): [1] a crash, [2] roar, [3] moan, [4] footsteps, [5] drumbeats, [6] melody, [7] scream, [8] crying, [9] gurgling, or [10] 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	1d4+1 unlucky party members feel like they're being watched	12	A strange sound is heard nearby (d10): [1] a creak, [2] whisper, [3] moan, [4] gasp, [5] growl, [6] melody, [7] roar, [8] shriek, [9] gurgle, or [10] other	22	Party members must make save vs. spell or leave the area immediately, too afraid to remain
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	1d4 unlucky party members start bleeding mysteriously for d20 rounds (taking 1d2-1 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 1d6 turns.
4	Something brushes up against a random party member that feels (d5): [1] soft, [2] hard, [3] moist, [4] crawling, or [5] 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): [1] wait 'til sunrise, [2] rearrange objects, [3] destroy an object, or [4] 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): [1] bloody tracks, [2] a pile of teeth, [3] a personal possession, [4] bones, [5] scratch marks, [6] a diary entry, [7] sundry body parts, or [8] an entire corpse	15	A random party member must save vs. spell or begin (d4): [1] plotting against another party member, [2] speaking in a croaky voice, [3] using a makeshift puppet, or [4] a combination thereof	25	The next foe that the party faces can only be truly killed in a certain way (d4): [1] burn its corpse, [2] take off its head, [3] stop its heart, or [4] 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 1d6 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 frozen with fear for 2d6 rounds!)
8	A disturbing thing is seen when an unlucky party member looks in the mirror (d4): [1] no reflection, [2] aged reflection, [3] dead reflection, or [4] person approaching from behind	18	A random party member appears to be a monster (d4): [1] vampire, [2] werewolf, [3] zombie, or [4] demon (33% chance of it actually being a real transformation, otherwise returns to normal after d20 minutes)	28	Someone is seen in a strange costume (d6): [1] teddy bear, [2] clown, [3] red devil, [4] purple dinosaur, [5] chicken, or [6] alternate gender. Save vs. death or those seeing it start to go insane!
9	A chill runs down 1d4 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), short sword, whip

Allowed Armor: Leather or lighter

Holy Symbol: Peacock or an X over an Inverted Cross

Can Turn: Men! (adult, living, male humans, demihumans, & humanoids)

Heran Mysteries: Up to once per day per level, clerics of Hera can gain a +2 bonus to any roll made against a man!

Healing Side-Effects

Unsurprisingly, women receive much better healing from a cleric of Hera than men do. Roll 1d12.

- 1. Wrath of the Queen:** Hera is angered by the cleric's plea, causing 1d2 damage to the subject, 1d6+1 damage if the subject is male!
- 2. What Are You Willing To Sacrifice?** This time, the recipient takes 1d2 damage to a random ability score, 1d4+1 if the recipient is male. All give to the Great Queen, but men must do so especially!
- 3. It is Time for Some Fitting Recompense!** If male, the subject immediately loses 1d20 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 (a base 25% chance). All females (and any males who have never had a romantic relationship) receive healing without side-effect in this case.

4-5. I'm Reigning Men! If female, the recipient begins acting (or acts even more) domineering and hostile to men for the next 1d6 turns. She must save vs. spell to avoid this compulsion, even if it would not work to her immediate advantage. On the other hand, if the recipient is male, then he must save vs. spell to avoid being extremely subservient to women. In both cases, the save becomes 5 harder if the man has ever been unfaithful!

6. Domination: If male, the subject must be teased, insulted, and/or humiliated for at least 4d6 rounds by the cleric first. He also must save vs. spell at its conclusion or suffer 1d4 Charisma damage, due to the humiliation. Female subjects ignore this result, of course.

7. When the Goddess is Ready: After 1d6 turns, the healing effect kicks in; 1d6 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, even gaining 50% extra healing along with a +1 bonus to all rolls for 1d10 rounds, whether there are chanting males present or not!

9-12. Blessing of the Queen: Hera grants healing automatically and for the spell's full amount, as well as a +1 bonus to all rolls for the next 1d6 turns, but only if the recipient is female. Men get just 50% of the healing effect in this case and nothing else!

Wrath of the Goddess

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

Divine Tests

1. The cleric must do nothing but ruminate over the scourge of mankind (excluding womankind, of course) for the next 1d6 turns.
2. Until she says something cruel and insulting to a man, the priestess of Hera suffers a -1 to all rolls. 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 -3 penalty to all rolls the following day.
4. Why has the goddess forsaken? The Heran cleric immediately suffers a -3 penalty to all rolls 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 1d3 hours, taking no other action, as well as also taking an AC penalty of 5.
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 1d12 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 experience a reduction in spells available (50% chance for each one) including possibly her Turn Ability until either she gets secret information from someone or until the next dawn occurs.
8. The cleric must also be a woman of bearing, so as to better rule the world (including all those untrustworthy men in it!) As in Wrath of the Goddess result #7 above, she will be unable to use a portion of her clerical abilities until either she acquires 100 x her level gold pieces in wealth, or the next dawn occurs.

9. And of course, the Heran cleric must demonstrate the values of matriarchy by acquiring manservants (male slaves)! Until she gets her hands on a new one, she will become so preoccupied and angry that she will refuse to use some of her spells, just like in result #7 above, except that it lasts for the next 1d4 days instead.

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 disrupt her long term schemes... or else 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 Amazonian might, the priestess must challenge a capable male to a duel as soon as possible. During this time, she gains a bonus to hit equal to what a fighter 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 all of her powers for the rest of the day, including her Turn ability.

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 most likely attempt to take action against the priestess (a base 75% chance), 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 being caught in 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 ordeal. 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 who is in charge (roll d8): [1] Plagued by a gadfly: take -5 to all rolls, [2] Blinded by divine glory: unable to see, [3] Poisoned land: any males who drink anything within 20' of her must make a save vs. death or die, [4] No inn, tavern, or the like will allow her to stay there, [5] Attacked by snakes: 2d4 with 1d2 HD each, [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 best Charisma check! If the male survives (and hasn't run off or been slain by the priestess), then they can spend a romantic night together, both gaining +5% 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, where such revenge is forbidden.

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 hours' 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 Wrath of the Goddess total over 18. During this time, she will remain in the general area where the transformation took place, killing an average of 1d4-1 peasants a day, as well as sundry pets and livestock. She will be otherwise under the Referee's control during this time and unable to use her clerical magic.

Each day, there is a 55% base chance of an adventuring party coming to kill her (since she is now a rampaging monster). If this occurs, then she takes 6d6, minus her level x 2 damage from the encounter. If she survives that attack, then it is assumed that she either ate or drove off the party, gaining 10d20 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: Command, Cure Light Wounds (reversible), Detect Philanderer (as Detect Evil, but detects unfaithful men!), Protection from Evil Men (as Protection from Evil, but works against men of all alignments), Purify Food and Drink, Remove Fear (reverse), Sanctuary, Mending* (carried out by phantom men), Message*, Unseen (Man) Servant*, Divine Weather^D

2nd Level: Augury, Bless, Know Alignment, Hold Person, Holy Chant, Reveal Charm, Spiritual Weapon (held by a phantom amazon), Amazon Strength* (as Strength, but only works on females, naturally), Arcane Lock*, Magic Mouth*, Scare*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Glyph of Warding, Prayer, Remove Curse (reverse), Striking, Clairaudience*, Clairvoyance*

4th Level: Create Food and Water (served by phantom men), Detect Lie, Divination, Neutralize Poison, Protection from Evil Men, 10' Radius, Fear*, Polymorph Other* (+10 vs. philanderers)

5th Level: Commune, Cure Critical Wounds, Dispel Evil Men, Flame Strike, Feeblemind*, Secret Chest*, Monster Summoning V* (female-type monsters only)

6th Level: Blade Barrier (appears held by amazons), Heal, Word of Recall, Dweomer of Rage, Monster Summoning VI* (see above)

7th Level: Holy Word (vs. men of all alignments), Restoration, Wind Walk, Power Word Stun*, Power Word Blind*, Imprisonment*, Monster Summoning* VII (see above)



Amazon Warriors (Fighter Option)

Unlike standard (usually male!) fighters, Amazon warriors gain a +1 bonus per odd level (1st, 3rd, 5th, etc.) that can be used each round against male humans, demi-humans, and humanoids to either hit them, damage them, or improve their AC against them. They can thereby serve as excellent guards and allies of Heran clerics.

Mve: 40'; AC 6; HD 1+1; Attk: 1; Dmg: by weapon; SP: +1 vs. males per odd level; Sve: F1; AL: varies

Loki

Chaotic God of Mischief, Trickery, Monsters, & Fire



Tenets of Loki

- * Spread mischief and deception
- * Breed monsters- they make life more interesting!
- * Point out others' flaws; it really helps to annoy them
- * Burn down the structures 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, Mask

Can Turn: Followers of lawful gods, senseless do-gooders, blokes

Lokian Mysteries: Being quite tricky, clerics of Loki add a +1 bonus per level to any rolls involving deception.

Healing Side-Effects

Few would be wise to receive healing from a servant of Loki, Roll d12.

1. Monstrous Healing: The patient may be healed, but he will also turn into a random monster of the same 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 1d6 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 roll. 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 save vs. spell 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, he suffers a -1 penalty to this save!

6. Mickey Finn: The patient 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 1d4 Charisma damage. Followers of Loki are immune to this effect and instead gain 50% extra benefit from the healing spell.

9-12. Trickster Blessing: The healing will work automatically and for the spell's full effect, but any Lawful recipients also suffer a -d6 penalty to all rolls for the next hour afterwards, treating any negative results as rolling a natural 1. Maybe that will show them what fools they are?

Flying

Loki would test the cleverness and sense of humor of his disciple.

Divine Tests

1. The Lokian must do nothing else but hatch a scheme for the next 1d6 turns. The best-laid plans 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 rolls.

3. A heist is now in order! The cleric of Loki must steal an object or objects worth at least 1d4 x 100 gold by the next sunrise or else take a -3 penalty to all rolls the following day. The penalty ends after 24 hours have passed.

4. It is now the Lokian who has been conned! He himself takes a -3 penalty to all rolls 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 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). Unless he does so, the cleric experiences a reduction in spells available (50% chance for each one), including possibly his Turn Ability, until the next night falls.

8. What to steal? 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 Flying #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, any casters who are within 120' of the cleric when this test occurs have their next spell affect a random target instead of its intended one. The cleric himself is unaffected, of course. Hilarity now ensues!

13. Loki's bedlam becomes even more pronounced as the next spell he casts ends up being a *random one* of the same level instead, while the intended target remains the same! The cleric temporarily loses all of his powers for the rest of the day, too.

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 bear a random monster. If female, then she immediately becomes pregnant. Whatever the case, birth will occur in 1d12 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 2d6 damage per round to any beings unfortunate enough to touch it. The object will continue to burn for 1d6 turns, though others it ignites will burn until either they run out of fuel or are extinguished.

17+ Ragnarok! ...or at least something close to it. All combatants within 400' of the cleric begin to viciously battle each other and/or engage in 'whorish mischief' for 2d4 turns. Those who survive take 1d2 Intelligence and Charisma damage, due to the trauma of such chaotic events. Increase the range and the duration of the effect, as well as the aftereffects x 2 for each Flyting 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: Cure Light Wounds (reversible), Light (reverse), Remove Fear (reverse), Burning Hands*, Feather Fall*, Jump*, Magic Aura*, Manipulate Fire*, Shocking Grasp*, Unseen Servant*, Ventriloquism*, Pass Without a Trace^D

2nd Level: Bless (reverse), Find Traps, Know Alignment (reverse), Hold Person, Resist Fire, Snake Charm, Amnesia*, Auditory Illusion*, False Gold*, False Trap*, Invisibility*, Knock* (by finding some weird catch to open), Mirror Image*, Phantasmal Force*, Pyrotechnics*, Rope Trick*, Shatter*, Stinking Cloud*, Fire Trap^D, Heat Metal^D, Produce Flame^D, Warp Wood^D

3rd Level: Animal Growth, Continual Light (reverse), Cure Blindness (reverse), Dispel Magic, Feign Death, Glyph of Warding, Locate Object, Remove Curse (reverse), Protection from Fire^D, Snare^D

4th Level: Cure Serious Wounds (reversible), Detect Lie (reverse), Sticks to Snakes, Tongues (reverse), Blink*, Clairaudience*, Clairvoyance*, Explosive Runes*, Infravision*, Suggestion*, Flash Fire^D, Hallucinatory Terrain^D

5th Level: Commune, Cure Critical Wounds (reversible), Distort Distance* (no earth elemental required), Feeblemind*, Passwall*, Secret Chest*, Wall of Fire^D

6th Level: Animate Objects, Find the Path (reverse), Arcane Window*, Summon Monster IV*, Project Image*, Fire Seeds^D

7th Level: Holy Word (reverse), Duo Dimension*, Instant Summons*, Phase Door*, Reverse Gravity*, Summon Demon*, Summon Monster V*, Vanish*, Irresistible Dance*, Polymorph Any Object*, Shape Change*

Vagabond Table

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

d12 (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 (or Rake)	Rob	Smelly (foul odor, perfume, or cologne)
4	Merchant	Give various pamphlets to	Sick (50% chance of coughing on a party member; 50% chance of vomiting)
5	Rake	Attack (verbally and/or physically)	Obnoxious
6	Old person	Make an indecent proposal to	Drunk
7	Pet (25% chance of actually being a talking animal)	Falsely accuse	Loud
8	Half-breed or Mutant	Question repeatedly	Unintelligible (foreign, quiet voice, or demented)
9	Orc, Goblinoid, or Distant Relation	Con or encourage engaging in criminal activity to	Inappropriate
10	Thief or Halfling	Engage in conversation with	Delusional
11	Fighter or Dwarf	Stand uncomfortably next to	Bizarrely dressed
12	Magic-user, Elf, Cleric, or other	Follow around	Strangely powerful

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, an Eye

Can Turn: Undead, demons, humanoids

Odinnic Way: Clerics of Odin are often silent or odd by nature, taking a -1 penalty to all rolls made to socialize with mortals, but also a +1 to all saves vs. spell. Both increase by 1 per level.

Healing Side-Effects

Nothing is gained without sacrifice, including healing from the Silent Wanderer. Roll 1d12,

- 1. Viking medicine:** Realizing that he is not the body, the recipient takes 1d4 hit points of damage as the cleric carves a rune directly into his flesh, subtracting from any healing he might receive.
- 2. Valhalla, ho!** The recipient dies somewhat to the Allfather and takes 1d4 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 1d6 hours, suffering a -6 penalty to all sight-related rolls.
- 5. Hrafn-tide:** Ravens circle as the healing occurs, preventing all others from casting spells within 120' for the next 2d6 rounds.

6. The Norns will tell... When the time is right (d30 minutes later, minus the cleric's level x 2), the healing effect occurs. Perhaps more introspection is needed until then?

7. Fury of Freki and Geri: Like an Ulfhednar, the recipient is overcome by the power of Odin and acts as if under (roll any die): [evens] an Inspired Madness (Blot result #11) or [odds] an Asgardian Rage (Blot result #15). In both cases, the effects last for 1d6 rounds.

8. Watch the Flight of Huginn and Muninn: The recipient is healed and with a 50% bonus if he or she seeks time alone for the next 1d6 turns, thanks to silent contemplation and rune-study.

9-12. Blessing of Hlidskjalf: Odin sees fit to grant the healing automatically and for the spell's full amount, along with a +2 bonus to all insight, rune, and wisdom-related rolls for the next 1d2 hours.

Blot

Odin wishes to test the mettle and insight of his cleric to move beyond this world.

Divine Tests

1. Odin has the cleric simply sit and contemplate Yggdrasil, doing nothing else (unless there is a battle to be had, which would be an acceptable alternative) for the next 1d6 turns.
2. Further study of the Runes is now required. Until he does so for 1 hour, the cleric suffers a -1 to all rolls.
3. Travel. The cleric must journey at least 1d4 miles, which can also include a raid of some sort, or else take a -3 penalty to all rolls on the following day.
4. How insightful is Odin's faithful? The Odinnic immediately incurs a -3 penalty to all rolls that lasts until the next day, swaying like Gungnir, though he has no penalty when attacking with his spear.
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, and also eschew using any magic items. Failing to do so incurs a -4 penalty to all rolls for the day instead.
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. 1d4+1 Strength, Dexterity, or Constitution is considered lost while that body part is unusable, as well as any other detriments, as determined by the Referee.
7. It is now spells that Odin requires. The cleric experiences a reduction in spells available (50% chance for each one), including possibly his Turn ability, 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 1d6 hours, as well as lose access to some of his power, as per result #7 above. He may cast any of his remaining spells psychically without penalty during that time though.
9. Seeking Freya herself, the cleric is compelled to be in isolation for the next 1d6 hours. Perhaps she will grace him with her presence and even weep tears of gold for him, as well? If she doesn't arrive during that time (a 90% chance), then he temporarily loses some of his clerical ability, as per Blot #7 above.
10. Odin compels the cleric to meditate upon the deeper mysteries of the Runes, causing him to temporarily lose access to some of his spells like in #7 above. What is more, he must make a Wisdom check to get each one back- a new check can be made each day. Once returned, the spells are then regained again normally.

11. The cleric is overcome by Odin's Inspired Madness. He immediately moves in a random direction and takes some impulsive action for 4d4 rounds with any object or person that he comes in contact with, such as pulling a lever, opening a door, saying something strange, enlisting orphans on a crusade against the nearest evil temple, or the like.

12. Isn't it weird? The cleric loses access to all his remaining spells for the rest of the day, including his Turn ability, as he contemplates his fate on Midgard.

13. It must be the work of Loki! The next spell the cleric casts affects a random target instead and he loses access to some of his spells, as per Blot result #7 above.

14. Those around the cleric finally realize howergi (unmanly) he is for using magic (rather than just physical weapons) and proceed to insult him for the next 1d6 rounds. Any enemies who may be present will also attack, but allies and others will simply do nothing 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 all his spells and his Turn ability for the next 1d3 days. 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 2d4 rounds. During this test, he gains a +2 to hit and damage rolls, but also an AC penalty of 2. He will even recite a poem that might actually be pretty good if a bystander takes the time to write it down and the cleric lives long enough to finish it. In any case, Freki and Geri would be pleased.

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 join carousing Einherjar and stunning Valkyrie handmaidens for a time. After 3d6 hours have passed, he returns feeling refreshed (and probably drunk) with insightful tales to tell and 5% additional experience; that is, if the cleric's body has not been unduly harmed during the interim. He also finds that all of his spells and Turn ability are unavailable until the next day.

17. Taken upon a Sleipnir ride, the cleric vanishes completely, traveling to a random Norse Otherworld (see p.44). He and his body are gone for 3d6 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 +5% 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 save vs. death or die. If he survives the process, he gains a +2 bonus to cast divinations and to all his saves vs. spell from now on. One eye sacrificed is all that is needed: further rolls of this result are ignored.

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 1d2 Constitution 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 1d8 damage. If he survives the ordeal, then the cleric can also make a save vs. spell to gain a permanent +2 bonus to cast one of his spells from now on.

Cleric Spells (Odin)

Clerics of Odin have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Remove Fear (reversible, with raven calls), Resist Cold, Sanctuary, Shield*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Resist Fire, Reveal Charm, Silence 15' Radius, Spiritual Weapon (held by a Valkyrie), Detect Invisible*, Voice of Huginn & Muninn* (as ESP, except that the caster is stunned for d10 rounds if the target saves), Knock*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Lesser Rune (as Glyph of Warding, but can trigger other spells too), Prayer, Remove Curse, Striking (on spears), Clairaudience*, Clairvoyance*, Explosive Runes* (can also trigger other spell effects), Protection from Normal Missiles*

4th Level: Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Arcane Eye*, Dimension Door*, Globe of Invulnerability, Lesser*, Mnemonic Enhancer*, Haminga* (as Polymorph, but can only turn into a wolf or raven), Summon Animal I^D (wolves or ravens)

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Plane Shift, Raven Strike (as Flame Strike but ravens attack instead), True Seeing, Passwall*, Telekinesis*, Teleport* (+4 casting bonus when place of departure resembles intended destination), Tree Stride^D

6th Level: Blade Barrier (held by Valkyries), Find the Path, Heal, Summon Valkyrie (as Summon Aerial Servant, but summons a Valkyrie instead- see below), Word of Recall, Dweomer of Rage*, Globe of Invulnerability*, Guards and Wards*, Legend Lore*

7th Level: Astral Projection, Gate, Restoration, Greater Rune (as Symbol, but can make additional effects), Wind Walk, Phase Door*, Maze*, Mind Blank* (cast with a bonus equal to 1/3 of the highest Blot that the cleric has received so far)

A God by Any Other Name

For those wishing for a more Old High Germanic, Saxon, or even Gothic bent to their deities, use these names for the Norse gods and goddesses in this work. They may also have variant traditions, tenets, tests, spells, etc., as per the Referee:

Freya- Frouwa, Freo, Fraujo	Hel- Helle, Hellja, Halja
Loki- Logi, Logna, Lauguz	Odin- Wuotan, Woden, Gaur
Skadi- Scato, Sceadu, Skadus	
Thor- Donar, Thunor, Fairguneis	Tyr- Ziu, Tiw, Teiws




Valkyrie

Otherworldly, angelic shieldmaidens 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.

MV 40'; AC 1; HD 9+2; Atk: 1 longsword or spear; Dmg: d8+6 or d8+2; SP: Inspire heroism (+2 to all allied rolls), can also fly, plane shift, use healing magic as clerics of Odin, and Choose Slain: +5 to all rolls vs. 1 foe per day; SV: F9; AL N.

Road Encounters

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

d20	Encounter				
1	Road is paved with (d6): [1-2] stone, [3-4] brick (10% chance of being yellow), [5] marble, or [6] other	8	Traveler (local)	15	Battle (roll on Traveler table d4+1 times)
2	Road is very (d6): [1] winding, [2] well-maintained, [3] worn, [4] straight, [5] rutted, or [6] 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): [1] tollhouse, [2] heavy traffic, [3] road damage/ construction, [4] weather, or [5] 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 (d4): [1] way-sign, [2] graffiti, [3] runes, or [4] 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 1d8 class levels)	Explore or wander	Grim	Eccentric
2	Group of humans (each has 10% chance of having 1d4 class levels)	Sell or buy items	Suspicious	Well-armed
3	Adventuring party (1d4-1: fighter, cleric, magi, thief, and/or other)	Visit others (1d4): [1] friends, [2] family, [3] master, or [4] 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!
- * Treat animals with respect

Clerics of Pan

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

Allowed Armor: None

Holy Symbol: Syrinx, Satyr's Head

Can Turn: Enforcers of chastity, defilers of the wild, prudes, undead

Panian Mysteries: Clerics of Pan can gain a +2 bonus to one of their casting rolls when unclad in a natural area, up to once per day per level. In addition, they also learn a random animal language per level.

Healing Side-Effects

It's never a bungle when the faithful of Pan helps you out in the jungle. Roll d12.

- 1. This will only hurt for a minute...** The recipient takes 1d4 damage to either his hit points or a random ability score. It actually doesn't hurt for that long, though the damage still heals at the normal rate.
- 2. Panic!** Freaked out, the patient runs in a random direction for 1d6 rounds, screaming.
- 3. Pansformed!** The recipient rips out of his or her garb and proceeds to act in an animalistic way for the next 3d6 rounds.
- 4-5. Oh, I like you!** Feeling Pannish cravings, the recipient scampers off to find a partner for 1d6 turns: any reasonably appropriate one will do, including the cleric!
- 6. Healing Au Natural:** If the recipient wants to be healed, then he or she must be unclad first and also for 2d6 turns afterwards!

7. Satyr's Lure: The passions of Pan can be addicting! From now on, the recipient must save vs. spell to avoid the urge to romantically conjoin with any remotely interested (and appropriate) partner. In addition, each time he is affected by other magic from a cleric of Pan, the saving throw penalty increases by 1!

8. Thrill of the Satyr: The recipient is healed and, if frolicking unclad at the time, receives 50% more.

9-12. Shepherd Blessing: The healing works automatically and for full effect. In addition, it allows the recipient to be able to detect potential romantic partners within 180' and also grants a +2 bonus to all rolls when unclad and armed with only weapons allowed by Pan. These latter benefits last for the next 2d6 hours.

The Blessings of Pan

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

Divine Tests

- 1.** Apart from frolicking for the next 1d6 turns, 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 rolls.
- 3.** The cleric will need to make a 'sheepskin conquest of the moon goddess Selene' by the next sunrise or he will suffer a -3 penalty to all rolls until the next day. The penalty may pass, but his desire to conquer beautiful Selene won't go 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 -3 penalty to all rolls for the next 24 hours.
- 5.** Who needs pockets? The cleric certainly doesn't! All pockets and other soft containers he uses, such as sacks, will quickly become painfully pilled in paeon of great Pan for the next 1d6 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 now the epitome of ithyphallic glee. All living beings who first encounter him in this state, which lasts for roughly the next 1d3 hours, must save vs. wand or either become excited, intensely irritated, or flee in panic, depending on their nature!
- 7.** Whether it be a woodland nymph or a buxom shepherdess, 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 experiences a reduction in spells available (50% chance for each one), including possibly his Turn ability, until the next day. A number of Charisma checks may now be in order....
- 8.** And what does Apollo know about music?! Due to an unfair musical competition in the past, the cleric of Pan will need to set matters straight, showing up a cleric of Apollo or the like, or he will temporarily lose access to some of his magic, as in Blessings of Pan #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 1d4 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 Person or Scare (equal

chance of each), cast by the cleric! Whatever the case, his 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 1d4 satyrs, sileni, nymphs, and/or maenads showing up to join in the song (roll for each), causing even more wild merriment to ensue!

11. Attacking one's Echo? Perhaps it's time to sit this one out- the cleric loses access to all of his spells for the rest of the day, including his Turn ability.

12-13. With a chuckle and a laugh, Pan causes the next spell the cleric casts to affect a random target instead! The cleric also loses access to all his spells, including his ability to Turn, for the rest of the day. Maybe he will get the joke?

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 1d2 damage on the first occasion and increasing by 1 die each time this Blessing occurs (1d4, 1d6, up to 1d8). On the other hand, his head also becomes more goat-like, causing him to suffer a cumulative -2 penalty to Charisma 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 (roll d6): [1] His legs are turned into that of a goat's, increasing his speed by 5', [2] He encounters 1d6 dryads (wink-wink)! [3] He encounters 2d4 despoilers (HD 1), led by a captain (HD 1d4+1), [4] A 3d4 HD magical beast ventures into the area: it is 50% likely to be hostile, [5] A group of 1d10 human travelers wander into the area: they are each 1d4 HD, [6] Roll d5 twice for a double encounter.

16. Ain't that the Pity's... 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 1d6 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 +5% experience, but others (jilted boyfriends, authority figures, etc.) will 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 above 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. Is he the god of nothing... or of everything?



Cleric Spells (Pan)

Clerics of Pan have access to the following spells:

1st Level: Cure Light Wounds, Protection from Evil, Purify Food and Drink, Remove Fear (reverse), Resist Cold (if unclad), Sanctuary (requires the cleric to play his syrinx), Charm Person*, Shield*, Sleep*, Animal Companion^D, Detect Snares and Pits^D, Entangle^D, Locate Creature^D, Pass without Trace^D, Shillelagh^D, Speak with Animals^D

2nd Level: Bless (requires the recipient(s) being unclad during casting), Delay Poison, Hold Person (borne out of fear!), Snake Charm, Amnesia*, Scare*, Barkskin^D, Charm Person or Mammal^D, Find Plant^D, Stumble^D, Warp Wood^D

3rd Level: Animal Growth, Cure Blindness, Cure Disease, Locate Object, Remove Curse (reversible), Protection from Normal Missiles*, Suggestion*, Tiny Hut*, Hold Animal I^D, Neutralize Poison^D, Plant Growth^D, Snare^D, Tree Shape^D

4th Level: Create Food and Water, Cure Serious Wounds, Detect Lie, Lower Water, Speak with Plants, Sticks to Snakes, Charm Monster*, Confusion*, Fear*, Flame Charm*, Polymorph Self*, Hallucinatory Terrain^D, Hold Vegetation and Fungus^D, Passplant^D, Repel Vermin^D, Speak with Plants^D, Summon Animal I^D, Summon Sylvan Beings^D

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Insect Plague, Plane Shift, Anti-Plant Shell^D, Commune with Nature^D, Summon Animal II^D, Tree Stride^D

6th Level: Conjure Animals, Find the Path, Heal, Part Water, Speak with Creatures, Stone Tell, Feeblemind^D, Fire Seeds^D, Repel Wood^D, Summon Animal III^D, Transport via Plants^D, Wall of Thorns^D

7th Level: Control Weather, Regenerate, Restoration, Irresistible Dance*, Mass Charm*, Reincarnate^D, Transmute Metal to Wood^D



Satyrs

Insatiable goat-men who follow Pan (and often Dionysus too), 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!

MV 40'; AC 7; HD 3; Atk: 1 gore or spear; Dmg: 1d4+2 or 1d6; SP sleep, charm person; SV : E7(-4 vs. attractive females); AL C

Sileni

More horse-like versions of satyrs, they are also usually older, wiser, and even more intoxicated. And since they're generally respected by the goat-men, they can be asked to curtail satyrs' excesses. 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.

MV 40'; AC 8; HD 4; Atk: 1 gore or spear; Dmg: 1d4+2 or 1d6; SP can calm satyrs; SV : E10; AL N

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.

MV 40'; AC 9; HD 1+2; Atk: 2 claw nails or 1 bite; Dmg: 1d2+1 or 1d6; SP rend (+1d6 damage if hit with 2 or more attacks); SV: F2; AL C

Ruins Encounters

The many once-civilized places that have now returned to wild rusticity bring pleasure to the great god Pan, beckoning revelers 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): [1] angelic, [2] demonic, [3] elemental, [4] haunted, [5] fey, or [6] 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! (1d4): [1] slime, [2] abomination, [3] vermin swarm, or [4] trap!
6	Distant sound (50% chance of being ominous)	16	Giant Beast (d6): [1] snake, [2] rat, [3] spider, [4] ants, [5] lizard, or [6] other (95% chance of being aggressive)	26	Shrine (75% chance of being Chaotic; 25% chance of being magical)
7	Door that is (d6): [1] destroyed/absent, [2] locked, [3] secret/hidden, [4] stuck, [5] trapped, or [6] normal	17	Stairs (75% chance of leading down; 20% chance of being unstable and/or dangerous to walk upon)	27	Monster! (d12): [1] chimera, [2] mantichore, [3] dragon, [4] minotaur, [5] giant, [6] ogre, [7] troll, [8] cyclops, [9] elemental, [10] demon, [11] angel, or [12] 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 1d30 acolytes, high priest or priestess, plus 1d20 guards (1d4-1 level fighters)
9	Remains or Tomb (50% chance of 1d12 undead being present)	19	Adventuring party (1d8 inclusive): [1] Fighter, [2] Thief, [3] Magic-user, [4] Cleric, [5] Dwarf, [6] Elf, [7] Halfling, or [8] other; 35% chance of being hostile)	29	Humanoid enclave (d7): [1] orcs, [2] goblins, [3] hobgoblins, [4] kobolds, [5] gnolls, [6] other, or [7] a combination thereof
10	Lost individual (10% chance of being innocent)	20	Patrol (1d3): [1] Human, [2] Demi-human, or [3] Humanoid (1d10 individuals; 55% chance of being hostile)	30	Re-roll 1d4 times or Per Referee

Room/ Hall Sub-table (d3): Roll as needed

- Smaller room: 1d4 x 5' (10% chance of it being strangely shaped- (roll 1d6): [1] octagonal, [2] pentagonal, [3] rhomboid, [4] triangular, [5] round, or [6] other)
- Larger room: 2d20 x 10' (20% chance of it being strangely shaped- see above)
- Hallway that is 1d20 x 5' long, 1d4 x 5' wide, and (roll 1d6): [1] goes straight, [2] turns left, [3] turns right, [4] is a 1d4+1-way intersection, [5] has 1d6 doors/ openings leading from it, or [6] a combination thereof

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 or Seahorse

Can Turn: Subterranean and/or winged beings, land-lubbers (humans that dislike the sea)

Poseidonian Mysteries: Clerics of Poseidon can gain a +2 bonus to one of their casting rolls when located upon or next to the sea, up to once per day per level.

Healing Side-Effects

The healing of Poseidon drips with briny flavor! Roll 1d12.

- 1. Rub Some Salt in that Wound!** Though healing does occur, the recipient also takes 1d4 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 patient takes 1d4 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 1d4 for the next 1d6 turns, not to mention his or her motivations.

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

7. Poseidon's power is great! Though saltwater is required for the healing to work, there is also a 25% chance of Poseidon providing said saltwater in the form of a spring erupting from under the location of the healing within 1d12 rounds! The spring will knock all at its location back 10' in a random direction and lasts for 1d6 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... Healing occurs and, if the patient goes ahead and says 'arr', loudly sings a sea shanty, and/or wears an eye patch for the next 1d6 turns, gains 50% extra healing to boot!

9-12. Blessing of the Sea: The healing works automatically for the full amount. And thanks to Poseidon, it allows the recipient to be able to detect bodies of water (down to the size of a pool) within 360' and also grants a +2 bonus to all rolls when in or over one. These latter benefits last for the next 2d6 hours.

The Wrath of the Sea!

'Tis time for the cleric to walk the plank, 'ere he be tested by mighty Poseidon himself!

Divine Tests

- 1. What better way to reconnect with great Poseidon than a swim?** 1d6 turns is required, as soon as the cleric can find a body of water that's large enough.
- 2. This land doesn't move right!** Unless on 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 sea calls!** Whether it be going for a swim, sail, or the like, the cleric suffers a -3 to all rolls for the rest of the day, unless he does so.
- 4. The tide does go out too...** The cleric of Poseidon now suffers a -3 to all rolls 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 they are stranded miles on land! Dunkings, downings of rum, forcing others to walk the plank, and some hearty 'aarghs' are now in order! Others probably won't appreciate this show (a base 75% chance), 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 -6 to all rolls. The penalty resets the next day or if the cleric spends at least 1d6 hours at sea. On the other hand, if he is on the water when this test 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 1d6+1 people (who actually have a horse) ask the cleric's leave to ride (and are granted such leave by him), he experiences a reduction in spells available (50% chance for each one) for the rest of the day, including possibly his Turn ability.
- 8. Aargh! Athena 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-ups' a cleric of Athena, follower of Athena, or similar local goddess, he will temporarily lose access to some of his magic, as in Wrath of the Sea #7 above.

9. Avast ye, albatross! Unless the cleric is on the ocean and all those present say a 1d6 minute prayer to Poseidon, he temporarily loses access to some of his powers, as in #7 above. Killing any sea birds counteracts prayers in this case though.

10. A fitting offering is immediately required by Poseidon! Until it is provided, the cleric cannot cast any of his spells! (Roll 1d4):
 [1] Bull sacrifice, [2] Libation of wine or other valuable liquid poured upon the ground or ship, [3] A willing mate left for 1d3 hours for the Sea God, [4] A boat blessed, taking 1d6 turns

11-12. Just like the sea, Poseidon can be unfathomable! The next spell that the cleric casts affects a random target instead. He also experiences the effects of Wrath of the Sea #7 above.

13. Lost in irons... The cleric loses access to all his spells for the rest of the day, including his Turn ability. Perhaps the winds will blow better tomorrow?

14. Poseidon causes the closest woman in a random direction to take a page from Pasiphae. She will soon give birth to a monstrous Minotaur and suspects that the cleric is also somehow to blame. Beware!

15. The Poseidonian is now blessed with traits of a true steward of the sea! His 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 underwater. If the cleric happens to be female, she would also appear as a beautiful mermaid, gaining a +4 to Charisma checks that involve Comeliness. Otherwise, the cleric would be seen as some sort of freak fish (by land-lubbers, of course). Whatever the case, he will remain in this form for a longer amount of time whenever he gets this Wrath of the Sea result: 1d6 turns, hours, days, 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. 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 Polyphemian Cyclops (see below) arrives to rampage the area. The one-eyed giant will attack random individuals (including the cleric, if he's still around) and/or structures for the next 1d6 turns, 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.) The Referee can either use existing encounters or random tables to describe the trip or use the following guidelines instead: each traveler (and vessel or mount) takes 1d20 damage, gains 1d30 gold pieces, and gains +1d4% experience points for each day traveled during their return, that is, if they survive. It should be quite an Odyssey!



Cyclopes (Polyphemian)

Sons of Poseidon, these one-eyed giants are more commonly found on deserted islands and hidden valleys, being quite prone to eating sailors who foolishly expect hospitality.

MV 40'; AC 4; HD 10; Atk: 1 club or boulder; Dmg: 2d10 or 2d6; SP +4 to attack would-be guests; SV F10; AL C.

Cleric Spells (Poseidon)

Clerics of Poseidon have access to the following spells:

1st Level: Create Water, Cure Light Wounds, Purify Food and Drink (making it kind of salty), Protection from Evil, Resist Cold, Sanctuary (requires saltwater), Shield*, Divine Weather^D

2nd Level: Augury, Bless (requires saltwater), Delay Poison, Holy Chant, Hold Person (a phantom plank or the like may appear under the target), Resist Fire, Speak with Animal (sea creatures, horses, and bulls only), Warp Wood^D

3rd Level: Animal Growth (sea creatures, horses, and bulls only), Cure Blindness (also requires soaking the eyes in salt water), Cure Disease, Locate Object (nautical only), Prayer, Remove Curse (reversible), Striking (on sailor's weapons), Gust of Wind* (near water only), Water Breathing*

4th Level: Create Food and Water (seafood or beef, naturally), Cure Serious Wounds, Lower Water, Neutralize Poison, Protection from Evil 10' Radius, Polymorph Other* (sea, horse, or bull creatures only), Polymorph Self* (ditto), Summon Animal I^D (sea creatures, horses, and bulls only)

5th Level: Commune, Cure Critical Wounds, Summon Monster III* (sea, horse, or bull creatures), Control Winds^D, Summon Animal II^D (as above)

6th Level: Heal, Part Water, Speak with Creatures (sea, horse, or bull creatures only)

7th Level: Control Weather (on coasts and at sea only), Earthquake, Regenerate, Restoration



Ocean Encounters

Sails unfurled as the crisp ocean waves lap against the hull of a stout ship, there's no telling what a mariner 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	Magic-user* or Iron Golem*	18	Smashing Rocks
9	Tribe* or Sorceress*	19	Storm
10	Harpies* or Hydra*	20	Other

* Found on an island that it is roughly 1d20 /4 miles in diameter.

Skadi

Neutral Goddess of Winter, Mountains, & Freedom



Tenets of Skadi

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

Clerics of Skadi

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

Allowed Armor: Chainmail & shield or lighter

Holy Symbols: Mountains, Snow, Frost Giantess

Can Turn: Fire creatures, sea creatures, tyrants

Skadian Mysteries: Clerics of Skadi can gain a +2 bonus to one of their casting rolls when in a mountainous &/or cold area, up to once per day per level.

Healing Side-Effects

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 or her worth. Roll 1d12.

- 1. Icy Embrace:** The bitter chill of Skadi's caress causes 1d4 hit points of damage.
- 2. Numbness:** Mountain exertion and rimy frost come over the patient, causing 2d2 Dexterity damage.
- 3. Healing of Thrymheim:** The curative will only take place if the recipient is in an area that is 40 degrees in temperature or colder.
- 4. High View:** The patient must now be on a hill, mountain, or other significantly raised area for the healing to occur.
- 5. Yeoman's Call:** Yes, the recipient may be healed, but only if he bends knee to no mortal master.

6. Heart of Ice: Like the goddess herself, the patient finds it hard to laugh for the next 1d6 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 Gianthood: 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 1d6 hours.

9-12. Blessing of Frosty Peaks: The patient is automatically healed for full effect. In addition, Skadi grants them a +2 bonus to all rolls when in a cold or mountainous environment. This latter benefit lasts for the next 2d6 hours.

Risir-brood

Skadi wishes to make her cleric become more like herself, a free giant of the wintry rises.

Divine Tests

1. Feeling longing for the mountains, the cleric does nothing else but pine away for them for the next 1d6 turns. Of course, if she is already in such a place, 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 soonafter find a way to cool off again.

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

4. I long to be free! Feeling that true liberty can be ever-elusive, the cleric takes a -3 penalty to all rolls for the next 24 hours.

5. For the next 1d3 hours, the cleric of Skadi engages in climbing, hunting, skiing, or some other cold mountain activity. Revitalized, the cleric can return to other activities afterwards.

6. Going up the Mountain! The Skadian immediately departs on a lone hike up a rocky rise, which takes roughly 1d4 hours round-trip. On her adventure, she takes 1d20 damage and gains 2% 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 else she will experience a reduction in spells available (50% chance for each one) for the rest of the day, including possibly her Turn ability. The best view would be from a mountaintop on a cold winter night.

8. Make me laugh! It may take some burlesque show done in the Lokian manner, but getting the cleric to chuckle 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 Charisma check in order to succeed. What is more, each failed attempt requires a different willing comedian, as well as a -1 penalty to the check.

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 her. She will then take 1d6 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). In any event, 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 Risir-brood #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 takes 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 Wisdom to compensate, each time she experiences this Risir-brood. That may not matter, though she will most likely need to get some wider clothes!

12. And now the cleric grows larger! She gains 1 Constitution, thanks to becoming 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 Dexterity 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 next spell the Skadian casts affects a random target or has the opposite intended result instead (equal chance of either one). In addition, the cleric loses access to all her spells, including her turning ability 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 the ocean, she loses access to all her abilities until she leaves the area. On the other hand, she gains an additional +1 bonus to all her casting rolls when in mountainous or cold places (per Skadian Mysteries, up to once per day per level). Both the range of the penalty and the casting bonus double 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! Devastated, she suffers a -10 to all rolls 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, 1d4 of her spells also becomes unusable for 1d4 days afterwards, until she gets used to the transformation.

17. A group of 1d4+1 berserkers arrive, mistaking the cleric for a dangerous giant (or at least in league with one). The cleric and any allies she has must defeat them. See p. 32 for their stats.

18+ None can keep me from the freedom of the frosty peaks! The cleric must immediately depart to a cold 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: Create Water (as ice), Cure Light Wounds, Detect Evil, Protection from Evil, Purify Food and Drink (making it cold), Remove Fear, Resist Cold, Sanctuary (when on higher ground than those who would attack), Enlarge*, Shield*, Divine Weather^D

2nd Level: Bless, Delay Poison, Find Traps (coating them with ice), Hold Person (ditto), Holy Chant, Speak with Animal (arctic or alpine breeds), Spiritual Weapon (held by a phantom frost giantess), Shatter* (by freezing it first), Strength*

3rd Level: Animal Growth (arctic or alpine breeds), Cure Blindness, Cure Disease, Glyph of Warding (giant runes), Prayer, Remove Curse, Striking (on Skadian allowed weapons), Gust of Wind*

4th Level: Create Food and Water (hardy mountain fare and ice-cold spring water), Cure Serious Wounds, Detect Lie, Neutralize Poison, Summon Animal I^D (arctic or alpine only), Temperature Control^D (colder only), Ice Storm*, Wall of Ice*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Quest, Cone of Cold*, Commune with Nature^D (in mountain or cold areas)

6th Level: Find the Path, Part Water (by freezing it), Speak with Creatures (alpine or arctic inhabitants)

7th Level: Control Weather (by making it colder and/or more snowy), Restoration, Summon Monster VII* (frost giants only)

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



Risir (Norse Giant)

Unlike the more savage Jotnar (standard giants) 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.

MV 50'; AC 3; HD 10; Atk: 1 bow or spear ; Dmg: 2d6 or 2d8; SP can cast 1d4 magi spells, +4 to all saves vs. magic; SV: C 14; 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

Can Turn: Giants, monsters, tricksters

Might of Thor: Clerics of Thor gain +1 STR

Healing Side-Effects

The strength of Thor smashes away all problems, so the cleric smashes the patient! Roll 1d12.

- 1. The Gentle Caress of a Hammer Strike:** The recipient takes 1d4 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 1d4 damage to a random ability score.
- 3. Power Nap!** The recipient falls unconscious for d30 minutes, unless there is a battle to be had. In any case, 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 (including from the strike) and also gains +2 STR for 1 hour!

5. Time for some Calisthenics! After a good 1d6 turn work-out, the patient gains 1d2 STR for 1 hour afterwards. If the patient is not able to exercise though (due perhaps to his injuries!), then that may be a problem.

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

7. Death to the Midgard Serpent! A snake, equal in HD to 1/2 the cleric's level, emerges either from the patient's wound or from somewhere nearby. It remains for 1d6 rounds, attacking the cleric, unless he smashes it first! It has an AC of 5 and does 1d6 damage per hit.

8. The Might of Thor Shall Now be Witnessed! The cleric flexes his muscles and the healing occurs. In addition, if he recites his many exploits (as well as the many exploits of Thor, of course) for the next 1d6 minutes, then the recipient gains 50% extra healing!

9-12. Blessing of Thunder: The healing works automatically and for the full effect. In addition, Thor grants the recipient 1d3 additional strength for the following hour.

Lightning Strikes!

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

Divine Tests

1. Thor is mighty (and so too should his cleric be)! 1d6 turns of exercise is required, but battle would be an acceptable alternative!
2. Time for some squat thrusts! Until the cleric succeeds at 3 strength checks, each done over a 1 turn interval, he suffers a -1 to all rolls.
3. Death to giants, tyrants, and monsters! The cleric must defeat one such threat by the next sunrise or take a -3 penalty to all rolls. In either case, the penalty ends 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 -3 penalty to all rolls that lasts until the next day. Engaging in such a feat of strength will certainly help him tone his core muscles, so it's doubly good that he'll be focusing on his thorax.
5. Behold my strength! For the next 1d3 hours, the cleric must show off his brawn, shake his hammer around, and boast of his exploits. Besides being able to pick up maidens, it may also give rise to jealous men who want to pick a fight! (25% chance of each normally; 75% chance if in a tavern; reroll every turn)
6. Time for some feasting! The cleric must consume all food and quaff all drink available within a 60' radius. It takes him 3d6 turns to do so, expending any rations that his party might have or even stocks from any mead halls in range. He will likely earn their ire (a base 75% chance) and also cause all combatants within the area to save vs. paralysis or take 1d4 damage from related festivities.
7. Some cross-dressing (norse mythological-style) is now required. The cleric must don garb 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 experience a reduction in spells available (50% chance for each one), including possibly his turning ability, 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 Lightning Strikes! 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 Referee in 3 initiative rolls in a row or take 1d20 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 1d4 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 Constitution, but also an AC penalty of 4 until the participational theatre is stopped and 1d3 additional rounds transpire!

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 10d6 rounds, having a 1 in 10 chance each round of causing a 7d6 lightning bolt to strike anyone unsheltered beneath it. And woe unto any who claim that it comes from the ground!

12. Lightning strikes again! Thor's cleric loses access to all his spells for the rest of the day, including his Turn ability. Perhaps he didn't properly behold his hammer???

13. 'Tis the work of Loki! The next spell the cleric casts affects a different target instead. What is more, he also loses access to all of his powers until the next day dawns!

14. Something is needed from the giants! The cleric cannot recover any of his lost spells until he acquires one of the following from them. Whether by using his mighty hammer or just his honorable word, he must retrieve said giant item first (roll 1d4): [1] a cauldron for mead, [2] a whetstone, [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 knave for at least 2d6 rounds, being able to do nothing else and also losing access to one of his spells and/or Turn ability for each round that he is cajoled! And worse, he can't even rip the trickster's head off! At least the spells return two days later.

16. A giant shows up to fight the cleric! It will arrive in 1d12 rounds and be either a Hill Giant or Stone Giant. The battle should be to the death, though the cleric will lose access to all of his spells and Turn ability for the rest of the day if he flees.

17. This time, an even bigger giant shows up! Treat as result #16, 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 an awful melody, ostensibly in honor of Thor. All those within 200' hear the terrible racket, as the cleric gyrates to strange noises and demonstrates 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 lightning bolts striking those present! Each leveled individual in the area has a 1 in 3 chance of being struck by lightning for 7d6 damage each round, illuminating Thor's

great disfavor with the performance. The fiasco lasts for 8 rounds, plus 8 additional rounds per Lightning Strikes! result over 18.

Cleric Spells (Thor)

Clerics of Thor have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Protection from Evil (+4 vs. giants), Purify Food and Drink, Remove Fear, Resist Cold, Enlarge* (self only), Hold Portal*, Divine Weather^D

2nd Level: Bless, Delay Poison, Hold Person, Holy Chant, Resist Fire, Spiritual Weapon (as a hammer flying from the cleric's hand), Strength*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic (requires a successful hammer strike), Glyph of Warding, Prayer, Remove Curse, Striking, Call Lightning^D

4th Level: Create Food and Water (plenty of hearty fare!), Cure Serious Wounds, Exorcise (requires the cleric to be engaged in exercise), Neutralize Poison, Protection from Evil 10' Radius, Protection from Electricity^D

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Lightning Strike (as Flame Strike, but is made of Lightning!)

6th Level: Dweomer of Rage*, Control Weather^D

7th Level: Restoration, Control Weather (Greater)^D

Viking Warriors! (Fighter Option)

Unlike other (less cool types of) fighters, Viking warriors gain a +1 bonus per odd level (1st, 3rd, 5th, etc.) when doing something daring, such as raiding an area or fighting a monster. They can use the bonus each round to either hit, damage, or even improve their AC... and would be only too pleased to demonstrate on their foes!

Mve: 40'; AC 6; HD 1+2; Attk: 1; Dmg: by weapon; SP: +1 per odd level when engaged in daring action; Sve: F1; AL: varies

Berserkers! (Fighter Option)

Even more intense than the typical viking fighter, berserkers eschew armor (except for shields to chew and drool upon). They may also go berserk, granting them an extra attack each round, +2 to damage, +6 hps, and an AC penalty of 2. They may enter berserkergang for up to 2d6 rounds at a time, up to their level x 2 times per day. In addition, they must save vs. spell 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 duration ends, or they are dead.

Mve: 40'; AC 9*; HD 2+6; Attk: 2*; Dmg: by weapon +2*; SP: berserkergang (included in stats*) for 2d6 rounds up to twice per day, save vs. spell to stop early; Sve: F2; AL: varies

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!

MV 50'; AC 4; HD 11; Atk: 1 boulder or axe; Dmg: 4d8 or 5d6; SP can cast 1d2 magi spells, +2 to all saves vs. magic; SV: F11; AL C!

Tyr

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



Tenets of Tyr

- * Be prepared to give whatever is necessary in the name of the Law
- * Keep one's word, even unto death
- * Purge that which is unclean before Lord Tyr's eyes
- * Bring fiery doom to all witches
- * An idle wit leads to the heretic's spit

Clerics of Tyr

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

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

Allowed Armor: Any

Holy Symbol: The Tiwaz Rune, A Downturned Sword

Can Turn: Demons, undead, wolves, witches, heretics, scum

Grit of Tyr: Up to once per day per level, a cleric of Tyr can gain a +6 bonus to save vs. an unholy creature (one he can Turn).

Healing Side-Effects

Stern Tyr often shows the recipients of his healing magic that nothing is gained without sacrifice. Roll 1d12.

1. **A burning!** If the patient has ever used any arcane magic, then he or she is obviously a witch and must be burned to death for the healing to work (and thereby remain dead). If not, then they must name one, or else the healing is forfeit, along with any lack of suspicion that the cleric might have of them.
2. **Swift Justice:** As per result #1, above, except that it is now one who has broken the law and/or their word. The offender will then be flogged for 1d8 damage, though it may be more fitting to give them to the authorities for even greater punishment.
3. **Hand 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 1d6 hours after the healing. He or she should be thankful regardless.

4. **Pain debt:** The recipient must take 1d4 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.

5. **Penance:** The recipient must immediately bow down in prayer to mighty Tyr for 1d4 turns, or else earn the Lawbringer's ire (in the form of a Pain debt, see #4 above).

6. **Alms, sir.** The price is 1d30 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)!

7. **A patient man doth avoid the whip:** The healing effect takes d30 minutes to occur and not a moment sooner.

8. **Temperance is Next to Godliness:** No wine, women, or song for the next 1d12 days: so much the better for the recipient to see the truth of Tyr, as well as gain 50% extra healing.

9-12. **Inquisitor's Blessing:** The healing works automatically for the full amount. And thanks to Tyr, it allows the patient to be able to detect those considered unholy (those the cleric can turn) within 60' and also grants a +2 bonus to all rolls made against them. These latter benefits last just the next 1d6 hours.

Penance

Tyr shows what the cleric needs to give up, or else Chaos will grow stronger.

Divine Tests

1. Steady prayer to stern Tyr is required of the cleric for the next 1d2 hours.
2. Self-flagellation is now in order, causing the Tyrian cleric 2d2 damage and -1 to all rolls until 1d3 hours pass,
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 Dexterity checks, he suffers a -3 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 -3 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 2d3 hours 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 +4 to rolls against him. What better way to prepare oneself to fetter Fenrir?
7. It is time for a blood-debt to be settled. Unless the cleric defeats a foe of at least his level in HD or higher, he experiences a reduction in spells available (50% chance for each one), possibly including his Turn ability, 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 error of their ways. The cleric must intensely chastise, beat, and/or imprison such a ne'er-do-well for at least 1d2 hours or else temporarily lose access to some of his power, just as in Penance 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 for at least 1d4 hours, 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 pleasure of the flesh to reach his cleric, causing him to lose access to his spells and/or Turn ability (as in #7 above) until he can save

vs. spell to resist it. A new check can be made each day, though with a cumulative -1 penalty for each prior failure (once one gives into temptation, it is harder to break!) Success means that the spells are usable again, though the Tyrian may wish to do additional penance anyway.

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 the Lawbringer and loses access to all his spells, including his Turn ability. 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 Tyrian can get his hands on one and destroy it, he will not be able to use 2d4 of his spells.

15. It is now old women who are suspect, *especially* those who possess brooms! The next one the cleric finds will either be a (roll 1d4): [1] night hag, [2] sea hag, [3] level 1d6 witch, or [4] normal old woman. Whatever he is forced to do then to expose her, he won't shed a Tyr, though she might try to kill him first.

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 guilty depends on the accused's alignment: Lawful- 20%, Neutral-60%, Chaotic- 100%. The trial lasts for 1d6 turns and the punishment for guilt is death (by the cleric presumably). Death can be avoided by the accused though simply admitting that they are guilty, strangely enough, though the admitter will then 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 or even to anyone else in the party for that matter!

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 the cleric are ignored instead.

18+ Fenrir's fetters become slack and all heck breaks loose! All able combatants that are within a 1/4 mile immediately engage in apocalyptic battle, with those who are Lawful and Neutral fighting those who are Chaotic... and no magic may be used! Battle lasts for at least 3d6 turns, most likely to the death. 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!

Witch Hunters (Fighter Option)

Focusing primarily on purging the defilers of normalcy, Witch Hunters gain a +1 bonus to all rolls per odd level (1st, 3rd, 5th, etc.) vs. magic-users and supernatural beings. In return, they wear wide-brimmed hats, black garb, and give up the ability to use shields and heavy armor, as well as most of their people skills.

Mve: 40'; AC 8; HD 1+1; Attk: 1; Dmg: by weapon; SP: +1 per odd level vs. magic-users and supernatural beings; Sve: F1; AL: varies

Cleric Spells (Tyr)

Clerics of Tyr have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Purify Food and Drink, Remove Fear (reversible), Sanctuary

2nd Level: Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Reveal Charm, Silence 15' Radius

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Glyph of Warding, Prayer, Remove Curse (reversible), Striking (on swords)

4th Level: Cure Serious Wounds, Detect Lie, Exorcise, Neutralize Poison, Protection from Evil 10' Radius

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike

6th Level: None: exercise patience, cleric!

7th Level: Holy Word, Restoration

Simplified Turn Checks

For those of a more 'rules lite' bent, try this option for when clerics wish to use their Turn ability:

1. The cleric rolls a d20 and adds his or her level.
2. All beings that the cleric can turn, are within line of sight, and are within 60' must roll a d20 and add their HD.
3. If the caster wins, then the beings are turned and must flee for 1d6+ the cleric's level in rounds. Those who fail by 10 or more take 4d6 damage instead. If the beings win or tie the cleric, then they are unaffected and also cannot be turned by the same cleric for at least 24 hours afterwards.

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. Tuck in your shirt!
 2. Wash your hands!
 3. No alcohol, except to use as a purifying agent.
 4. Correct other's grammatical mistakes!
 5. Leave directional notes for others whenever possible.
 6. Avoid foul language.
 7. Never talk back to your superiors!
 8. Wear sensible footwear.



Ulfhednar

'Wolf-heads', they are more cunning than Berserkers (see p. 32) and many serve Odin, possibly creating some animosity (no pun intended) with followers of Tyr.

Mve: 40'; AC 9; HD 2+3; Attk: 1; Dmg: by weapon +1; SP: Wolf Fury: gain an extra move each round, +1 to damage, +3 hps, and an AC penalty of 1. They may do so for up to 1d6 rounds at a time, up to their level x 2 times per day. Sve: F2; AL: varies

Fenris Wolves

Offspring of the great beast itself, these vicious, giant wolves send shivers down the spine of even the dourest Tyrian. See also the write-up of Fenrir on the Divinities & Cults blog.

Mve: 80'; AC 1; HD 13; Atk: 1 bite; Dmg: 2d10+5; SP: cause fear (save vs. spell negates), magic weapons required to hit, SV F13; AL C.

Zeus

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



Tenets of Zeus

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

Clerics of Zeus

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

Allowed Armor: Any

Holy Symbol: Eagle, Ram, & Oak

Can Turn: Demons, titans, undead, those who insult the gods

Zeusian Mysteries: Clerics of Zeus can gain a +2 bonus to one of their casting rolls when standing under the open sky, up to once per day per level.

Healing Side-Effects

True followers of Zeus are blessed by his healing, while all others must prove themselves first! Roll 1d12.

- 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, or the like will receive any healing, just as a true follower of Zeus would.
- 3. A fitting offering:** The patient must donate 1d100 gps to the Temple of Zeus first, or else perform services in equal measure, in order to actually receive the spell's benefits.
- 4. Convert!** Though maybe not a follower of Zeus before, the recipient must become one now, or receive no healing whatsoever.
- 5. Kneel:** The patient must immediately prostrate himself for 5d4 rounds, or else earn divine retribution from Mighty Zeus!

6. Philander! It is time to spread rulership over the fairer gender...by lying with one! The recipient must do so within 1d6 hours or lose the healing. If such an act would not be appropriate from the standpoint of Zeus, then the recipient receives the healing without such requirement.

7. On High: And now, the patient must move up in the world, or at least try to. He will spend the next 1d4 minutes attempting to increase his demesne, however meager.

8. Labors of the Hero: The recipient is healed. What is more, if he or she had been injured while performing a heroic task, then they receive 50% extra healing. Fighting monsters, acquiring magic items, or even cleaning out large areas would be fitting- even if the recipient wasn't Hercules himself.

9-12. Blessing of the Sky Father: The healing works automatically and for the full amount. In addition, Zeus allows the recipient to be able to detect possible conquests (of both bedroom and status) within 60' and also grants a +2 bonus to all rolls when attempting to acquire such conquests. The latter benefits last for the next 2d6 hours.

Wrath of Zeus

Zeus requires that his cleric follow and emulate him, or else!

Divine Tests

- The cleric envisions the Titanomachy and ascension of the victorious Olympian gods for the next 1d6 turns, gaining a +1 to all casting rolls for the rest of the day afterwards, due to inspiration.
- Perhaps Zeus is annoyed? The cleric takes a -1 penalty to all rolls until an hour passes.
- Someone has angered the gods! The cleric must let the offender know, requiring a Charisma check to not cause them to take offence (if Lawful or Neutral) or become outraged (if Chaotic). It takes 2d6 turns to find the offender and convey Zeus's displeasure.
- 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 1d3 hours doing just that.
- A rumble can be heard in Tartarus below. Could it be the Titans stirring? The concern causes the Zeusian to take -3 to all his rolls for the rest of the day.
- Hera must be up to something! The cleric immediately ventures off to investigate the doings of the Heran Cult, returning 1d12 hours later with most likely an interesting story to tell, as well as their ire (a base 65% chance for both).
- 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 1d6 individuals per level, he experiences a reduction in spells available (50% chance for each one), possibly including his Turn ability, until the next day.
- It is time to sow the royal oats! The cleric must bed down a woman with a Charisma score of at least 12 + his level or else temporarily lose access to some of his powers, just as in result #7 above. The marital status of the cleric and his forthcoming concubine is, of course, unimportant.
- An unworthy ruler must be overthrown. Any sort of leader can be usurped, though other faithful followers of Zeus are exempt. Until then, the Zeusian loses access to some of his powers until the next day, as per Wrath of Zeus result #7 above.
- 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, rather than for eternity.

11. Perhaps the cleric failed to attend a very important wedding? In this case, he is turned into a tortoise, just like Chelone, until either the curse is lifted or 1d4 days pass, likely spending time at home.

12. Pandareus stole from Zeus and was thus turned to stone. The same happens to the cleric, though the reason may be unclear and it only lasts for 1d4 days. Restorative magic will be needed to return him 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), one of the Hecatoncheires shows up in the next 1d4 minutes to convey his displeasure. The colossus attacks as a storm giant, but will hold back from killing the cleric outright, reducing him to just 1 hit point, unless he somehow defeats it or avoids its mighty (15 HD; 8d6 damage) blows for 4d6 rounds. In either case, the hundred-handed giant ventures off to find another to smite in the name of Zeus, while the cleric loses all his powers until the next day.

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 found out the hard way. The cleric returns 2d4 days later, with 1d4 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. If he has ever done so (per Referee), then the cleric is drowned, shocked, and beaten, taking 6d4 damage and is unable to use *any* of his magic for the next 1d4 days; that is, if he's even still alive. If not, then he only takes 1/2 the Wrath.

16. The cleric really must have angered Zeus this time! Like Phineus, he is blinded and plagued by 1d4+1 harpies each day for at least 1d4 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 was harshly punished for it, and now, so too shall the cleric. Lightning strikes him for 10d10 damage!

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



Hoplites (Fighter Option)

Skilled with spear and short sword, these specialized fighters gain a +1 bonus per odd level that can be used each round to either hit, damage, or even improve their AC when wielding such weapons with a shield. What better way to bring glory to Zeus and the gods?

Mve: 35'; AC 4; HD 1+1; Attk: 1; Dmg: by weapon; SP: +1 per odd level with spear or short sword & shield; Sve: F1; AL: varies

Cleric Spells (Zeus)

Clerics of Zeus have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food and Drink, Remove Fear (reversible), Sanctuary, Divine Weather^D, Shocking Grasp*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Spiritual Weapon (appears as a lightning bolt), Detect Invisible*, Knock*, Levitate*

3rd Level: Cure Blindness (reversible), Cure Disease, Dispel Magic, Locate Object, Prayer, Remove Curse (reversible), Striking (on javelins or scepters), Gust of Wind*, Lightning Bolt*

4th Level: Cure Serious Wounds, Detect Lie, Divination, Exorcise Neutralize Poison, Protection from Evil 10' Radius, Protection from Electricity^D, Globe of Invulnerability (Lesser)*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (as lightning), Plane Shift, Quest, Fly*

6th Level: Control Weather, Find the Path, Heal, Summon Aerial Servant, Globe of Invulnerability*

7th Level: Astral Projection, Gate, Holy Word, Restoration, Wind Walk, Control Weather (Greater)^D

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 attempted yet. With the Referee's permission, the cleric can add the following modifiers to the casting roll's required success in order to make the spell do something different or just be more powerful. Such options are well in keeping with the might of Zeus, as well as all of the gods!

Mass (+16): Increase spell's area of effect x 10.

Distant (+14): Increase spell's range x 10.

Ongoing (+14): Increase spell's duration: rds -> min, min -> hrs, hrs -> days, etc.

Elaboration IV (+12): 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 (+10): Cast the spell even when it isn't the caster's turn.

Elaboration III (+8): Cast an unknown spell that is not on the cleric's spell list, but is similar to one they already know, or even prepare a higher level spell that the cleric could only cast if he was 1 or 2 levels higher (add 6 to its normally required casting roll).

Large (+7): Double spell's area of effect.

Potent (+7): Increase spell's damage or healing x 2, or decrease the chances of saving against it by 5.

Psychic (+6): Cast a spell without speaking or gesturing.

Reserve (+6): Cast a spell again that has already been cast that day; may only be attempted up to once per day.

Elaboration II (+4): Cast a spell spontaneously instead of a prepared one or cast a spell using a different, logical interpretation of its meaning.

Long (+4): Double a spell's duration.

Far (+4): Double a spell's range.

Elaboration I (+2): 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. What better place to honor the gods?

Encounter Olympian/ Norse					
1	Shrine/ Sacred Grove is (d4): [1] separate from temple/ hof, [2] quite impressive, [3] inhabited by a monster, or [4] boosts some casting rolls by +d6, fairly average	11	Meditation or Rest Area Occupied by (1d8): [1] commoners, [2] craftsfolk, [3] guards, [4] clergy, [5] nobles, [6] classed individuals, [7-8] no one	21	Especially boisterous worshippers (roll on Tavern encounter table, p. 10) or an Orphanage is on the premises (save vs. spell or become irritated)
2	Entryway/ Doors are specially (d4): [1] detailed, [2] designed, [3] warded/ guarded, or [4] a combination thereof	12	Storage room or Library (25% chance of having 1d4 items of interest/ value)	22	Notable burial area/ cemetery (35% chance of worshippers being solemn and/or being depressed)
3	Entryway/ Doors are (d4): [1] secret, [2] concealed, [3] narrow access, or [4] a combination thereof	13	Garden/ Horg is (d5): [1] well-tended, [2] quite rustic, [3] falling apart, [4] enchanted, [5] 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	(d3) [1] Pool/ Pile of Rocks are available for ceremonial gazing or swimming, [2] Monastic Order is present, or [3] Nunnery is present	24	Unorthodox worshippers- roll on Cult Table, p.42 (25% chance of actually worshipping variant of divinity; 75% chance of being heretical)
5	Bas reliefs / Carvings are (d4): [1] very realistic, [2] quite pleasant, [3] somewhat unsettling, or [4] are enchanted	15	Many alcoves are visible that (d3): [1] store parchment/ runes, [2] allow access to small chambers, or [3] allow access to larger rooms	25	Special Occasion (d6): [1] coming of age, [2] wedding, [3] sacrifice, [4] funeral, [5] holiday, or [6] other
6	Pillars/ Beams are (d4): [1] quite large, [2] damaged/ worn, [3] quite numerous, or [4] are caryatids (25% chance of actually being defensive golems)	16	Music is notable (d6): [1] drums, [2] singing, [3] chimes, [4] stringed instruments, [5] wind instruments, or [6] a combination thereof	26	Clergy are (d6): [1] numerous, [2] apparently inexperienced, [3] few, [4] apparently powerful, [5] experiencing Divine Tests, or [6] a combination thereof
7	Altar is (d4): [1] currently in use, [2] shows a recent offering/ sacrifice, [3] made of exotic stone/ wood, or [4] is magical/ enchanted	17	Temple/ Hof lighting is especially (d5): [1] bright, [2] dark, [3] smoky, [4] pleasant, or [5] strange	27	Guards, suitable to the deiti(es) being worshipped, are (d4): [1] many, [2] nonexistent, [3] few, or [4] elite
8	Divinity's statue is (d4): [1] in a separate room, [2] quite well-made, quite poorly made, [3] a golem!, or [4] 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): [1] overly-friendly, [2] distracted, [3] eccentric, or [4] hostile
9	Treasure Chamber contains especially rich offerings (5d1,000 gps worth)	19	Temple Prostitutes (85% chance of being hot- see p.13) or Nuns (35% chance of being hot)	29	Spirits of Place (d3): [1] guard the temple/ hof, [2] generally ignore mortals, or [3] haunt the place
10	Multiple divinities are worshipped here: 1d12 of them (see Table of Contents to determine which ones)	20	Temple/ Hof itself is (d6): [1] gilded, [2] brightly painted, [3] in disrepair, [4] especially decorated, [5] grants blessings to a certain alignment, or [6] a combination thereof	30	Monsters, suitable to diviniti(es) being worshipped, (d4): [1] guard the place, [2] roam the area, [3] have remains that are used as trophies, or [4] 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 evil 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

Can Turn: Dwarves, Fans of Certain Holidays

Healing Side-Effects (Maelfo)

Unless the recipient of Maelfo's healing magic is an elf- you better watch out! Roll 1d12.

- 1. Just a small price to pay:** The recipient must promise to give up his or her first-born child to live with the evil elves for 1d7 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 him or her 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 in such a manner), the recipient receives nothing – NOTHING!
- 3. Just sign right here...** It is now a contract that the recipient must fill out in order for any healing to proceed. Unless he succeeds at an Intelligence check to successfully reinterpret it, he will owe the evil elf something substantial afterwards- anything sweet that he could have (love, food, etc.) for the next 1d3 days!
- 4. Damn your eyes!** Deciding the healing is too good for this non-elf freak, the evil elf stabs him for 1d6 damage instead! If the subject is an evil elf, then they receive the healing normally.
- 5. You've been NAUGHTY:** The recipient gets the last physical gift that he received taken back from him, which may include his cut of

any treasure last acquired. What is more, those who gave it to him in the first place will be quite unwilling to do so again now, because he obviously doesn't deserve it!

6. I require the greatest payment of them all! The recipient must provide the evil elf with at least 10d10 pounds of confectionary first for the healing to work.

7. You too, will be one of us... Perhaps it's time to teach the foolish recipient all that he's been missing, turning him into an evil elf for 1d4 hours! During that time, he loses 3 Strength, 3 Constitution, and must save vs. spell to avoid eating any candy he sees. On the other hand, he gains 3 Dexterity, 3 Intelligence, and becomes quite good at assisting in evil schemes!

8-9. Evilness gives me the giggles! Perhaps lucky for the recipient (but perhaps not for the evil elf), the evil elf laughs maniacally for the next 1d6 minutes after the healing works, being able to do little else.

10-12. Maybe not THIS time... No unfortunate side-effects happen to the recipient, though Maelfo looks forward to the time when it does! Any evil elves who experience this result will also gain a +1 bonus to hit for the next 1d6 turns in anticipation of it too.

Elf-Stubbed

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

Divine Tests

- For the next 1d6 turns, the evil elf cackles, as he plots his next machination of woe and fiends for confectionary to consume.
- Come here, shorty! Unless he can find a dwarf to beat up, the Maelfonian suffers a -1 to all rolls until 24 hours pass.
- It is WAY past my bedtime... Until he gets a good night's sleep of 12 + 1d6 hours (because some elves get so little), the evil elf takes -5 to all his rolls, as he yawns constantly.
- The best jokes come at the expense of others! The evil elf of Maelfo does so immediately, taking 2d6 rounds to mercilessly tease a random someone who is nearby. The target of the elf's jest then must save vs. paralysis or suffer -2 to all rolls for the next hour due to the roasting he receives. On the other hand, if the tease target does save, then he gains a +2 bonus to attack the evil elf instead!
- Not quite sure of his own gender, the elf immediately stops to check for himself. Doing so takes 3d6 rounds and leaves him wide open to any potential attacks (an AC penalty of 10).
- Happiness is for... for... SUCKERS! Holding back tears and rage, the Maelfonian spends the next 4d6 minutes attempting to ruin someone else's day! He has a base 10% chance per level of being successful. If not, then he will take 1d10 damage instead and will definitely not be happy.
- You call these cookies?!? That inferior races 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 and slay, the Maelfonian experiences a reduction in spells available (50% chance for each one) until the next stroke of midnight, possibly including his Turn ability.
- Humpty-dumpty sat on a wall... Taking perverse pleasure, the evil elf must make at least 1d2+1 individuals engage in an evil elven nursery rhyme reenactment (which is of course, quite warped), taking 3d4 turns to complete (once the 'actors' have been properly motivated), and typically causing at least 2d10 damage to each 'actor' (since these are *evil elf* nursery rhymes). Until he does so, the evil elf loses some of his powers, as per #7 above.

9. And now, the Maelfonian must carve a bakery out of a tree- why? Because it's evil! He will do so at the earliest opportunity, or else lose some of his clerical abilities as per Elf Stabbed #7, above. The process takes at least 1d4+1 hours, unless there is some sort of tree bakery already available... hmm....

10. You call these toys!?! The elf begins grabbing all objects in sight, smashing them in a rage over their sub-par quality. The tantrum lasts for the next 4d6 minutes, likely upsetting any nearby (a base 75% chance) and certainly ruining anything breakable and not specifically of evil elf make.

11. 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 1d6 hours, as the poor evil elf must even try to act nice while he 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 (a base 85% chance)!

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 it also prevents him from sneaking up behind any non-evil elves and stabbing them to death! Luckily this effect only lasts 3d6 hours.

13. Giggling to himself from his Wicked Fey Hall in distant Maelfoland, Maelfo causes the next spell that the evil elf casts to affect a different target instead. This only makes the evil elf angrier, causing him to lose access to all of his spells and Turn ability until the next stroke of midnight!

14. Channeling some additional horror of R'ti (for there are many; see following page!) 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! While the evil elf is blathering in such fashion, all his enemies must save vs. spell to be able to attack him, while all his allies must make the same save to *not* attack him! The evil elf is able to keep this confusing situation up for 1d4 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 fighter! For the next 4d4 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 (Dexterity check each round or take 1d4 damage, 1d10 damage if in a *real* battle), than to accomplish anything useful from them. Still, if he rolls perfectly well on his Dexterity check, the Referee may let him pull it off!

16. Though he might 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 1 damage from most forms of attack per instance of this Elf-Stabbed result, but unfortunately makes him quite delicious! Those of a sweet tooth (including other evil elves) must save vs. spell (with a -1 to the saving throw per instance of this result) when first encountering him to resist the urge to start consuming him, causing at least 1d6 damage with each successful hit. And this is 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 add to his 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. If any of the residents are naughty (i.e. Chaotic, like the evil elf is), then he gives them something nasty instead. All in all, the Maelfonian invades 2d4+1 homes, causing 3d100 gold pieces in property damage, as well as 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: Create Water, Cure Light Wounds (reversible), Detect Magic, Purify Food and Drink (making it sweeter), Sanctuary (with much taunting afterwards), Mending* (reversible), Message* (always nasty), Shield*, Sleep*, Unseen Servant*, Ventriloquism*

2nd Level: Bless (reverse), Find Traps, Hold Person, Amnesia*, Detect Invisible*, False Gold*, Invisibility*. Knock*, Phantasmal Force*, Rope Trick*

3rd Level: Dispel Magic, Feign Death, Locate Object (reversible), Remove Curse (reverse, see Foul Fey Tricks below), Blink*, Explosive Runes*, Haste* (requires consuming lots of sweets), Tiny Hut* (made of confectionary)

4th Level: Create Food and Water (sweets only), Cure Serious Wounds(reversible), Detect Lie (reverse)

5th Level: Distort Distance* (in brightly-painted areas), Teleport*

6th Level: Animate Objects (toys and knick-knacks only), Find the Path (reversible), Project Image*



Foul Fey Tricks

Fairy godmothers and other beneficent fey can be wonderful, but dealing with foul fey, such as that of Maelfo's ilk, is quite another matter! Other than serving as nasty ways for Referees to show evil elf displeasure, the following also fits well as Maelfonian curses...

d12	Result		Result
1	Keys, small tool, or coins lost*	7	Allergic reaction (-4 to all rolls for d100 minutes)
2	Sock or other small item lost*	8	Stomach ache (-2 to all rolls for 1d4 hours)
3	Incontinence (-1d6 to all Charisma rolls for 1d8 hours)	9	Aggressive animal (50% chance of being overly amorous too)
4	Shoelaces entwined	10	Nightmares (-d4 hours of sleep)
5	Food or Milk spoiled	11	Freak accident (1d4 damage)
6	d100 Minutes lost	12	Typo(s) in a published work

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

R'ti

Chaotic Demon Lord of Educational & Bureaucratic 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!

* And by the way, the BEST way to motivate tutors is to insult and belittle them!

Monitors of R'ti

Allowed Weapons: Ruler (club), leaden spear, net

Allowed Armor: Padded & shield or lighter

Symbols: The R'ti Logo, 4 Rectangles That Make a Square

Can Turn: Bad Tutors! 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 magic-users, most clerics, parents, know-it-alls, and a variety of others that don't follow R'ti would fall into this category.

Healing Side-Effects

Not being much for healing themselves, the Cultists of R'ti have contracted with the Demon Lord of Healing at a Great Price (the Shield Ghul), whose Hospitaliers enforce their charges with nasty syringe-lances. See Wyrld Ways of Walstock for further details on the costs, wait times, etc. involved with that cult, as well as an example of the Cult of R'ti's domination too.

In any case, roll 1d12.

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

2. We're afraid that we've found something else... A new ailment has mysteriously been found during the procedure. Healing does occur, but so does 2d4 damage to a random ability score.

3-4. We'll be right with you... It takes 1d4 hours before the monitor can see the patient, during which time the patient must fill out lots of paperwork (save vs. spell or take 1d2 INT damage).

5-6. 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!

7-8. 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! A formal reprimand will, of course, be given to the tutor afterwards.

9. While reading the required R'ti literature, the patient might actually find something useful! Though it takes 1d6 turns for the recipient to wait to be healed, he has a 5% chance of actually learning something while reading one of the voluminous (and very irrational) R'ti handbooks, granting him +1 to his next roll.

10-12. Minor Paperwork: Surprisingly enough, the monitor must only fill out some minor scrolls, requiring 4d6 rounds of effort. And if this side-effect occurs when he was healing himself, then the monitor gains a +1 bonus to all of his casting rolls for the next 1d6 turns afterwards.

Improvement Plan!

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

Divine Tests

1. It is now time for the monitor to reacquaint himself with R'ti's most current Mission Statement (probably version JK-LM-FFR?) This process should take about 2d6 turns, half that if he makes a tutor 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 most faithful might have their doubts about that fact, the monitor suffers a -1 to all rolls until he makes at least 1d6 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 3d4 people to talk and write about it for at least 1d4 hours (in a workshop!), he suffers a -3 penalty to all rolls until the next day, as he keeps blathering whenever one of the slogans becomes seemingly relevant.

4. A Strategic Withdrawal from Answering Queries (SWAQ). While the monitor typically ignores any questions and/or requests for assistance from any tutors that he doesn't like, he now expands that strategy to everyone for the rest of the day, making coordination tricky. 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 1d4 hours. If they are in the middle of being instructed and/or disciplined during that time, then the monitor only needs 1d6 rounds to fulfill this Improvement Plan, because their tutor has been effectively insulted- perfect! And if anyone attempts to intervene, the monitor will summon C'ps, Demon Lord of Kidnapping & Woe, to cause even more havoc (save vs. death negates)!

6. Cutting to the chase, the monitor screams at, berates, and writes

a written reprimand for the next tutor he finds for 1d4 hours. What better way to motivate tutors than to attack them?

7. The problem is the TUTORS!!! Unless the monitor makes 1d4+2 tutors miserable, either by glaring at them as they lecture, giving them loads of extra work to do, preventing them from eating lunch, or the like, he experiences a reduction in spells available (50% chance for each one) until the next day, possibly including his Turn ability. 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 Improvement Plan #7 above. The process of course requires the presence of at least 1d4+2 tutors and 2d2 'members of the community' working for at least 1d6 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 scroll or pronouncement that suggests that some pupil somewhere has learned at a significantly faster rate than a year ago (a base 5% chance per hour searching), 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 learning doesn't diminish because of increased demands, it ONLY does because of lousy tutors!

10. Praise be to R'ti! Wherever the monitor is 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' space if outside. Within 1d6 rounds, the place 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 -6 penalty that he would take to all rolls if he leaves the Instructional Area before 3d4 hours expires. What is more, all non-faithful of R'ti also suffer a -2 to all rolls in the place, due to 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 other 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 be silently glared at and judged for d30 minutes, as he goes about his normal activities, and then he has to listen to a long list of his failures for 30 + d30 minutes afterwards! The humiliating process naturally causes the one being observed to take 2d4 Charisma damage and any attempts to explain his actions will either be treated as moronic or be simply ignored! What is more, the cultist 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 monitor lose access to all of his spells until the observation is finished, but he has 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 1d6 days, probably with a newly-revised Mission and/or Vision statement, much to any tutor's chagrin.

13. UNFORESEEN CIRCUMSTANCES! The next spell the cultist casts affects a random target instead. Sensing that he may be on the verge of having to craft a new Mission Statement (or Vision Statement, Core Belief Statement, et. al.), the monitor also loses access to all of his spells and his Turn ability until the next day, as well!

14. The monitor decides to select a tutor as his own 'monitor's pet'. The 'pet' is given certain rights and advantages beyond that of other tutors, most likely earning their silent ire. If the pet doesn't play along with the monitor's little game though, then he experiences a reduction in spells available (50% chance for each one) for 1d4 days instead, due to embarrassment! He should therefore choose his pets carefully...

15. Everyone is a tutor! EVERYONE! AHHH! The obviously hysterical monitor begins treating all 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 2d4 turns, after which time he will inevitably bump his head and forget how to use any of his clerical powers for the next 1d4 days!

16. Group size is all in the mind! Completely! To punctuate this R'ti 'Sacred 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 do show rapid growth though, 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 1d2+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 (75% chance, if an unmarried male) of being summarily banished to some hellish 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 (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: Command (tutors), Cure Light Wounds, Detect Evil (tutors), Remove Fear (reverse vs. tutors), Sanctuary (in 'instructional areas'), Erase*, Read Languages*, Sleep* (requires trying to give subject an in-service)

2nd Level: Bless (reverse vs. tutors), Hold Person, Holy Chant, Silence 15' Radius, Magic Mouth*

3rd Level: Animate Dead (to be used as substitute tutors), Remove Curse (reverse vs. tutors), Haste* (reverse- with extra work!)

4th Level: Cure Serious Wounds, Divination, Tongues

5th Level: Cure Critical Wounds, Quest (vs. tutors only), Contact Other Plane

6th Level: Guards and Wards*, Invisible Stalker* (vs. tutors only), Summon Demon* (the same)

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 (i.e. they are Henotheistic). If they wish to attempt to cast a spell from a similar deity's list, they might use Elaboration III (see p.36). But this does not always have to be the case: clerics with different worldviews can have special considerations for what spells they have available. In all cases, use the Divine Test table for the particular divinity being invoked.

Henotheists: follow one patron deity above all others, but certainly believe in and may even pay homage to different deities on occasion. They may thus attempt to cast a spell from another related (or at least non-antithetical) deity, but only with a -5 penalty and a +5 to any resulting Divine Test rolls.

Monotheists: would never call upon other deities; they gain a +1 to saves vs. spells cast by such clerics, as well as a +1 to all Divine Test rolls instead, as a matter of piety. Even greatly assisting such heathens may be cause for a Divine Test in of itself!

Polytheists: instead follow a whole pantheon of deities equally. This belief allows them access to a wide variety of spells and to be able to change what beings they can Turn each day, but they also always suffer a -3 penalty to their casting rolls as a result of their lack of focus.

Animists: worship many beings, but must stand in appropriate places to use their magic (e.g. under the sky to call upon Zeus, upon a mountain to summon Skadi's power, etc.) Their Turn ability, spells known, and even allowed weapons and armor could thus vary greatly, even during a single day.

Cult Encounters

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

d30*	Encounter				
1	Must always wear 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 a 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 (50% chance of also requiring participational theatre)	23	Practices human sacrifice (for no good reason)
4	Treats people like pets	14	Talks in bizarre voices (e.g. scary, doglike, childish, etc.)	24	Kills all unbelievers
5	Worships (d4): [1] a mortal, [2] insects, [3] mollusks of a certain color, or [4] an inanimate object	15	Dresses up as (d6): [1] teddy bears, [2] clowns, [3] red devils, [4] purple dinosaurs, [5] chickens, or [6] other	25	Kills all believers (eventually) via (d4): [1] entering a portal, [2] suicidal war, [3] drinking poisoned beverages, or [4] sacrifice!
6	Worships a (d6); [1] demon, [2] ghost, [3] devil, [4] demigod, [5] inhuman god, or [6] fallen god	16	Channels the dead when cooking	26	Speaks in rhymes, cheating by making up nonsense words
7	Afraid of fire, ladles, bedsheets, 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
9	Creates endless committees and senseless resolutions	19	Involves lots of screaming women	29	Engages in unspeakable acts
10	Keeps a gratitude journal	20	Uses redundant and/or hypocritical slogans	30	Has mandatory workshops

Tezshnaz

Chaotic Demon Lord of Goblins



Cult Edicts of Tezshnaz

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

Shamans of Tezshnaz

Allowed Weapons: Spiked club, club, spear, sling

Allowed Armor: Leather & shield or lighter

Holy Symbol: Smiling goblin skull, Frowning goblin skull

Can Turn: None, though that won't stop Shamans of Tezshnaz from trying (a base 25% chance each round)!

Healing Side-Effects

Tezshnaz shamans practice a form of healing magic akin to faith healing and barber-surgery. Roll 1d12.

- 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 find cause of problem!** Reaching into the patient's chest in a gory display, the shaman pulls out his heart. He has 1d4 rounds to put it back in correctly, requiring an Intelligence check that can be made each round (goblins are not known for their Intelligence). Otherwise, the patient dies. Whatever the case, the process causes the patient 2d6 damage, which may also be fatal.
- 4. You bad! You go away!** Not knowing his own limitations, the shaman ineffectively attempts to turn the patient, mistaking him for an unholy infiltrator. He keeps trying for 1d6 rounds afterwards, however futile it may be.
- 5. 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. Healing has a 50% chance of occurring.

6. Me see me mommy standing behind you!! The shaman's standard, low-grade hallucinations become suddenly very vivid. The healing occurs, but he also stares and babbles for the next 1d6 turns.

7-8. Pretty colors! It is now the patient who hallucinates, as per result #6 below. Perhaps it was the shaman's bizarre healing concoction... or just spending too much time around the shaman himself?

9. YUM! Seeing his deliciousness, the shaman bites the patient for 1d4 damage. The patient then receives the full effect of the healing spell (if he still lives)!

10-12. Eeww! Apart from the unpleasantness of the shaman's inappropriate actions, the patient suffers no further side-effects. On the other hand, if the shaman is the one being healed in this case, then he gains a +1 bonus to all of his casting rolls for the next 1d6 turns afterwards, though he may not realize it!

Boo Boo You You!

Tezshnaz finds the shaman to be bad! That means... he is bad!! Probably!!!

Divine Tests

- 1. You hear that?** The Tezshnaz shaman stops and listens to the voices in his head for the next 1d6 turns.
- 2. Me once met goblin from Ranthunket.** If the shaman can't find anyone to finish his limerick (an Intelligence check), then he suffers a -1 to all rolls until the next day.
- 3. Rrrrrbbllerrrrff.** The shaman immediately vomits on all within 5' of him. All (including the goblin), suffer a -6 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 Tezshnaz shaman moves 1d20 x 5' in a random direction for the next 4d4 rounds, doing little else.
- 5. AHHH!!! Mee four steakin'!!!!** Feeling the distinct displeasure of Tezshnaz, the shaman harms himself in some way, causing 1d6 damage. That should help!
- 6. Is one of his associates interfering with his sacrosanct connection to Tezshnaz?** Thinking it likely, the shaman immediately attacks one at random. 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 experiences a reduction in spells available (50% chance for each one) for the rest of the day, possibly including his completely useless Turn ability. 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 2d4 rounds, attempting to flirt with whatever unfortunate individual or object actually happens to be there.** What is more, he also temporarily loses the ability to use some of his powers, as per Boo Boo You You! #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 one that is within 30', causing 1d6+1 damage and making them mewl and grovel before the shaman for the next round (if the subordinate even survives). 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 (automatic hits) for another 3d6 rounds.

11. Me BIRD! Me SQUIRREL! GggRRROWWL! Summoning an (obviously confused) animal spirit, the Tezshnaz shaman takes on a random persona for the next 1d6 hours- (d4): [1] Enlightened parakeet, [2] Cranky dog, [3] Scheming snake, or [4] Homicidal squirrel.

12. Twisted spirits 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 next spell that the shaman casts affects a random target instead. Filled with glee, confusion, or both, he also loses all his spells for the rest of the day, as well as most of his lunch.

15. Me feel funny. The shaman mutates, gaining (d7): [1] An extra head, [2] An extra arm, [3] A strange hue, [4] An animal body part, [5] A teratoma (25% chance of animation/sentience), [6] Animal eyes, [7] Another goblin (10% chance of being a shaman too)!

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 1d6 turns. 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 3 days have passed.

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+ OOOOOOOHHHHHHHH!!!! Filling up with disturbing spiritual energy, the shaman turns bright red and explodes in 1d6 rounds, causing 4d6 damage to all within 30' of him; 2d6 damage to those just within 60'. For every Boo Boo You You! result over 18, the damage increases by an additional 2d6. The life of the shaman may be over, but he may likely take a few with him!

Cleric Spells (Tezshanz)

Shamans of Tezshanz have access to the following spells.

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Purify Food and Drink (reverse), Remove Fear (reverse), Goblin Missile* (as Magic Missile, but does 1/2 damage), Manipulate Fire*, Unseen Servant*, Invisibility (Animal)^D

2nd Level: Augury, Bless (reverse), Delay Poison, Holy Chant, Resist Fire, Snake Charm, Speak with Animal, Spiritual Weapon (a demonic goblin spirit holds it), Darkness*, Stinking Cloud*

3rd Level: Animal Growth, Animate Dead, Cure Disease (reverse), Feign Death, Prayer, Remove Curse (reverse), Speak with Dead (save vs. paralysis or shaman flees in fear afterwards), Lightning Bolt*, Insect Swarm^D, Snare^D

4th Level: Cure Serious Wounds, Exorcise, Speak with Pants (it's a goblin 'thing'), Sticks to Snakes, Tongues

5th Level: Commune, Dispel Evil, Insect Plague, Feeblemind*

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!
- * Reject and cause additional woe to those who are interested-unless you can get something out of them first!

Fell Maidens of Unharmonia

Special: All clerics of Unharmonia are female and have a Charisma (or Comeliness) score of 12 + 1d6. Those men who bring the same woe unto women follow a different Demon Lord entirely, Georgus Porgeous (detailed in another work).

Allowed Weapons: Whip, curved dagger

Allowed Armor: Leather or lighter

Holy Symbol: Female hand crushing a male heart

Can Turn: Men who are looking for companionship

Healing Side-Effects

The touch of an Unharmonian Maiden may be requited, but certainly brings woe upon those men who seek their healing caress. All others receive no healing or side-effects at all! Roll **1d12**.

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, though she only 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 causes the next authority figure that the recipient encounters to be convinced that he did something terrible to the maiden. The authority figure will then attempt to imprison the recipient and subject him to torture or worse for the next d30 years, unless freed before then.

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 hasn'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 save vs. spell. To make matters worse, each time he experiences this Side-Effect, the saving throw penalty increases by 2!

6. A Night to Dismember. The maiden, oddly enough, gives in to the patient's entreaties for romance for 1d6 hours, though the recipient also experiences Side-Effects #2, 3, and 4-5, as well. Things may get so bad that he may wish he had just experienced Side-Effect #1 instead!

7-8. I think I like you, but... Showing a rare glimpse into the treacherous maelstrom that is her twisted soul, the recipient becomes love-struck for the next 1d4 days, suffering a -4 to all rolls, as he looks for daisies to divine with (she loves me, she loves me not...).

9. 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 1d6 turns. Along with the healing, the attack also allows him to resave against any charm effects that he is experiencing.

10-12. When will I see her again? Except for a terrible sense of longing, the recipient experiences no specific side-effect at this time. What is more, if smitten with the maiden in any way, then he also gains a +1 to all rolls made to protect her for the next 2d6 hours.

Miss Match

Why men keep falling for such horrific sirens, it is certain that Unharmonia knows!

Divine Tests

1. Shattering so many men's hearts can certainly give an Unharmonian a rise, so she takes 1d6 turns to simply enjoy the misfortune she has caused so far.

2. Oh, that's 'so interesting'... Talking to a foolish male is a great way to get his hopes up. Unfortunately, it takes time: 2d6 turns to be exact! Luckily, while the maiden is engaged in this Miss Match, all she needs to do is smile and look pretty.

3. Sometimes the best types of heart-breakers are the simplest. The Unharmonian 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!

4. Don't you find me attractive? Until she gets gawked at or wooed by some male, the maiden suffers a -3 to all rolls until the next day. She needs to show that she can still break some pathetic hearts!

5. 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 Healing Side-effect result #4-5 above) or successfully commands one of her existing playthings who has already been so smitten to ruin his life (per Referee), she suffers a -3 to all rolls until the next day. Suffer, suffer!

6. I desire the distinct sensation of a crushed heart! Unless she actually kills a man thus, the maiden takes a -6 to all rolls. After 24 hours, the penalty is removed, though she may still like to.

7. How else to display one's attractiveness than to be surrounded by studdly men? The maiden will need to get at least 1d4 males with Strength scores of 13 or higher to fawn over her or else she'll experience a reduction in spells available (50% chance for each one) for the rest of the day, possibly even her Turn ability. It's not like she should ever lack suitable partners!

8. And now the Unharmonian needs to break some wimpier hearts! What could be better than upsetting 2d4 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 13 or higher too, so that they can more fully appreciate and ruminate over their repeated failure with the fairer gender!

9. Perhaps it's not so much the type of man, but how much it upsets him that's important? As a result, the maiden needs to really stick it to at least 1d4 males, either ruining their current relationships, taking all of their wealth, giving them a horrible illness, making them become outcasts 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 Miss Match result #7 above, and that's just unacceptable!

10. 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 1d6 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 1d6 x 100 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 (a base 75% chance)! Strangely enough though, those affected may even wish to have such an occurrence happen again, as is the case with most human foolishness (save vs. spell negates).

11-12. Oh, she's not that bad! Abandoning her cruel ways for 3d6 hours, the maiden actually becomes very pleasant to all she meets, especially to those males who are interested in her romantically. Her clerical powers seem to leave her too during this time: all of her spells, including her Turn ability. Of course, when the duration ends and she returns to her normal vindictive ways, the pain for those affected can become that much more acute.

13. The next spell the maiden casts actually affects a random target instead. She 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 Unharmonian becomes even more attractive, gaining a +1 bonus to her Charisma score (or Comeliness, if you're using that optional rule). Whatever the case, any males who she looks at will automatically feel a terrible sense of longing mixed with betrayal (causing a -1 to all rolls; save vs. spell resists), whether she has actually gotten around to breaking their hearts yet or not!

15. The next man that the Maiden of Unharmonia looks at becomes cursed with a mark of Miss Matching Misfortune. From then on, any attractive woman he encounters must save vs. spell or will distinctly dislike and avoid him until the curse is lifted. This mark can even affect the Unharmonian too, possibly upsetting any plans she might have for him.

16. Perhaps what I did was kind of... wrong? A bizarre feeling of *actual remorse* overcomes the maiden, dazing her for 2d4 hours, as *real* tears erupt from her eyes. Though those she wronged might feel sorry for her, Unharmonia certainly won't! She prohibits the use of any of her powers for the next 2 days, as a result of such a pathetic 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 really fall for miscreants! Unless she spends at least 1d6 hours serving him each day, she suffers a -5 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 next 3 days, plus an additional 3 days for every Miss Match total over 18!

Cleric Spells (Unharmonia)

Dark Maidens of Unharmonia have access to the following spells. They are only usable against men, which they do all too well!

1st Level: Command, Cure Light Wounds, Remove Fear (reversible), Sanctuary, Allure*, Charm Person*, Message*, Sleep*, Shield*

2nd Level: Augury, Bless (reversible), Hold Person, Holy Chant, Reveal Charm, Snake Charm, Amnesia*, Ray of Enfeeblement*, Rope Trick*

3rd Level: Cure Disease, Feign Death, Hold Person, Remove Curse (reversible), Striking (on barehanded slaps), Suggestion*, Tongues*

4th Level: Charm Monster*, Confusion*, Flame Charm*, Fumble*

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 body from the torso down (50% chance of each).

MV 40' or fly 80' (w/ bird wings); AC 3; HD 4+2 (or 6+4 w/ serpent leg/body); Atk: bow or snake hair bite; Dmg: 1d6 or 1d4+1; SP petrifying glance (save vs. petrification); SV: F5 (immune to poison); AL C.



Minotaurs, Greater

The direct descendants of bull-headed Asterion exhibit even greater might and variety. They could serve as especially strong servants of Unharmonians:

Advanced: Except for the bull head, the being looks like a large human, gaining higher Intelligence and the ability to speak, reason, and wear armor.

Giant: Being quite large, the minotaur gains +1 HD and +2 to damage rolls at 10' tall, and again for every 2' taller.

Variant-Headed: Stag, bison, aurochs, goat, horse, or even stranger heads can give minotaurs other, special abilities.

MV 40'; AC 6 (better, if Advanced); HD 6 (+1 or more, if Giant); Atk: gore or weapon; Dmg: 2d6 or 1d8+2 (more, if giant); SP Never gets lost, others, if Variant-Headed; SV: F6 (better if Advanced); AL C.

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 Crawl Classics RPG by Joseph Goodman, Goodman Games

Gods of War by Curtis Lyon, Three Sages Games

Labyrinth Lord by Dan Proctor, Goblinoid Games

Mythology by Edith Hamilton

Pagan Europe by Prudence Jones & Nigel Pennick

Osborne Book of the Ancient World by Jane Chisholm and Anne Millard

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