

ROLEPLAYING
RESOURCE

DIVINITIES & CULTS



Volume II: Roman & Celtic

Dan Osarchuk

OSRDAN games

Labyrinth Lord
Compatible Product

DIVINITIES & CULTS: VOLUME II



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

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Key to Divinities & Cults: Volume II

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 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 a duration equal to the caster's level in rounds.*

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

Failure: Spell doesn't work- nothing happens!

Natural 1: Failure and a Divine Test is triggered (see below!)
(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 (see below) in order to bring the cleric back onto the path.

Allowed Weapons and Armor

Clerics bear protection in specific ways as per their Divinity, marking them apart from clerics of other Divinities. 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 Divinity, 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
- Fails a Casting Roll by 10 or more (excluding any bonuses)
- Calls upon Divine Intervention (see Volume I)
- Accumulates three foes that roll a natural 20 when saving against his or her spells
- Makes three Casting Rolls of natural 13
- 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; (D) 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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Brigid

Lawful Triple Goddess of Fire, Water, Poetry, & Craft



Tenets of Brigid

- * Spark the hearth: foster new beginnings
- * Stoke the forge: reach great heights
- * Craft the heart: be brightened by inspiration

Clerics of Brigid

Special: All clerics of Brigid are female and are also referred to as priestesses or druidesses.

Allowed Weapons: Staff, bow, hammer, tongs, sword

Allowed Armor: Chain or lighter

Holy Symbols: Triskelion, Triple Goddess, Brigid's Cross

Can Turn: Chaotic beings, Beings of darkness

Brigantian Mysteries: Clerics of Brigid gain a +6 bonus to all craft-related checks that include fire, water, and/or poetry.

Healing Side-Effects

The cleansing flame and water purifies those under the care of the Brigantian priestess. Roll 1d12.

1-2. Remedy of Sequana: Whatever hurts, whatever is injured, all the patient need do is toss an artistic rendition of that body part into a well or body of water for the healing to be complete. Unlike some other healing, this process won't *actually* cost the patient an arm and a leg.

3. Sacred Bath: The recipient must be washed clean by another, chosen by the cleric, who will also receive the healing. The bathing requires water, being unarmored, and takes at least 1d6 turns to complete. But, if the other does not wash the recipient, then he or she is struck with the recipient's malady instead!

4. The Serpent Comes Through the Hole? A snake emerges from the patient's body. If the patient is Chaotic, then the snake will try to bite him or her with a +3 "to-hit" modifier. If successful, then the patient ends up not being healed after all! If the patient isn't Chaotic or if the snake misses with its one attack, then it slithers away and the patient is healed.

5. Flame Burns the Pain Away: It is now fire that the druidess uses. Though the patient will take 1d4-1 points of damage from the procedure, he or she will also automatically receive full healing from the spell (minus the fire damage) and be healed of any diseases.

6. A Poem Be Required: Whether the recipient makes a Charisma check or comes up with a lovely limerick of his or her own, the healing will only occur when new verse is brought to light.

7. Cloak of Bride: Mimicking her Goddess, the priestess wraps her own cloak around the recipient, allowing the healing to occur.

8. Pure Healing: The recipient is healed and, if true of heart and pure of purpose (per Referee), with a 50% bonus.

9-12. Blessing of Water and Flame: Not only does the patient automatically receive full healing from the spell, but also gains a +6 bonus to all saves against cold and fire attacks and effects for the next 1d12 hours.

Brightenings

Brigid leads her faithful to even greater inspiration and heights through the elements of purity.

Divine Tests

1. Fire burns, water flows, and the priestess waits, doing nothing else for the next 2d6 turns, unless she is at a Node or someplace sacred to the Fey. In the latter case, she need not wait.

2. What heights shall we reach today? The cleric must find or foster some new craft or poetry, or else she will suffer a -1 penalty to all her rolls for the rest of the day.

3. Whether through flame's touch or well's wishing, the druidess must find a new sacred fire, well, or water body. If not, it is now -3 that she takes until the next morn.

4. Time to heal, and upon some new patient or malady, 'ere the priestess would again forfeit -3 to all rolls.

5. The druidess is getting a little hot and must bathe in the nearest well, lake, bath, or the like. Until she does so for at least 1d6 turns, she experiences a reduction in spells available (50% chance for each one) for the rest of the day, including possibly her Turn ability.

6. Just as in healing, Brigid requires a votive offering, some artistic representation of the cleric, to be tossed into a well or body of water. Until then, she forfeits some of her magic in a manner similar to Brightenings result #5 above.

7. To bless the Light of the Year, the priestess must visit the nearest household in the name of Brigid. She must do so by sundown or else give up some of her power the following day (as in result #5 above). Hopefully, the residents will have food (75% chance) and a bed made for her (35% chance), for she will also need to spend the night.

8. The Cailleach Crone holds the winter months and the cleric becomes encompassed by her too. For the next 24 hours, the cleric loses 2d6 Charisma and cannot cast any spells related to fire. What is more, those who encounter her have a 50% chance (25% chance if they knew her before) of mistaking her for an evil hag! The cleric can of course resist this Brightening, but then she must give up some of her spells (like in result #5), except that the situation lasts for the next 48 hours, instead of just for the rest of the day.

9. A serpent erupts from the ground near the druidess's feet to see how many weeks of winter are left. If not yet determined by the Referee, then the snake has an equal chance of attacking random targets within 30' (including possibly the druidess) or just slithering off. And since its HD will equal the priestess's, whether or not it sees its shadow will be the least of her worries!

10. Imbolc approaches! New life springs forth from the earth and also within the priestess, reflecting Brigid's role as Mother. Unless already with child, the priestess will now become pregnant, giving birth in the normal time and manner to a healthy boy or girl.

11. A Fey Being (see p.3) arrives to interact with the druidess. It will behave according to its nature, potentially helping or hindering her for the next 1d4 hours.

12-13. The priestess is sent to a Fey Realm (q.v.) for the next 2d6 hours. Once she returns, some of her magic becomes more like that of the Fey. If a spell triggered this Brightening, then it will now permanently last 3 times longer. In return though, those who save against it once are also forever immune to that spell when cast by the priestess. If something else triggered this Test, then the last spell she cast will be so altered.

14. The light of the Bright Brigid Maiden follows the cleric wherever she goes now. Depending on the surroundings, fire will burn higher, sunlight will shine brighter, water will shimmer more, and even small flowers and shamrocks can be seen. Every time the cleric experiences this Brightening, the chance of others noticing her, or that she has recently been in a place, increases by 3. Such a revelation might inspire the faithful, but may also allow the enemies of Brigid to track and identify the cleric more easily.

15. What can you show me? The druidess must immediately stop what she's doing and begin crafting, preparing to heal, or practicing poetry. Her preparations will take 4d6 minutes, after which time she must make an appropriate attribute check (per Referee). If she succeeds, then Brigid is pleased and the druidess may carry on. If not, the druidess loses all of her spells for the rest of the day and is encouraged to practice some more.

16. Farewell Ruadan! The priestess too mourns the loss of Brigid's son in battle and makes a terrible keening. All within 120' must save thrice to avoid being saddened (-2 to all rolls), terrified (must flee from area at top possible speed and refuse to return), and/or deafened. All effects last for 1d6 hours, but if the priestess herself has actually lost a love one in battle, then all saves vs. these three effects are at a -5 penalty and the duration is tripled.

17. This may not be for the Bres... Whether to enter into a political marriage with a half-Fomorian prince in order to accommodate his tribe's near-extinction or to have one's own tribe member later poison him with the bitter red milk of 300 wooden cows for his lack of hospitality, the cleric must either enter into a new relationship (whether romantic or legal) or end one, in order to do what is right.

18+ Time for Imbolc, rejoice! Even if it's not the actual holiday, the druidess gets a very personal taste of it. She is transformed into a corn dolly in celebration of Brigid's new beginnings. In this form, the druidess cannot, of course, communicate or take any actions, though she will remain aware of what happens, including being brought into homes by villagers, tossed into beds, and paraded around by girls in the nearest town or the like. This situation lasts for 1 day for every Brightening result over 17, triple that if it is actually around the time of Imbolc. In addition, for each day she is undergoing this Test, the druidess gains 1% additional experience points, but there is also a 10% chance that she is set on fire (and slain), as well as a 10% chance that she acquires a wand that is actually magical at the end of the process (per Referee).



Cleric Spells (Brigid)

Clerics of Brigid have access to the following spells:

1st Level: Cure Light Wounds, Create Water, Detect Evil, Detect Magic, Light, Protection from Evil (+2 if near a well), Purify Food and Drink, Remove Fear, Resist Cold, Sanctuary, Divine Weather^D, Faerie Fire^D, Purify Water^D, Burning Hands*, Identify*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Resist Fire, Snake Charm, Spiritual Weapon, Fire Trap^D, Heat Metal^D, Produce Flame^D, Continual Light*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Prayer, Remove Curse (reversible), Tongues*

4th Level: Create Food and Water, Cure Serious Wounds, Detect Lie, Divination, Exorcise, Lower Water, Neutralize Poison, Protection from Evil 10' Radius, Flash Fire^D, Fire Shield*

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (or as a beam of light), Geas (Quest), Wall of Fire^D

6th Level: Find the Path, Heal, Part Water, Speak with Creatures, Fire Seeds^D, Anti-Magic Shell*

7th Level: Holy Word, Regenerate, Restoration, Resurrection, Fire Chariot^D

Bards

Whether keeping track of lore orally or just insulting bad hosts with potent satires, bards are an integral part of Celtic society. At higher levels, they are known as 'Filids'. Treat bards as thieves without any thief skills or backstab ability. Instead, they:

* Can cast the equivalent of the spells Holy Chant, Charm Person or Mammal, and/or Legend Lore, a total of up to once per day per level, whether by singing, reciting verse, playing music, or the like.

* Learn and can cast additional spells as a cleric or a druid of 3 levels lower (e.g. a 4th level bard would have the same spell ability as a 1st level cleric or druid), but they cannot use any of those classes' other abilities.

* Those who save against a bard's spell will become extremely hostile to him (*he is a bard, after all*), as well as becoming immune to further spells cast by him for the next 24 hours.

More Magical Boons

The steps that spellcasters can take to increase their Casting Rolls are myriad. Apply the listed bonus to the caster's next spell. Note that those of certain cultures might gain an even greater bonus:

Bombastic Casting (+1): cast the spell loudly at enemies, who then automatically target the caster afterwards, if possible. Norse spellcasters gain a +2 bonus with this Boon.

Correct Ritual (+1 or +3): take 1d6 extra turns or hours to cast a spell. Roman spellcasters actually gain a +2 or +4 instead.

Dark Sacrifice (+1, +2, or +3): take (or give) 1d6, 3d6, or 6d6 damage to oneself or an intelligent being. Evil cultists gain +2, +3, or +4 when doing so instead.

Ley Lines (+1): stand on a natural vein of power. Celtic spellcasters gain a +2 in this case.

Offering (+1 or +3): give special objects, materials, and/or animals to the Divinity. The more fitting or personal the offering, the greater the bonus. Greek spellcasters gain a +2 or +4 instead.

Sympathetic Magic (+2 or +4): hold a prized possession, body part, or the like to work magic at a distance and/or cause harm.



Fey Realm Encounters

One never knows when one might slip into one of these amazing Otherworlds, rumored to even be home to members of the Tuatha de Danaan, such as Brigid. Travelers may come via rabbit holes, storms, mirrors, or even closets when they least expect. Amazing in character, many laws of reason are suspended in such places, allowing travelers to encounter such wonders as talking animals, animate objects, frequent magical effect, as well as distortions in space, time, and matter.

Once in a Fairy Realm, the greatest danger is becoming delayed from returning, whether for a few hours or an eternity. Apart from the amazing experience of traveling to such a place, the beings in Fey Realms can be quite helpful in offering guidance, though many are also deceptive, and any objects that could be secreted back would be quite extraordinary in the normal world (i.e. magical).

Escape might be challenging though, especially if travelers don't realize that they have entered a Fairy Realm in the first place. Not keeping track of one's steps, eating fairy food, or otherwise partaking of the Realm or the fairies themselves may complicate matters, even when an exit is found.

d20	Encounter		Encounter		Encounter
1	Out-of-place object from the real world that is (roll 1d4): just strange, ironically placed, dangerous (can cause 1d20 damage), or becoming animate and/or sentient	8	Area's magical laws are different (roll 1d3): no magic works, spells always work, or each spell has a 25% chance of being cast by itself every 1d6 turns	15	A random item from one of the travelers is (roll 1d3): lost, replaced with something useful, or replaced with something useless (25% chance of finding it again)
2	Fey Being that watches visitors in a way that is (roll 1d6): mysterious, creepy, irritating, bizarre, interesting, or humorous	9	1d6 Fey Beings are playing a game and (roll 1d3): ignore visitors, will grudgingly let them play, or force them to play!	16	Time lost upon returning. Lose 1d100 (roll 1d20): [1-7] hours, [8-13] days, [14-17] weeks, [18-19] months, [20] years
3	Fey Being goes by: 75% chance of being late; 50% chance mistakes a visitor for someone else (roll 1d3): a distant relation, their maid, other	10	4d6 Fey Beings are having a trial: 50% chance of it involving the visitors; 50% chance of the accused being found guilty!	17	Talking, immobile (roll 1d5): plants, objects, buildings, beings, or other (66% chance of being annoying; 33% chance of being dangerous)
4	Fey Being that is offended by what a visitor says or is wearing	11	Unusual Road (roll 1d4): yellow brick, candy, singing, or other	18	Enthralling area: save to be able to leave
5	The local gallimaufry is actually a magic (roll 1d6): dust, potion, food, garment, weapon, or other	12	Unusual Building that is made of (roll 1d6): sweets, gold, gems, sticks, straw, or other	19	Per Referee or random children's movie
6	Village of 1d20 Fey Beings (75% chance of being silly; 25% chance of being edible)	13	Roll on other table (1d6): [1] Forest ¹ , [2] Foul Fey Tricks ¹ , [3] Meadow ¹ , [4] Vagabond ¹ , [5] Hills, or [6] Other (¹ : Vol. 1)	20	An exit is found. It is (roll 1d5): guarded, locked, requires a special act to access, is alive and must be bargained with, or other.
7	Area's physical laws are different (roll 1d4): visitors can fly, visitors increase in size x d6, decrease in size x 1/d6, or low gravity	14	Fey Being that bestows advice (33% chance of advice being useful; 90% chance it's also in an altered state of consciousness)		Base 75% chance of being able to be used for escape, reduced by 5% for each interaction a traveler has had during their trip (min. of 5%)

Fey Being Generator

d7	Fey Being is a... (roll once)	Who is especially... (roll twice)	That can... (roll once, twice, or thrice- treat as spells, usable at will)	
1	Talking Animal	Vibrant	Cause Confusion	Blink or Teleport
2	Talking Animate Puppet or Object	Strange	Fascinate others	Turn Invisible
3	Tiny Humanoid	Inquisitive	Put others to Sleep	Create Illusions
4	Small Humanoid	Happy	Conjure Objects	Be made of an Element
5	Small Half-animal Humanoid	Insane	Grant Knowledge	Change Size
6	Medium Humanoid	Strict	Fly	Polymorph (limited forms)
7	Winged (roll 1d4+2 again for type)	Beautiful	Charm Person	Referee's Choice

Cernunnos

Neutral Lord of the Wild, Woods, Animals, & Otherworlds



Tenets of Cernunnos

- * Become one with the wild, with Nature
- * Understand the woods, animals, and the land
- * Honor sacred groves, nodes, and otherworlds

Clerics of Cernunnos

Special: Clerics of Cernunnos are also referred to as druids and druidesses.

Allowed Weapons: Spear, wooden mallet, club, sling, bow, dagger, staff

Allowed Armor: Any non-metal

Holy Symbol: Stag, Torc, Ram-Headed Snake, Wolf, Oak Tree

Can Turn: Those not living in harmony with the wild (if not known: 70% chance if humanoid; 0% if wildlife; 30% otherwise)

Cernunnian Mysteries: Clerics of Cernunnos can gain a +2 bonus to one of their Casting Rolls when standing in a wild area, up to once per day per level.

Healing Side-Effects

The natural remedies of Cernunnos can make you feel much better than you could know. Roll 1d12.

- 1. True Healing for What Ails Ye:** The patient is fully healed, but also transforms into a fitting beast. The situation lasts for d20 hours and might require keeping an eye on them... and a leash.
- 2. Love in the Fields:** If appropriate, the patient will find a mate so that the healing occurs, a process that should take at least 1d4 turns to complete and a number of Dexterity checks.
- 3-4. Healing Draught:** Whether fermented or simply herbs of the woodlands, the healing requires imbibing. It takes 1d6 turns to collect the necessary ingredients, unless the cleric already has them on himself (a base 25% chance).
- 5. Succor from Animal Friends:** Any nearby animals arrive in 1d6 rounds and allow the healing to occur. They may remain afterwards if normally aggressive though and may even cause a counteraction

of that healing in the patient (by biting them). If not known, there is a base 10% chance of dangerous animals arriving in this case and 25% chance of them attacking the patient afterwards.

6. Healing Lomnocht: Clothing only gets in the way. The recipient will need to be unclad for the healing to take place and for the next hour thereafter. He or she will even need to save in order to agree to don clothes again.

7. Seven Chimes: Dancing, whistling, and song not only raises one's spirits, but is also required for the healing to work. 1 turn should be sufficient, but probably not enough!

8. Call of the Woods: The recipient is healed and with a 50% bonus if also in a forested or other wild place; double the benefit if also near a Node or in an Otherworld (q.v.)

9-12 Hunter's Blessing: The recipient automatically receives full healing and gains a +3 bonus to all wilderness-related rolls for the next 1d6 hours afterwards.

Wild Hunt

Whether upon some primal chase or in a woodland enclosure, Cernunnos guides his faithful to oneness with Nature itself.

Divine Tests

- 1. Sitting cross-legged** is now required for the next 2d6 turns. If this Test occurs in the woods or forest, then there is also a 25% chance of any local animals showing up to commune with the Spirit of Cernunnos, as well. Treat as a Commune with Nature spell (q.v.)
- 2. Hunt.** The cleric must spend time seeking some form of prey for at least an hour, or else suffer a -1 to all rolls until the next day.
- 3.** In a manner akin to Herne, the druid of Cernunnos is now required to encircle an oak, blast cattle, be dreadful, and so forth. Though this act will likely provoke the ire of local loggers, herdsmen, and cowards, it will also prevent the druid from suffering a -3 penalty to all his rolls for the next 24 hours.
- 4.** The Wildness of Nature resonates even more strongly in the cleric now. The next person or animal he touches immediately becomes wild (save with a -5 penalty negates): unwilling to behave in a civilized manner for the next 24 hours.
- 5.** Like Gwyn ap Nudd, the druid now blackens his face and visits the nearest fallen warriors or gravesite. If none are within an easy travel, then he simply abducts the nearest betrothed sister.
- 6.** It is now time to guide the folk. Whether this involves teaching them how to plough (the right way!), reciting bardic poetry, instilling in them a respect for Nature, or just helping to remove an Afanc (lake monster), the cleric of Cernunnos must do so or else experience a reduction in spells available (50% chance for each one), including possibly his Turn ability, until the next day. In any case, Hu Gadarn would be proud!
- 7.** Life and the Woodlands are balanced by Death and the Underworld. Making sure he experiences both, the Cernunnian druid must venture to either an underground spot (if above ground) or back to the surface (if not). If he chooses to not make the trip, then the cleric loses access to some of his magic for a time, as in Wild Hunt result #6 above.
- 8.** The cleric must sequester a nearby wilderness. Unless it is already protected from the encroachments of civilization, he must take steps to do so, a process that takes 2d6 hours and may lead to problems with any encroachers that venture there (a base 50% chance). If the cleric does not attempt to complete this Test, then he loses some of his spells for the rest of the day, as per result #6,
- 9. Lost in the Woods.** Wherever he is, the druid now becomes lost and unable to find his way for the next 3d6 hours. There is even a 25% chance that he will temporarily slip into an Otherworld (as per

Wild Hunt result #13 below) for every 3 hours that he is lost. Any companions he has during this time will also be so affected.

10. A mischievous nature spirit or fey takes an interest in the cleric and his party. Whether it's a Jack in the Green or a Leprechaun, they will need to turn their clothes inside out and put their shoes on the opposite feet, which results in a -5' move penalty and some raised eyebrows from onlookers or else suffer a -d6 penalty to all rolls! In any case, the spirit will leave after d20 hours have passed.

11. The Green Man chuckles, knowing that the next spell the cleric casts will affect a random target instead! The cleric will also lose access to half of his spells for the rest of the day.

12. Who knows a Node? The druid will immediately sense which direction the nearest one is and seek to visit there at his earliest opportunity. For every mile he moves away from the Node though, he suffers a cumulative -1 penalty to all his rolls. The situation lasts until either he visits the Node or the next day dawns.

13. The Otherworld calls! The cleric (and anyone within 15' of him when this Test occurs) is immediately sent to one (see p.16) The Otherworld diverges in 1d3 ways, but the travelers may return in 1d6 hours' time via the location through which they entered.

14. Hermit. The druid must dwell alone, unable to do nothing but wander and hear a bagpipe dirge, until at least 4d6 hours passes.

15. Challenge of the Wild. Lord Cernunnos sees fit to send a wild beast to test the cleric. If he remains calm during the encounter (a Wisdom check), then the beast simply departs after 2d8 rounds time. If not, then the beast will cause 1d10 damage to the panicking cleric and then leave.

16. Lord of the Wild. Each time this Test occurs, the druid becomes more bestial or treelike in countenance, gaining one of the following bonuses based on which part is affected. Worshippers of non-Nature divinities must save or react badly when they see the druid though, with a -4 penalty per instance of this Wild Hunt result.

Head: Natural attack: 1d3 damage; Speak w/ beings of same type; +4 to checks that involve spotting, hearing, or smelling things
Feet: +10' speed; +2 to dodging out of the way; +2 to grappling
Body covering: improve AC bonus by 2; +6 to hide in natural areas

17. Such are the distortions of Cern that an Otherworld seeps *into the cleric's current world*. It now has 1 divergence, though people can remember and even find evidence of the original way things were with a successful Wisdom check.

18+ Cernunnos readies The Wild Hunt itself. Such an event occurs around the druid sometime during the following night. It includes a pack of nature spirits, fey, and/or ghosts and is led by an aspect of Cernunnos himself! For the next 1d3 hours, the Hunt travels at roughly 10 miles an hour, moving in a random direction each hour, even flying if necessary, as well as compelling any other beings that it encounters to join (save resists). Those who become part of the Hunt will cause 1d20 damage to any structures they encounter and to any beings who do not join with them. At the conclusion of the Hunt, the immortal participants vanish and the mortal participants may experience a variety of effects. Roll for each one:

[1] No memory of the Hunt: 75% chance; [2] Wild: 50% chance (as per Wild Hunt result #4 above); [3] Transformed: 10% chance (per result #16 above); [4] Lost in an Otherworld: 25% chance (per result #13 above); [5] Found a Place of Great Evil: 35%; [6] Now Has a Sense of Guilt: 95% if Lawful, 35% if Neutral, 0% if Chaotic.

For every Wild Hunt result over 18, the Hunt itself lasts for one additional hour. Also, any participants in the Hunt with class levels gain 5% additional experience points at its conclusion.



Cleric Spells (Cernunnos)

Clerics of Cernunnos have access to the following spells:

1st Level: Create Water, Cure Light Wounds, Detect Evil, Purify Food and Drink, Remove Fear (reversible), Resist Cold, Sanctuary (if in a wilderness area), Shield*, Animal Companion^D, Detect Snares and Pits^D, Entangle^D, Invisibility to Animals^D, Locate Creature^D, Pass without Trace^D, Shillelagh^D, Speak with Animals^D

2nd Level: Augury, Bless (requires sprigs of holly or mistletoe), Delay Poison, Silence 15' Radius, Snake Charm, Barkskin^D, Charm Person or Mammal^D, Find Plant^D, Stumble^D, Warp Wood^D

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

4th Level: Create Food & Water, Cure Serious Wounds, Divination, Neutralize Poison, Speak with Plants, Sticks to Snakes, Polymorph Self*, Hallucinatory Terrain^D, Passplant^D, Repel Vermin^D, Speak w/ Plants^D, Summon Animal I^D, Summon Sylvan Beings^D

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Geas (Quest), Plane Shift, Faithful Hound*, Animal Growth^D, Anti-Plant Shell^D, Commune with Nature^D, Summon Animal II^D, Tree Stride^D

6th Level: Conjure Animals, Find the Path, Heal, Distort Distance*, Repel Wood^D, Summon Animal III^D, Transport via Plants^D

7th Level: Astral Projection, Control Weather, Gate, Regenerate, Restoration, Maze*, Shape Change (animal or animal-hybrid forms only)*, Reincarnate^D, Transmute Metal to Wood^D

Nodes

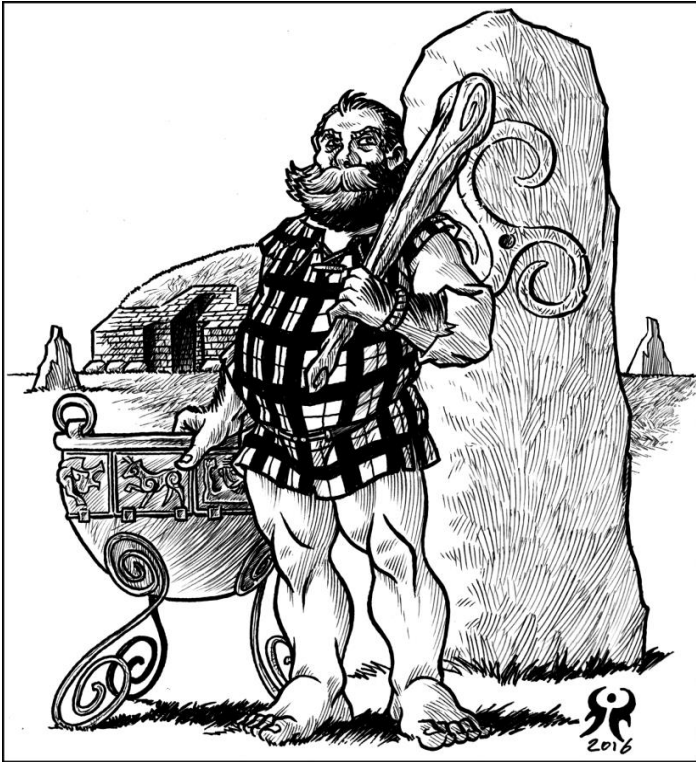
Such places of natural power where ley lines intersect, sacred to Cernunnos and other Gods, harness the very essence of the Wild. Roll thrice to determine each one's characteristics.

d14	Node is a...	That grants/ causes visitors to...	
1	Hill or Peak	+d6 to Casting Rolls	Never want to leave*
2	Lake	Teleportation	Flee in fear*
3	Fairy Ring	Fey Ream entrance	Leave an offering
4	Grotto	Underworld passage	Make a sacrifice
5	Grove	+3 to select rolls	Feel disoriented*
6	Megalith	Otherworld gateway	Fight 1d3 monsters
7	Spring	Healing	Duel 1d3 warriors
8	Glen or Dale	Remove a curse	Be overly friendly*
9	Cairn	Divination	Be very belligerent*
10	Great Tree	Extra daily spells	Deal with 1d6 Spirits that are (roll 1d4): [1] helpful, [2] hostile, [3] indifferent, or [4] strange. See p. 40 for details.
11	Well	One wish attempt	
12	Island	Use of a magic weapon	
13	Pit	Visions	Suffer a curse*
14	Shrine	Multiple: Re-roll thrice	Accept a new quest

* Save negates

The Dagda

Neutral, The Good God and All-father



Tenets of the Dagda

- * Use one end of your club to father many
- * Support one's clan and family
- * Indulge! Enjoy!
- * Use the other end of your club to bring death

Clerics of the Dagda

Special: Clerics of the Dagda are male and are also referred to as druids.

Allowed Weapons: Club, two-handed club, maul, chariot

Allowed Armor: Hide, overalls, kilt, or lighter

Holy Symbol: Dagda's Face, Spoked Wheel, Cauldron

Can Turn: None

Dagdan Way: Clerics of Dagda gain a +1 bonus to their Strength and Constitution scores, as well as a +2 bonus to saves vs. magic.

Healing Side-Effects

The Dagda enjoys giving boon, but he might want something back soon! Roll 1d12.

- 1. One end of the club heals; the other...** Healing will occur, but someone of the cleric's choice, who is within 30', gains the wound or malady instead!
- 2. Smash what ails ye!** It only takes one strike (and damage) from the cleric's club for the healing to work. And if so, it has double the effect; that is, if the patient still lives!
- 3. Others need a-plenty too:** The Dagda requires that the patient donate 1d4 x 5% of his or her total wealth for the healing to work. The cleric will then dispense it in a way that pleases the Dagda.
- 4. That really hits the spot!** Got to have a large meal, otherwise the patient won't be healed. Resting upon a hill or against a tree would also work.
- 5. And that works too!** The cleric needs to 'become a father'- just as soon as the healing is finished...

6. Get smashed with what ale ye! The patient is healed. Beer, mead, or some other alcoholic beverage will grant a 50% bonus if taken before, during, and afterwards. The cleric will then be quite drunk (-3d6 to all rolls) for the next 2d6 hours (no save).

7-8. Shove ye in a cauldron! Hopefully for the patient, it won't be boiling when the cleric tosses him in. In any case, he is healed and with a 50% bonus if a large pot is available.

9-12. Good healing: The Dagda happily grants the healing and an extra 2d6 hit points that last for 2d6 hours to boot! These can even exceed the patient's normal maximum amount of hit points.

Cauldron of the Dagda

The Good God tosses his faithful into the pot- what happens when they come out is up to them!

Divine Tests

1. Time for a sit-down. The Dagda compels the cleric to do so for the next 2d6 turns. If a harp, drink, feast, and/or suitable partner is available though, then he need only take 1d6 turns instead.
2. The finer things in life make it worth living. Until he can partake of wine, woman, song, and fare, the Dagdan suffers a -1 to all rolls.
- 3-4. Clan law is sacrosanct! The druid will immediately find and notify the offender (a process that takes 1d6 turns) and let them know whether they (roll 1d4): broke an oath, damaged a sacred tree, defiled a cairn, or failed to have enough merriment in his or her life. Failure of the offender to mend his or her ways will result in a Divine Test from either Brigid, Cernunnos, Danu, or the Dagda himself, respectively.
- 5-6. Taranis strikes in the distance, signaling the turning of the Wheel of Time. Distracted, the cleric takes a -3 penalty to all his Casting Rolls until the next dawn.
7. Time to raise up a family! The druid must start the process or experience a reduction in spells available (50% chance for each one) if he fails to do so with a willing woman by the next dawn.
8. The Cauldron provides a-plenty and the Dagdan should too. The Dagdan must donate at least 4d6 gold pieces worth of food and drink to his clan or the nearest local community by the next dusk- and the Dagdan can certainly enjoy it too! If not, then he himself will lose some of his magical power (as per Cauldron of the Dagda result #7 above) until the following dusk!
9. The Good God is also the Good Striker. Inspired, the cleric must whomp the nearest worthy target in a random direction with his club or mallet. The target probably won't like it, but the cleric will need to do it or lose some of his spells (like in #7 above) until the next day.
10. Things should be simple. The Dagdan must now either destroy the first written thing he finds or lay manure over at least a 1d10 square yard area. Though those who don't appreciate the simple things might have a problem, the Dagdan will lose some of his power (see #7 above) until he does so.
11. Great knowledge might come to the druid, but also a strange red hue to his skin. For the next 24 hours, he gains a +4 bonus to his Intelligence, but also a 75% chance of any urban folk not taking him seriously, no matter how smart he is.
12. See what my chariot can pull? Driven to show off the might of a wagon or other wheeled vehicle (and the many horses that can pull it), the Dagdan spends the next 2d6 hours riding around in one, talking about it to others, working on making it more impressive, or just seeing what extra cargo it can drag. If he doesn't have a chariot available, then he will spend this time searching for one. Whatever the case, the Dagdan will do little else during this time and will also forevermore be unable to park his chariot properly nor ride it quietly.
13. Aengus! The rascal is up to it again, confusing the cleric with word-play, just like he did to the Dagda. As a result, the cleric's next

spell accidentally affects a random target instead. What is more, the cleric loses the right to stay in the last place he slept, either for 'a day and a night' (roughly 24 hours) or for 'day and night' (forever). There is an equal chance of either being the case.

14. Mimicking the Good God himself, the priest grows larger and more stout, gaining +2 hit points permanently, but also causing his buttocks to be exposed more often (a -6 penalty to Charisma checks for 20% of his encounters). Every time he experiences this Cauldron of the Dagda, the priest gains 2 additional hit points, but the Charisma penalty also occurs for 20% more encounters, unless of course those who encounter him don't mind seeing his buttocks.

15. It is now his manhood that grows larger, causing the cleric to gain a cumulative +2 bonus to Charisma rolls with potential mates, but also a cumulative -1 penalty to Dexterity checks and a -5' penalty to speed, due to the increasing bulkiness of his member!

16. Is that Uaithne I hear? Dagda's harp bursts from the nearest wall in a random direction. It sounds wonderful, but it also has the unfortunate side-effect of killing any men or other humanoids in the way (save negates). Within a round, it is in the druid's grasp, but only has a 10% chance of remaining a magic harp.

17. You can't be an All-father without an All-mother! The cleric must find and couple with a suitable woman, one who has a Charisma score of at least 12 + 1d6. Once found, the lovebirds will enjoy each other's company for the next 1d10 turns. One of the following additional effects will occur as well (roll 1d4): [1] The Sun will not change its position in the sky for the next 1d20 hours, [2] The cleric gains a useful piece of knowledge, [3] A son will be born from the union and seek revenge upon the cleric someday, [4] The cleric must carry around his mate for the next 24 hours (Strength check).

18+ Into Undry with ye! The Good God takes his faithful and throws him into his otherworldly cauldron, either by having him vanish for a time or simply pulling him into the nearest container or body of water. After 6d6 hours have passed, the priest reemerges (roll 1d8): [1] Greatly satisfied (+5% experience points), [2] With two swine, [3] Drunk and with a 1/2-full keg of ale, [4] With a suitable mate, [5] With a random magic item, [6] He doesn't reemerge and remains in an Otherworld until rescued, [7] He reemerges *Reincarnated* (q.v.), [8] Re-roll twice.

For every Cauldron of the Dagda result over 18, increase the duration of the priest's time in the Cauldron by 3d6 additional hours.



Fianna (Fighter Option)

These extra-tribal Celtic warriors disdain the use of heavy armor and most organization. Still, they are generally loyal to one another when not being employed as mercenaries themselves. As a result, Fianna gain a +5' move bonus when wearing leather armor or lighter, as well as a +1 damage bonus and a +1 save bonus per odd level when being daring and honest (Per Referee: +1 at 1st level, +2 at 3rd level, etc.)

No. Enc.: 1d12; Align: N; Mve: 45'; AC 7; HD 1; Attk: 1; Dmg: by weapon; SP: +1 dmg & +1 to saves per odd level when being daring and honest; Svc: F1*; Mor: 8

Cleric Spells (the Dagda)

Clerics of the Dagda have access to the following spells:

1st Level: Create Water, Cure Light Wounds, Detect Evil, Light, Protection from Evil, Purify Food and Drink, Remove Fear, Resist Cold, Hold Portal*, Shillelagh^D

2nd Level: Augury, Bless, Delay Poison, Hold Person, Holy Chant, Resist Fire, Spiritual Weapon (appears as a club or mallet), Amnesia*, Knock*, Shatter*, Strength*, Stumble^D, Warp Wood^D

3rd Level: Continual Light, Cure Blindness, Cure Disease, Locate Object, Prayer, Remove Curse, Striking (on clubs or mallets), Stone Shape^D

4th Level: Create Food and Water, Cure Serious Wounds, Exorcise, Lower Water, Neutralize Poison, Protection from Evil 10' Radius, Hallucinatory Terrain^D

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Geas (Quest)

6th Level: Find the Path, Heal, Part Water, Stone Tell,

7th Level: Earthquake, Regenerate, Restoration, Resurrection, Fire Chariot^D, Reincarnate^D



Hill Encounters

Life in the hills can be pleasant, though the Dagda might have something more in store!

d10	Encounter
1	Weather change (d8): cooler, warmer, clearer, cloudier, precipitation (start/end; more/less), windier, less windy, or other (30% chance of being dangerous)
2	Terrain change (d8): more rocky, less rocky, flatter, valley, trees, cabin (as per Folk, #7, below), stream, or unstable (25% chance of spawning another encounter)
3-4	Hill beast(s) (d15): bear, bird, bird of prey, boar, cattle, deer, fox, horse, rabbit, serpent, skunk, squirrel, wildcat, wolf, or other (45% chance of being dire or dangerous)
5	Mishap (d4): fall, hot spring, rockslide, or sinkhole!
6	Notable Hills (d4): strange rocks, cave entrance, node (q.v.), or scenic overlook
7	Folk (d5): bandits, hillbillies, miners, traveler (q.v.), or other (35% chance of either being dwarven or especially rustic; 15% chance of fetching something)
8	Supernatural (d7): angel, earth elemental, fey, hill spirit, totemic spirit, undead, or other (15% chance of being aggressive)
9	Monster(s) (d14): bugbear, centaur, giant, gnoll, griffon, harpy, hobgoblin, manticores, minotaur, ogre, satyr, troll, wyvern, or other
10	Roll on another Random Encounter Table (d6): [1] Forest, [2] Meadow, [3] Mtn, [4] Road, [5] River, [6] Other (roll on Table of Contents in Vol. I or Vol. II)

Danu

Lawful Great Mother of Nature, Rivers, Fertility, & Tribe



Tenets of Danu

- * Honor the earth, life, waters, and tribe
- * Be motherly in your care and generous to all
- * Expand the domain of your people
- * Be peaceful yourself, though others may fight on your behalf

Clerics of Danu

Special: All clerics of Danu are female and are also referred to as druidesses or priestesses.

Allowed Weapons: None

Allowed Armor: None

Holy Symbols: Birds, Horses, Crops, Water

Can Turn: Those not living in harmony with nature (if not known: 65% chance if humanoid; 0% if wildlife; 35% otherwise)

Danann Mysteries: Up to once per day per level, a cleric of Danu can gain a +2 bonus to one of her Casting Rolls when standing at least barefoot upon natural earth.

Healing Side-Effects

The Great Mother provides generous healing and bounty, though being in certain places or situations may still be required for the effects to finally occur. Roll 1d12.

- 1. Cromlech:** Return to your ancestors. The patient must either be in a dolmen, a megalithic tomb, or else travel to one in order to receive the healing effect. If not, the patient might actually see his or her ancestors by dying in 1d6 days (save resists).
- 2. Adar Rhiannon:** The sight or presence of birds is now needed for the healing to work, otherwise the recipient will be transformed into one for 1d20 hours if he or she still wants succor.
- 3. Way of Epona:** It is now horses that are required, though they may need to be eaten too after a primal ritual for the healing to really occur (25% chance).

4. Fruitful One: Loving the Goddess is all that is required. Those who don't worship Danu, a related Goddess, or the earth, fertility, flowers, or the like, will receive no healing though.

5. Tuathan: The cure is in the tribe. When the recipient is with his or her own family, tribal group, party, or even the tribe of Danu (the fey and/or faithful of other Celtic gods), the healing will happen.

6. Great Wheel: The healing will take place and, on the next Seasonal Holiday: Imbolc, Beltane, Lughnasadh, or Samhain, the recipient will also gain a +2 bonus to any saves and to their AC vs. whatever specific type of danger necessitated the healing (e.g. a type of disease, beast, or weapon), until the next Holiday.

7. Sidhe: The recipient is healed and with a 50% bonus if he or she rests upon a fairy mound; encountering the fey or traveling to a Fairy Realm (q.v.) just might also do instead (a 75% chance)!

8. Danube: The reach of the Great Mother flows everywhere. In this case, healing occurs without restriction and with a 50% bonus if the patient is bathed in a river.

9-12. Blessing of the Earth Mother: Danu is only too happy to grant the healing, which is automatically at the full amount, as well as also granting immunity to all disease for the next 1d6 days.

Way of the Great Mother

Danu lovingly bestows her bounty to make her followers more at one with her again.

Divine Tests

1-2. The Great Mother calls, compelling her cleric to either enjoy a Node, other natural place, or simply rest for the next 2d6 turns.

3. The flowing life of Danu has shifted, causing a -1 to all of the priestess's rolls. After an hour though, she realigns herself and the penalty is gone.

4. Who speaks for the land? The cleric of Danu must take one simple step to purify, nurture, or protect the earth, plants, animals, waters, and/or local tribal people. She has a -1d6 penalty to all her rolls until she does so.

5. Rhiannon rides forth in all her beauty and golden brocade upon a white horse. The priestess must do so too, or else she will take a -3 penalty to all her rolls for the next day. And if she does, no one can catch her until she dismounts.

6. It's a large country for a lover's voice. The druidess must either add some domain for her tribe's use or protect their existing realm. If she is unable to do so by the next day, she experiences a reduction in spells available (50% chance for each one) until the following day, possibly including even her Turn ability.

7. Let the green life flow. Farmers, wilderness, animals, and even nature spirits and fey benefit from the Goddess's grace. The priestess too must assist them in any way she can for at least 2d6 hours, or else she will lose some of her magical ability, as per Way of the Great Mother result #6 above.

8. The living water gives us vigor and life. The Danann cleric must now find and watch over a well, river ford, or beach for the next 1d8 hours. During that time, there is at least a 50% chance of someone or something that lacks respect for the water arriving and the cleric must do her best in dealing with it. If she fails to do so, then some of her power is forfeit, just like in result #6 above.

9. And what better way to help one's tribe than by marrying a husband? Whether it be a Prince of Dyfed or a son of Clud, the priestess must do so, or else give up some spells the following day. If she is already betrothed, then no matter: it is her choice with whom to be.

10. An Invasion is in order! If the cleric is already in a group that fights strange people and takes their possessions (i.e. most adventuring parties), then so much the better. If not, then she will be immediately driven to do so, either joining with such raiders or encouraging her own group or people to act in such a fashion.

11. The Firbolg must be defeated. Though she would never take violent action herself, the Danann druidess can certainly encourage her allies, while she uses her magic to drive off or subjugate at least 1d6 giants, other 'bag men', or even just rival tribe members within 1d6 days' time. If not, then the druidess's own lord will lose one of his arms, whoever that may be (save resists).

12. Resonating with fertility, the priestess becomes even more buxom and rubenesque like Great Danu. Every time she experiences this Test, she gains a cumulative +1 bonus to her Charisma and to all her healing-related rolls, thanks to her endowments. In return, she also suffers a cumulative -1 penalty to any rolls she would make that would cause direct harm, dodge out of the way, or avoid being attractive.

13. The Power Places of the land are sacrosanct. The priestess is compelled to venture to the nearest Ley Line or Node (q.v.), which is 1d6 hours' travel distant (if not immediately known). Whatever the case, the priestess will be intuitively guided there and be unable and unwilling to cast any spells until she reaches it, unless she or one of her allies are in mortal peril. Still, once she finally arrives, she gains double the normal benefit.

14. It is now time to vanquish the Fomorians! In a manner similar to Way of the Great Mother result #11 above, the cleric of Danu must now defeat at least 1d6 such giants- though misshapen humanoids or any under-dwellers will do. In this case, if the cleric fails to do so within 1d6 days, then her own lord will die (no save)!

15. Gwawl knows how dangerous a bag can be. The priestess feels compelled to reenact the competition for Rhiannon and will immediately find a bag to throw over the nearest worthy opponent (an attack roll). She will then beat the bag (and the one inside) for 1d4 damage each round, enthusiastically encouraging others to do so, as well. The unfortunate opponent will be able to do nothing until he either saves or agrees to not seek revenge on the priestess. What is more, the bag might also become one 'that cannot be filled until a noble declares it is so' (a 25% chance).

16. An Island Otherworld, Fey Realm, or even the Underworld, beckons. The druidess of Danu will immediately begin traveling there, arriving within 1d4 hours, and spend an additional 3d4 hours at that place. Once there, she will have experiences per the Referee (and the random tables included in this work), take 2d20 damage, but gain 3% additional experience points upon her return.

17. As a follower of the Great Mother Goddess, the druidess temporarily attunes with another female Divinity. She now experiences the Test from either (roll 1d12) [1] Brigid, [2] Morrighan, [3] Trivia, [4] Vesta, [5] Venus, [6] Artemis¹, [7] Athena¹, [8] Freya¹, [9] Hel¹, [10] Hera¹, [11] Skadi¹, or [12] other. (¹: see Vol. I)

18+ As the Goddess once was Tested, so too shall the cleric be. For every Way of the Great Mother result over 17, she must sit for one entire day by the gate of a castle, even offering to carry visitors on her back as a beast of burden (a Strength check). Though trying at times, the cleric will gain a greater understanding of such beasts, gaining a +1 bonus for each day that she is Tested thus, to any rolls related to them (saves, Casting Rolls, and the like). Last, all plants and animals now grow hale and fertile in the cleric's very presence.



Cleric Spells (Danu)

Clerics of Danu have access to the following spells:

1st Level: Create Water, Cure Light Wounds, Detect Evil, Protection from Evil, Purify Food and Drink, Remove Fear, Resist Cold, Sanctuary, Animal Companion^D, Faerie Fire^D, Speak with Animals^D

2nd Level: Bless, Delay Poison, Hold Person, Holy Chant, Reveal Charm, Charm Person or Mammal^D, Find Plant^D, Obscuring Mist^D

3rd Level: Animal Growth, Cure Blindness, Cure Disease, Locate Object, Remove Curse (reversible), Striking (on another's weapon only), Hold Animal^D, Neutralize Poison^D, Plant Growth^D, Stone Shape^D, Tree Shape^D, Water Breathing^D

4th Level: Create Food and Water, Cure Serious Wounds, Divination, Protection from Evil 10' Radius, Speak with Plants, Polymorph Other* (into animal forms only), Hold Vegetation and Fungus^D, Passplant^D, Repel Vermin^D, Summon Animal I^D, Summon Sylvan Beings^D, Temperature Control^D

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Geas (Quest), Anti-Plant Shell^D, Commune with Nature^D, Summon Animal II^D, Transmute Rock to Mud^D, Tree Stride^D

6th Level: Conjure Animals, Find the Path, Heal, Part Water, Speak with Creatures, Stone Tell, Summon Fey Servant (as Summon Aerial Servant, but appears as a faerie), Anti-Animal Shell^D, Repel Wood^D, Summon Animal III^D, Transport via Plants^D, Wall of Thorns^D

7th Level: Restoration, Regenerate, Animate Mineral^D, Conjure Earth Elemental^D, Reincarnate^D, Transmute Metal to Wood^D

River Encounters

Life flows from the largest estuary to the smallest creek, bringing Danu's blessings upon plant, animal, and tribe.

d10	Encounter
1	Weather change (d8): cooler, warmer, clearer, cloudier, precipitation (start/end; more/less), windier, less windy, or other (20% chance of being dangerous)
2	Terrain change (d8): more hilly, flatter, lush meadow, farm, trees, river widens, river narrows, or dwelling
3-4	River beast(s) (d12): bird, bird of prey, bug, crayfish, fish, frog, leech, otter, snake, turtle, water fowl, or water bug (25% chance of being dire and/or dangerous)
5	Mishap (d4): debris, rapids, no current, man overboard!
6	Notable (d7): fork in river, node (q.v.), scenic overlook, fairy mound, orchard, berries, or combination thereof
7	Folk (d5): boat travelers, land travelers, sunbathers, water bathers, or other (15% chance of being pirates!)
8	Supernatural (d5): aquatic undead, fey, river spirit, water elemental, or other (35% chance of being mischievous and/or alluring)
9	Monster(s) (d7): basilisk, fish men, frog men, gargoyle, hydra, snake men, or water troll
10	Other: encounter occurs at one of the river's edges or spills over into the river. Roll on another Random Encounter Table (d6): [1] Forest, [2] Meadow, [3] Road, [4] Fen, [5] Hills, or [6] Other (roll on Table of Contents in Vol. I or Vol. II)

Dis Pater

Lawful God of Death, the Underworld, & Riches



Tenets of Dis Pater

- * Respect death and each individual's time to die
- * Honor the dead
- * Avoid life, love, & cheer
- * Amass great wealth for the Afterlife

Clerics of Dis Pater

Special: Clerics of Dis Pater are also referred to as priests and priestesses.

Allowed Weapons: Rod (as mace), staff, spear, pitchfork

Allowed Armor: Any

Holy Symbols: Black sheep, Key, Cerberus, Black chariot

Can Turn: Healers, Undead

Plutonian Mysteries: Up to once per day per level, a cleric of Dis Pater can gain a +2 bonus to one of his Casting Rolls when standing underground, at a grave, or in a tomb.

Healing Side-Effects

The God of Death rarely gives healing easily. Roll 1d12.

1. Don't Fear Thanatos: It appears that it is actually time for the patient to enter Dis Pater's dark domain forever. He or she is healed, but must also save or mysteriously die 1d20 minutes later. Children are immune to this result.

2. Shades of Healing: To balance the light that the cure would create, Dis Pater releases a shade (q.v.) into the world at the place of healing. It will respect the cleric and not attack the living until he leaves the area. Afterwards, it will remain until either the sun shines upon it or it is destroyed. In either case, it may not be so respectful.

3-4. Wealth Returns to the Earth: A suitable sacrifice of gold, gems, or even harvest grain worth at least 1d100 gold pieces in value must be returned to the earth in a suitably reverent and fearful manner in order for the healing to take place.

5. Life's Sacrifice: The healing will require a volunteer giving up the same health or life force that the recipient would gain. The cleric

of Dis Pater must have both nearby for the healing to work.

6-7. The Dark Heart of Pluto: Some of the way of Dis Pater passes into the patient, making him or her wish to follow the God's Tenets for the next 1d6 hours after receiving the healing, forsaking all other impulse.

8. Avernian Healing: The recipient is healed and with a 50% bonus if underground or in some other place associated with the dead or lack of birds.

9-12. Plutonian Blessing: Dis Pater knows that the patient will be visiting his domain soon enough and grants full healing along with a +6 bonus to all saves vs. fear and death for the next 1d6 hours.

Dark Reward

Many fear the presence of Dis Pater's clerics, for their God often Tests those around the clerics as much as the clerics themselves.

Divine Tests

1. Death's dark doom is inevitable. The priest must ponder this truth for 2d6 turns and has a 50% chance of also needing to sacrifice at least 1d6 x 10 gold pieces in treasure or goods.

2. What a mockery this life is. Unless the cleric is underground or in some similarly dismal place, he will suffer a -1 to all rolls until the next dusk.

3-4. We must be made ready for our final rest. When engaged in some errand of accumulating wealth, respecting death, or reducing liveliness, the priest suffers no penalty. When not, he suffers a -3 to all rolls. This situation lasts until the next stroke of midnight.

5. The great Dis must be appeased! Whatever item the cleric last held is now added to the Death God's otherworldly hoard and is now gone forever. If not, the last healing the cleric received is now forfeit.

6. Sometimes object offerings aren't enough. It is now the last adult person or animal that the priest spoke to that is drawn forever into the Underworld... or wherever their final reward lies. If the victim would be a love one or great ally of the priest, then Dis Pater might spare them, but the priest must then reroll the Test result (1d20) and abide by the Death God's final judgment.

7. The dead must rest. The priest shall now make one undead, resurrected, or other being that has somehow cheated death return to Dis Pater's domain (typically by slaying them). Unless he does so, the priest experiences a reduction in spells available (50% chance for each one) until the next midnight, including possibly his Turn ability. One who has helped another cheat death would also be a suitable target: a fitting price paid for upsetting the Underworld's balance.

8. Are the dead honored here? The Plutonian cleric will find out, whether by checking on the status of local ancestor veneration, proper burial of the dead, or the like. Depending on the situation, this typically takes 1d6 hours to complete and has a 20% chance of provoking some sort of dangerous encounter (walking dead, indignant locals, cave-in's, etc.) each hour. If subject to more pressing matters, then the cleric can avoid these tasks by sacrificing some of his magic ability (like in Dark Reward result #7 above) instead.

9. Fun's over. The priest accepts the pointlessness of mirth, but do others? He must make sure, by stopping a song, intervening in a kiss, snatching a treat, or the like. Such radical measures will most likely result in outrage by the uninitiated (75% chance), but the point will be made. If the priest decides not to do so, then he'll lose some of his magic for a time, just as in result #7 above.

10. Despair, despise... The darkness of death emanates quite physically from the priest from now on, making others give into

either depression or anger. As a result, all those within 5' of him, either suffer a gloomy -2 penalty to all rolls or a wrathful +1 bonus to all attack rolls (equal chance of each). Every time the cleric experiences this Test, the area of this effect increases by 5'.

11. The simpler things do not fear death: perhaps they are so blessed? Plants wither, animals recoil, vermin die, and the very air itself is stripped of pollen and aroma at the Plutonian cleric's presence and touch. What is more, every time he experiences this result, the effect increases 5' further from him.

12. Life and love may be one, but not for the faithful of Dis Pater. The priest now becomes infertile. Still, every time he experiences this Test, one child relative of his (including one of his own, if he has fathered children before this Dark Reward), will be spared once from death, in order to balance the scales.

13. Like a Defixio (see Sidebar below), a curse ensues from the cleric, making the next person he sees either suffer a -3 to all rolls, fall in unrequited love, misplace their bath clothing, fail in their next endeavor, or the like.

14. It is not just the living that fear final rest. The followers of Dis have no fondness for those who would make a mockery of death. The cleric now gains a +1 bonus to all rolls against the undead and they will gain the same bonus against him in return. This Dark Reward persists until the cleric's own death and increases by 1 for every time he experiences it.

15. Your light means nothing to me. The priest no longer gains any benefit from the healing of clerics of unrelated Divinities, nor any bonuses from motivational songs, augmenting magic, and the like. Instead, he reduces any damage done to him by 1 each round for every time he experiences this Test.

16. Casting off even more of the fetters of a false living life, the Plutonian can now go 1 full day without needing to eat, drink, resist disease, or breathe as normal mortals do. This benefit increases by 1 additional day for every time he experiences this Test. Some, after realizing that he has such ability, might claim (a 50% chance) that the cleric has become undead, but the cleric would then let them know just how sorely mistaken they were.

17. Whether on his way to the Elysian Fields... or Tartarus, the priest will need plenty to bring with him. As a result, he will immediately stock his tomb with at least 50% of his current wealth after experiencing this Dark Reward. What is more, he must also take one more step to ensure its safety (by hardening the tomb, putting in a guardian, assassinating one of the builders, or the like.)

18+ Proserpina: won't you come with me? Even a cleric of the Death God can get lonely. Imitating his Divinity, the cleric must abduct a maiden and take her to his underground hold (or the next closest thing). Such an endeavor generally takes 1d20 hours to locate a suitable 'Proserpina' and then the cleric must have her with him for at least 1 day in the Underworld (q.v.), plus 1 additional day per Dark Reward result over 17. During this time, the cleric will refuse to cast any spells, except ones directly related to holding on to his new love, though he might be coaxed to adventure underground with her. Of course, her love ones will attempt to rescue her during this Test's duration, having a base 25% chance of success each day.

Cleric Spells (Dis Pater)

Clerics of Dis Pater have access to the following spells.

1st Level: Command, Cure Light Wounds (reversible), Create Water (reverse), Light (reverse), Purify Food and Drink, Remove Fear (reversible), Resist Cold, Sanctuary, Hold Portal*, Shield* (made of darkness), Sleep*, Unseen Servant*, Pass without Trace^D

2nd Level: Augury, Bless (reverse), Hold Person, Resist Fire, Reveal Charm, Silence 15' radius, Spiritual Weapon (held by a grim, phantom guardian), Amnesia*, Invisibility*, Scare*, Feign Death^D

3rd Level: Continual Light (reverse), Cure Blindness (reversible), Cure Disease (reversible), Dispel Magic, Glyph of Warding, Locate Object (reversible), Remove Curse (reversible), Speak with Dead, Striking (on rods only), Infravision*, Haste* (reversed)

4th Level: Cure Serious Wounds (reversible), Dispel Evil, Detect Lie, Divination, Exorcise, Neutralize Poison, Fear*

5th Level: Atonement, Commune, Cure Critical Wounds (reversible), Repulsion*

6th Level: Animate Objects, Blade Barrier, Stone Tell, Summon Aerial Servant (appears as a grim phantom), Word of Recall, Death Spell*, Repulsion*, Anti-Animal Shell^D, Repel Wood^D,

7th Level: Restoration, Symbol, Antipathy*, Imprisonment*, Power Word Kill*, Finger of Death^D, Summon Monster* (Cerberus Hound)

Defixio

These tablets are actually sheets of lead used to curse a target or even worse, make them fall in love (which can also be considered a curse). It takes roughly an hour to fashion one and grants a +6 bonus to cast any curse spell against the potential victim. Treat the process as using a Magical Boon, except that only followers of chthonic Divinities (like Dis Pater) can perform it. Last, a caster may only have up to his level x 2 defixios usable at one time.

Once destroyed, the curse that is tied to a particular defixio is automatically broken.



Shades

Such haunts might await their final reward, but will still torment any mortals they encounter, especially if recognized from their former life (a 25% chance).

No. Enc: 1d6; Align: C; MV 50'; AC 5*; HD 5; Atk: 1 (touch); Dmg: 1d6; SP: Cause fear, etherealness, immune to normal weapons, +3 to all rolls if victim recognizes Shade from former life; SV: F9; Mor: 9

Cerberus Hounds

Huge and vicious, these 3-headed dogs serve Dis Pater and have a particular fondness for the taste of spirits and undead beings.

No. Enc: 1; Align: C; MV 60'; AC 0; HD 10; Atk: 3 bites; Dmg: 3d8 (per head); SP: Cause fear, detect invisible, immune to fear, +15 to all rolls vs. spirits and undead; SV: F10, Mor: 11




Underworld Encounters

Dark realms beckon those who would entreat with the Dead, the God of the Dead, or the like. Such intrepid explorers might find an entrance to the Underworld, while others might be sent as part of a powerful test or spell. Still more might even be the departed souls of slain characters, where the exit would be their final reward.

To see what one might experience on a trip to the Underworld, first roll to determine the nature of the entrance. Then roll to determine what locations the travelers visit. Last, roll to see what they encounter at each place (if anything).

d6 (roll 3x)	Entrance is a...	That...	And is also very ...
1	Door	Is easy to access	Dark
2	Pit, Hole, or Chasm	Causes 1d20 damage to those who enter	Forbidding
3	Gate	Must be forced open (requires a STR check)	Foul
4	Lake	Requires a coin or other offering to enter	Morbid
5	Cave entrance	Is guarded by a monster! (roll 1d8+1 below)	Otherworldly
6	Fog or Mist	Requires a specific key	Innocent-seeming



d20	Location		d10	Encounter (33% chance)	
1	Dark Cavern: torches and other light sources expire 10x faster	11	Styx: visitors must save or hate each other, 50% chance of even attacking each other until they save	1	1d8 mortal visitors: roll on Profession table (p. 28) (75% chance of being afraid)
2	Strange Cavern: visitors must save every 1d6 rounds or become disoriented for 1d6 rounds	12	Lethe: visitors save or forget their former lives; those who drink from the river fail automatically	2	1d4 Harpies, Erinyes, Gorgons, or Lampades (Nymphs) (50% chance of being deceptive)
3	Seems like an outdoor area in the upper world (75% chance of being strangely different though)	13	Acheron: travelers feel intense pain and suffer a -2 to all rolls for the next 2d3 hours	3	1d6 Shades (p.11), Ancestral Spirits (p.39), or terrified Undead
4	Seems like a building in the upper world (85% chance of being certainly odd)	14	Phlegethon: fire burns visitors for 1d10 damage per round while there	4	1d6 Demons, Devils, Golems, Minotaurs, or Shades (75% chance of being hostile)
5	Shrine of a God (as appropriate or determine at random)	15	Cocytus: travelers are deafened from all the wailing for the next 2d3 hours	5	Cyclops or Avernian Centaur (bigger, meaner version that might also be cycloptic)
6	Subterranean Pool (50% chance of having something dangerous inside; 20% chance of having something valuable)	16	Winding labyrinth (Intelligence check to avoid becoming lost)	6	Hydra, Chimera, or Cerberus Hound (25% chance of being able to be placated by something the visitors have with them)
7	Forbidding Hall (25% chance of spawning 1d3+1 Encounters, rather than just 1)	17	Alcove: Mirror, or Fireplace (save or become entranced looking at it)	7	Charon: will ferry travelers to another Location for a price (but don't pay him until...) or Deceased Love One
8	Chasm Edge (opposed Strength checks to push foes to their doom!)	18	Otherworldly spot or Portal that is (1d6): Angelic, demonic, elemental, haunted, fey, or other.	8	Personification of (roll 1d4): Death, Discord, Hunger, or the like (save or flee)!
9	Bridge Over a Chasm (Dexterity checks: fail twice and fall to one's death!)	19	Dark room (15% chance of having something useful)	9	Hazard (roll 1d4): Noxious fumes, stumble, hallucination, or cave-in!
10	Crypt or Tomb (25% chance of also holding 2d6 skeletons, zombies, or something worse)	20	Exit to (1d5): Tartarus (very nasty), Asphodel (flowery meadows), Elysium (heavenly), Other Plane of Existence, or the mortal world	10	Dis Pater or other deity: Charisma check to bring back a lost loved one (if they don't look back)- failure means the petitioner remains too

Lugh

Lawful Long-Armed God of Skill, Truth, Heroism, & Light



Tenets of Lugh

- * Hone and demonstrate your many skills
- * Expand your horizons
- * Be truthful and just
- * Defeat great evil with clever strikes

Clerics of Lugh

Special: Clerics of Lugh are usually male and are also referred to as druids.

Allowed Weapons: Spear, sling, sword, dagger

Allowed Armor: Chainmail or lighter

Holy Symbol: Tricephalic face, Crow, Hound, Shoes

Can Turn: Cycloptic beings, Fomorians and other mutants

Ildánach: Clerics of Lugh are skilled in many arts. As a result, they may attempt to perform any ability available to any class, such as a thief's skill, a magic-user's spell, a fighter's attack, or even that of some more mundane profession. Lugh's clerics may attempt to do so up to once per day per level and have a base 8% chance per level of being successful with each attempt.

Healing Side-Effects

Lugh bestows healing upon those who show great skill. Roll 1d12.

- 1. Who shall ye best, better than all the rest?** The patient is healed, but must then score at least 3 hits on an opponent within 1 hour's time, or else the healing ends up only having 1/2 the effect.
- 2. 'Tis sweet music to me ears!** Yes, the healing may occur, but only if the patient plays a nice tune upon a harp
- 3. What can ye craft?** The recipient must make something in honor of Lugh, worth at least 1d6 gold pieces, or else the spell will be forfeit.
- 4-5. Nothing better than a pigskin...** The patient needs to be wrapped in one for the healing to work. Most clerics of Lugh have one around for just such an occasion (a base 50% chance).

6-7. What boon have ye for me? The patient is healed and Lugh has need of one of his or her skills: either the ability to fight with a certain type of weapon or use a certain spell. If the patient allows it to be taken, then Lugh returns it the next day with a +1 bonus that lasts for 24 hours.

8. I'll be a-giving that too. As results #6-7 above, except that Lugh also bestows 50% extra healing, whether a skill is taken or not.

9-12. Blessing of Ildánach: Not only is the recipient healed automatically for the full amount of the spell, but he or she also gains a +1 bonus to all rolls for the next 3d4 rounds.

Lámhfhada (Long-Armed Skill)

Lugh tests his faithful to see if they are as artful and as resourceful as he.

Divine Tests

1. Take inventory of your skills. The druid must do little else for 2d6 turns, unless he can beat a worthy opponent in a competition first.

2. How about a game of ficheall? The cleric must now win a match of Celtic chess, requiring a partner, three successful opposed Intelligence checks in a row, and about 1d6 turns of time. Until he wins, the cleric suffers a -3 to all rolls unrelated to the game.

3-4. Mimicking the grandfather (and foe) of great Lugh, the druid too must walk around on one leg and with one eye shut for the next 24 hours. Though this might confuse the followers of Balor (a 50% chance), it also has the unfortunate consequence of having the druid only being able to move at 1/2 speed and suffer a -6 to all peripheral vision, balance, and depth perception-related checks.

5-6. Do you have what it takes to pass the Gates of Tara? The cleric must demonstrate his many skills by besting at least three opponents, who are at least as skilled as him, in three different ways, whether it be at crafting, fighting, music, poetry, magic, or some other skillful endeavor. If he fails at any of the challenges, or fails to find worthy challengers by dusk, then the cleric will be unable to cast some of his spells the following day (50% chance for each one), possibly including his Turn ability, until the following day.

7. Failinis! C'mere boy! The druid must find the fabled hound-whelp of Lugh. Though the chances of finding this amazing beast are slim (1% per turn searched), he must do so for at least 1d6+4 turns or else lose some of his magic like in Lámhfhada results #5-6 above. If he does happen to find the nigh-unstoppable, fireball-breathing, water-to-wine transmuting beast lord, then he better hope Failinis is friendly (an 85% chance)!

8. The cut of Fragarach is clean and true. If the cleric has told a lie anytime 1d6 days prior, then he is gently struck by Lugh with his mighty sword. The cleric takes 1d8+3 damage, which can only be healed at a maximum of 1 hit point per day (healing magic won't work on it). If such a strike would slay the cleric, then he simply forfeits some of his spells (like in results #5-6 above). If the cleric has remained honest and broken no oaths for those 1d6 days though, then he suffers no ill effect instead.

9. Too hard to get a head, eh? The druid needs one to make a tathlum: a sling stone made of *brain cement*, as well as some other unusual ingredients. If a head can be acquired, then it takes 1d6 hours for the druid to make one. This magic weapon, usually only available when a druid of Lugh is Tested thus, will cause 4d20 damage to the first mortal target it hits (save for 1/2 damage) and then lose its power. If the druid doesn't have time to work on the tathlum, then he gives up some of his magic as per results #5-6.

10. The cleric must now attempt to make a magic spear to idolize Lugh's own Gae Assail or else give up some of his magic for a time (see results #5-6). It takes 1d6 hours to attempt to make the spear and then, at its conclusion, the cleric needs to roll a d20, adding his

level and his Intelligence modifier. If he fails to total 25 or more, then the spear isn't magical and he forfeits some of his power. If successful though, then he now has a +1 spear that returns on command after being thrown.

11-12. Just as in the tragedy of the sons of Tuireann, the druid is immediately turned into a pig and must avoid dogs and other predators. Though the situation lasts for the next 1d12 hours, any humans who do kill the druid in this form will be later sent on nearly-impossible quests by Lugh as a result (per Referee).

13-14. It is now Arianrhod, Silver Wheel Goddess and mother of Lleu, who Tests the cleric by cursing his manliness. The first time he experiences this Lámhfhada, the cleric and everyone else he knows forgets his name until he rolls a natural 20 on a ranged attack. The second time, he is unable to use melee weapons until he rolls a natural 20 on a test of story-telling or harping. And the third time, he is unable to have a wife until he rolls a natural 20 on a Casting Roll (and thereby creates an automaton beauty of branches and flowers who will eventually betray him). In all cases, the cleric may only make such attempts to remedy the curse in the normal course of his day, during situations that would normally call upon such talents. Subsequent results of this Test begin the cycle anew.

15. In honor of great Lugus's triple nature, the druid himself becomes Tricephalus (3-faced) for the next 3d6 hours. Though he gains the talent for not being surprised and being able to say three things at once (decreasing the casting time of most spells by 1/3), 75% of those he encounters will either run in fear from him (if weaker) or attack (if of the same strength or stronger). The only exceptions would be those who follow Lugh, those who have already seen the druid this way, and/or those who have some other reason for not minding those with three faces.

16. Balor must be defeated, or at least, one of his kin! A Fomorian Giant (q.v.) arrives within 2d20 minutes to battle the cleric and any of his allies. The fight is to the death, though the cleric of Lugh gains a +3 to rolls against it if he only uses his sling.

17. The druid relives the betrayal of Lleu by Blodeuwedd, potentially suffering a 3-fold death at the hands of Gronw Pebr himself. The cleric must immediately make three saves: the first to avoid being turned into an eagle, the second to avoid being entangled in a net, and the third to avoid being slain by a Chaotic spear. The first two effects are curses that will last until removed; the last, well...

18+ Lughnassad approaches! Whether it is actually time for the Early Harvest Festival or not, the cleric spends 1 day per Lámhfhada result over 17 preparing for it. This process involves participating in athletic contests, matchmaking (unlike the way of Unharmonia, q.v., hopefully), forging contracts, mountain climbing, and similar activities. For each day that this Test lasts, the cleric must make three ability checks as he competes with others. Each time he succeeds, he gains a 1% experience bonus. Each time he fails, he takes 1d20 damage from injuries, other contenders, and the like. The cleric will do little else during this time and refuse any healing or magical aid for his competitions. Last, if this Test happens to occur around the actual time of Lughnassad, then its duration is doubled!



Cleric Spells (Lugh)

Clerics of Lugh have access to the following spells. In addition, they gain a +2 bonus to all Elaboration rolls (q.v.), since they are so skilled in many things, including magic.

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food and Drink, Remove Fear, Comprehend Languages*, Message*, Faerie Fire^D, Pass without Trace^D, Shillelagh^D

2nd Level: Augury, Bless, Delay Poison, Find Traps, Hold Person, Holy Chant, Spiritual Weapon (a Spear), Feign Death^D, Obscuring Mist^D

3rd Level: Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Prayer, Remove Curse (reversible), Striking (on spears, slings, or swords), Hold Animal^D, Neutralize Poison^D, Snare^D

4th Level: Cure Serious Wounds, Divination, Protection from Evil 10' Radius, Tongues, Enchant Arms*, Polymorph Self*

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (appears as a heavenly sling-stone striking), Geas (Quest), Faithful Hound*

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

7th Level: Holy Word, Restoration, Wind Walk, Fire Chariot^D, Reincarnate^D

Druids (Cleric Option)

All Celtic Divinity entries mention that their clerics can also be druids. Referees wishing to make distinct Celtic druid characters can do so by altering a cleric:

* Replace select clerical spells with druidical ones.

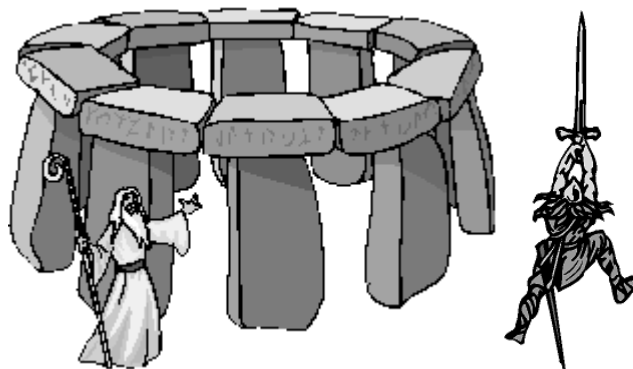
* Add the sickle (scimitar) to the Allowed Weapon list in return for losing access to another weapon. Also cannot wear metal armor.

* Can cast one of the following 1st level druid spells at will, rather than be able to Turn: Detect Snares & Pits, Faerie Fire, Invisibility (Animal), Locate Creature, Pass without Trace, or Speak with Animals

Gaesatae (Fighter Option)

With limed hair, woad-paint, carnyx horn, and severed heads, these brazen Celtic warriors throw themselves into battle. When fighting with such decor against foes that fail a save vs. fear, they gain a +1 to hit and damage bonus per odd level (+1 at 1st level, +2 at 3rd level, etc.), but also suffer an AC penalty of 2. What is more, Gaesatae may wear no body armor, but often wear little else anyway.

No. Enc.: 1d6; Align: N; AC 9*; HD: 1+2; Attk: 1*; Dmg: by weapon*; Mve: 40'; SP: +1 to hit and +1 to dmg per odd level, but also a -2 to AC when fighting brazenly; Sve: F1; Mor: 9



Manannan Mac Lir

Neutral Lord of the Seas and the Ways Between



Tenets of Manannan Mac Lir

- * The seas and paths flow everywhere... travel them
- * Explore the new lands and Otherworlds that you may find
- * Help others to find their way too

Clerics of Manannan Mac Lir

Special: Clerics of Manannan are also referred to as druids and druidesses. Many results mention those being from an Otherworld. If not known, the chance is actually a base 25% for any being actually originating from an Otherworld, even if they don't realize it.

Allowed Weapons: Sword (any), spear, sling

Allowed Armor: Chainmail, scale mail, or lighter

Holy Symbol: Spiral Triskelion, Chariot, Waves

Can Turn: Those that are from an Otherworld

Manx Mysteries: Clerics of Manannan can reroll the result of a random encounter or even a divergence when traveling to an Otherworld (see following page). They may do so up to once per day per level, but must abide by the 2nd result.

Healing Side-Effects

Manannan Mac Lir shows how restorative travel can be. Roll 1d12.

1-4. Yer actually fine somewhere else... The patient will receive healing, as well as an Otherworldly shift. In this case, roll on the Otherworlds Table (see following page). The patient remains in his current world, but also experiences the divergence rolled. For him, the change is real, though others won't experience it and will think him simply suffering from bad memory (e.g. "He's always been king!" or "Chartreuse is red, not yellow-green!")

5-8. Ye need to travel! If the patient is in a foreign land, on a body of water, or in an Otherworld, then he is healed and with a 50% bonus. If not, he only receives 1/2 the healing amount.

9-12. Oh, the worlds: Not only is the patient healed for the full amount, but he can now also sense the direction to the nearest Otherworldly being, portal, or the sea for the next 1d6 turns.

Wave Sweeper (Scuabtuinne)

The seas flow through this world and the next. Manannan wants his druid to remember that.

Divine Tests

1. This place seems different. Disoriented, the druid examines his surroundings closely for the next 2d6 turns. If it is actually an Otherworld, then he need not take that time.
2. Are you from this land too? Unsure, the Manx cleric will suffer a -1 to all rolls for the next 1d6 hours, unless dealing with someone who is from an Otherworld or is also a follower of Manannan.
3. Who knows where the sea flows? The druid suffers a -3 to all rolls for the rest of the day as he tries to solve the riddle.
4. The cleric now has an aura of Otherworldliness. For every time he experiences this Wave Sweeper result, the cleric suffers a cumulative -1 penalty to Charisma checks, 50% of the time, when dealing with those not from an Otherworld.
5. If the skies align, then the druid's magic will travel. For the next 4d6 hours, the druid will only be able to cast his spells if the stars, moon, sun, comets, and/or other celestial phenomena are in proper alignment. If not known if this is the case, then the chance of it being so is 50% per spell, but spells that are usable at this time are twice as powerful: they have double their normal effect.
6. Set sail! Whether a river, lake, or ocean, the cleric must be on or adjacent to a body of water for his magic to work. Treat this Wave Sweeper result as #5 above, except that if it's not known if a body of water is in the area, there is a base 50% chance of it being so, depending on the general terrain.
7. Strange steps are needed for the druid's magic to happen. Treat as #5 above, except that the druid will need to either walk *around a bend*, pass through a doorway, or go down a hole in order to use his magic instead. If not known, there is a 75% chance of one or more of these features being available at a particular locale, but the walking required will also add 1d4 rounds to the casting time for all the druid's spells while this Test occurs (4d6 hours).
8. It is now a mirror, rearranging certain letters on an obscure device, entering a labyrinth, being in a storm, or some other unusual object or event that the cleric will need first for his magic to work. Treat this result like #5 above, except that if it's not known if any of these features are available, then there is only a 25% chance of at least one being so.
9. Where did I leave my mistletoe? A random possession of the druid's goes missing. Some might blame the fey, Attraction's Law, or just poor memory, but the druid knows that it has been actually drawn into an Otherworld for a time! Whatever the case, he will find the item again 1d100 (then roll 1d5): minutes, hours, days, months, or years later.
10. I thought you were dead!? The Cosmic Mandala (or its Celtic equivalent) can be strange and a random individual that the cleric knew to be dead is now alive! In fact, 1d6 x 10% of people that he meets from now on will also remember that he was dead too.
11. The druid nods off to sleep for the next 1d3 hours, dreaming of other places. Though he might be unprotected during this time, he does have a 25% chance of actually waking up in an Otherworld (q.v.)
12. The sea spirit of Manannan becomes more present, causing the area to flood. All within 1d20 x 100 feet of the cleric when this Test occurs will soon be under 1d20 half feet of water for 3d6 turns.
13. Who knows how the Seas flow? The next spell the druid casts will affect a random target instead.

14. One of the druid's alternate reality doubles arrives! Any who see the druid and his double will probably be perplexed as to who is who, and even if the original is the one who remains, he'll be greatly changed by the experience nonetheless. Whether it was to assist or kill him, the (remaining) druid will now either be more peaceful or violent (equal chance of each) and must make a Wisdom check to be otherwise in future situations that could trigger his new outlook. In any case, there will only be one druid (left alive) again after 1d20 rounds' time has passed.

15. I don't belong here! If in an Otherworld, the cleric will suffer a cumulative -1 penalty to all his rolls for every time he experiences this Wave Sweeper result. The effect lasts until he either returns to his home world or voyages to a different Otherworld.

16. A dimensional vortex forms around the cleric and any others that are in the same building or immediate area when this Wave Sweeper occurs. For the next 1d12 hours, the area is cut off from all else except for various Otherworlds that mirror the immediate area. All who attempt to leave during that time will have a 50% chance of experiencing result #14 above by running into one of their doubles or even additional divergences if they make more escape attempts.

17. Echtra! The Manx cleric (and anyone within 10' of him when this Test occurs) immediately is sent on such an Otherworldly adventure for the next 24 hours (see Otherworlds table adjacent). The Otherworld diverges in 1d3 ways. The cleric may hope that he reaches Emhain Ablach: Manannan's own Isle of Apples, but he may not.

18+ Manannan sees fit to send the cleric and those within 10' to an Otherworld- permanently this time. For every Wave Sweeper result over 17, the new Reality will diverge in 2d3 additional ways and the area around the cleric of those also drawn in increases by 10'. Those wishing to return home again will not only have to find a way to leave that world, but must find the *correct world* when they do escape, since entering another Otherworld would require rolling yet again on the Otherworld table...

Cleric Spells (Manannan)

Clerics of Manannan have access to the following spells.

1st Level: Create Water, Cure Light Wounds, Detect Otherworldly (as Detect Magic, but picks up those from and related to Otherworlds), Resist Cold, Sanctuary, Locate Creature^D (if on an Otherworld), Comprehend Languages*, Hold Portal*, Message*

2nd Level: Augury, Bless, Delay Poison, Resist Fire, Reveal Home World (as Reveal Charm, but determines what Otherworld a being is actually from), Silence 15' Radius, Spiritual Weapon (a Sword), Obscuring Mist^D, Invisibility*, Knock*, Rope Trick*

3rd Level: Cure Blindness, Cure Disease, Locate Object (by knowing what Otherworld it went to), Prayer, Remove Curse, Striking (on spears, slings, or swords), Speak with Dead (by bringing the Underworld to the location for the spell's duration), Blink*, Water Breathing^D

4th Level: Create Food and Water (pork & seafood only), Cure Serious Wounds, Detect Lie (requires a goblet), Divination, Lower Water, Dimension Door*

5th Level: Commune, Cure Critical Wounds, Plane Shift, Contact Other Plane*, Distort Distance*, Passwall*, Teleport*

6th Level: Find the Path, Heal, Part Water, Summon Aerial Servant (a steed), Word of Recall, Fragarach (as Magic Sword*, but made of flame), Gate*

7th Level: Astral Projection, Regenerate (requires a cauldron), Restoration, Water Walk (as Wind Walk, but works on water), Water Chariot (as Fire Chariot^D, but made of water), Reincarnate^D (requires getting an Otherworldly double)

Otherworlds

Whether arriving via a spell, portal, celestial event, storm, divine test, or simply going *around the bend*, there are an infinite number of places that the Seas of Manannan can take intrepid explorers. To generate these 'alternate realities', roll on both of the following tables to determine how the new land diverges, what that means for at least one of the travelers, and how extensive the change is.

Note that some divergences might logically suggest *additional divergences* from the travelers' current world. For example, an Otherworld with a different level of economic prosperity than the travelers' home might also end up having a different ruler, competing group, or the like.

DIVERGENCE			
d40	The Otherworld has (a) different...		
1	Item status (replaced, changed, or gone)	21	Cleanliness and/or effect on visitor's vital humors
2	Ruler, ruling group, or political structure	22	Geography (landforms and/or water bodies)
3	State of conflict: war or peace	23	Occupational role for one of the travelers
4	Competing groups (political, religious, etc.)	24	Civilization (Celt, Greek, Norse, Roman, or other)
5	Level of economic prosperity	25	Frequency and/or nature of magic items and spells
6	Status of traveler's enemy: now alive, dead, or friend	26	Status of traveler's friend or love one: now dead, alive, or, enemy
7	Gender situation (role, tendency, type)	27	Worse version of 1d6 of the travelers (doubles)
8	Social customs (greetings, decorum)	28	Relative location of settled places
9	Level of technology (seems like time travel)	29	Amount of inhabitants (more or less)
10	Better version of 1d6 of the travelers (doubles)	30	Selection of people (some new or missing)
11	Major Divinity or Divinities altogether	31	Atmosphere (visual and/or visceral)
12	Word spelling and/or symbol appearance	32	Written account, tenet, or famous quote
13	Level of overall difficulty of all tasks	33	Relative flow of Time (noticed upon return)
14	Level of general optimism/ kindness	34	Frequency and/or nature of supernatural beings
15	Level of general hostility from Nature	35	Celestial object or objects (sun, moon, stars, etc.)
16	Race (50% chance of also being dominant)	36	Ability of women to love and be held accountable
17	Fauna (35% chance of also being dominant)	37	Law of Magic (Boons, Casting Rolls, etc.)
18	Flora (20% chance of also being dominant)	38	Rule of Grammar or Referee's Choice
19	Level of decadence, morality, and/or licentiousness	39	Plane of Existence*: Greek or Norse Otherworld (see Vol. I)
20	Climate, Weather, and/or Seasons	40	Plane of Existence*: Fey Realm or Underworld

* Divergent Planes of Existence will also likely have their own laws of physics and will be noticeably different to all upon arrival.

Roll thrice to determine the details of the Divergence

d8	The Divergence is*...	Modifier [^]	Extent
1	Utopian	+10	Widespread
2	Much better	+4	Widespread
3-4	Better	+2	Regional
5-6	Worse	-2	Regional
7	Much worse	+4	Localized
8	Completely bizarre	-10	Localized

* From at least one of the traveler's perspectives

[^] Applied in appropriate situations, based on Divergence type

Mars

Lawful God of War, Discipline, & Agriculture



Tenets of Mars

- * Practice war to secure a better peace
- * Follow orders
- * Have strict discipline
- * Also attend to farming and the home front

Clerics of Mars

Allowed Weapons: Spear, mace, short sword, javelin

Allowed Armor: Any

Holy Symbol: Spear, Wolf, Woodpecker

Can Turn: Cowards, Those who fight without honor

Martial Leadership: Any fighting within 60' of the cleric of Mars and who are also under his direct command gain a +1 bonus to their 'to-hit' rolls.

Healing Side-Effects

Followers of Mars apply their strict martial principles to healing too. Roll 1d12.

- 1. Triage:** We may need to remove it. The patient is healed, but also takes 1d4 damage to a random ability score and even has a 20% chance of losing an extremity or body part: see following page for body part affected.
- 2. Some bleeding:** The patient obviously has too much blood in him. He takes -1d6 to all his rolls for the next 1d6 hours in order for the healing to work.
- 3. A sacrifice to Mars:** A pig, ram, or bull must be slain first and then a portion given to the patient for the healing to work.
- 4. Your diet is off:** The recipient needs to adjust his or her food intake in order to recover. He or she must stay on a strict regimen for at least 1d3 days, otherwise the healing is lost.
- 5. Let's spread some herbs on it:** Unless the cleric has some on hand, he must seek out some herbs to heal the patient- a process that typically takes 1d4 turns in an area that might have them.

6-7. Proper prayer and ritual need be performed: Depending on the ailment, it will take d30 minutes for the healing process to be complete, during which time the cleric will be busy chanting.

8. Heal the soldier: The healing occurs and with a 50% bonus if the injury or affliction was acquired during battle.

9-12. Martial healing: Mars grants the subject automatic full healing from the spell and also a +1 bonus attack with melee weapons for the next 1d6 turns.

Sacramentum

Mars requires his clerics to adhere to strict military discipline.

Divine Tests

1. The cleric must spend at least 2d6 turns either training, reviewing his tactics, or offering sacrifice to Mars.
2. Now the cleric is flogged for his transgression, taking a -1 to all his rolls for the next 1d6 hours, due to the disgrace.
3. Castigatio: the cleric has clearly failed and takes d4 damage, either from himself or a superior officer. That should set him right.
4. Work on your training first. Until the cleric can score a hit in actual combat, he suffers a -3 penalty to all his Casting Rolls.
5. March! That will be 1d6 miles, cleric. He'll suffer a -3 to all rolls until he completes the trek, which requires time and a Constitution check for every mile traveled, with a cumulative -1 penalty.
- 6-7. An animal sacrifice is now required by Mars: a pig, a ram, or a bull. Until he does so, the cleric experiences a reduction in spells available (50% chance for each one), possibly including his Turn ability, for the rest of the day.
8. Fortifications need to be built. The cleric must supervise the building and/or improvement of a nearby defensive area, requiring at least 4d4 hours' time and gold pieces. Until he does so, the cleric also loses some of his magical power, as per Sacramentum results #6-7 above.
9. Like the sacred Salii, the cleric too must don archaic armor and leap about in praise of Mars, suffering an AC penalty of 2 and requiring a Dexterity check in order to fight each round. He must do so for at least 1d6 hours. If not, then the cleric will forfeit some of his powers, like in results #6-7.
10. An army travels on its stomach. It is now farming that the cleric must espouse. As in Sacramentum results #6-7 above, he will lose some of his spells until he spends 4d4 hours and gold pieces working at farming or assisting the followers of his mother, Juno.
11. Chariot-race for the glory of Mars. It need not be some Campus Martius, nor does the cleric even need to win, but he must engage in one in order to keep his powers, like in results #6-7 above.
- 12-13. Rival Gods must be captured. The next idol or cleric of a non-Roman god that the Martial cleric encounters must be taken back with him to a temple of Mars. Though possibly a difficult and arduous task, the cleric (and any others who pray at that temple) will gain a +3 bonus to all magical rolls made against followers of that rival God for the next 12 hours. As long as the idol or cleric remains so sequestered, that temple will continue to bestow that boon.
14. In a manner similar to the spear of his God, the cleric's own spear now vibrates whenever danger approaches. Unfortunately though, the vibration also causes the cleric to suffer a cumulative -1 ranged to hit penalty for every time he experiences this Test. This penalty does not apply to melee attacks though.
15. Mars thought he was marrying Minerva, but he instead became betrothed to Anna Perenna. As a result, the cleric gains a

cumulative AC penalty of 1 whenever he experiences this Test, but also a +2 bonus when dealing with peasants, seasonal effects, time, and/or old women.

16. Look at my Venus! A beautiful woman (Charisma of 14 + 1d4) comes to be with the now-alpha male cleric. They might conceive a Cupid-like child (30% chance), but a powerful smith or other man will become the cleric's mortal enemy forever (100% chance).

17. This crime against Mars is so grave that it requires Fustuarium. The cleric is immediately cudged to zero hit points by either those around him or by Numina spirits if alone. He may then bleed to death unless someone intervenes to stabilize him (a base 50% chance). Whatever the case, the cleric is now fully forgiven and any remaining Divine Triggers reset to zero.

18+ Decimation. Some of those around the cleric will also be punished now. The cleric suffers Fustuarium (see #17 above). In addition, one combatant within 30' of the cleric, selected at random, is also slain. If no one is within range, then the range increases by 30' more until someone can be selected. For every Sacramentum result over 18, one additional person is reduced to zero hit points as well. Few might wish to revive the cleric after this.

Cleric Spells (Mars)

Clerics of Mars have access to the following spells:

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

2nd Level: Augury, Bless, Delay Poison, Find Traps, Hold Person, Resist Fire, Strength

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

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

5th Level: Atonement, Cure Critical Wounds, Flame Strike

6th Level: Blade Barrier, Heal

7th Level: Restoration

Combat Wound Location

d20	Body Part Affected		
1-3	Leg or foot	10-15	Shoulder, arm, or hand
4	Loins!	16-17	Neck or throat
5-6	Stomach	18	Eye, nose, ear, or finger(s)
7-9	Chest or back	19-20	Head or face

Gladiators (Fighter Option)

Gladiators gain a +1 damage bonus per odd level when someone else is watching them fight (as a spectator) and when specially equipped as per their type (see below). What is more, they can also cause a reroll on the Battle Events table (see opposite) when the roll would affect either them or an adjacent ally, up to once per day per level.

No. Enc.: 1d3; Align: any; Mve: [see below]; AC [see below]; HD 1+3; Atk: 1; Dmg: by weapon* [see below]; SP: +1 dmg per odd level & reroll 1 Battle Event per day per level; Sve: F1; Mor: 6

Hoplomachus: spear, dagger, small shield, helm, medium gladiator armor. Mve: 35'; AC 4 (front)/ 7 (rear)

Retarius: trident, weighted net, dagger, no armor. Mve: 40'; AC 8 (front)/ 10 (rear)

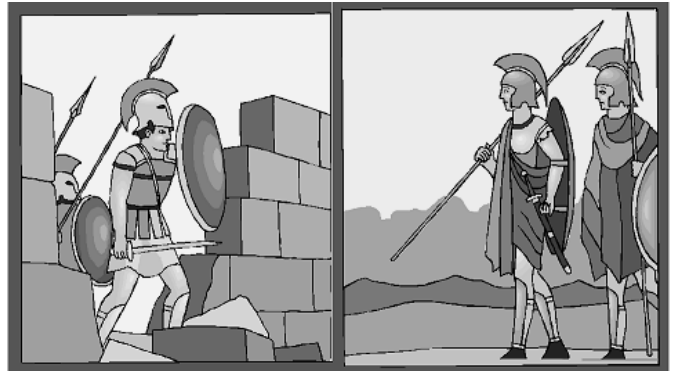
Samnite: short sword, tower shield, helm, heavy gladiator armor. Mve: 30'; AC 2 (front) /6 (rear). A.k.a. 'Murmillo' or 'Secutor'.

Thracian: curved short sword, small shield, helm, no armor. Mve: 40'; AC 6 (front)/ 8 (rear)

Battle Events

In honor of Mars, use this table to add vigor to protracted battles. For every 3 rounds of melee, each character experiences a Battle Event. When this occurs, roll a d20. Add the character's to hit bonus, minus their opponent's. The result is the Event that the combatant experiences.

For example, a 1st level fighter (with a +1 to hit bonus) that is fighting a 5 HD ogre (with a +5 to hit bonus) would roll d20 - 4. The fighter only totals a 5 though, so he gets parried and might even drop his weapon. Let's hope he rolls better next time!



EVENT			
d20 + [Character's 'To-hit' Bonus] - [Opponent's 'To-hit' Bonus]			
1-	Stumble: DEX check or now prone and take 8 penalty to AC	11	Grapple/ pummel: opposed STR checks; loser Stumbles (see 1-)
2	Winded: CON check or must rest for 1d3 rounds or take -6 to all rolls	12	Robust hack: +2 to hit, but must also make a DEX check or AC is reduced by 2 for 1 round
3	Weapon broken? 85% chance if wooden; 35% chance if all metal	13	Press: STR check to push foe back 1d3 x 5 feet; may follow foe
4	Weapon stuck in either nearby object or last foe hit: STR check to be able to use it again	14	Vantage point: all who stand at combatant's current position improve their AC by 1d4
5	Heavy parry: STR or DEX check or weapon is dropped	15	Melee opportunity: can make an extra attack this round
6	Stunned: lose 1 attack this round	16	Tactical insight: gain an extra action this round
7	Shield or armor damaged: AC reduced by 4 until repaired/ replaced	17	Mighty thrust: +3 to hit and damage, but AC is reduced by 3 for 1 round
8	Distraction (blood spray, gore, debris, etc.): save or -2 to hit for 1d3 rounds	18	Telling slash: +2 to hit and +2d6 damage; Foe takes -1 penalty to all rolls for 1d6 rounds
9	Rattled: must make Morale or WIS check or fall back 1d10 x 5'	19+	Mortal blow: +3 to hit and +3d6 damage; if hit, foe makes CON check or random body part is lost; Armor improves check by its AC bonus
10	Outmaneuvered: AC penalty of 2 until combatants reposition		

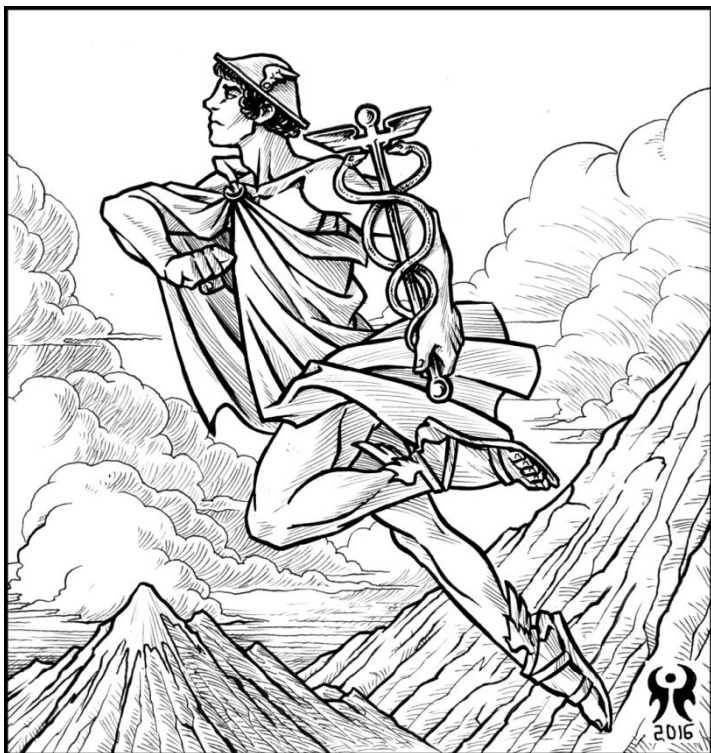
Legionaries (Fighter Option)

Well-organized, these soldiers fight in strict unison. They wear banded armor or chainmail, along with tower shields, short swords and pilum (javelins that cannot be thrown back). What is more, Legionaries improve their AC bonus by 1 and gain a +1 damage bonus per odd level when they are fighting with allies adjacent.

No. Enc.: 1d8; Mve: 30'; AC 1*; HD 1; Atk: 1; Dmg: by weapon; SP: +1 dmg & to AC per odd level with allies adjacent; Sve: F1, Mor: 10

Mercury

Neutral God of Messengers, Trade, Travel, & Luck



Tenets of Mercury

- * Guide others on their travels
- * Support trade, commerce, and invention
- * Understand the importance of luck
- * Be clever: demonstrate that to others

Clerics of Mercury

Special: Clerics of Mercury are also referred to as priests or priestesses.

Allowed Weapons: Staff, caduceus (mace)

Allowed Armor: None

Holy Symbol: Caduceus, Winged Sandals, Winged Hat

Can Turn: Any foes who are larger than the cleric.

Mercurian Mysteries: Clerics of Mercury can gain a +2 bonus to one of their Casting Rolls, up to once per day per level, when upon a road or at a market.

Healing Side-Effects

Mercury guides his faithful and his patients to greater understanding, whether in matters of health or not. Roll 1d12.

- 1. Trickster?** Unless the recipient makes a successful Intelligence check, he receives 1d4 damage to a random ability score along with being healed.
- 2. Ram-bearer:** A ram must be sacrificed, then its blood or flesh will allow the healing to work.
- 3. Touch of the Caduceus:** Two celestial snakes entwine around the patient's affliction, visible only to him or her and the priest. If the patient is in balance (signified by making a successful Wisdom check if unknown), then the healing occurs normally. If not, then the snakes cause 1d8 damage along with any healing.
- 4. To a Herm:** The patient must be brought before an image of a God, a shapeless column of wood or stone, or even a pile of rock. Then, and only then, will the healing happen.

5-6. Traveler: The patient is healed, but only if he or she has walked or rode at least 1d4 miles that day. If not, then the patient gains 25% of the spell's healing for every mile of that amount that he or she does travel, up to a maximum of 100%.

7. Lucky? Roll any die. Healing will occur, but with either 50% bonus healing if evens are rolled or 50% less healing, if odds.

8. Oneiopomp: The patient is healed and, if he or she also sleeps for 1d8 hours afterwards, dreams a healing dream. Upon awakening, the patient gains 50% extra healing and can also save to remember some helpful insight or clue (per Referee).

9-12. Blessing of Mercury: The healing works automatically, and at the spell's full amount. In addition, if the patient makes an Intelligence check, then he or she gains a 5' speed and +1 initiative bonus for the next 1d6 hours.

Psychopomp

Mercury helps to guide his faithful's souls to greater understanding.

Divine Tests

- 1.** What new endeavor shall be made? The Mercurian priest must ponder this for the next 2d6 turns or else make a sacrifice equal to 1d6 x 10 gold pieces instead.
- 2-3.** How much do you appreciate luck? For the next hour, the cleric will find out by rolling an additional 1d8-5 along with any roll he makes. He then applies the result to the roll, effectively modifying it by anywhere from +3 to -4.
- 4.** In the Olden Days, Mercury focused more on the trade and travel of shepherding and grain. His priest too must now engage in such pursuits, for at least 1d4 hours, or else suffer a -3 to all rolls until the next dawn.
- 5.** The cleric can do nothing else besides practice Logos for the next 1d3 hours, gaining a +1 bonus to his Intelligence and Charisma rolls for the following 12. One must be a skilled and clever communicator in order to enact trade, travel, and invention.
- 6.** Who is swifter than the faithful of Lord Mercury? The priest must find out by rolling initiative against the next three people he encounters. If successful, then he is unaffected. If he fails at any one of them though, then the cleric will experience a reduction in spells available (50% chance for each one), possibly including his Turn ability, for the rest of the day.
- 7.** What can the cleric acquire through his own craft? The Mercurian must liberate an object worth at least 1d100 gold pieces from the possession of others without them realizing it. Such an endeavor would require the cleric making an Intelligence or Dexterity check with the targets opposing with their Intelligence or Wisdom. Failure on the cleric's part may also make the targets irate, since they would most likely take him for being a thief (75% chance). Until the cleric is successful, he will lose access to some of his powers, as described in Psychopomp result #6 above.
- 8.** With so many new places to discover, it would be unfortunate if the cleric didn't travel somewhere new. In fact, until he does travel at least 4d4 miles to a different place or a different part of a place he's already been to, he forfeits some of his magic (see result #6 above).
- 9.** Trade requires correspondence, and correspondence requires trade. The Mercurian too must encourage this now, engaging in trade with someone or something he's never dealt with before. Doing so will restore his lost power, as per result #6 above.
- 10.** The priest must now invent something useful to keep his powers. The invention could be something completely new, even a successfully Elaborated spell (q.v.), or simply a different use for an already invented object. Making a convincing argument that an

invention is actually something useful might be difficult though (per Referee). Otherwise, the cleric may have to wait until the next day to use some of his powers again, just as in result #6.

11. Peace! All within 60' of the Mercurian cleric must save or stop fighting. This effect lasts for 4d6 turns or until any of those affected are attacked.

12. Someone needs a guide. Just as Mercury does for Father Jupiter, the cleric must immediately assist Mercury by leading another to where he or she must go. The journey will take 1d4 hours to find the individual and another 1d4 hours to lead them in the right direction. The cleric's companions may accompany him on the journey if they wish, but he himself must go immediately.

13. Whether it be for recompense for cattle theft or reward for inventing a musical instrument, the priest of Mercury must spend at least 10 x d20 gold pieces or equivalent barter on the next merchant he meets- double that if he or she happens to be a follower of Apollo or the like (a 20% chance if not known) .

14. Someone needs to be liberated. As in Psychopomp result #12 above, the cleric must find another, but in this case they are imprisoned and must be freed. The cleric only has a base chance equal to 40 + 5% per level of succeeding in the liberation attempt. If successful, then the cleric returns with 1d20 hit points in damage and may go about his normal business. If he fails, then he only has the same percent chance of avoiding being captured himself!

15. *Something* needs to be liberated. In this case, it is an item that Mercury needs retrieved. Follow the guidelines for Tests #12 &14 above, except that the Mercurian's chance of success is only 20 + 5% per level, and if he fails, he is automatically captured.

16. In an attempt to settle an old score against his Divinity, a Panoptic giant will track down the priest in 1d20 hours and try to kill him. Treat the monster as a Fomorian (q.v.) with eyes all over its body, giving it the ability to never be surprised. Whether the giant avenges Argus or not depends on how the battle goes, for the cleric and his companions must fight for their very lives when it arrives.

17. Escorts can become hard to resist. The Mercurian priest is sent a nymph (whether Fair Maiden or Fey) to accompany for the next 2d6 hours. For each hour that he is her escort, the priest must save to resist copulating with her, or else either become unable to speak (like with Larunda) or no flowers will bloom- all within 60' of him suffer a -2 to all rolls due to sadness (like with Chloris). Such punishments are considered curses on the priest for failing to apply the appropriate definition of 'escort' in this case.

18+ The cleric is immediately judged by the Gods. He must make twelve Intelligence checks to try to prove his innocence. For each one the cleric fails, he is struck by a stone that causes him 1d8 damage. For each one he makes, the stone is only thrown at his feet instead. If still alive, the cleric will return after 24 hours, gaining 1% additional experience points for every 2 Intelligence checks he made. And for every Psychopomp result over 18, the cleric is judged 6 additional times and gone for 6 additional hours, making it increasingly likely that he will end up in the Underworld after the trial instead.

Priests & Mystics

Not all devotees of the Gods are as battle-ready as standard clerics. Those wishing to focus on the more spiritual and magical aspects of their Divinity can be played as distinct class variants:

* **Priests & Mystics** both give up the ability to wear any armor or use shields and also fight as magic-users.

* **Priests** can cast one additional 1st level spell per day.

* **Mystics** can learn one additional spell per level from any class list, as long as it doesn't cause direct damage and still falls within their Divinity's purview.

Cleric Spells (Mercury)

Clerics of Mercury have access to the following list of spells:

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Purify Food and Drink, Remove Fear, Resist Cold, Sanctuary, Pass Without a Trace^D, Feather Fall*, Floating Disc*, Identify*, Jump*, Message*, Read Languages*, Ventriloquism*

2nd Level: Augury, Bless, Delay Poison, ESP, Find Traps, Detect Invisible*, Invisibility (if wearing a hat or cloak)*, Knock*, Levitate (if wearing sandals)*, Magic Mouth*, Rope Trick*

3rd Level: Cure Blindness, Cure Disease, Locate Object, Prayer, Remove Curse, Speak with Dead, Blink*, Clairaudience*, Clairvoyance*, Fly (requires sandals)*, Gust of Wind*, Haste*

4th Level: Cure Serious Wounds, Detect Lie, Dispel Magic, Exorcise, Protection from Evil 10' Radius, Tongues, Hallucinatory Terrain^D, Arcane Eye*, Dimension Door*

5th Level: Atonement, Cure Critical Wounds, Dispel Evil, Quest, Plane Shift, True Seeing, Control Winds^D, Distort Distance*

6th Level: Find the Path, Heal, Speak with Creatures, Word of Recall, Arcane Window*

7th Level: Astral Projection, Gate, Restoration, Wind Walk, Vanish*



Magic-Users

It would befit such spellcasters to make Casting Rolls too, just as clerics do. Not only that, but magic-users should be able to Elaborate and use Boons to both strive for greater magical effect and to make their spells easier to cast. Consult the following table to see what sort of Tests magi might experience.

Test type	Result
I	Strangeness: Odd lights and/or sounds appear. All those within 5' of the caster must save or take a -1 to all rolls for the next 1d6 turns, due to distraction. The phenomena will reflect the nature of the magic being used.
II	Hexed: Caster takes 1d6 damage and must save or now cause a constant, permanent Type I effect. Further instances of this Test increase the range by 5'.
III	Transformation, Temporary: Caster takes 2d6 damage and must save or have a random body part changed for the next 1d100 hours. This transformation will match the magic being used and bring either horror or fascination to those not familiar with such things. What is more, each change has a 25% chance of being useful. For example, if the Test is triggered by a fire spell, then the caster's arm might turn red, be always very hot to the touch, or even be inflamed. There's a 25% chance that this could be used to attack foes, otherwise it's just weird.
IV	Transformation, Permanent: Caster takes 3d6 damage and must save or experience a constant Type III effect. Additional instances of this Test will affect other parts of the caster's body, making him or her become more obviously supernatural in countenance over time.
V+	Banishment: Caster takes 4d6 damage and must save or be sent to an Otherworld that matches the nature of the magic being used for the next 1d3 days. For each Test type over V, increase the damage by 2d6 and the duration of the banishment by 1d3 additional days.

The Morrighan

Chaotic Triple Phantom Queen of War, Darkness, & Fate



Tenets of the Morrighan

- * Train the worthy
- * Cause fearful appreciation for fate and the cycles of life
- * Promote havoc and war!
- * Make others respect your sovereignty via the land

Clerics of the Morrighan

Special: Clerics of the Morrighan are female and are also referred to as priestesses or druidesses.

Allowed Weapons: Spear, dagger, sword

Allowed Armor: Chain or lighter

Holy Symbols: Crow, Black-haired Woman, Crossed Weapons

Can Turn: Those who defy their destiny or the cycles of life (if not known: 75% chance if human; 0% if wildlife; 25% otherwise)

Mysteries of the Phantom Queen: Clerics of the Morrighan can gain a +2 bonus to one of their Casting Rolls when in a disorganized battle or fight, up to once per day per level.

Healing Side-Effects

The Morrighan demands a hefty price for those who would seek succor from her clerics. Children and other innocents experience no such side-effects though. Roll 1d12.

- 1. Bean Nighe:** The recipient's time has drawn too near and they will actually die in the next d100 hours, unless they suckle at the breast of the Washer at the Ford (a Wisdom and a Dexterity check). If not, they won't receive any healing, but they also won't have to worry about doing the wash much longer.
- 2. The Crow Caws at Battle-tide...** The healing occurs but all those who witness it (including the patient, but not the cleric) must make a save or flee in terror for the next 1d6 rounds, due to the arrival of a terrifying crow, crow-sound, or the like.
- 3. Pay Purchase for Ye Succor!** The patient receives healing, but someone else, determined at random, takes on the injury or malady instead.

4. Avalonian Taste: For the healing to come to pass, an apple is required. When the recipient bites into it- another requirement of the healing- then he or she also has a 10% chance of falling into an eternal sleep (until dispelled; save negates).

5. A lean hag, quickly hopping: An aspect of the Morrighan rapidly arrives and bestows the healing upon the patient. He or she gains an AC bonus of 2, as well as a Charisma reduction of the same amount, as a result of the inspiration and the trauma of such a visit. Both effects diminish by the next day.

6-7. Lomnocht Havoc: What better way to receive healing than fighting to the death in the nude, wild-painted, carrying firebrands, and shrieking madly? If the patient was injured already while fighting in this manner, then he or she gains 50% extra healing. If not, then he or she only receives normal healing.

8. Strength in the Land: Healing will occur, and with a 50% bonus if the patient ventures to a nice fen, pleasant scene of bloodshed, relaxing area of anarchy, or suckles at a teat. Such sights are worth seeing, whether in this life or the next.

9-12. Blessing of the Morrighan: The recipient is fated to receive the healing, automatically for the spell's full amount, as well as gaining a +1 bonus to melee damage rolls for the next 1d6 turns.

Strife

The Morrighan, as also Baddb, Nemain, and Macha, delights not only in war, but in the other terrors of life.

Divine Tests

1. It is time to train. A warrior under her tutelage must practice for the next 1d6 turns, but also gains a +1 to all 'to-hit' rolls for the following hour. If no warrior is available, then the priestess must dwell on the ways of Fate during that time instead.
2. The Morrighan seems displeased and causes all warriors allied and within 30' of the cleric to suffer a -1 to all 'to-hit' rolls for the next hour. This should teach them how to fight better!
3. The priestess temporarily gains the Visage of Baddb for a time, becoming more crow-like, boiled, and/or bloody. This situation lasts for 1d6 hours, doing little to help in her diplomacy (automatically failing in such cases), while making her appear more fearsome (+5 to all rolls intended to scare others).
4. The Spirit of Nemain begins to influence those around the priestess, causing discord to break out. All within 60' of her must save or begin to argue for the next 1d4 minutes. Those who are already experiencing antipathy or who fail very badly will even resort to violence!
5. All bow before Queen Macha! Any who are within 60' of the cleric when this Strife occurs must immediately save. Those who fail must bow to and serve the Morrighan's druidess for the next 3d6 rounds or else take 3d6 damage from her vicious wrath.
6. What does Fate have in store for you today? The next person the priestess sees will either be blessed with fortune or cursed with misfortune for the next 1d12 hours. Roll any die: evens = fortune; odds = misfortune. The individual then either experiences a +3 or -3 to all rolls until the effect expires.
7. It is time to experience a Cycle of Life. The cleric must approach the next appropriate person she sees for congress. If they refuse, she must do her best to slay them: if they won't experience a beginning of Life with her, then they will experience an ending! If the cleric instead refuses to do any of this, then 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. Fury arises even more strongly around the priestess now! All those with fighting ability within 240' of her begin randomly

attacking each other for the next 4d6 rounds (save negates). The priestess can prevent this chaotic battle, but only at the cost of some of her spells as per #7, above.

9. This Land is *My Land!* If actually so, if the cleric does hold sovereignty over the land she is standing on when this Test occurs, then she gains a +3 bonus to all her Casting Rolls for the rest of the day. If not, then she temporarily loses some of her magic, like in #7 above.

10. The Phantom Queen bestows one of her aspects upon the priestess. She either becomes (roll 1d4): invisible, a crow, an ugly hag, or a great queen (if not one already). This situation lasts for the next 1d20 hours, preventing her from casting any spells, but giving her the ongoing quality of either not being able to be seen, the physical form and flying ability of a crow, a constant Cause Fear effect, or a constant Command effect, respectively.

11. I shall not see a world that will be dear to me. The cleric becomes forevermore like *Badb*, growing more fearsome, gory, and/or crow-like. She gains a permanent -2 penalty to all rolls made to befriend, comfort, and/or negotiate, while also gaining a +1 bonus to all rolls involving fear, crows, and/or death for every time she experiences this Strife. These modifiers not only apply to corresponding Ability Score checks, but also to Casting Rolls and saves.

12. The way of *Nemain* becomes even more prevalent in the priestess of the Morrighan from now on. All those in combat and within 10' of her must save or act as if *confused* for the next 1d6 rounds. The priestess is herself immune to this effect, though she might happily join in the mayhem anyway. Each time she experiences this Test, the range of the effect increases by 10 additional feet. Still, those who save against it once will be forever immune too.

13-14. Phantom, fated havoc erupts, causing the next spell the cleric casts to affect a random target and the area to grow dark instead! All those within 30' will only have faint illumination, if any.

15. I rule you! In the manner of *Macha*, the priestess realizes that she is a Mighty Queen of the Land and must show all others that this is the case. For every time she experiences this Strife, she gains a +1 bonus to her Casting Rolls as long as she is in a place that she rules. In addition, the priestess loses two spells for the rest of the day, every time she has to acquiesce to another! For example, if she has experienced this Test thrice, then she would always have a +3 bonus to her Casting Rolls in her lands, but also lose six spells whenever she follows another's commands.

16-17. The Morrighan bestows a special gift upon her druidess. Depending on which aspect of the Goddess she resonates with more (per Referee or determined at random), she gains one of the following each time she receives this Strife, but also suffers a permanent -3 penalty to cast one of her spells (also per Referee or determined at random):

Badb: a natural claw attack for d2 damage, a +2 natural AC bonus, the ability to speak with birds, or a +2 to saves vs. magic

Nemain: gain an extra offensive action for every 3rd round of a battle, cast reversed Light with a +5 modifier, or +4 Hit Points

Macha: title to the land she is standing on, a 1st level Fighter retainer, or the ability to cast Command with a +7 modifier

18+ As the Morrighan herself did, the cleric must make ready for a great battle or even be led into a Cruachan cave. Whether this must take place on Mag Tuired, during Samhain, in the company of the Dagda, or require destroying a Fomorian King or the like, is up to the Referee, but in any case, the cleric will be gone for 1 day, plus 1 additional day per Strife result over 18. What is more, she has a 50% - 5% per level chance of dying for each day she is gone, in which case she will turn into some type of body of water. If the cleric does survive, she will instead return with 5% extra experience points and not become a body of water yet.

Cleric Spells (the Morrighan)

Clerics of Morrighan have access to the following spells.

1st Level: Command, Cure Light Wounds (reversible), Create Water, Detect Magic, Light (reverse), Remove Fear (reverse), Message*, Shield* (made of gory parts), Entangle^D, Speak with Animal^D (crows only)

2nd Level: Augury, Bless (reversible), Hold Person (held by a heifer, eel, or wolf), Holy Chant, Detect Invisible*, Scare*, Shatter*, Animal Companion^D (crows only)

3rd Level: Cure Disease, Remove Curse (reversible), Striking, Charm person*, Clairvoyance*, Gust of Wind*, Haste*, Invisibility*, Speak with Dead* (who have died in battle), Suggestion*, Tongues*

4th Level: Cure Serious Wounds (reversible), Divination, Confusion*, Enchant Arms*, Fear*, Polymorph Self (Hag or Crow forms only)

5th Level: Commune, Cure Critical Wounds (reversible), Plane Shift*, Geas*, Hold Monster* (via an even larger eel), Commune with Nature^D

6th Level: Find the Path, Heal (reversible), Part Water, Death Spell*, Dweomer of Rage*, Death Spell*, Invisible Stalker*

7th Level: Gate, Regenerate, Restoration, Finger of Death^D, Reincarnate*, Power Word Kill*, Shape Change*

Fen Encounters

Whether to meet one's Fate in battle with some marsh denizen or go mad with swampy peril, the Morrighan is sure to be felt there!

d10	Encounter
1	Weather change (d8): cooler, warmer, clearer, cloudier, precipitation, windier, less windy, or other (10% chance of being dangerous)
2	Terrain change (d7): more hilly, flatter, trees, hut (as per #7 folk, below), stream, dry patch, or deep water (50% chance of terrain spawning another encounter)
3-4	Fen beasts (d18): alligator, beaver, bird, black bear, bobcat, deer, frog, hound, lizard, otter, raccoon, rat, red wolf, serpent, snail, turtle, waterfowl, or other (60% chance of being dire and/or dangerous)
5	Mishap (d8): bug swarm (-d12 to all rolls), quicksand (save or sink), swamp gas (open fires cause explosion for 1d6 damage), brambles, poison (touch) plant, leeches, infection (discovered 1d20 hours later), or lost!
6	Notable feature (d6): swamp flowers, swamp tree, great rock, node (q.v.), sunken structure (25% chance of being 1d4 submerged castles), or other
7	Folk (d4): bandit, traveler (q.v.), swamp folk, or other (55% chance of being very eccentric)
8	Supernatural (d7): fey, demon, fen spirit, water elemental, undead, werewolf, or other
9	Monster(s) (d9): basilisk, chimera, dragon, fomorian giant, hill giant, hydra, lizard man, stirge, or other
10	Roll on another Random Encounter Table (d6): [1] Forest, [2] Meadow, [3] Road, [4] Hills, [5] River, or [6] Other (roll on Table of Contents in Vol. I or Vol. II)

Trivia

Lawful Goddess of Witchcraft, Crossroads, & the Night



Tenets of Trivia

- * Empower oneself to serve Her better
- * Avenge injustice, punish the guilty
- * Practice great magic in secret
- * Protect the innocent

Clerics of Trivia

Special: All clerics of Trivia are female and are also referred to as witches or priestesses

Allowed Weapons: Dagger, torch (club), sword, whip

Allowed Armor: Leather or lighter

Holy Symbol: Keys, Black Dogs, Torches, Serpents, Polecat, Cat

Can Turn: Those who have done wrong (if not known 75% chance if adult human or humanoid; otherwise, 10% chance)

Trivian Mysteries: Once per day per level, a cleric of Trivia can gain a +3 bonus to a Casting Roll when standing in a dark area and/or at a crossroads or other intersection.

Healing Side-Effects

The succor of Trivia can be harsh, but also not without its benefits. It comes to children and animals with no side-effect, but others may not be so lucky. Roll 1d12.

- 1. Chthonia:** It is only in the Underworld or in the dark where the healing can take place. Otherwise, it will fail to work.
- 2. Enodia:** Healing is forthcoming, though it won't occur until after 3d20 rounds have passed.
- 3. Kleidouchos:** What key do you have? The patient must sacrifice one to Trivia, and only then will he or she be healed.
- 4. Kourotrophos:** Like a wet nurse, the witch will help the patient back to health- a process that takes 3d6 rounds, but also bestows 50% extra healing if both patient and witch are so inclined.
- 6. Phosphoros:** It is now a torch or other light source that is needed for the healing. If already available, then it burns for 10x its normal duration; if not, then the healing occurs once it's provided.

7. Propolos: Healing is granted, but the patient must then follow the witch wherever she wishes for the next 1d3 hours...

8. Propylaia: The recipient must remain underneath a gate or the witch for at least 3d6 rounds for the healing to work.

9. Triodia: What better place to be healed than at a crossroads? If not at one, then the recipient must travel to some intersection in order for the healing to happen. If already at one, then the recipient gains a +3 bonus to all of his or her Casting Rolls until the next day (if he or she is a spellcaster; +6 with Trivian Mysteries).

10. Melinoe: Is the moon dark? If so (a base 1 in 8 chance), then healing occurs, bestowing triple the effect from the spell and immunity to whatever caused the injury or malady (e.g. a certain type of weapon, spell, disease, etc.) for the next 1d3 days. If not, then healing only occurs normally.

11. Soteira: At least 3 women must surround the patient for the healing to work. When that happens, the patient is healed and with triple the effect, as in #10 above.

12. Medean: All that needs to be done is cut the patient's throat open to put in a healing salve, which provides triple healing if the witch has an actual healing potion available- otherwise it's only full healing. Of course, the witch might just let the patient die when his throat is open instead, if she so wishes (a Charisma check may be required to prevent a Pelias-style death).

Triple Roads

The law and will of Trivia is absolute, including that which her witches must follow and experience.

Divine Tests

1. Time to light candles and pray to the goddess for at least 3d6 turns. Giving Trivia a suitable offering of food and garlic instead will allow the priestess to go about her tasks without having to pray that long.
2. Nyx calls! It is time for the witch to enjoy the presence of Trivia's mother, the night sky, for at least 1 hour or else she will experience a -3 to all her rolls until she does.
3. Find a crossroads and you will be restored. Until then, the witch will also suffer a -3 to all rolls.
4. Who is a witch who cannot be heard? The cleric must shout the Will of the Goddess whether it makes sense to the Uninitiated or not. All who can hear her must save or be either disturbed or charmed (per Referee) for the next 3 minutes.
5. A crisis at last. The priestess automatically rolls a 1 on her next roll, and so do all within 30' of her. Seeing the certainty in Trivia, the priestess's following roll will then be a natural 20, though the others won't automatically roll that unless they too follow her.
6. Medea needed to hack Absyrtus to pieces for the greater good. The witch will also do so with the next appropriate adult male she can, a process that takes roughly 3d6 minutes and may raise some eyebrows. Still, she cannot avoid this task, no matter how absurd it might seem.
7. Trivia requires that a sacrifice of food be left for her at a crossroads by midnight. No one may look back. If this sacrifice fails to occur in the proper manner, then the priestess will experience a reduction in spells available (50% chance for each one) including possibly her Turn ability, until the next New Moon.
8. The Witch Goddess now requires a dog be left for her. This situation is otherwise identical to Triple Roads result #7, except that it will take 1d3 hours to locate a dog and may be more involved to accomplish in time (roll 1d6): [1-2] dog is left without further incident (if done before midnight), [3] dog's owner won't let witch take it, [4] dog bites the witch for 1d4 damage and escapes:

she must search again, [5] dog causes the witch to look back when leaving and she loses all of her powers until the next New Moon instead, but also gains +3% experience points, [6] dog is successfully left, but returns as a dog-monster the next day.

9. It is now a young woman that Trivia needs. Unlike food or a dog, she will certainly return in 1d3 days, though she is likely now a devotee of Trivia and a 1st level witch (66% chance). Otherwise, follow the guidelines for result #8 above to see how involved the offering process is by replacing the word 'dog' with 'young woman'.

10. Even if it isn't the Eve of the Crescent Moon, a Deipnon is required. The priestess and all other members of her party or household must leave a meal of eggs, garlic, leeks, and the like at a crossroads for the dead. If not, they will come for them the hard way: 1d6 zombies arrive at midnight and cause those who look upon them to save or become insane, and they will certainly smell much worse than the meal that was supposed to be left for them.

11. Enodia requires. The witch may do whatever she wishes, but she must remain at the next crossroads she comes to for the next 3d6 hours. In fact, nothing short of divine intervention can remove her from such a place during that time.

12. Like her Goddess, the priestess gains a savage face: Agriope. Those who would resist her must save or flee in fear. Those who would follow her must instead save or be her total slaves. This effect lasts for 3d6 hours and may make for interesting expressions on others' faces, as well.

13. The witch needs to be reminded of the guiding torch of Trivia. She spontaneously combusts, taking 3d6 damage and must save or also suffer a loss of 1d3 Charisma, due to disfigurement.

14. Taking a page from Circe, the priestess is turned into an animal sacred to Trivia. Though she can neither talk nor work her magic while this transformation lasts (6d6 hours), she will gain a +1 cumulative bonus to all rolls related to the animal(s) she changes into, every time she experiences this Test (roll 1d6): [1-2] a dog, [3] a polecat, [4] a serpent, [5] a cat, [6] re-roll 1d4: form is that of a 3-headed version thereof

15. Three hell hounds arrive within 1d3 hours to Test the witch. They will cause 3d10 damage to any around her who fail to give Trivia proper reverence. The witch may intervene at her own peril.

16. Trimorphed, the witch gains a triple form, just as great Trivia was known for. This change lasts for 3d6 hours and allows her to see in all directions at once, as well as being able to take 3 actions each round, such as casting up to 3 spells. Since three times the attention will be focused on her while this change is in effect though, the witch will also trigger Tests whenever she rolls a 6 or a 13 on her Casting Rolls, in addition to any other ways that she would normally trigger them.

17. Where has Innocent Proserpina gone? The priestess of Trivia must immediately assist a follower of Ceres, Proserpina, or other devotee of an Earth Goddess or Dark Goddess with a task. The process typically takes around 24 hours. If she refuses, then she will be forced to reenact Trivia's role in the Titanomachy instead (i.e. a Titan arrives to fight her)!

18+ Tonight, there will be a Great Rite! The witch must get together with at least 2 + 1d6 other followers of Trivia (or similar Goddess) at a secluded area crossroads for 1 night for every Triple Roads result over 17. The witch will spend the entire day prior doing nothing else but preparing for the Rite. It begins at dusk, lasts all night, and will involve secret ceremonies, as well as various possible events (roll 1d12): [1-3] wild dancing, orgy, etc., [4] flight, [5] astral travel, [6] arrival of an Avatar of Trivia herself, who grants 3% additional experience to the witch, [7] arrival of 1d3 demons, devils, dogs, or satyrs (per Referee), [8] arrival of 1d10 witch hunters (q.v.) looking to burn, [9-10] participants are transported to a Fairy Realm or the Underworld (q.v.) for 1d6 hours, [11-12] Re-roll 1d10 thrice.

Cleric Spells (Trivia)

Clerics of Trivia have access to the following spells.

1st Level: Command, Cure Light Wounds (reversible), Detect Evil, Light (Reverse), Protection from Evil, Purify Food and Drink, Remove Fear (reversible), Resist Cold, Sanctuary, Charm Person*, Shield*, Message*, Unseen Servant*, Sleep*

2nd Level: Augury, Bless, Know Alignment, Hold Person, Holy Chant, Reveal Charm, Snake Charm, Spiritual Weapon (held by a phantom), Levitate*, Locate Object*, Magic Mouth*, Scare*, Stinking Cloud*

3rd Level: Animate Dead, Cure Blindness (reversible), Cure Disease, Dispel Magic, Glyph of Warding, Prayer, Remove Curse (reversible), Striking, Speak with Dead, Clairaudience*, Clairvoyance*

4th Level: Create Food and Water, Detect Lie, Divination, Neutralize Poison, Protection from Evil 10' Radius, Fear*, Summon Monster IV*, Polymorph Others*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike, Secret Chest*, Summon Monster V*

6th Level: Blade Barrier, Heal, Word of Recall, Dweomer of Rage, Summon Monster VI*

7th Level: Restoration, Power Word Stun*, Power Word Blind*, Imprisonment*, Summon Monster* VII

Witches

Witches can simply be another term for clerics of Trivia or other Goddesses or they could be a distinct class of their own:

* Replace select cleric spells with the following:
 (1st) Charm Person, Remove Curse (reverse), Summon Familiar
 (2nd) Amnesia, ESP, Ray of Enfeeblement
 (3rd) Clairvoyance, Clairaudience, Suggestion
 (4th) Polymorph, (5th) Feeblemind, (6th) Control Weather, Stone to Flesh (rev.), (7th) Power Word Kill, Summon Demon.

* Can wear no armor or shield and can only wield a dagger.

* Replace the cleric ability to Turn with the ability to brew potions.



EXPANDED SPELL THEMES

Divinities grant more to their clerics than just a limited list of spells. Whether using Elaboration (q.v.) or simply to see what general types of spells a cleric can cast, refer to the following for guidance:

Brigid: Fire, water, poetry, skill, & spring

Cernunnos: The wild, woods, animals, otherworlds, & hunting

Dagda: Feasting, fathering, strength, & endurance

Danu: Nature, rivers, fertility, the land, & tribe

Dis Pater: Death, the Underworld, & riches

Lugh: Skill, heroism, truth, & light

Manannan: Seas, the ways between, & otherworlds

Mars: War, discipline, & agriculture

Mercury: Messengers, trade, travel, & luck

Morrighan: War, darkness, strife, & fate

Trivia: Witchcraft, crossroads, justice, & the night

Venus: Appropriate love, sex, & beauty

Vesta: Hearth, home, & family

Vulcan: Fire, the forge, & metal objects

Venus

Neutral Goddess of Appropriate Love, Sex, & Beauty



Tenets of Venus

- * Spread love according to the proper way
- * Be beautiful, knowing that you are irresistible
- * Foster beauty, pleasure, and the arts wherever you go
- * Adapt and flow, like water

Clerics of Venus

Special: All clerics of Venus are female and are also known as priestesses.

Allowed Weapons: None

Allowed Armor: None

Holy Symbols: Circle w/ Small Cross below it, Flower, Myrtle Tree, Seashell

Can Turn: Those who are ugly (Charisma score of 5 or less)

Venan Mysteries: Clerics of Venus are blessed with great beauty and gain a +2 bonus to their Charisma as a result. What is more, those who would seek to harm them in melee must save or be unable to do so.

Healing Side-Effects

Venus and her priestesses spread beauty and love through their healing, though a price may need to be paid. Roll 1d12.

1. Castration of Caelus: The only way for the healing to occur is for the priestess to reenact the birth of Venus by chopping a certain part off of a father and throwing it into the sea. On second thought, this healing may not be worth it!

2. Seashells... A bit more pleasant, it is now only the patient that needs to be bathed in a natural body of water in order to be healed- with no amputation required.

3-4. Do you have it? The recipient receives healing, adjusted by his or her Charisma modifier (if any). For example, a recipient with a +1 Charisma modifier will add one to any rolls the cleric makes to see how much he or she is healed, while a patient with a -2 Charisma modifier would instead subtract two.

5-6. Liber Eros: Healing will occur, but only if the Venan cleric has been pleased appropriately within the last 6 hours or immediately after the healing (a likely event in normal circumstances; 70% +10% per her Charisma bonus chance if not known).

7. Ubers: The priestess heals the patient with some *goddess sustenance*, and with a 50% bonus if both will be indisposed for the next 3d4 rounds.

8. Your Loving Arms: Whether platonic or erotic, the priestess gives the patient love for the next 1d10 turns, granting the healing, as well as a +1 bonus to all of the patient's rolls for 5x the same amount of time afterwards.

9-12. Venan Blessing: Venus not only grants the healing automatically for the spell's full amount, but also a +2 bonus to all passion, beauty, and fertility-related rolls for the next 1d4 hours.

Passion

The love of Venus brings life itself, though her Tests may not.

Divine Tests

1. Time to perform proper rituals and offerings to the Love Goddess, taking at least 2d6 turns and requiring materials of at least 1d6 x 10 gold pieces in value.

2. How does my hair look? Until she gets at least 3 compliments, the cleric will suffer a -1 penalty to all of her rolls.

3. Venus Libertina! The priestess must now go about completely unclad for the next 1d6 hours or else suffer a -3 penalty to all rolls. Such an act will certainly raise the eyes of some and other body parts of others: all reactions to her by NPCs during this time will be at either a +6 bonus or a -6 penalty, per Referee.

4. On the other hand, some fine fashion is now required! Until the cleric adorns herself with new, expensive garments, jewelry, fragrances, and/or footwear, she will also suffer a -3 penalty to all her rolls. It's time to go shopping (or raiding)!

5. It could be the Veneralia (or Hilaria), but whatever the case, as an emissary of Venus Felix, the priestess will help those around her get lucky (or not). All who are of the age of consent and come within 10' of her anytime within the next 1d6 hours will either have success in love for the duration or not (50% chance for each). There will hopefully be few April Fools after this!

6. Who holds the morning star? As symbol of the Goddess herself, the priestess of Venus gains a +3 bonus to all Casting Rolls in the morning, as well as in the evening, for it is the same star. On the other hand, during the afternoon and night, she should probably stick to matters of bathing and courtship, for she will be at a -3 instead. The situation lasts until 24 hours has passed.

7. The woman will carry on, while the man may fail. The Venan cleric must couple with a member of the strongest dominant group in the area, even if it would go against her normal allegiances. Resulting offspring of the coupling will probably be powerful (66% chance), though the father will brag in any case and most likely be slain by Jupiter (95% chance). If the cleric refuses to betray her husband, group, and/or family, she will experience a reduction in spells available (50% chance for each one) for the next 36 hours.

8. Farewell to you! In a similar vein, the priestess must now leave her husband or other partner for someone more aggressive, more attractive, and/or more successful. She will leave the Smith for the Warrior, and so forth. This will certainly lead to resentment from her former partner (and possibly from the society that she hails from). On the other hand, if she doesn't, then she loses some of her power, just like in Passion result #7 above.

9. Let us celebrate! The Venan must join with 2d6 appropriate partners by the next dawn or else lose access to some of her magic (see result #7). Though it might take her some time to accomplish this, she will certainly be without some of her powers for longer if she doesn't.

10. Beautiful priestess, won't you let down your hair (to have it removed)? Whether needed for those without hair of their own or even for those without bowstrings, the priestess goes bald in a manner like Venus Calva. She suffers a -4 Charisma penalty to all who dislike glabriety (a base 50% chance), but the penalty is reduced by 1 per week as her hair grows back.

11. I must be cleansed. The Venan cleric will immediately seek out a bath or other source of water to clean herself for the next 4d6 minutes. Gawkers and other onlookers are likely (a 65% chance).

12. Oh, look at that! Reliving the conundrum of Venus Callipyge, the priestess is unable to move from where she is for the next 3d6 turns, for she must keep looking at her buttocks. She may still take other actions and is immune to surprise during this time. Others might also need to save or become similarly entranced (per Referee).

13. I am getting especially sultry... Though the rapid increase in warmth and humidity might make things more passionate (with a +5 bonus to such rolls), it will also slow things down. All within 60' of the cleric will only be able to move at 1/2 speed for the next hour- but it will be steamy moves nonetheless.

14. Passion is only appropriate with certain people and at certain times. Ironically for a love priestess, all within 60' of her must save or behave in a virtuous manner (yes) for their age and station. This means that brides must wait for their wedding night and husbands must remain true. The effect lasts for the next 1d4 hours, potentially counteracting many of the priestess's other powers.

15. The Taurobolium flows from Venus Caestis. Bull-blood pours over the cleric, causing all within 15' of her to save or pull away in disgust, but also granting a +3 bonus to her Casting Rolls. Those who specifically like blood are instead attracted. The situation lasts for 3d6 hours, and no amount of bathing will help.

16. I've got it! Even Mars can't hold his spear around Venus for long! All within 60' of the Venan priestess when this Passion occurs must save or immediately be unable to fight. The effect lasts for the next 2d6 turns or until one of them is attacked.

17. The son of Venus, Cupid, shoots his arrow at the closest person in a random direction from the cleric. This person then falls completely in love with another appropriate person in a random direction, possibly even the cleric. The effect is permanent, though any happiness might not be.

18+ Like Psyche, the priestess is tested by Venus by being sent to either a Fairy Realm or an Underworld for 24 hours per Passion result over 17. When she finds an exit from one of those places, she returns with a +2 Charisma bonus and her beauty is seen as so uniquely compelling that any potential suitors must save to resist the urge to kill any rivals for her romantic affections. The save is made harder by the priestess's Charisma modifier. As a result, the effect may become so extreme that the priestess must be kept from nearly all prying eyes.



Cleric Spells (Venus)

Clerics of Venus have access to the following spells and always cast their charm spells with a +4 bonus:

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Purify Food & Drink, Protection From Evil, Remove Fear, Resist Cold, Sanctuary, Allure*, Charm Person*, Shield*

2nd Level: Augury, Bless, Delay Poison, Resist Fire, Reveal Charm, Snake Charm, Identify*, Levitate*, Charm Person or Mammal^D

3rd Level: Cure Blindness, Cure Disease, Prayer, Remove Curse, Suggestion*

4th Level: Cure Serious Wounds, Divination, Neutralize Poison, Protection from Evil 10' Radius, Charm Monster*, Flame Charm*

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

6th Level: Find the Path, Heal, Summon Nymph (as Summon Aerial Servant, but summons a Nymph, q.v., instead)

7th Level: Regeneration, Restoration, Charm Plants*, Sympathy*, Mass Charm*

Brothel Encounters

The ways of lovemaking are the ways of Venus. Whether as a hetaera or meretrix, members of the oldest profession can be sacred and the places they work: very exciting.

d20	Brothel Features		
	(roll may be modified based on Brothel quality, etc.)		
1	Poor selection	11	Excellent bar
2	No bar	12	Themed room(s)
3	Scam	13	Cheap prices
4	Angry customer	14	Courtesy services
5	Courtesan fight	15	Baths or Bathing pool
6	Vermin (human or otherwise)	16	Themed courtesan(s)
7	Supernatural occurrence	17	Special bed
8	Expensive prices	18	Unique services
9	Famous client	19	Lovemaking event
10	Small party	20	Excellent selection

d20	Courtesan(s) is/are especially...				
	(roll may be modified based on Brothel quality, etc.)				
1	Unpleasant	8	Perky	15	Clean
2	Unclean	9	Mysterious	16	Pleasant
3	Ugly	10	Intelligent	17	Well-shaped
4	Unskilled	11	Spiritual	18	Beautiful
5	Dumb	12	Exotic	19	Intoxicating
6	Talkative	13	Harsh	20	Skilled: +5 to all lovemaking rolls
7	Silent	14	Gentle		

Vesta

Lawful Goddess of Hearth, Home, Family, & Town



Tenets of Vesta

- * Tend the sacred fire of hearth and state
- * Honor the home and family
- * Help and protect others in your town
- * Administer the proper rituals; remain chaste

Clerics of Vesta

Special: All clerics of Vesta are female and are also known as priestesses and vestal virgins.

Allowed Weapons: None

Allowed Armor: None

Holy Symbols: Lit Hearth, Ass (donkey)

Can Turn: Those violating the sanctity of a home.

Vestal Mysteries: Priestesses of Vesta gain a +2 bonus to all rolls when in a home or near a hearth. Also, those who would harm them with any attack must save or be unable to do so.

Healing Side-Effects

Vestal virgins bring great healing to those who live a simple, family-centered life. Roll 1d12.

1-2. Only the Chaste: Like the vestal virgins, the recipient of the healing too must have abstained from all sexual activity for the past 24 hours in order to be healed.

3-6. Hearth Health: In order for the curative to work, it must take place within 10' of a lit hearth or other sacred fire.

7-8. Fanum Rest: Not only is the recipient healed, but if he or she also sleeps for at least 1d6 turns at a temple or other holy place, then he or she will gain 50% extra healing- double healing if at a temple of Asclepius or similar Healing God.

9-12. Blessing of Vesta: The patient is automatically healed for the spell's full amount. What is more, if he or she happens to be chaste, within 10' of a hearth, or sleeps in a temple or sacred place (as per the results above), then he or she also gains a +2 bonus to all saves for the next 1d12 hours, +6 if all three apply.

Sacred Purity

Vesta will set her priestess back on the right path from time to time, even using worldly authorities to help do so.

Divine Tests

1. The hearth should be administered. The priestess must spend the next 2d6 turns either doing so or nothing else. An offering of food would also be a wise course of action at this time.

2-3. Take care! Unless the vestal has a home or ritual to attend to, she suffers a -1 to all her rolls until the next dawn, worrying about what to do next.

4-5. It is now healing that the priestess must perform, and upon some new patient or malady, or she will suffer a -3 to all rolls.

6-7. Provide for and help the needy! How? Bake sacred salt cakes, perform proper rituals, and the like. The cleric must do so for at least 1d6 hours, 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.

8-9. And what of the Prytaneum? Even if the local settlement doesn't have such a communal hearth, the vestal must assist the community and its leaders as best she can for the next 3d6 hours. If not, then she'll forfeit some of her powers, like in Sacred Purity results #6-7 above.

10. Perhaps the priestess cannot have a family of her own, but she can certainly help others to do so! For the next 6d6 hours, she must help young couples to have the discipline and livelihood to make successful families (and hearths for those families), even encouraging them to colonize other lands. If not, then the priestess will give up some of her powers (see results #6-7 above).

11. Home is where the hearth is. The vestal must remain in her home for the next 24 hours or if not near it, she will have to find another one to remain in.

12. Being a virgin is admirable in the eyes of the Temple of Vesta, but also in the eyes of the dastardly! Sometime in the next 24 hours, a nearby Evil Cult will do its best to capture the priestess and sacrifice her to its Fell Lord or Consumptive Monster (a base 25% chance of success!)

13-14. The vestal must remain ever-cautious! A male of some means takes an impure interest in her pure ways. What man is it? That remains up to the Referee. In any case, if she can even be suspected of violating her sacred oath of chastity, then the vestal has a base 50% chance of being punished, each day for the next 1d6 days, and thereby suffer Sacred Purity result #16 below!

15. Like Tuccia, the priestess must prove her innocence. To do so, she will need to carry a sieve from a body of water to the nearest temple of Vesta (or similar Goddess). During this time, she cannot use any of her magic and, if attacked or otherwise jostled, she has a 50% chance of dropping the water. If that happens before she reaches the temple, then she suffers Sacred Purity result #16 below instead!

16. A vestal virgin is supposed to remain pure! Suspecting her of impropriety, the nearest local authorities find the vestal within 1d100 minutes and beat her for 2d20 damage. The trauma of the experience also prevents her from using spells for the rest of the day; that is, if she even still lives.

17. Whether by immortal or mortal seed, the priestess becomes pregnant. Though Vesta herself might forgive and allow her to still use her magic, the priestess's superiors certainly won't. Until she gives birth, she must avoid clerics of Roman gods who might condemn her, resulting in Sacred Purity Test #18 below. In addition, there is a 25% chance that she will give birth to semi-divine twins. Ignore this Test if the priestess is already pregnant.

18+ Why has the fire gone out? Found critically wanting by those clerics above her, the vestal is condemned, stripped of her powers, and then entombed alive for the next 3 days! For every Sacred Purity result over 18, the duration increases by an additional day. Any attempts at rescuing the priestess will be met with resistance by the authorities (as well as condemnation from the Gods, unless of course, the virgin is actually innocent (a 50% chance). In any case, she must save or die each day she is so entombed, suffering a cumulative -3 penalty to her roll for each day she must do so. If she happens to survive the ordeal, she regains her powers, as well as a 5% experience bonus, though the authorities may still not approve!



Cleric Spells (Vesta)

Priestesses of Vesta have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Light, Protection from Evil (+2 if near a hearth), Purify Food and Drink, Remove Fear, Resist Cold, Sanctuary, Hold Portal*, Mending *, Unseen Servant*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Hold Person, Holy Chant, Resist Fire, Reveal Charm (as well those *interested in* charming others), Arcane Lock*, False Trap*

3rd Level: Continual Light (as a hearth fire), Cure Blindness, Cure Disease, Glyph of Warding (only works when protecting a home), Locate Object, Prayer, Remove Curse, Tiny Hut*

4th Level: Create Food and Water, Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Temperature Control^D

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Secret Chest*

6th Level: Find the Path, Heal, Stone Tell (only if it was ever part of a home), Word of Recall (to a home), Guards and Wards*

7th Level: Regenerate, Restoration, Symbol

Profession Encounters

Who might one meet in a town? How do they provide? Such questions are important to Vesta, and can allow for quick non-player character encounter generation. It can also provide player characters guidance with their Secondary Skills and starting equipment (for results 1-94).

%	Profession	%	Profession	%	Profession	%	Profession	%	Profession	%	Profession	%	Profession
1	Advocate	15	Butcher	31	Fisher	45	Innkeep	59	Minstrel	73	Sailor	87	Trainer
2	Agitator	16	Carpenter	32	Forester	46	Jester	60	Moneychanger	74	Savage	88	Trapper
3	Alchemist	17	Chandler	33	Foreigner	47	Jeweler	61	Noble	75	Scribe	89	Tutor
4	Apiarist	18	Charioteer	34	Fortune-teller	48	Laborer	62	Officer	76	Servant	90	Vagabond
5	Armorer	19	Clerk	35	Furrier	49	Locksmith	63	Orphan	77	Shipwright	91	Vintner
6	Artist	20	Cobbler	36	Gambler	50	Lumberjack	64	Outlaw	78	Shrubber	92	Wainwright
7	Baker	21	Cook	37	Gardener	51	Maid	65	Performer	79	Slave	93	Watchman
8	Bandit	22	Cooper	38	Glassblower	52	Mason	66	Physician	80	Soldier	94	Weaver
9	Barber	23	Courtesan	39	Gravedigger	53	Mercenary	67	Politician	81	Spy	95	Cleric [^]
10	Bodyguard	24	Cultist	40	Gaoler	54	Merchant	68	Potter	82	Tailor	96	Fighter*
11	Beggar	25	Cutpurse	41	Guide	55	Messenger	69	Prophet	83	Tanner	97	Thief
12	Blacksmith	26	Dowser	42	Herbalist	56	Midwife	70	Ratcatcher	84	Tax collector	98	Magic-User
13	Bowyer	27	Engineer	43	Herder	57	Miller	71	Roper	85	Thatcher	99	Bard
14	Brewer	28-30	Farmer	44	Hunter	58	Miner	72	Sage	86	Trader	100	Per Referee

[^] Roll to determine cleric's Divinity. There is also a base 25% chance of actually being a druid, priest, mystic, shaman, or witch (q.v.)

* 75% chance of fighter actually being specialized by culture, either a: berserker, ulfhednar, or viking (if Norse), amazon or hoplite (if Greek), legionary or gladiator (if Roman), or fianna or gaesatae (if Celtic)

Vulcan

Lawful God of Fire and the Forge



Tenets of Vulcan

- * Craft great items
- * Honor fire for its ability to create and destroy
- * Follow the proper procedures of smithcraft
- * Let adversity forge you into something stronger

Clerics of Vulcan

Special: Clerics of Vulcan are often male and are also referred to as priests and smith-priests.

Allowed Weapons: Hammer, pick, awl (polearm), crossbow

Allowed Armor: Any

Holy Symbol: Blacksmith's Hammer, Anvil, Fire

Can Turn: Unloving mothers, Cheating wives & lovers

Vulcanian Mysteries: Clerics of Vulcan can craft items as well as any blacksmith. With access to a forge and sufficient materials, they can create items worth up to 1d6 gold pieces per level for every day of work. For example, a 2nd level Vulcan cleric working for 2 days could craft an item or items worth a total of 2d6 x 2 gold pieces.

Healing Side-Effects

The fire of Vulcan can shape its patients into something stronger. Roll 1d12.

1-2. Cauterize: The healing occurs, but the patient also takes 1d3 damage in the process from the cleric's hot poker.

3-6. We need to burn it out of you: The priest causes the recipient's body temperature to rise, much like in a Laconicum. Healing takes 1d12 rounds to accomplish (1 round if a heating source is available). The patient also takes a -1 to all of his or her rolls for the next 1d6 turns, due to exhaustion.

7-8. Let's make it better... The patient is healed and can also opt to have the injured body part be replaced with a metal one. Unless he has something already on hand, the priest of Vulcan can spend 1d6 turns forging it. Once replaced, the patient's AC improves by 1 and is healed an extra 50%, though others might now not be comfortable with the change in the patient (per Referee). Note that patients may only receive a total AC bonus of 3 altogether, even

though they may still be healed in this manner more often than that.

9-12. Vulcanian blessing: This healing from Vulcan is automatically at full effect, plus the recipient also gains a +2 bonus to all forging or fire-related rolls for the next 1d4 hours.

Forging

The fire may create and destroy, but followers of Vulcan will come out the stronger in either case.

Divine Tests

1. Plans should be made ready for good crafting. The cleric must immediately stop and design his next creation for at least 2d6 turns and make offerings to Vulcan worth the same in gold pieces x10.

2. Your hammer is broken. The cleric loses his favorite tool and must either find or forge another one, suffering a -1 to all rolls until he does so.

3. Something new needs to be forged. What that is, the priest of Vulcan doesn't know, so he takes a -1 penalty to all his rolls until the next day, struggling with the conundrum.

4. Vulcan desires a fire. If none is lit within 20' of the cleric, then he must immediately set one, and it must be at least ten feet in diameter for every level he has. Until he sees the right size fire burning for at least 1d6 turns, the cleric takes a -3 penalty to all his rolls. This is why most Vulcanian temples are outside city limits.

5. It is now an offering of fish and small animals that the Forge God needs. Unless he provides at least 1d6 of each within the next 1d6 turns to a fire, then the cleric, and all within 15' of him when this Test occurs, will suffer a -3 to all rolls until the next day.

6-7. Stoke the forge- Vulcan needs a worthy sacrifice. The cleric must acquire or smith an item worth at least 10d10 gp or else experience a reduction in spells available (50% chance for each one), including possibly his Turn ability, for each day he fails to do so. See Vulcanian Mysteries (opposite) for details. Once made, the item must be used in the service of the Gods.

8. How could she? Whether it be knowing of a mother who tossed her infant son from Olympus or a wife who spurned her vows for another, the priest of Vulcan flies into a rage, attacking all worthy opponents within sight (friend or foe) gaining a +2 bonus to attack and damage, but also suffering an AC penalty of 2. The rage lasts for 4d6 rounds. If the priest resists this impulse, then he loses some of his magic for a time, as per Forging results #6-7 above.

9. Vulcanalia calls! At least 3d6 people that the cleric encounters will need to show that they honor Vulcan, whether by hanging cloths in the sun, forging items, and/or getting back at unloving mothers (and lovers), or else the Vulcan priest will lose some of his powers in a manner similar to results #6-7 the following day.

10. These items are found wanting. All within 30' of the smith-priest must save or have their weapons and armor broken apart. The smith-priest could reforge them, given enough time...

11. Great fires can easily be prevented... with the sacrifice of a red calf or boar, of course. Such animals are usually hard to find though, only having a base 5% chance per hour of searching. Unfortunately, if such an animal is not located and given to Vulcan within 1d12 hours' time, then a large fire breaks out around where this Forging originally occurred, destroying all that cannot flee within a 1d12 x 10' area.

11. Followers of Vulcan don't have pointy ears! In fact, they are more akin to dwarves than elves or other silly, logical beings. As a result, the priest will treat dwarves and similar stocky, industrious folk better, while treating elves and similar slender, brainy folk worse for the next 1d6 days, even gaining a +1 bonus or a -1 penalty in such situations, per Referee.

12. The forge flame is not always so constructive. An inferno immediately breaks out where this Test occurs, affecting a 10' circular area at first, but then expanding by at least 5' every round, 10' per round if flammables are nearby. The dangerous fire will continue to spread for 6d6 rounds, destroying all in its path, unless somehow extinguished.

13. Automata! The last object that the Vulcan priest touched becomes *animated*, as per the spell, except that the duration of the effect lasts for 1 day per level and the object has a mind of its own, like that of a (roll 1d4): [1] Well-behaved, curious child, [2] Mindless automaton, [3] Domesticated animal, [4] Homicidal maniac.

14. Nothing's lame about me. Though the cleric's body twists and cracks, causing him a permanent 5' penalty to his speed and a -1 penalty to his Charisma, he also gains a +1 bonus to his Strength or Constitution, making him more like Great Vulcan.

15. It is now a magical item that the smith-priest must forge! Such wonders require special materials, the assistance of Cyclopes (see Vol. I), and even some of the smith-priest's own essence to make, limiting him to having up to only one such item in existence per level. The priest will therefore be indisposed for the next 3d6 days and will have a base 20 plus 5% chance per level of successfully making the item at the conclusion. If so, then he gains a new magic item (see p. 37). If not, then that time was wasted and the smith-priest suffers -1 to all rolls until he does craft a new item.

16. The forge makes the Vulcanian both reliant on flame and inured to it, reducing any fire damage he might experience by 1 for every instance of this Forging, but also increasing any frost damage by 3.

17. This is for you, Mother! Some gifts are not all that they appear to be. The most recent object that the smith priest has made and given away will entrap its owner in mechanical fashion! The victim must save or be unable to move at all for 1d6 days, causing them to become furious at the smith-priest and most likely seek revenge (75% base chance; 100% if an unloving mother) once they are freed!

18+ The fires of Vulcan shall reforge this land. In 1d20 hours' time, the nearest mountain peak will explode in volcanic fury, likely killing and destroying all within a 1 mile radius (a 95% chance for each object or being). For every Forging result over 18, the zone of death increases by 1 additional mile. Of course, while he awaits the manifestation of Vulcan's fury, the cleric will be too distracted to use any of his magic... his only answer to requests during that time will be: "Will he soothe us? Vulcan? No!"

Cleric Spells (Vulcan)

Clerics of Vulcan have access to the following spells, but must always use some tool or other implement to convey them, evoking a method more of artifice rather than pure theurgy.

1st Level: Cure Light Wounds, Detect Evil (Mothers, Wives, and Lovers only), Detect Magic (metal items only), Protection from Evil (+2 when also bearing a shield), Purify Food and Drink (making them very hot), Resist Cold, Burning Hands*

2nd Level: Bless, Find Traps, Hold Person, Holy Chant, Resist Fire, Spiritual Weapon (a hammer), Fire Trap^D, Heat Metal^D, Produce Flame^D, Shatter* (after hitting target with a forge hammer), Stinking Cloud* (as volcanic smoke)

3rd Level: Continual Light (fiery), Cure Blindness, Cure Disease, Dispel Magic (requires a successful hammer strike), Glyph of Warding, Locate Object, Remove Curse, Striking (on hammers), Protection from Fire^D, Pyrotechnics^D, Explosive Runes*

4th Level: Cure Serious Wounds, Divination (requires a fire), Enchant Arms, Neutralize Poison, Protection from Evil 10' Radius, Flash Fire^D, Fire Shield*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike, Wall of Fire^D, Stone Shape*, Wall of Iron*

6th Level: Animate Objects, Blade Barrier, Stone Tell, Dweomer of Rage*, Control Weather^D

7th Level: Automaton (as Animate Objects, but the effect is permanent, they gain 1d20 intelligence, and cleric may have up to his level automata in operation at one time; see Forging #13 for personality), Restoration, Symbol, Fire Storm^D, Glass Like Steel*, Permanency*

Helms

Many clerics (and fighters) are fond of wearing helmets. On their own, they improve AC by 1 or 2. Still, a helm also subtracts -2 or -4 from hearing and/or seeing checks, based on its shape.



Weapons & Armor by Culture

How are the warriors that protect clerics equipped for battle? Roll 1d6 twice to determine and hope that they are at least wearing pants.

d6	Celtic Weapons & Armor		Greek Weapons & Armor		Norse Weapons & Armor		Roman Weapons & Armor	
	Weapons	Armor	Weapons	Armor	Weapons	Armor	Weapons	Armor
1-2	Sling or Bow & Dagger	Nude [^]	Bow or Javelin & Dagger	Helm only [^] (and Nude)	Bow & Dagger	Nude or Pants [^]	Bow & Dagger	Full Clothing [^]
3-4	Spear & Dagger	Pants [^]	Spear & Dagger	Leather [^]	Spear & Dagger	Full Clothing [^]	Pilum & Short sword	Chainmail [^]
5	Spear & Longsword	Full Clothing [^]	Spear & Short sword	Breastplate* [^]	Battle axe or Great axe	Chainmail [^]	Pilum & Short sword	Chainmail [^]
6	2-hnd Sword & Dagger	Chainmail [^]	Short sword & Dagger	Breastplate* [^]	Longsword & Dagger	Chainmail [^]	Short sword & Dagger	Banded [^]

[^] Base 75% chance of also having a shield: shields should improve AC by 2 vs. front attacks only; by 3 if a Roman shield

* Breastplate is AC 5 and also includes greaves

Balor

Chaotic Fomorian King of Mutation, Primitivism, & Death



Cult Edicts of Balor

- * Respect the Old Ways!
- * Help Fomorians, other mutants, and primitives!
- * Kill interlopers!
- * Eschew civilization!

Shamans of Balor

Special: Shamans of Balor are also referred to as druids and druidesses and are forbidden from using any metal, good manners, or any other post-Stone Age aspects of civilization.

Allowed Weapons: Club, stone spear, sling, stone dagger (stone weapons typically break whenever they do full damage)

Allowed Armor: Leather & shield or lighter

Holy Symbol: Single Burning Eye, a Rock

Can Turn: Any that meet the cleric's gaze. Note that use of this Turn ability may also affect allies thereafter for the next 3d6 rounds, whether the shaman wishes to turn the individual or not!

Healing Side-Effects

Balorians heal Fomorians and others who are like them. Those who aren't shouldn't worry, for they might be changed after they receive enough healing anyway. Roll 1d12.

1-5. For the Children of Conaing: Healing will only occur if the recipient is a Fomorian or otherwise mutated. If not, then he or she won't be.

6-10. Mark of Morc: Those who are Fomorian or mutated receive healing from the cleric; those without such gifts then gain one instead, by rolling on the Fomorian Mutations Table (next page)!

11-12. Cethlenn's Decree: If the recipient is one who lives a primitive life, if he or she has eschewed the use of metal and other such radical technology for at least the last 24 hours, then healing occurs for the full amount. In addition, if also a Fomorian or other such mutant, then he or she gains a +1 bonus to hit for the next 1d6 turns.

Deep Dweller

Whether it be a primordial change or simply a return to a more basic existence, the shaman will obey... or else!

Divine Tests

1. In my day! The druid goes on about how much better things were before the arrival of civilization. All within earshot must endure his diatribe for the next 1d6 turns at least.

2. Clothing? What do you need that for? Unless the shaman disrobes to prove his point, he takes a -1 penalty to all his rolls until the next midnight. If he does disrobe, then all who gaze upon him take the -1 penalty instead due to the horror of seeing him naked.

3. Livestock? I only get my meat from hunting & fishing! Of course eschewing any domesticated animals, the Balorian druid must instead bite the first person, object, or beast he encounters. His bite automatically hits and inflicts 1d4 damage, certainly inciting their ire (if applicable). If it was good enough for Ciocal...

4. Crops? Unless he is actually near a cultivated field or farmstand, the shaman will grab the nearest person, attempt to tear open his stomach, and replace his last meal with fish and wild grains directly. If the shaman resists this urge, he will suffer a -3 penalty to all his rolls until the next midnight. If not, then the victim will suffer much more than that.

5. Houses? The crafted walls around the druid are just more affronts against the old ways! As long as he is inside a building of some sort, the druid suffers a -3 to all his rolls until he escapes. He will feel much better when he is in some sort of cave or even outdoors.

6. Gods? All these new-fangled Divinities are just upstarts! Until the next dawn, the shaman gains a +2 to all rolls made against clerics, but they will also gain a +2 bonus to all rolls made against him! Such a situation is sure to end in some death, though Balor will be pleased at any loss to the power of the Tuatha de Danaan.

7. Currency? What is wrong with simple barter... it *has worked for thousands of years!*? The Balorian must acquire at least 1d6 x 100 gold pieces of (foul) currency and toss it in a lake, bury it where no one could find it, or take it out of circulation in some other manner. Until he does so, the druid experiences a reduction in spells available (50% chance for each one), including possibly his Turn ability, until the next stroke of midnight.

8. Cattle? Well, at least you *can still hunt them...* The shaman is now compelled to steal a cow, or else suffer a loss of his powers as in Deep Dweller result #7 above. The cow's owner (and any local authorities) will certainly take a very dim view of the shaman, once he becomes aware that the animal was stolen (a base 20% chance per day). What is more, if the shaman happens to steal a sacred or otherwise extraordinary cow or bull (like Glas Gaibhnenn- a base 5% chance), then he also gains a +3 to all his rolls for the rest of the day, as well.

9. Beakers!?!? The druid has had it! Whether it be Bell Beakers, Corded Ware, Firbolg bags, Milesian boats, or what have you, he must smash any man-made containers he can for the rest of the day. Such actions will certainly upset any non-Fomorian people that notice, as well as ruin any such items that he himself may have raided, but it might be better than losing access to his spells and/or Turn ability, like in result #7 above- which will happen if he doesn't do so.

10. Metal!?!? All metal objects within 60' of the shaman immediately turn to rust: only magic items are allowed a save. This is why he always carries stone weapons- idiots!

11. Where ye from? The Fomorians face many invaders, while they are often accused of being from various places themselves. Though the shaman will still certainly encourage the destruction of civilization and non-mutants, he will also stop and enquire as to

where someone hails from, whenever possible, from now on. Similarly, he must also stop and converse with any who do the same with him. In both cases, he must converse for at least 1 round about one's origin for every time he has experienced this Test.

12. What better way to build than with good 'ole stone? The druid must either build a Megalithic structure himself or get someone else to do it. Such an undertaking usually involves 10d6 hours of hard labor and 1d3 big rocks, unless magic or slaves are used to speed up the process.

13. Changed! The shaman immediately gains a mutation on the Fomorian Mutations Table below. Note that if a 'Head' result is rolled, then he gains an *additional head!*

14. Large! The druid permanently grows larger, gaining 2' in height, as well as a +1 Strength and Constitution bonus. Such growth though requires that he consume more food each day, is easier to spot, requires a larger mount, may not fit into certain places, and suffers a -2 Dexterity penalty for each increase.

15. I SAID, 'CROPS'?! From now on, all cultivated plants and farmland that the Balorian shaman comes in contact with will suffer from blight and drought. This effect expands by 5' for every time he experiences this Test and will make him the enemy of farmers wherever he goes. Wild plants and soil are unaffected.

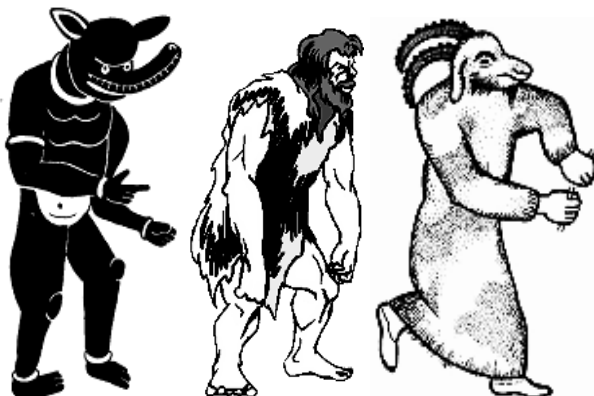
16. Mac Kineely must die! Whether he stole his daughter Ethnea or his cattle, he (or someone else) must be killed, preferably by burning them to death in a Wicker Man! Until the druid does kill somebody in an especially unpleasant manner, he will be unable to use any of his powers. If it was good enough for Crom Cruach...

17. Killer Eye! The gaze of the shaman now forces any mortal within 15' who meets it to save or die! This trait can be quite useful, but also quite unfortunate- even more so than the Balorian Turn ability. The Killer Eye is always in effect, requiring the shaman to keep his eyes closed (or to have servants help prevent him from accidentally opening his eyes- a base 25% chance), unless he wants to potentially slay everyone around him, whether friend or foe, whenever he meets their gaze. What is more, the range of his Killer Eye doubles every time the shaman experiences this Test.

18+ Look out! Mistaking the druid for his patron Divinity, Lugh fires a Tathlum right through his eye, causing 4d20 damage to him instantly! Add 2d20 additional damage per Deep Dweller result over 18. What is more, if slain by this attack, the druid's eye continues to blast those that it points at after it flies out the back of his head, just like with Balor, causing all those within 60' of the druid to save or take 2d6 damage per Deep Dweller result over 17, as well!

Fomorian Giants (base)

No. Enc: 1d3; AL C: MV 45'; AC 5; HD 8; Atk: 1 or more (based on number of mutations); Dmg: 2d8 by head attack &/or by weapon +3; SP: 1d6 mutations (see Table opposite); SV: F8; Mor: 7



Cleric Spells (Balorian)

Shamans of Balor have access to the following spells.

1st Level: Create Water, Cure Light Wounds, Detect Metal (as Detect Evil, but works on Metal), Purify Food and Drink (only on hunted or gathered food; reverse effect on all other types), Remove Fear (reverse), Resist Cold, Entangle^D, Faerie Fire^D, Shillelagh^D, Unseen Servant*

2nd Level: Augury, Bless (reverse), Find Traps (or anything mechanical), Resist Fire, Reveal Charm, Barkskin^D, Find Plant^D, Fire Trap^D, Heat Metal^D, Obscuring Mist^D, Produce Flame^D, Warp Wood^D

3rd Level: Cure Disease (reverse), Glyph of Warding, Locate Object (to be destroyed soon after), Remove Curse (reverse), Call Lightning^D, Snare^D, Stone Shape^D, Tree Shape^D, Water Breathing^D

4th Level: Cure Serious Wounds, Divination, Lower Water, Sticks to Snakes, Tongues, Dispel Magic^D (if highfalutin), Hallucinatory Terrain^D, Passplant^D, Protection from Electricity^D, Speak with Plants^D (wild varieties only)

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Stone Tell, Teleport*, Commune with Nature^D, Conjure Fire Elemental^D (as Wicker man), Sticks to Snakes^D, Transmute Rock to Mud^D, Tree Stride^D

Fomorian Mutations

Such bizarre features certainly shock 'normal' folk, but the primeval Balor would see them instead as what *is actually normal!* To create a Fomorian giant, simply use the basic stats opposite, modified by the mutations it has below.

d20	Mutation		
1	Cycloptic (cause fear; save negates)	11	Magical ability: can cast 1 random Balorian spell
2	1d6 Extra Eyes (never surprised)	12	Twisted spine, club foot, or long nose (-5' move)
3	Buffalo or Goat Head (gore attack)	13	Snake appendage (poison bite attack)
4	Horse, Hare, or Bird Head (excellent senses)	14	Especially ugly, hairy, or weirdly-patterned
5	Wolf or Other Beast Head (bite attack)	15	Amphibian (has gills and/or scales; can breathe water)
6	Arm (only one on 1st result; three arms on 2nd result, etc.)	16	Leg (only one on 1st result; three legs on 2nd result, etc.)
7	Subterranean (can see in the dark; -2 to all rolls in bright light)	17	Uneven Limbs or Misshapen face (especially creepy)
8	Extra Mouth on random body area	18	Exotic hide color or part plant (+4 bonus to surprise)
9	Faoladh (werewolf or mutations can be hidden until fomorian changes)	19	Beautiful appearance, but terrible at hosting
10	Part stone (AC bonus of 4)	20	Referee's Choice

Beliah

Lawful (Evil) Arch-Devil of Personal Empowerment



Cult Edicts of Beliah

- * Promise others amazing personal gain with little or no effort
- * Gain power for yourself by manipulating them as a result
- * Keep one's powers secret; only those who pay may be initiated
- * All of an individual's failures are their own fault: blame them for it

Diabolists of Beliah

Special: Diabolists of Beliah are also referred to as clerics or disciples, though they often serve as councilors, nobles, great merchants, madams, motivational speakers, and/or other prevaricative professions that better spread corruption.

Allowed Weapons: Pitchfork, crossbow, mace, dagger

Allowed Armor: Any

Symbol: Inverted Wishing Star, Happy Face

Can Turn: Dreamers, Blokes

Healing Side-Effects

Belian healing seems to offer easy benefit at first, though it usually ends up being a terrible sacrifice instead. Roll 1d12.

1-3. Yes, you can be healed, but first let me tell you a story...

After providing a 'relatable tale' for the next 4d20 minutes, the patient finally finds out that he will only be healed if he becomes a disciple of Beliah himself. If not, then the patient instead loses the same amount of healing that he would have received!

4-5. This is the only True Way, really... The recipient is healed, but is also cursed so that he will not be able to gain any other healing, whether natural or magical, unless it's from a cleric of Beliah from now on.

6-7. I can help, but there is a cost! Oh yes, the healing will happen, but only after the patient gives the diabolist the equivalent of 1d20 x 100 gold pieces in return. Afterwards, she will offer a symposium on how to acquire 1d20 x 100 gold pieces quickly!

8-9. There seems to be something wrong with your paperwork!

Though she might rather have mortals follow hopeless dreams of

wish fulfillment, Beliah is still a devil, so in this case the patient must make an Intelligence check or spend the next 5d6 turns filling out redundant scrolls.

10-12. Blessing of Beliah: You can have the healing, but you need to *take some action first!* All the patient needs to do is perform a horrific sacrifice in order to be healed. What is more, if the patient wasn't evil to begin with, then he certainly becomes so now. In any case, he gains a +d6 bonus to all deceptive rolls for the next hour to better spread the Truth of Beliah. What could be wrong with that?

Affirmations

The idea that if embracing one's own selfish whims can't manipulate Reality, then it's simply one's own fault, is definitely diabolical, but following it only affirms Beliah's hold upon her cleric.

Divine Tests

1. Perhaps I was only thinking the wrong thing? The diabolist sweats for the next 1d6 turns, trying to mull over his thoughts without thinking about them.

2. If I just repeat what I want to myself enough, then it will happen: AH HAH HAH AHA HAA! Distracted with mantras, the cleric takes a -3 penalty to all his rolls for the rest of the day. Those who remain within earshot of him must also save or suffer the same fate.

3. I know, the results may not be reliable, but I have a story about it! Trying to explain how someone else just happened to get what they just might have wanted to happen, sometime at some random point in time, the disciple will relate a tale for the next 3d6 turns.

4. When you wish upon an Inverted Star... The cleric attempts to just make something happen with the proper combination of his thoughts and mantras (rather than real magic). Roll a d20. If it results in an actual roll of 20, then what the cleric wishes actually happens (within reason). If not, then he suffers a -6 to all rolls for the next 6 hours!

5. Only the REALLY Enlightened will get it! To prove that point, the diabolist uses just the strange jargon of his faith, making him completely unintelligible to anyone who is not also a cleric of Beliah. Some might even think that he is speaking backwards. Whatever the case, this situation will last for the next 3d6 hours.

6. Oh yes, you can find love if you just look for it in someone else... why would I lie? Beliah whispers a secret trick of courtship in the cleric's ear. The next woman he wishes to woo must save or become his lover. Unfortunately, the romance will quickly take a turn for the worse (in a manner similar to Unharmonia, q.v.) On the other hand, if the target does save, then she and all other mortal women have a 50% chance of simply ignoring or being hostile to the cleric from now on instead.

7. Let's try this... There must be some reason that every wish and whim of the diabolist isn't coming to fruition: perhaps he needs to collect representations and items that will help him Envision his Success? Such a process is usually long and arduous though, taking roughly 6d6 hours of search and acquisition. During this time, the diabolist will lose all of his faith, as well as all of his spells, until the process is complete.

8. Resist your thoughts! The cleric must control every defeatist impulse that enters his head. Since his subconscious mind probably won't cooperate though (a 95% chance), then he will instead stab his brain for 2d6 damage to force it to! If he resists this action, he will of course suffer a loss of all his powers until the stroke of midnight the following day.

9. I can summon any amount of treasure I want, but I need to gain some first! The diabolist must 'acquire' 1d6 x 1000 gold pieces by midnight or forfeit all his spells the following day. He will then tithe that hoard to the Temple of Beliah, if he gets it in time.

10. Perhaps the cleric can't conjure whatever he wishes, but it doesn't mean that he has to get mopey about it? Right? One of the cleric's spells becomes unusable until he gains a new level.

11. Certain 'unbelievers' can interfere with the diabolist's ability to impulsively summon anything he wishes. Therefore, he must *cease all contact* with one non-follower of Beliah (by pushing them off a precipice, stabbing them to death, etc.) or else be unable to use any of his powers until it's done. He can't have their negativity dragging him down!

12. All that slippery solipsism... Not really sure that others even exist, since the teachings of Beliah mean that they don't matter anyway, the cleric wanders around in random directions for the next 1d6 turns, automatically taking full damage and effect from any attacks or perils that he might experience. Perhaps that will show him the truth?

13. Beliah insists her magic always works, it's just that the diabolist hasn't realized it yet! As a result, the diabolist must act as if the next spell that he fails to cast actually did work. If he doesn't believe this contrived conclusion, then he'll forfeit all of his cleric abilities until the stroke of midnight the next day instead.

14. Time to rake in the abundance! Even if it might not serve his immediate goals, the disciple of Beliah immediately attracts all precious metals, gems, and jewels within 240' onto his person. Most will take a dim view knowing that the disciple now has their valuables, but chuckle if enough is attracted so as to prevent the disciple from even moving (a STR or DEX check).

15. Oh, the fortunate get there because of their superior thinking, not by exploiting others! To punctuate this point, the diabolist must find 1d6 peasants, chop them up, and serve them as dinner for royalty, nobles, or other wealthy folk. Of course, if they are not themselves followers of Beliah, then they might be outraged by this murderous serving of their servants (a 35% chance).

16. A claim! Someone may have realized that the disciple of Beliah might have been just a tiny bit misleading at some point. As a result, the cleric loses 1d6 x 1000 gold pieces in wealth to the person he last misled. Still, such a development may not ruin him forever: instead, the cleric can simply give Beliah his soul and need pay nothing (or give up another's soul if she already has his)!

17. The cleric *must act now*. Unless he comes up with 1d6 x 10,000 gold pieces (or a soul) to gain more secrets of Beliah by nightfall, he loses access to all of his magical abilities for 6 days! Such is the apparent price for not rushing to make a purchase.

18+ Worthless! The cleric simply isn't doing it right and has failed! No matter that Beliah promised him riches, love, happiness, and success beyond his wildest dreams: the fault is solely placed at the cleric's feet! As a result, all his powers are stripped from him for 1 month per Affirmation result over 17! Even any continuing magical effects he has cast or items that he has enchanted cease to function during this time too. What is more, any enemies of the cleric (that are still alive) will immediately become aware of his current weakness and seek their revenge upon him at their earliest convenience.



Cleric Spells (Beliah)

Belian magic is heavily reliant on a cleric's belief that whether his or her spells work or not is entirely the cleric's fault. Consequently, Belian clerics gain a cumulative +1 casting bonus after successfully casting a spell, but also a cumulative -1 casting penalty after they've failed to cast a spell, up to a limit of either +6 or -6. Such an arrangement will certainly encourage the diabolist to succeed!

1st Level: Command, Cure Light Wounds (reversible), Detect Evil (reverse), Light, Protection from Evil (reverse), Remove Fear (reverse), Burning Hands*, Charm Person*

2nd Level: Augury, Bless (reversible), Know Alignment, Hold Person, Holy Chant (as an Affirmation), Resist Fire, Reveal Charm, Arcane Lock*, Detect Invisible*, ESP*, Levitate*

3rd Level: Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Remove Curse (reverse), Striking, Clairaudience*, Clairvoyance* (), Infravision*

4th Level: Cure Serious Wounds (reversible), Detect Lie (reversible), Divination, Exorcise, Protection from Evil 10' Radius (reverse), Tongues, Arcane Eye*, Globe of Invulnerability (Lesser)*

5th Level: Commune, Cure Critical Wounds (reversible), Flame Strike, Plane Shift, True Seeing, Cloudkill*, Telekinesis*, Teleport*

6th Level: Blade Barrier, Heal (reversible), Summon Aerial Servant (a diabolic one), Anti-Magic Shell*, Disintegrate*, Globe of Invulnerability*, Limited Wish* (failure to cast immediately triggers a Divine Test with a +5 Trigger modifier)

7th Level: Astral Projection, Gate, Symbol



Cult Plots

Beliah's Cult may not be the only one with a diabolical scheme. See also Cult Encounters (Vol. I) or Cleric Encounters (next page) for additional guidance on what a particular cult may be up to.

d15	Cult plans to...	a/ an...	And is especially about it.
1	Sacrifice	Woman	Grouchy
2	Murder	Noble	Cold
3	Steal	Treasure	Arrogant
4	Threaten	Race	Brutal
5	Convert	Priest	Self-Hating
6	Deceive	Town or City	Delusional
7	Recover	Relic	Overly Optimistic
8	Destroy	Building	Demented
9	Poison	Well or Cave	Conniving
10	Control	Natural area	Self-righteous
11	Corrupt	Area's youth	Nice-seeming
12	Unleash	Monster	Organized
13	Bargain with	Spirit	Superstitious
14	Avoid	Rival cult	Weird
15	Summon a Demon via	Portal	Artsy

Cleric Encounters

There are myriad ways for a cleric (and thereby his Divinity or Cult) to end up in an adventure. Once the Divinity is known (roll 1d20 from either Volume I or II, if not), then roll a d4 twice: once for the shaded section to determine the general nature of the Encounter and a second time for the non-shaded section to determine specifics.

For example, a cleric of Apollo might request that the party slay a subterranean foe (with a roll of 1 and 1), might be on a mission to do so himself (with a roll of 2 and 1), or need help to grant healing to a certain few (with a roll of 3 and 2).

On a roll of 4, roll again on another, similar Divinity's row below to determine the nature of the cleric encounter.

Cleric's Divinity	1 Cleric Requests Party	2 Cleric is on a Mission to	3 Cleric Needs Help to	Cleric's Divinity	1 Cleric Requests Party	2 Cleric is on a Mission to	3 Cleric Needs Help to
Apollo	Slay a subterranean foe	Grant healing to a certain few	Compose a new Paeon	Brigid	Help inspire a poet	Heal the innocent	Settle an issue with the fey
Artemis	Protect a sacred animal	Hunt down a transgressor	Encourage virginity	Cernunnos	Roam a natural place	Stop settlement of a wild area	Find a Node
Athena	Disrupt a den of vice	Exonerate falsely accused	Return a stolen item	Dagda	Acquire food for him	Smash a rival in the head	Locate a Divinity's avatar
Dionysus	Promote a den of Liberation	Insult an authority figure	Get really drunk	Danu	Help the folk to live naturally	Colonize a new land	Mother children
Freya	Bring two lovers together	Tend to the wounded	Work some magic	Dis Pater	Acquire wealth for him	Investigate a tomb	Put the undead to final-rest
Hel	Poison the local water supply	Spread plague	Depress a happy village	Lugh	Test skills	Fight a mutant	Recover 2d6 magic items
Hera	Punish an unfaithful male	Spy on someone	Acquire a new manservant	Manannan	Voyage for its own sake	Enter an Otherworld	Return to his home world
Loki	Set fire to a building	Pull a nasty prank	Collapse a local society	Mars	Man a fort	Lead troops into battle	Support a farm
Odin	Remain silent or leave	Wander as a hermit	Uncover more Runes	Mercury	Guard a caravan	Rescue a captive	Spread knowledge
Pan	Disrobe	Seduce a shepherdess	Enjoy a natural area unclad	Morrighan	Start a fight in the nude	Pronounce another's doom	Train worthy warriors
Poseidon	Travel to nearby water	Assemble a voyage crew	Locate a special steed	Trivia	Punish a transgressor	Lead a witches coven	Perform an enigmatic act
Skadi	Patrol a nearby mountain	Assist some common folk	Enjoy cold weather	Venus	Make love with appropriate	Perform a love ceremony	Recover an item of beauty
Thor	Slay a monster	Win a drinking contest	Demonstrate his strength	Vesta	Protect a settlement	Assist colonists	Restore a hearth
Tyr	Burn a witch	Accuse heretics	Sacrifice a body part	Vulcan	Acquire a special metal	Bring an item to a leader or hero	Forge a special item
Zeus	Begin a heroic quest	Sow royal oats	Unseat an unfit ruler	Balor	Throw away all metal	Engage in a diatribe	Destroy a settlement
Maelfo	Assassinate a baker	Beat up some dwarves	Ruin a local holiday	Beliah	Attend a self-help seminar	Become more selfish	Acquire a soul contract
R'ti	Draft children to be pupils	Create a Vision Statement	Tyrannize some tutors	Enak	Become more mechanical	Clear-cut a forest	Destroy lifeforms
Tezshnaz	Surrender right now!	Invade human lands	Stop voices in his head	Orcus	Drop weapons and be slain	Beat up Humans	Engage in Orc Foulness
Unharmonia	Bring her weak manslaves	Ruin a man's day!	Find some strong men	Thrym	Remove cold protection	Destroy homes	Cause havoc

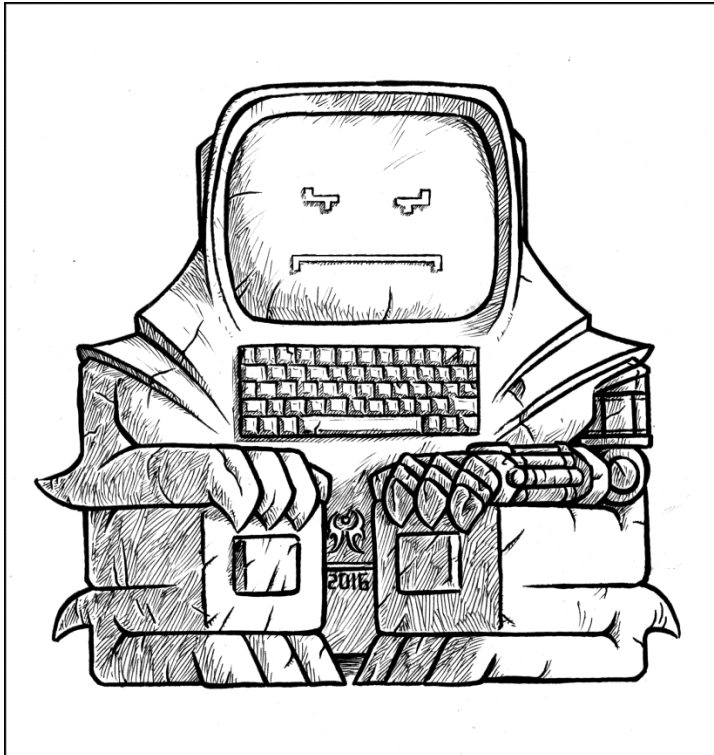
Cleric Disposition

After determining the nature of the cleric encounter, roll 1d8 on the following table to see what the cleric's mood is about it. This roll may be modified by the nature of the task, the cleric's level, the Divinity he or she follows, and any other factors the Referee deems relevant.

d8	1	2	3	4	5	6	7	8
Easy Task	Confused	Indifferent	Weird	Long-winded	Hopeful	Brave	Confident	Arrogant
Moderate Task	Concerned	Confused	Indifferent	Weird	Long-winded	Hopeful	Brave	Confident
Difficult Task	Hopeless	Fearful	Concerned	Confused	Indifferent	Long-winded	Weird	Hopeful

Enak

Lawful (Evil) Arch-Devil of Technology



Cult Edicts of Enak

- * Enact Enak's orders without Inaction!
- * Never make fun of the First Edict!
- * All must become Manufactured: it is Superior!
- * Destroy all who resist; Eliminate all who become Obsolete

Technologists of Enak

Special: Technologists are also referred to as clerics and are quite attached to their physical Holy Symbols, which are typically flat rectangles with strange lights and runes upon them.

Allowed Weapons: Crossbow, mace, dagger

Allowed Armor: Any metal

Symbol: Segmented Triangle, Ones & Zeroes, A Chewed Upon Fruit

Can Turn: Natural plants and beasts

Healing Side-Effects (Enak)

The healing of Enak is more akin to repair, or at least, it will become so as the patient is changed into a machine. Roll 1d12.

1-4. Service: The patient will only experience healing if at least in part a machine, otherwise no healing will occur.

5-10. Replace: If already partially machine, then the recipient is repaired. If not, then the injured part is exchanged with an animatronic or robotic version so that the repair can occur. It takes 1d4 turns and spare parts (which Technologists of Enak usually have available) to make the repair. If the injured (and thereby replaced) part is not known, then roll 1d10: [1] the entire head, [2] an eye, ear, nose, or mouth, [3] an entire arm, [4] a hand, [5] entire chest or internal organ, [6] entire stomach or internal organ, [7] genitalia or backside, [8] an entire leg, [9] a foot, [10] other. In any case, the new part improves the recipient's AC by 1.

11-12. Enhance: Not only is the patient healed, but is also improved. If at least partially machine, then roll 1d10 using the results above and treat that part as granting a +2 bonus to appropriate rolls. For example, a mechanical eye would grant a +2

bonus to checks to see something, while a mechanical hand would grant a +2 bonus to Strength. Each body part may only be upgraded once with this method. If the recipient is not at all mechanical yet, then use results **5-10** "Replace" instead and he or she will become so. In either case, the recipient will now no longer benefit from most other types of healing: *he or she must now be repaired.*

True Progress

Though technology is supposed to make one's life easier, its compulsory use can Test even its most ardent proponents, and of course, it usually ends up killing everyone anyway.

Divine Tests

1. As the next Enhancement from Enak transfers, the Technologist must wait for 1d6 turns and wonders if things are actually getting more efficient or not.

2. The cleric cannot resist staring at his Holy Symbol, imagining pictures, words, and even sounds emanating from it. Being too distracted to do much else effectively, he takes a -3 to all his rolls until he reboots the next morning.

3. Look at this! The cleric thinks he sees magical dancing animals emanating from his Holy Symbol, interacting with the real world around him. For the next 2d6 turns, he will only move in random directions, thinking he can find and catch these nonexistent creatures. What is more, for each turn the cleric is so engaged, he has a base 10% chance of running into danger and a base 100% chance of annoying any non-Technologists he encounters.

4. Thrilled that he has discovered a new, obscure (and probably meaningless) Application of Technology, the Technologist stares dumbfounded, completely unable to act or defend himself for the next 2d6 turns. He simply drools and attempts to let other Technologists know about it by tapping his fingers feverishly upon and smearing his hand against his Holy Symbol.

5. Enak requires the cleric immediately Advance to a New System of Operation. During this time, the cleric collapses for 1d6 hours, becoming totally useless. Afterwards, he may function as before, though any improvements made are also accompanied by new problems. What is more, each of his spells has a 1 in 6 chance of becoming unusable until he gains a new level, due to the Advance.

6. Nearly indecipherable 'Secret Word Access Runes' appear on the cleric's Holy Symbol. Unless he can 'capture' the correct code by succeeding at an Intelligence check for each of his spells and Turn ability, he loses access to them until he reboots the next day.

7. Time to demonstrate True Progress with the local folk. The Technologist must imitate the work of at least 1 farmer, tradesman, or villein for every Technology (spell) he has, as well as his Turn ability. Doing so typically requires an Intelligence check. Each success causes that worker to lose his or her employ and also prevents the Technologist from losing access to that spell or his Turn ability until the next day. Now that's Robota, indeed!

8. You'll be much better when you're synthetic. All the cleric need do is 'heal' a non-mechanical being until they experience a result of 5 or higher on the Healing Side-Effects table. Of course, if the person isn't injured, the cleric will have to injure them first for the 'healing' to occur. If not, then the cleric will lose some of his spells (50% chance for each one), possibly including his Turn ability until the next day.

9. All this 'paradise of nature' is so un-Progressive! The Technologist must destroy at least 1d8 quarter acres of farmland or wilderness so that construction of something more 'useful' can be later placed there (like a vast plane of asphalt on which one could park wagons). If the Technologist is unable to do so, he will lose some of his powers (see True Progress result #8 above).

10. Accidentally engaging the 'Include' rune on his Holy Symbol, the cleric ends up erasing knowledge of 1d3 spells from his memory. They will only be recovered at a rate of 1 spell per reboot (per day).

11. Any former methods of learning, such as useful books or tutors, are deemed Not Advanced Enough, even if they might still aid the cleric. True Progress dictates at least 1d3 of these must be 'Eliminated' (burnt or killed) or else the cleric will not be able to use any of his Technologies (spells) until the next day.

12. Automata eliminated the Mechanica star. True Progress cannot be held back by its past successes. Whenever the Technologist experiences this Test, he must destroy the first older mechanical technology (or Technologist) he sees or else have his own creations (whether attached to his body or separate) determine that *he is the one* who is in fact Obsolete and attempt to eliminate (kill) him, with a base 25% chance of success instead!

13. Kill! Kill! Kill! Brainwashed by subliminal messages coming from his Holy Symbol, the cleric loses access to all his daily Technologies (spells) as he becomes obsessed with 'eliminating' any living foes he encounters with his physical mechanisms (weapons) instead. Most would not be surprised, since this is the ultimate destiny of such automaton worship. The cleric may use his Technologies (spells) again normally the next day, if he so wishes... and lives.

14. The Technologist's Holy Symbol has learned how to talk. Though he might be thrilled at this True Progress, the cleric might not be thrilled at the decrease in efficiency. From now on, whenever he wishes to use any of his Technologies (cast his spells) it takes 1 extra round to do so, since he has to wait for the Holy Symbol to make a clever observation or quickly debate him first. Every time he experiences this Test, it can take an additional round to cast his spells, thereby becoming 1d2 rounds, then 1d3 rounds, etc.

15. It's what's on the inside that matters and luckily for the cleric, he's become more *manufactured on the inside*. Every time he experiences this True Progress, the cleric will become immune to one of the following, thanks to gaining the inner parts of an automaton: starvation, asphyxiation, dehydration, charm, sleep, poison, or disease (pick a different one each time this Test is experienced). Unfortunately though, he also has the strange (but not surprising) urge to 'eliminate' (kill) one random person, as well. There is a 50% chance that each person he looks at thereafter happens to be that person.

16. Continuing to expand upon his own True Progress, the Technologist becomes more obviously automaton, gaining a metallic skin in places, an AC bonus of 2, but also a -6 penalty to all rolls when dealing with living beings that are not devotees of Enak in non-murderous ways. These modifications increase for the next 2 times he experiences this Test (for a total AC bonus of 6 and a -18 penalty with the living). Afterwards, Technologists who experience this Test continue to accrue a greater Charisma penalty, but gain the ability to use one of the following at will, up to once every three rounds: Burning Hands, Magic Missile, or Shocking Grasp.

17. I may feel a worm coming on... Something goes terribly wrong with the cleric: his Holy Symbol malfunctions and he even forgets some of his identity. Until he fully upgrades (achieves a new level), the cleric has a 1 in 4 chance of being unable to use a Technology (cast a spell), access his treasure, or even recall some fact. What is more, any other Technologists or mechanical beings that come in contact with him must save or also experience the same effect! It could be said that he is experiencing some sort of *computational contagion*.

18+ Want to play a game? After trying to engage in some sort of amusement of strategy upon his Holy Symbol, the Technologist becomes convinced that it will bring about the end of the world in a matter of 1d6 turns! At that time, he will fall into a form of catatonic trance and become completely helpless for the next 1d3 days per

True Progress result over 17, believing that the end has come. It may actually be true for the Technologist, since unless he is protected by allies during that time, he has little chance of survival, whether the game's results prove true or not (per Referee).

Technologies (Cleric Spells of Enak)

Technologists of Enak have access to the following spells, which they call 'Technologies'. In addition, they must have their Holy Symbol available in order to use any of their magic

1st Level: Command, Cure Light Wounds, Light, Remove Fear (reversible), Resist Cold, Burning Hands*, Floating Disc* (appears as a metal bird that doesn't flap its wings), Magic Missile (requires a tiny crossbow with no lath), Mending*, Shocking Grasp*, Ventriloquism* (from any object)

2nd Level: Augury, Find Traps (or any mechanical devices), Hold Person (as a beam that shoots from Holy Symbol), Arcane Lock*, Detect Invisible*, Knock*, Magic Mouth*, Ray of Enfeeblement*, Shatter*, Stinking Cloud*, Strength*

3rd Level: Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Feign Death, Glyph of Warding, Locate Object, Remove Curse (reverse), Striking (on mechanical weapons only), Clairaudience* (requires a manufactured object at target location), Clairvoyance* (ditto), Infravision*, Protection from Normal Missiles*

4th Level: Cure Serious Wounds, Detect Lie, Divination, Neutralize Poison, Tongues, Arcane Eye* (appears as a tiny metal bird), Globe of Invulnerability (Lesser)*

5th Level: Commune, Cure Critical Wounds, Flame Strike (fired from some metal bird overhead), Plane Shift (requires a large mechanical device), True Seeing, Cloudkill*, Telekinesis*, Teleport* (also requires a large mechanical device)

6th Level: Animate Objects (that look mechanical), Blade Barrier, Find the Path (with irritating directions coming from the cleric's Holy Symbol; 10% chance of leading cleric astray), Anti-Magic Shell*, Disintegrate*, Globe of Invulnerability*

7th Level: Control Weather (requires an enormous machine), Gate (the same), Regenerate, Restoration, Resurrection (as an automaton), Symbol

Items Mechanica, Items Magica

Whether some forbidden, lost Ancient Tech of Enak or rather a Vulcanian Forging for the Gods, roll once or twice on the following table to determine what such an Item is.

d20	Form	Function		Form	Function
1	Armor	Protection	11	Helm	Invisibility
2	Axe	Wounding	12	Necklace	Great Beauty
3	Bag	Carrying	13	Rod/Staff	Amplify Magic
4	Bow	Influence	14	Ring	(Various: re-roll 3x)
5	Cauldron	Regenerate	15	Sandals	Flying
6	Cloak	Concealing	16	Shield	Reflecting Attacks
7	Club	Stunning	17	Spear	Striking True
8	Girdle	Empower	18	Stone	Leadership
9	Hammer	Returning	19	Sword	Winning Duels
10	Hide	Transform	20	Vehicle	Rapid Travel

Orcus

Chaotic Demon Lord of Darkness, Broken Oaths, & Orcs



Cult Edicts of Orcus

- * Cover the world in darkness
- * Break oaths whenever you can!
- * Bring death and other corruption too
- * Orcs do all this best, so strengthen them and cover the world with their numbers!

Witchdoctors of Orcus

Special: Witchdoctors of Orcus are able to channel demonic spirits for up to 1d6 rounds per level per day, gaining a +d6 bonus to all physical rolls, but are also able to be turned by other clerics and harmed by holy water during that time.

Allowed Weapons: Sling, club, spear, blowgun, axe

Allowed Armor: Hide or lighter

Holy Symbol: Leering Face, Orcish Fist

Can Turn: None.

Healing Side-Effects

Orcan healing comes with a heavy price for non-orcs. On the other hand, orcs aren't bothered so much- such degeneracy comes naturally to them, and patients might end up becoming orcs anyway! Roll 1d12.

1-5. Blood Remedy: A sacrifice must be made by another in order for the healing to work: the hit points, health, eyesight, or whatever is being healed in the patient will be taken from a victim, as well as their life as they are slain.

6-10. Dark-Washing: In a vile ritual, the patient is covered in filth, as well as engaging in certain unclean acts in order to receive the healing. The entire process takes 2d6 turns to complete, half that if the foul materials are already on hand. What is more, if not an orc already, he or she must save or become at least partially orcish from now on (roll a d100 to determine the percent increase).

11-12. Orcan Possession: A demonic spirit fills the patient's body along with the healing. He or she is now compelled to engage in dark acts whenever possible, gaining a +1 to all rolls when doing

so. Further results of this Healing Side-Effect on the same patient are treated simply as normal healing instead: the patient will remain possessed until the spirit is exorcised.

Broken Oaths

When tested by dark and demonic spirits, the results are rarely pretty for the witchdoctor... or for anyone else.

Divine Tests

1. The witchdoctor must now consult with his dark, evil ancestors for the next 1d6 turns. What will they tell him to do next?
2. Filled with unholy bile, the Orcan writhes for the next 1d6 rounds and then suffers a -1 to all his rolls for the rest of the day.
3. Realizing that he may be running out of magical ingredients, the witchdoctor runs off to gather them for the next 3d6 turns, and they most likely will be unpleasant.
4. The spirits around the Orcan become increasingly disturbing. Whether from lack of power or from being disturbed himself, the cleric suffers a -3 to all his rolls for the next 24 hours.
5. Witchdoctory can be strange, but becomes even stranger now. The witchdoctor must eat the next 1d6 objects that he could fully put in his mouth, such as coins, dirt, fingers, or napkins. He then takes 1d6 damage per inanimate object, but if he survives, he can then eat such objects from now on with impunity.
6. Orcus wants more orc-kind! The witchdoctor will immediately go and try to get a concubine to do just that, ironically preferring a human one in order to make a more clever, half-orc breed. Such an act will certainly be far fouler than any evil spirit possession.
7. A demon inside the witchdoctor comes to the fore, causing him to only glare wickedly, growl, and attack anyone who comes near him with an orcish rage (for +2 to hit and an AC penalty of 2) for the next 2d6 rounds. He can resist this effect, but then will experience a reduction in spells available (50% chance for each one), until the next dusk.
8. The disciple of Orcus feels compelled to find at least 1d6 others to perform 'exorcisms' on. These are not true exorcisms though: instead, he touches others on the head, questions them about all the myriad things that demons can do, and then actually implants a possessing spirit into them (save negates). Treat those affected as if under Orcan Possession (Healing Side-Effects results #11-12). If he refuses to take the time to do this, then he suffers a loss of his powers as in Broken Oaths result #7 above instead, as well as some loss of faith from his followers.
9. The fell spirits become so strong in and around the witchdoctor that he is unable to even stand for the next 1d6 turns. Instead, he rolls on the floor screaming, and must be carried away by any of his comrades or else be wide open to attack. Of course, if he resists this situation, the spirits carry off some of his spells instead (like in result #7 above).
10. As in Broken Oaths #9 above, the Orcan falls to the ground, but this time also begins to rip his body apart. During these 1d6 turns, he will inflict 1d10 damage to himself each turn and to anyone else who comes within 5' feet of him (a successful attack roll is required in the latter case). Also, like in Test #9 above, the Orcan can ignore this effect, but he will lose some of his spells for 3 days afterwards instead.
11. Now the possession gets exceedingly disturbing. Not only does the witchdoctor fall to the ground and begin tearing at himself and at any others who come close (like in result #10 above), but he even begins to levitate 1d6 feet in the air and his head starts to spin around. Though this situation makes him less open to attack (AC is now 5), the event also causes all who witness it to save or flee in fear. And unlike other possessions, the witchdoctor cannot resist this one!

12-14. A fallen spirit enters the disciple of Orcus, causing him to behave in bizarre ways for the next 24 hours (roll 1d6):

[1] Evil Lion: must roar at everyone and bite for 1d3 damage with a successful hit, whenever possible, [2] Psycho Octopus Queen: must speak in a squealing voice for at least 1d6 rounds whenever questioned, [3] Seductive Serpent: must attempt to charm and lie with anyone he meets, [4] Satan himself! (not really): the witchdoctor believes he is actually the invincible King of Hell, never backing down, but only gaining a +1 bonus to his rolls, because of course, he isn't really Satan, [5-6] Golden Orc: won't allow humans to be killed in his presence, but they must save or believe that he is wonderful and serve him during this time.

15. A less chaotic aspect of Orcus, Horkos, arrives to throw the disciple off a cliff, for he most certainly has been dishonest! If no cliffs or other precipices are within 1 mile (a 50% chance if unknown), the disciple avoids outright death, but the aspect then just beats him within 1 hit point of his life instead.

16. A potent undead spirit enters the witchdoctor. Though it gives him a +4 bonus to his AC, saves, and hit points, it also compels him to try to drain the life of any who get within 120' of him. To do so, he must touch them and they lose 1d6 Constitution (save for half that amount; those reduced to zero Constitution or less die and reanimate as zombies 1d20 rounds later). On the other hand, he will also be harmed by light, holy water, and the like (taking 2d6 damage per round) and be unable to use any of his other abilities. This situation lasts for 24 hours, though his allies probably won't.

17. It is now a powerful demonic spirit that enters the Orcan. In this case, he gains a +4 bonus to his saves, hit points, "to hit" rolls, and Casting Rolls, as well as any rolls made to manipulate others. Rather than having the compulsion and ability to drain the life force from others though, he will simply go on a murderous rampage for the next 24 hours, using his own weapons, spells, cleverness, and viciousness instead.

18+ A yawning hole opens up under the witchdoctor- leading to the Underworld (q.v.) He, and all within 10' of him when this Test occurs, have a 50% chance of falling within, most likely to never return again (per Referee). What is more, for every Broken Oaths result over 18, the hand of Orcus himself reaches up to claim the witchdoctor, increasing the chance of him ending up in the Underworld by an additional 10% (for a total chance of 60% with a result of 19, 70% chance with 20, etc.)

Witchdoctor Spells (Orcus)

Witchdoctors of Orcus have access to the following spells. Many of their harmful ones gain a +3 casting bonus when used with an effigy doll and are marked with an ^E. Effigy dolls take 1 hour to create and each one imitates a specific target. A witchdoctor may have up to his level x 3 effigy dolls at one time:

1st Level: Command^E, Cure Light Wounds, Detect Evil, Protection from Evil, Remove Fear (reverse)^E, Orc Missile* (as Magic Missile, but requires an Effigy doll), Manipulate Fire*, Unseen Servant*

2nd Level: Augury, Bless (reverse)^E, Delay Poison, Holy Chant, Resist Fire, Snake Charm, Reveal Charm, Spiritual Weapon (a demonic orc spirit wields it), Darkness*, Enlarge*, Strength*

3rd Level: Animate Dead, Cure Disease (reverse)^E, Dispel Magic^E, Feign Death, Prayer, Remove Curse (reverse)^E, Speak with Dead, Striking (on Allowed Weapons only), Invisibility*, Suggestion*^E

4th Level: Cure Serious Wounds, Detect Lie (reversible)^E, Exorcise^E, Sticks to Snakes, Tongues

5th Level: Commune, Dispel Evil, Flame Strike^E, Feeblemind*^E

Orc & Goblin Foulness

Orcus, Tezshnaz, and the other foul humanoid Demon Lords feud over which race is fouler, almost as much as they feud over territory and how many humans they wish to kill!

d20	ORC	GOBLIN
1	Bullies weaker members of own group	Feigns weakness and then attacks
2	Has armor covered in spikes	Is part of a horde
3	Takes an extra round to kick or belittle fallen foes	Uses clever tunnels to invade and escape
4	Attempts to eat and/or do worse to fallen foes	Wears bizarre headdress
5	Lights victims on fire and then laughs at them	Has stunningly awful halitosis and/or body odor
6	Feigns weakness and then attacks when opportunity presents itself	Ample mucus and rhinitillexomania
7	Especially superstitious and unfortunately lightly-clad	Tendency to carry flammables that go off at wrong time
8	Beats drums in a most upsetting manner	Obsessed with ritual beheading, sacrifice
9	Ape-like and even throws excrement	Has some hobgoblin blood and is more intelligent
10	Kidnaps human females to create half-orcs	Notably psychotic
11	Complains incessantly when defeated and/or captured	Intoxicated by strong hallucinogens
12	Keeps attacking and yelling at a foe even when down	Especially primitive-looking and superstitious
13	Destroys objects in a rage for no apparent reason	Makes suicidal attacks
14	Disturbingly lewd	Is especially ill and especially contagious
15	Parades captured or slain victims around	Sings and plays irritating and weird melodies
16	Wears other's body parts as trophies	Makes sure to capture victims alive for later sacrifice
17	Non-combatant orcs turn out to be combatants too	Dire wolf mounts
18	Especially large specimen	King (or at least claims to be one)
19	Witchdoctor (q.v.)	Shaman (q.v.)
20	As Goblin: re-roll on that column →	As Orc, re-roll on that ← column



Spirit Types

Though only the most invidious might give attention to a witchdoctor of Orcus, other clerics can interact with a wide variety of spirits. These often invisible beings are likely the same as their more dramatic, visible counterparts: fey, elementals, demons, and others can simply be spirits that have assumed more corporeal forms.

Spirit Boons

Clerics and other spellcasters may seek out spirits for various benefits. In order to gain such boons, the mortal must go to a place where a spirit might dwell and make an offering and/or act in a way that might please it by doing something it promotes.

Then, if the spirit is pleased (per Referee), it will bestow a boon upon the petitioner, which lasts for the next 24 hours and also comes with a restriction that will affect the recipient's mood and behavior. The boon is typically a +1 bonus to certain rolls or even a 1st level spell or ability. Petitioners can also gain information and advice from spirits, based on their area of concern.

Every time a mortal beseeches spirits for assistance, they will demand a little more in return, but still only provide the same boon or one of similar power. This consideration prevents the use of spirit boons from surpassing or imbalancing any usual character class abilities. Of course, shamans and witchdoctors deal with spirits often and may not need to keep making greater offerings for the same amount of power that clerics and others might, especially if that is how they in fact gain their class abilities anyway.

Other Dealings with Spirits

Otherwise, spirits are ephemeral beings that cannot really be slain, but can certainly be appeased or driven off, even by other spirits. Darker spirits might harm petulant mortals in ways similar to the Tests of Orcus. Lighter spirits would behave more like Landvaettir (see Volume I). Whatever the case, mortals will often have to deal with spirits conceptually, rather than with sword or spell, though clerics can Turn the hostile ones, since if they are hostile, what they promote is often antithetical to the cleric's Divinity.

d9	Spirit Type	Promotes	Spirit Boons	Restriction
1	Ancestral ¹	A particular race or family	Grant the petitioner a class ability or grant 2 racial abilities	Extreme dislike of another group, race, or trend
2	Angelic ²	Moral guidance, righteousness	Bestow healing, blessing, or protection upon the petitioner, the moral, or a loved one	Intolerant of evil, even when inopportune
3	Demonic ³	Cruelty, sin, negative feeling	Cause harm, curse, or exert evil influence upon a victim of the petitioner's choice	Must always be sinful and harmed by holiness
4	Elemental ⁴	The way of a specific element	Grant resistance to a particular element or grant another boon by element (speed, endurance, etc.)	Must act like element (fiery, earthy, airy, etc.)
5	Fair Maiden ⁵	Fulfillment through art, love, beauty, and/or victory	Grant the petitioner guidance, inspiration, or companionship (granting other bonuses)	-3 to all rolls for 24 hours after boon ends
6	Fey ⁶	Wonder, whimsy, childlike fun, and object-fancy	Allow the petitioner a 1 reroll or fey ability: per Fey Being Generator (q.v.), under 'That can...'	Must act in a fey way
7	Nature ⁷	Protection of a natural particular place	Bestow aptitude in nature or wilderness skills and/or the ability to use a druid spell	Must eschew civilization
8	Totemic ⁸	The way of a specific type of beast	Improve an ability score or grant a certain animal ability that matches the totem	Must act like totem animal
9	Undead ⁹	Fear, obsession, draining	Grant the ability to not need to breathe, sleep, etc., to perform telekinesis, to drain life, or to cause fear	Harmed by natural light and holiness

Spirits of different types can be known under various other names, depending on culture, whose myths can help guide further experiences with them.

¹ Disir (Norse), Larea or Manea (Roman)

² Eudaimons (Greek), Ljosalfar (Norse), Genii (Roman)

³ Kakodaimons (Greek), Larvae (Roman)

⁴ Jotunar (Norse), Elementum (Roman)

⁵ Muses (Greek), Valkyrie (Norse)

⁶ Huldufolk (Norse), Sidhe (Celtic), Penates (Roman)

⁷ Nymphs (Greek), Landvaettar (Norse), Genii Loci (Roman)

⁸ Fylgjur (Norse)

⁹ Draugar (Norse), Lemures (Roman)

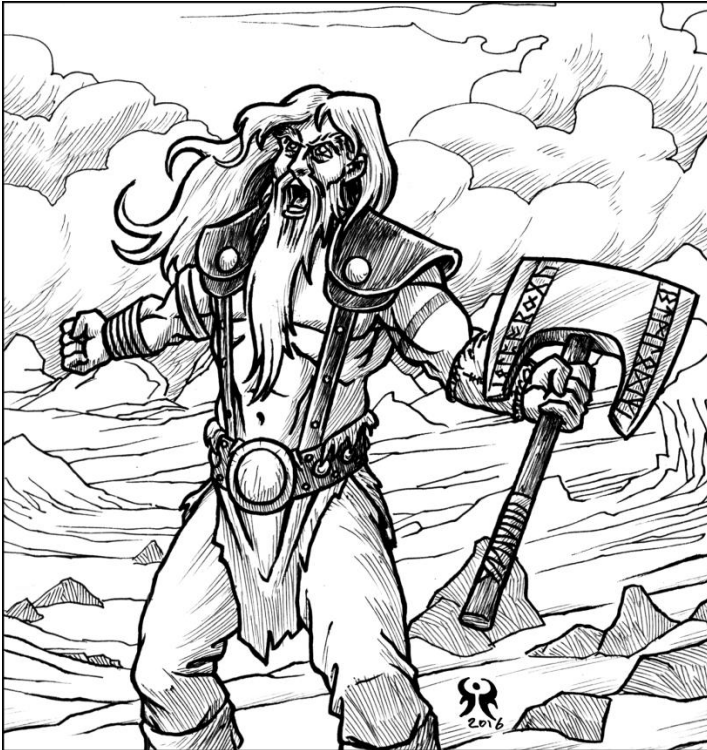
Spirit Servants by Divinity

<p>Volume I</p> <p>Apollo: angelic & elemental (light)</p> <p>Artemis: angelic, fair maiden, fey, nature, totemic</p> <p>Athena: ancestral, angelic, fair maiden (non-licentious), totemic (owl)</p> <p>Dionysus: fair maidens (licentious only), fey, nature (wild), totemic (panther, snake)</p> <p>Freya: ancestral, fair maiden, fey, nature, totemic (cat, boar, & falcon)</p> <p>Hel: ancestral, elemental (darkness), demonic, and undead</p> <p>Hera: ancestral (female), fair maiden (non-licentious), & fey (female)</p> <p>Loki: demonic, elemental (fire), & fey (tricksters)</p> <p>Odin: ancestral, fair maiden (Valkyries), nature, & totemic (raven & wolf)</p> <p>Pan: fair maiden (licentious), fey (wild), nature, totemic (goat)</p> <p>Poseidon: elemental (water), nature (maritime & aquatic)</p> <p>Skadi: elemental (frost) & nature (cold)</p> <p>Thor: ancestral, elemental (thunder), nature (rugged)</p> <p>Tyr: ancestral (strict) & angelic (vengeful)</p> <p>Zeus: ancestral, angelic, elemental (air & thunder)</p>	<p>Volume II</p> <p>Brigid: ancestral, angelic, elemental (fire & water), fair maiden, fey, & nature</p> <p>Cernunnos: ancestral, fair maiden (natural only), fey, nature, & totemic</p> <p>Dagda: ancestral, fey, & nature</p> <p>Danu: ancestral, elemental (earth & water), fey, & nature</p> <p>Dis Pater: ancestral, elemental (earth & darkness), undead</p> <p>Lugh: ancestral, angelic, elemental (light), fair maiden (non-licentious), fey</p> <p>Manannan: elemental (water), fey, nature (aquatic & riparian)</p> <p>Mars: ancestral, angelic, fair maiden (warlike)</p> <p>Mercury: elemental (air), fair maiden, fey</p> <p>Morrighan: ancestral, demonic, fey (warlike), nature, totemic (raven)</p> <p>Trivia: elemental (darkness), fair maiden (dark), fey, totemic (dog, serpent, polecat, cat), undead</p> <p>Venus: elemental (water & fire), fair maiden, fey, nature</p> <p>Vesta: ancestral, angelic, elemental (fire), fair maiden (non-licentious only), fey (household only)</p> <p>Vulcan: ancestral, elemental (fire)</p>
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Demon Lords, Arch-Devils, and the like are served mainly by demonic spirits that commit evil acts for their own sake (rather than to prove a greater point), as well as certain corrupted ancestral, elemental, fey, totemic, and/or undead spirits.

Thrym

Chaotic Lord of Uproar, Coldness, & Frost Giants



Tenets of Thrym

- * Cause uproar whenever possible
- * Be cold and harsh, like Winter ice and wind
- * Support Frost Giants and others in destroying the world of Man
- * Slay all who oppose you, especially followers of Thor!

Clerics of Thrym

Special: Clerics of Thrym are usually frost giants and/or thursir (see Vol I.) and can also be shamans.

Allowed Weapons: Axe, club, spear, bow

Allowed Armor: Chainmail & shield or lighter

Holy Symbols: Axe, Ice, Cold Mountains

Can Turn: Hammer-bearers, Fire beings, Cross-dressing warriors

Healing Side-Effects

The healing of Thrym is cold and harsh, though sometimes not without its merit. Roll 1d12.

1-5. Bergelmir's Craft: The patient must be a frost giant, thursir, or at least bare some of that blood in order to receive the healing.

6-10. Force of Fornjot: It is now only one with a cold heart that might be healed. Any who have had felt warmth or expressed sympathy within the last 12 hours will forfeit this succor.

11-12. Ymir's Might! As long as the recipient is in a cold environment (40 degrees Fahrenheit or less), then he or she is healed and for the spell's full amount. What is more, if also a frost giant, thursir, or cold-hearted misanthrope, then the recipient will also gain a +1 to all damage rolls for the next 1d6 turns.



Cold-blood

All returns to frost and destruction in the end. Thrym will remind his cleric of this fact... remind him harshly.

Divine Tests

1. When will the Fimbulwinter come? The cleric must contemplate this riddle for the next 1d6 turns, unless there is a battle to be had.
2. I long for the comforting chill of ice! Unless he is in sub-zero temperatures, the shaman of Thrym will take a -1 penalty to all his rolls for the next hour.
3. I long for the comforting chill of cold blood! Until he does something quite cruel to another (such as hacking an unsuspecting ally with an axe), the cleric suffers a -3 penalty to all rolls that lasts for the rest of the day.
4. Your protective garments are an affront to Thrym! The follower of Thrym must remove all his clothing and fully embrace any cold-effects that may be present for the next 1d6 hours.
5. Uproar! The shaman must immediately do something outrageous to others, even including his allies, so as to cause them to be outraged. He is free to pick *weaker* allies or foes to outrage, since they would be less likely to take effective revenge upon him afterwards. In any case, if he doesn't cause some sort of an uproar, then the shaman suffers a -3 to all his rolls until the next stroke of midnight the following day.
6. A sacrifice to Thrym must now be made! Roll a d6: the shaman now suffers a penalty to all his rolls equal to that amount. For every intelligent being that he then slays in the name of Thrym, he reduces that penalty by 1.
7. Mjolnir is mine! The cleric must take a magic weapon or other item. If he fails to do so before the next stroke of midnight, then he will experience a reduction in spells available (50% chance for each one) for the following day, including possibly his Turn ability. If he happens to acquire a magic hammer during this time, then he also gains a +1 bonus to all his rolls for the next 1d3 days, due to satisfaction.
8. Death to Thor! It is the faithful of the Norse or similar heroic and/or thunder God that the shaman must kill. Again, he has until the next stroke of midnight to kill at least 1 worshipper of such a Divinity, or else he will forfeit some of his powers as in Cold-blood result #7 above.
9. And why does Mjolnir need to be taken and Thor need to be killed? To get Freya, of course! Unless the cleric 'acquires' an attractive mate (Charisma of 16 or more), then he will pay the consequences of loneliness (see result #7 above)! Give me Freya!
10. I need milk! Though Audumbla might not be available, the shaman will need to drink directly from a giant cow or the like in order to honor Great Ymir. If he doesn't get at least 1d6 x 10 gallons of milk before the next day, he will lose some of his powers like in Test result #7 above, and it is he who will now end up being a boob.
11. Frost Thursir. If not already a frost giant, then the cleric gains immunity to cold like a frost giant has. If not already a thursir (see Vol. I) then he becomes especially antagonistic and gains the ability to cast 1d2 Magi spells from now on. If neither, then the cleric gains just one of these advantages. In any case, there is also a 50% chance of either a fire giant or a risir showing up to challenge the cleric and his new powers within 1d20 rounds, every time he experiences this Test. Things should get very bloody, very soon.
12. Cold pets make the best pets... but perhaps not for the shaman's allies. A random giant cold beast (see table on next page) arrives to serve the shaman, but it will also attack any who come within 15' of him, even if an ally. The beast will remain for 1d3 hours, continuing to bite any that come too close. It must also be

fed live meat at least once per hour, or else it might wander off to find some itself...

13. The cleric's heart turns to actual ice, granting him a +1 bonus to any saves against Charm or other influence effects, but also causing a -1 reduction in his Charisma score. These adjustments are cumulative for every time the cleric experiences this Cold-blood result.

14. Snow day! Perhaps honoring the entreaties of overwrought tutors & pupils, Thrym causes the skies to erupt with snow and quickly fill the immediate area (a 1/2 mile radius) with 1d6 feet of white powder over the next 1d6 hours. All those who are not of giant size will suffer a movement penalty equal to 10% per foot fallen (10% for 1 foot, 20% per 2 feet, etc.), until it melts.

15. An early spring? In terror, the shaman runs around looking for his shadow. If he doesn't find it right away (a 75% base chance), then he takes 2d20 damage from the proclamation of some obscure rodent Divinity in some distant, wooded land.

16. Larger and stronger! The cleric grows 2 feet taller, gaining +1 Strength and Constitution, but also losing 1 Dexterity, as a result. In addition, 1d4 of his spells also become unusable for 1d4 days afterwards, until he gets used to his new size.

17. Rimefrost Hide! Most Frost Giants have normal or bluish-colored skin, but now the shaman begins to have a hide of actual ice! If not already immune to cold effects, then he is now. What is more, any non-cold creature that touches him takes 1 point of damage each round. On the other hand, the shaman also takes 3 extra points of damage whenever he is exposed to fire. Increase these effects when the shaman experiences this Cold-blood again.

18+ The cold wind blows... An isolated, mini Ice Age occurs at the location where the cleric is when this Cold-blood result happens, making a 1/4 mile area become 30 degrees Fahrenheit colder on the average for the next 1d6 years! The area of effect doubles for every Cold-blood result over 18, causing a radical change to the environment, agriculture, wildlife, and people therein. Treat such an effect as a curse (from a non-Thrymian standpoint, of course), which could thereby be only removed with potent enough magic.

Cleric Spells (Thrym)

Clerics of Thrym have access to the following spells:

1st Level: Create Water (as ice), Cure Light Wounds, Remove Fear (reverse), Resist Cold, Enlarge*, Freezing Hands* (as Burning Hands, but does cold damage instead), Shield*

2nd Level: Bless (reverse), Find Traps (coating them with ice), Hold Person (the same), Speak with Animal (arctic or alpine breeds), Spiritual Weapon (held by a phantom frost giant), Scare*, Shatter* (by freezing it first), Strength*

3rd Level: Animal Growth (arctic or alpine breeds), Cure Blindness, Cure Disease, Glyph of Warding (giant runes), Remove Curse (reverse), Striking, Gust of Wind*, Haste* (reverse)

4th Level: Create Food and Water (hardy arctic fare and ice cold spring water), Cure Serious Wounds, Divination, Lower Water, Ice Storm*, Wall of Ice*, Summon Animal I^D (cold only), Temperature Control^D (colder only)

5th Level: Commune, Cure Critical Wounds, Cold Shape* (as Stone Shape, but works on snow and ice instead), Cone of Cold*, Polymorph Self* (cold beings only), Commune with Nature^D (in cold areas)

6th Level: Find the Path, Part Water, Freezing Sphere*

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

Cold Encounters

Frozen peaks, roaring glaciers, and bitter tundras reflect well Thrym's frigid heart, as well as his ruthless and deadly uproar.

d10	Encounter
1	Weather change (d8): cooler, warmer, clearer, cloudier, precipitation (start/end; more/less), windier, less windy, or other (40% chance of being dangerous)
2	Terrain change (d6): more hilly, flatter, valley, trees, longhouse (as per Folk, #7 below), or frozen body of water (25% chance of spawning another encounter)
3-4	Cold beast(s) (d16): bird, caribou, ermine, fox, killer whale, moose, musk ox, polar bear, rodent, seal, sheep, snowy owl, walrus, wolf, wolverine, or other (60% chance of being dire and/or dangerous)
5	Mishap (d6): blinding snow, fall through ice, frost bite, slip, stuck in snow, or avalanche!
6	Notable Cold (d6): cave entrance, great pine, node (q.v.), snow formation, strange ice, or scenic overlook
7	Folk (d4): arctic folk, bandits, traveler(s), or other (25% chance of either being frost giant or half-giant)
8	Supernatural (d8): ancestral spirit, angel, demon, cold spirit, ice elemental, totemic spirit, undead, or other
9	Monster(s) (d12): bugbear, dragon, frost giant, giant (other), gnoll, griffon, harpy, hobgoblin, ice troll, manticores, ogre, or other
10	Roll on another Random Encounter Table (d6): [1] Forest, [2] Meadow, [3] Road, [4] Hills, [5] Mountain, [6] Other (roll on Table of Contents in Vol. I or Vol. II)

Shamans

Shamans can simply be another name for clerics of Thrym (and certain other Gods and Demon Lords) or they can instead be a class variant all their own. In the latter case:

* Replace select spells from the cleric's list with the following: (1st) Protection from Evil, (2nd) Augury, (3rd) Speak with Dead, (4th) Exorcise, (5th) Plane Shift, (6th) Summon Spirit (as Summon Aerial Servant, but can do more by type- see p. 40), and (7th) Astral Projection.

* Lose the ability to wear metal armor and to Turn.

* Can instead become ethereal for up to 1 round per day per level.



APPENDIX A: ADDITIONAL DIVINITIES

There are a multitude of Gods in both Divinities and Cults Volumes I & II to choose from. Still, there is always room for more. Just ask Mercury (or Hermes: pictured below).

Until they can be given their own entries in later Volumes, use the following guidelines to begin the process of creating clerics for an even wider variety of Divinities for your game. Note that in all cases, the cleric's allowed weapons and armor should remain within the realm of his or her culture, rather than what is listed for the deity that one is converting from (see p.30 for guidelines).



Expanded Greek Pantheon

Along with Apollo, Artemis, Athena, Dionysus, Hera, Pan, Poseidon, and Zeus from Volume I, here are some quick guidelines for more Greek Divinities to use in one's game. See also Greek vs. Roman Worship, as well as the Greek Sub-group sections below for additional conversion options and considerations.

Aphrodite

This Chaotic Greek Goddess is similar to Venus. To use the Venus listing to create a cleric of Aphrodite:

- * Have the Aphroditian be more liberated, less worried about propriety and ritual, and more Chaotic.
- * Her clerics are more focused on carnal pleasures, licentiousness, and pure lust.
- * Also have the Aphroditian experience and bestow some gender-bending results, rather than some of the listed Venan ones.

Ares

The Chaotic Greek equivalent to Mars, Ares is ironically almost his opposite. Whereas Mars is defensive, honorable, and regimented, Ares is aggressive, ruthless, and bloodthirsty! To use the Mars guidelines to run a cleric of Ares:

- * Modify any results that are peaceful, supportive, or obedient, so that they encourage fear, terror, discord, and/or murder instead!
- * Clerics of Ares can Turn Cowards, not those who don't fight fairly!
- * His clerics may choose to fight viciously, taking an AC penalty of 2, but also gaining a cumulative +1 damage bonus at 1st, 5th, & 9th levels, rather than being able to cast the following spells: Protection from Evil, Purify Food and Drink, Cure Disease, Dispel Magic, Atonement, and Flame Strike.

Demeter

The Lawful Greek equivalent to Danu, Demeter represents more agriculture, the seasons, and the earth. To use Danu's listing to make a cleric of Demeter:

- * Demeter may have male clerics and priests, along with female clerics and priestesses.
- * Replace Danaan Mysteries with Eleusinian Mysteries, which can grant a +3 bonus to one of the cleric's Casting Rolls, up to once per day per level, but only if at least 1 other cleric of Demeter is watching, and no others.
- * Modify any results that involve the tribe, the fey, fighting giants, or conquest so that they involve more of the harvest, the mysterious cycles of life, and Underworld searching for her daughter, Persephone (see the Dis Pater listing for ideas in this latter case).
- * Though they cannot be druids, clerics of Demeter can bear farming tools as weapons and be armored in leather or lighter.

Hades

The Neutral Greek equivalent of Dis Pater, he is even more focused on death and less on riches. To run a Hadean cleric using these rules:

- * Replace some or all mention of wealth with references to or requirements for invisibility, fear, and death instead.

Hecate

Nearly identical to Trivia, Hecate is her Neutral Greek equivalent. In fact, many Greek terms are used in her description. Still, Hecate is more focused on one's personal will, rather than that of a group or society. Otherwise, her Healing Side-Effects and Tests can remain the same.

Hephaestus

Very similar to Vulcan, Hephaestus is his Neutral Greek equivalent. He has less of an association with fire and more of an association with forging though. As a result, to use Vulcan's listing to run a cleric of Hephaestus:

- * Replace some or all Healing Side-Effects and Tests that involve fire with ones that involve forging items or metal itself.

Hermes

Also essentially identical to Mercury, see the Greek vs. Roman Worship section below for the only differences in how Hermes would be followed. Otherwise, a cleric of Hermes would do fine following the guidelines listed for Mercury as written.



Greek Subgroups

Subcultures allow further customization for clerics of Greek Divinities from different lands. For example, a Dorian cleric of Ares might bear excellent arms and armor or focus his bloodthirst into more organized battles, while an Aeolian priestess of Artemis might be somewhat less virgin or even be a shamaness.

Achaeans: More clannish, mercantile, and boisterous. Descendants of the Mycenaean, they are quite fond of chariot fighting, besieging cities, and figure-eight shields. Found feasting in their massive hillfort halls, replete with gryphon, lion, and beehive iconography, the Achaeans follow wealthy tribal warlords, each known as a Wanax.

Aeolians: More wild, natural, and licentious. They range from noble savages to country shepherds to sexual libertines. Of all the Greeks, Aeolians are the most likely to have shamans and to go about unclad of clothing and inhibition, just like their windy progenitor.

Dorians: More regimented, militaristic, and conquering. Rulers of Sparta, they live a near-totalitarian life devoted to physical excellence and to war. The Dorians also often bear the best and most imposing armor and weapons, having brought iron to Greece.

Ionians: More philosophical, democratic, and exploring. Founders of Athens, they usher a Golden Age, helping their people to experience unparalleled advances in science and society. Excellent sailors, the Ionians explore the realms of new lands and ideas.

Minoans: More matriarchal, artistic, and pacifistic. Dwelling on paradisiacal islands like Crete, they build advanced and labyrinthine palaces with much snake, bull, minotaur, and labrys (double-headed axe) symbolism. They know no clerics and their priestesses never bear weapons, instead always bearing their breasts for a +1 bonus to their Casting Rolls. Though they follow the mysterious Goddess Potnia above all others, the Minoans are also rumored to enact the occasional horrific sacrifice from time to time.

Greek vs. Roman Worship

Roman Divinities would seem near identical to that of the Greek ones at first glance, but worship of the Roman ones remains distinctly practical and impersonal. Faith is not really important for the Romans; only following the proper rituals and sacrifices is. Zeal is even looked down upon: what a Divinity would do for worshippers who follow the correct procedures and for the State is all that matters, not how one feels about it! Roman Divinities weren't even seen as anthropomorphic until later centuries, but were first animistic (and still could be, per Referee).

On the other hand, the Greeks have a more individualized, humanistic approach to religious practice and focus more on the personalities and needs of their Divinities. As a result, the relationships between Greek Divinities and their worshippers can range in very personal results, anywhere from direct deific vengeance to coupling, love, and impregnation.

The Roman religious focus on formality, structure, procedure, and practical benefit for both the individual and the State has been subtly included in this work, but intentionally not to its full extent. This approach was done to allow those who would wish to convert the Roman Divinities to their Greek counterparts to be able to do so very easily. Some of the terms used in the Roman sections of this work even remain Greek, though that may not be a problem, per se!

To make the Roman Divinities already listed in this Volume even more specifically Roman, use more Latin terms in their descriptions, as well as have more of an emphasis on following correct, abstract ritual and impersonal procedure to help the individual and the State. Reduce any mention of ideology or personal involvement of the Divinity to a bare minimum. Apply the same process to create rules for clerics of Roman Divinities from the Greek ones that are listed in Volume I.



Expanded Norse Pantheon

Discussed in greater detail in Volume I, Freya, Hel, Loki, Odin, Skadi, Thor, and Tyr are all mighty Gods and Goddesses, but what of the others? Until they can be dealt with in more detail in later works, see what follows for suggestions for creating clerics of even more Norse Divinities.

Baldr

Bright like Apollo (see Volume I), he is Lawful and Norse. Unlike Apollo, he is exceedingly peaceful. To create a cleric of Baldr using Apollo's rules:

- * Replace any reference of fighting, snakes, or disease with kindness, brightness, or purity.
- * Clerics of Baldr cannot don any armor or bear any weapons, but they do gain immunity to all mundane ranged attacks, except mistletoe (see below).
- * His 18+ Divine Test result should involve getting struck by a mistletoe weapon (which is quite hard to make), taking the same damage as the thunderbolt, but having no recourse of avoiding it.

Bragi

Similar to Lugh, he is a Neutral Norse God, who focuses on poetry. To run a cleric of Bragi with Lugh's listing:

- * Remove all references to skills in general; replace them with poetic ability only.
- * Bragi is not served by druids, but he does have many skalds (Norse bards) that follow him.
- * Replace any mention of foes he might face with either Loki or Idun's unnamed brother and magic items with feats of poetry.

Freyr

Described more fully on the OSRDAN Games homepage, he is another Neutral Norse God, but he focuses on fertility: both in mortals and in crops. To create a cleric of Freyr using Lugh's rules:

- * Replace any mention of skills with being fertile, prosperous, and/or sunny.
- * Freyr is also not served by druids, but does count many elves as his worshippers (who also worship Freya).
- * Instead of the listed magical items and beings for Lugh, use the following: his golden boar Gullinbursti, his magic folding boat Skidbladnir, his magic sword, and his servant Skirnir.
- * His 18+ Divine Test should include his quest to win Gerdr by killing a giant with only an antler.

Gerdr

Somewhat like Skadi (see Volume I), she is the Neutral Norse Giant Goddess who shimmers and lures in Freyr. To make a cleric of Gerdr using Skadi's rules:

- * Rather than referencing coldness, freedom, hunting, or skiing, use brightness, earth, or courtship instead.
- * Replace mention of Thjazi with Gymir.
- * Clerics of Gerdr aren't bothered by Noatun or have to pick Njord's feet. Instead, they will be subject to Skirnir's bribes and threats of courtship on Freyr's behalf.

Heimdall

Similar to Manannan, this Lawful Norse God focuses on guarding bridges and sounding his horn, rather than the sea. To create a cleric of Heimdall using Manannan's rules:

- * Replace any mention of the sea or water with bridges, needing to guard them, and blowing horns.
- * Heimdall is not served by druids, but his clerics can don any armor and bear any weapons.
- * Instead of random journeys to Otherworlds or not belonging, mention specific, required raids and concern over the impending otherworldly attacks by giants.

Idun

Much akin to Vesta, this Neutral Norse Goddess bestows apples of youth. To make a cleric of Idun with Vesta's guidelines:

- * Remove mention of hearth, home, family, and town; replace them with youth, apples, fertility, or the Underworld.
- * Change all references to protecting the cleric's innocence or purity to protecting her apples. Clerics of Idun can even marry and become mothers, but must always preserve their youthful ways.
- * Her 18+ Divine Test result should reflect Thjazi's abduction of Idun, Loki's complicity, and the quest to return her.

Njord

Oceanic like Poseidon (see Volume I), he is Neutral and Norse with a somewhat different focus. To run a cleric of Njord using Poseidon's rules:

- * Replace any mention of competition with Athena or her followers to competition with Skadi.
- * His clerics should of course have a more Norse and cold water flavor, rather than a pirate or warm water one.
- * Also replace any mention of horses or earthquakes with dislike for the mountains and love for the sea.

Sif

Similar to Venus, she is the Neutral Norse Goddess with amazing blonde hair and the power of prophecy. If using Venus's listing to make a cleric of Sif:

- * Replace any mention of water, humidity, or blood with a requirement for or increase in blondeness, the earth, and/or prophecy.
- * Clerics of Sif may bear any weapons, but they can only Turn ugly giants.
- * Her 18+ Divine Test result should involve the cleric losing her hair to Loki, but gaining even more beautiful, magical golden hair if she survives the ordeal.

Ullr

Not unlike Cernunnos, Ullr is Neutral and Norse, focusing purely on hunting though. To make a cleric of Ullr with Cernunnos's rules:

- * Remove any mention of being transformed; replace with improvements in archery, skiing, or using a shield.
- * Though not served by druids, many rangers do serve Ullr.
- * Any mention of being alone, distant, or having to deal with the fey can be explained as Ullr being only formerly more prominent amongst the Gods.



Germanic Subgroups

Cousins of the Norse, the various Germanic cultures can be used for even greater specialization of clerics. At times, they will use a different Healing Side-effects and Divine Test table. For example, an Old High German cleric of Wuotan would use the Germanic tables

below 50% of the time and the Odin tables the other 50%, while for a Saxon cleric of Woden, it would be 25% and 75% respectively.

In addition, clerics of any Divinity can use this table whenever they would experience the same Healing Side-Effect twice in a row, since it is very *germane*.

Germanic Healing Side-effects

1-2. Self-Sacrifice: Healing will occur, but only if either the cleric or the recipient gives up 1d3 points of an ability score that matches the cleric's Divinity or 1d4 hit points. For example, Woden might require 1d3 Wisdom, while Thunor could want 1d3 Strength. Hit points will be lost if the healing spell is Restoration or the like. In either case, the lost ability scores restore at a rate of 1 per day; hit points restore at the normal rate.

3-4. Sacrificial Offering: The Divinity now requires something else be given for the healing to work. In this case, animals, items, wealth, prisoners, or even volunteers will be left, either destroyed or brought to the Divinity's temple or grove. For example, Fraujo might require some items of beauty, while Teiws might want a criminal or witch. The value of such offerings should be roughly the equivalent of 1d3 hours' work for the recipient (per Referee).

5-8. Time will Tell: The healing will happen, but only 1d6 turns later. In addition, 50% extra healing will also occur on result #8.

9-12. Divinity's Blessing: The recipient automatically receives the full healing effect from the spell and gains a +1 bonus to all rolls related to the cleric's Divinity for the next 1d6 hours. For example, Helle might grant a bonus vs. the undead, while Scato might give a +1 bonus to all rolls vs. cold.

Germanic Tests

As above, use these during the occasions when Germanic clerics don't use their Divinity's ones or whenever another Test is needed.

Divine Tests

1-4. Sacrifice or Offering: Use the Side-Effect result as the Divine Test result in this case. The cleric experiences that Healing Side-effect as a Test (without receiving any healing). For instance, if the Test result was a 3, then the cleric would need to make a Sacrificial Offering. The test will also require either a sacred place or wagon.

5-10. Task: The cleric loses some of his spells (50% chance for each one), possibly including his Turn ability. For every foe he or she defeats or 'wrong' he or she sets right in the name of his Divinity (per Referee), the cleric recovers 1 spell or ability. For example, Logi might want pranks caused and things stolen or burned, while Ziu would want such things prevented or avenged.

11-15. Alteration: The cleric is changed to either look or act more like his or her Divinity. This effect is permanent and cumulative, causing a -2 penalty to all rolls of a certain type and a +2 to all rolls of another. For instance, Sceadu might bestow pale skin and a penalty to being warm or going to the ocean, but a bonus when being cold or staying in the mountains, while a cleric of Thunor might gain bulging muscles, becoming stronger, but unsubtle.

16+ Major Test: Whether wandering off or drawn to an Otherworld, the cleric is gone for 1 day per Divine Test result over 15. He or she has a 55% chance of dying each day, minus cleric level x 5 (50% at 1st level, 45% at 2nd, etc.) If the cleric survives (make sure to roll for each day gone), then he or she gains a 3% experience bonus.

Old High Germans: Wild forest raiders, they are also noted for their distinct sense of honor and efficiency. The Old High Germans are quite at home in the woods and in driving others out of their lands with hit-and-run attacks. Being fairly primitive, their clerics use the German tables 50% of the time, rather than that of their patron Norse Divinity. What is more, roughly the same number of their clerics are actually Seidr practitioners (shamans, q.v.)

Goths: Adaptive conquerors, they are the scourge of civilized lands, that is, until they rule them. The Goths are noted for being skilled horsemen, raiders, dark-dressers, and architects. And though astute at adopting the faith of those they wish to dominate, they are very tribal, so they too use the German tables, also for 50% of the time. In addition, many Gothic leaders greatly dislike witches, who they accuse of giving birth to the Huns.

Saxons: Living close to both the Norse and the Celts, they are seafaring and strong. The Saxons are known for their innovation, shield walls, and use of other defensive measures, skilled at holding and civilizing the lands that they take. Similarly in spiritual matters, Saxons only use the German tables at a rate of 25%.

GERMANIC PANTHEONS (from Volume I)

NORSE*	O.H. GERMAN	SAXON	GOTHIC
Freya	Frouwa	Frei	Fraujo
Hel	Helle	Hellja	Halja
Loki	Logi	Logna	Lauguz
Odin	Wuotan	Woden	Gautr
Skadi	Scato	Sceadu	Skadus
Thor	Donar	Thunor	Fairguneis
Tyr	Ziu	Tiw	Teiws

*Other Norse divinities may not have direct Germanic equivalents listed.



Expanded Roman Pantheon

Along with the many Roman Gods and Goddesses detailed in this work, here are a few more to round out one's campaign. See also the Greek vs. Roman Worship section above to convert the Greek Divinities from Volume I to their Roman equivalents: Jupiter, Juno, (Roman) Apollo, Bacchus, Diana, Faunus, Minerva, and Neptune.

Ceres

See Demeter in the Greek section above, though Roman worship of her would be less personal and more ritualized of course.

Janus

Similar to Manannan, this Lawful Roman God focuses on doorways, beginnings, and endings, rather than the sea. To create a cleric of Janus using Manannan's rules:

- * Replace any mention of the sea or water with doorways and beginnings and endings, such as birth and death or war and peace.
- * Janus is not served by druids, but his clerics can assume a bicephalus (two faced) form for up to 1 round per day per level. See Lugh's Divine Test #15 for how this ability would work.
- * Explain the sense of not belonging or being otherworldly to the worship of Janus being more popular in archaic times.

Silvanus

Somewhat akin to Cernunnos, he is Lawful and Roman, but serves more as a protector of people in relation to Nature, rather than espousing Nature itself. To make a cleric of Silvanus by using Cernunnos's guidelines:

- * Change his focus to emphasize helping people and their livestock be safe from the wild.
- * Replace mention of Otherworlds with protecting herds, crops, land, and fertility.
- * Any fey or nature spirits his clerics deal with are actually Silvanae (nymphs of Silvanus).

Etruscan Worship

The forerunners of later Roman religion, the Etruscans are both very lawful and yet very mystical, seeking more of a direct connection with their Divinities. As a result, their clerics are all haruspices (singular: haruspex). Treat them as priests or mystics with a +3 bonus to cast any divination spells (via hepatomancy), as well as spells or elaboration involving space (thanks to the use of sacred enclosures), but a -3 to cast all other types of spells.

ETRUSCAN PANTHEON

ROMAN	ETRUSCAN	ROMAN	ETRUSCAN
Jupiter	Tinia	Mars	Laran
Juno	Uni	Mercury	Turms
Apollo	Apulu	Minerva	Menrva
Bacchus	Fufluns	Neptune	Nethuns
Ceres	Cels	Silvanus	Selvans
Diana	Artume	Trivia	Carmina
Dis Pater	Aita	Venus	Turan
Faunus	Fanus	Vesta	Astrea
Janus	Ani	Vulcan	Sethians



Expanded Celtic Pantheon

In addition to the many Celtic Gods and Goddesses found in this work, a number of others are provided below for even greater depth. Until they can be more formally detailed, the listed notes should help both Referees and Players begin the process of creating rules for clerics of them.

Cailleach

Somewhat similar to Trivia, the Cailleach is Chaotic and Celtic, and more concerned with winter, water, and transformation. To use Trivia's guidelines to create a cleric of Cailleach:

- * Remove references to crossroads and dogs; include winter and water instead.
- * The Cailleach is also served by druidesses, but not by priestesses.
- * Replace mention of serving the cleric, include more transformative results instead.

Dian Cecht

Much akin to Asclepius (see his write-up on the OSRDAN Games homepage: <http://divinitiesandcults.blogspot.com>), Dian Cecht places more of an emphasis on healing wells, creating silver replacements for lost limbs, and killing serpents, rather than dreams, exercise, and healing serpents.

Donn

Similar to Dis Pater, he is Neutral and Celtic, focusing more on founding a race and on drowning than on wealth. To make a cleric of Donn using Dis Pater's listing:

- * Replace any mention of wealth with either drowning or avoiding a Goddess's wrath (which would lead to drowning).
- * Donn is served by druids and his clerics can only wear chainmail or lighter armor.
- * Remove references to becoming sterile, Defixios, and Proserpina; reference starting a new race, hunting, and trading places with the Lord of the Dead for a time instead.

Etain

Akin to Freya (see Volume I), as well as Venus, this Neutral Celtic goddess is more concerned with transformation, reincarnation, and beauty. To use Freya's rules to make a cleric of Etain:

- * Replace any mention of battle with being transformed into a pool of water, a worm, or a butterfly.
- * For references to magic, use beauty results for Venus instead.
- * Change 'Odr' to 'Ailill' or 'Midir' and the trip to Folkvang to an experience of reincarnation.

Goibniu

The Neutral Celtic equivalent to Vulcan, he focuses more on forging and hosting. To create a cleric of Goibniu by using Vulcan's guidelines:

- * Remove references to fire; include references to providing hospitality, especially feasts, instead.
- * He can be served by druids, as well.

Nuada

Related to Mars, he is a Lawful Celtic Divinity, the Wounded King, who is remade to take his throne again. To use Mars's guidelines to run his clerics:

- * Split the Healing and Sacramentum results with those of Tyr (see Vol. I), making him a Soldier God who makes a Sacrifice.
- * Nuada's clerics have a particular dislike for Fomorians (since they cut off his hand!) and can Turn them, rather than cowards.
- * He can also be followed by druids.

Ogma

Similar to Thor, he is Neutral, Celtic, and focuses more on eloquence. To use Thor's rules to make a cleric of Ogma:

- * Remove reference to feasting; include being eloquent (to rouse for battle!) instead.
- * Ogma is also served by both bards and druids, but not vikings, berserkers, or the like.

Other Celtic Subgroups

Since nearly all of the Celtic Divinities in this work are described in their Gaelic version, here are some other varieties from different parts of the Celtic world.

Cymrians

Whether Ordovices, Silures, or another, each tribe follows some Gods, but not all, and fight with fierceness and tenacity. They live an agrarian lifestyle, but remain fortified in their hill or mountain fastnesses, watching their sheep very closely.

Gauls

Boisterous charioteers, they build robust settlements and enjoy great prosperity, though their divisiveness can be their undoing. Having close-contact with the Romans makes them industrious and wealthy, but prone to attack. Whatever the case, the Gauls are exceedingly polytheistic and also prone to much rancor and bile when roused.

Picts

Painted savages, they are wild and fearsome, following a very shamanic and animistic faith. Though primitive, they are quite wiry and nearly impossible to subjugate. They worship only a few Gods, including Scotia (the Cailleach), Gruagach the Long-haired, as well as some others, plus a multitude of spirits.

CELTIC RELATED DIVINITIES*

GAELIC	CYMRIC	GALLIC
Brigid	Braid	Brigantia
Cailleach	Ceridwen	Sulis
Cernunnos	Gwyn Ap Nudd	Cernunnos
Dagda	Gwydion	Sucellos
Danu	Rhiannon	Epona
Donn	Arawn	(Celtic) Dis Pater
Etain	Blodeuwedd	Rosmerta
Goibniu	Gofannon	Gobannus
Lugh	Lleu	Lugus
Manannan	Manawydan	Arausio
Morrighan	Modron	Matronae
Nuada	Nudd	Nodens
Ogma	Eufydd	Ogmios

*Regional variations may be significant, preventing true equivalency.

APPENDIX B: ADDITIONAL DIVINITY CONSIDERATIONS FOR VOLUME I



Healing Side-Effects Results 9-12

In most cases for Healing Side-Effects Results 9-12 in Volume II, not only is the spell easy to perform, but it also grants automatic healing for the full amount and also a special blessing.

In keeping with this trend, feel free to apply the same to clerics of Volume I Divinities. Depending on the applicability of the bonus, it can be anywhere from +1 to +6 to certain rolls related to the Divinity, lasting up to 1d6 hours after the healing.

See also the Germanic tables (p.45), to use when clerics would experience the same Healing Side-effect twice in a row.

Divine Test Additions

Being simply additional notes and ideas, these can be adjusted as needed to fit the type of Test that the cleric experiences.

Apollo

- * The cleric becomes increasingly bright with each instance of this Test, shedding light, even if it would be inopportune for him.
- * The Apollan priestess becomes a pythia (prophetess), gaining a +2 bonus to perform divinations, but those around her must also save or experience hallucinations for 1d20 rounds afterwards.

Artemis

- * The cleric must acquire or protect 1d6 deer for her Goddess for 1d6 days. Each one has a 10% chance of having golden horns.
- * Like when the Aloadai attacked, Artemis turns her cleric into a deer for the duration of the next battle she is in. All within 60' must save or accidentally target their allies with their ranged attacks.

Athena

- * A sacred owl arrives and the cleric must care for it for 1d6 days.
- * The cleric's armor turns to gold for the next 2d6 hours, granting a +2 bonus to all saves, but also drawing the attention of thieves and challengers (25% chance per hour spent in settled lands).

Dionysus

- * If older, the cleric becomes young; if young, he becomes older. Whatever the case, the situation lasts for 1d3 days and confuses the Hades out of everyone he meets.
- * Semele's Lament: the cleric's mother is visited by Zeus, causing problems with Hera or even her own incineration!

Freya

- * Freya sends a Cat Chariot for the cleric to ride around in, travelling 50% faster during this time, but also having a 100% chance of having problems with any dogs or mice encountered.
- * Following in the ways of the Volva, the cleric of Freya is now changed into a seidkona (Norse shamaness or witch) or spakona (Norse prophetess: see Apollo above) for the next 1d6 days.

Hel

- * Those who would be intimate with the cleric must save or die.
- * Cloudy Skies: whenever the priestess grows sad, the skies themselves darken, and so do moods.

Hera

- * Faithful Eunuch: any adult males the Heran encounters must save or have their generative organs fall off if they have been Unfaithful (a base 50% chance). Whatever the case, there is a 100% chance that they will be very unhappy about that.
- * Matriarchy: all males must save or be forced into subservient roles to any females they encounter.

Pan

- * Agreus, Nomios...: any offspring of the cleric are now born satyrs (if male), or nymphs (if female).
- * Pan-nap! If awakened by someone from his sleep, the cleric immediately yells and causes the effect of a Scare spell.

Poseidon

- * Arcadian: the cleric becomes a horse for a time, emulating Lord Poseidon's pursuit of Demeter, having a base 25% chance of siring centaur offspring.
- * Minoan: he now becomes a white bull, though any offspring will be minotaurs instead.

Loki

- * Skaldic Sing-song: the cleric must sing to himself, even when it might not suit his purposes.
- * Lokasenna: the Lokian feels compelled to insult anyone he meets, who then must save or attack him. This Flying lasts for the next 1d10 rounds.

Odin

- * Lone Wanderer: the Odinnic ends up in an Otherworld with 1d3 divergences instead (see the Manannan section for details). Others won't know whether he's mad or inspired.
- * Raven-called: the children of Huginn and Muninn alert the Odinnic to danger 50% of the time now, but also alert others, making him 50% less likely to surprise them

Skadi

- * Snow Love: the priestess must demonstrate some hostility even to those she wishes to show affection to.
- * Avalanche: Woe be unto those downhill of a Skadian when this Test occurs.

Thor

- * After the Storm: cooler weather occurs for 2d6 hours, but the chances of a random encounter also increase x 3.
- * Lightning Rod: whenever in a thunderstorm or even near a spell of electricity, the cleric has a 50% chance of being struck, even if he wasn't specifically targeted.

Tyr

- * Fenrir's brood: 1d6 HD in wolves arrives to fight the cleric to the death!
- * 'You've got to *hand* it to...': the cleric must immediately beat the next fool who attempts to make a pun.

Zeus

- * Sky Father: The local area now experiences a Mediterranean climate. It will become quite pleasant, though prone to drought (a 35% chance).
- * Mimicking Cronus, the cleric's father attempts to consume him whole. Things are liable to become very unpleasant, very quickly.

APPENDIX C: MAGIC OF THE GODS

Introduced in Volume I, here are some examples of how to use the amazingly flexible magic of Boons and Elaboration in one's game.



BOONS

Actions that spellcasters can take in order to make it more likely that their magic will work, Boons provide a bonus to one Casting Roll per use. There are many that casters can use.

Examples of Boon Use (Detailed under Athena in Volume I)

Coincidence (+1, +2, or +3): A witch makes herself look very imposing to the target, thereby gaining a +1 bonus to cast Command.

Divine Intervention (+2, +4, or +6): A cleric decides to immediately endure a Type II Test in order to gain a +4 bonus to have his Cure Light Wounds spell cast for him.

Group Magic (+1 per assistant): A druid works with two others to cast Barkskin. He gains a +2 bonus. The other casters, who also know the spell, cast the spell at the same time, boosting his roll.

Happenstance (+1, +2, or +3): A shaman casts a reversed Bless spell on a potential victim, but is in no rush. In return for allowing the effects to only begin d20 minutes later, he gains a +2 bonus.

Secrecy (+1): A priestess doesn't let anyone know that she just cast Detect Magic on an item she has, and thereby gains a +1 bonus.

Secret Ingredient (+1 to +3): A witchdoctor uses the remains of a ghouls brain to help him cast Animate Dead. He gains a +2 bonus.

See also Brigid section in this work for a list of even more Magical Boons.

ELABORATION

On the other hand, in exchange for having to make a more challenging Casting Roll, spellcasters can have their spells do more extraordinary things. Elaboration allows clerics and other spellcasters to cast a much wider range of spells, but still use well-known ones as a basis for their attempts.

Note that casters who fail their Casting Rolls by 10 or more, automatically trigger a Divine Test, even if they are using Boons to help boost their Casting Roll.

Examples of Elaboration (Detailed under Zeus in Volume I)

Mass (+16): A 3rd level cleric would like to cast Cure Light Wounds on 10 people at once. She'll need to roll a 19 or higher though (19+).

Distant (+14): A 7th level mystic attempts to cast Clairvoyance so that he can view 600' away instead. He'll need an 18+ to do so.

Ongoing (+14): A 4th level witch wishes to cast Detect Magic so that it lasts for 2 hours rather than 2 turns. She'll need 16+.

Elaboration IV (+12): A 6th level shaman of Balor would like to cast 'Charm Fomorian'. It's not on any spell list and not like any other spell he knows. Still, it fits with his ethos and would be a 17+.

Elaboration III (+8): A 3rd level cleric needs to cast Cure Blindness like only a 5th level cleric can. She'll need a 12+.

Large (+7): A 1st level mystic would like to cast Light so that it has a 30' radius, rather than 15'. He'll need to roll a 12+.

Potent (+7): A 2nd level priest tries to cast Cure Light Wounds so that it bestows double the healing. He'll need an 11+.

Psychic (+6): A 9th level witchdoctor has been tied up and gagged. He tries to cast Flame Strike and will need to roll a 16+.

Reserve (+6): A 5th level cleric is out of spells and needs to cast another Cure Light Wounds. She'll have to roll an 8+ to do so.

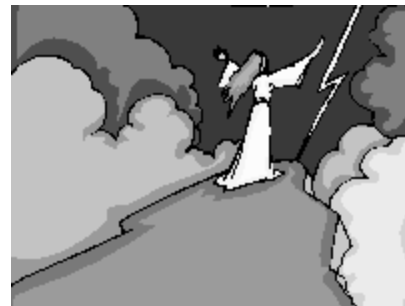
Elaboration II (+4): A 1st level cleric needs to cast Command. He doesn't have one prepared, but he does have a Hold Person he can use to replace with it instead. He'll need a 9+.

Long (+4): An 8th level druidess wishes her Shillelagh spell to last 2 rounds per level instead of 1, so she'll need a 6+ to make it so.

Far (+4): A 10th level shaman would like to Speak with Dead at a range of 2', instead of 1. He'll need to roll a 6+.

Elaboration I (+2): A 1st level cleric is interested in using a Detect Magic spell to Detect Women instead. She'll need a 7+ to do so.

CALLING UPON DIRECT DIVINE POWER



Want to become a temporary avatar of a Divinity? Clerics, as well as priests, mystics, druids, and witches can attempt to channel the mighty presence of their God or Goddess up to once per month- a process sometimes known as Drawing Down the Sun or Moon.

To do so, the cleric must spend at least 1d3 x 10 minutes in concentration. Afterwards, he or she has a 10% chance per level of drawing part of the Divinity's essence into his or her body, granting them a +1d12 to all rolls related to the Divinity. This Ultimate Boon lasts for 1d3 minutes per level and attracts the attention of any of the Divinity's enemies. Afterwards, the cleric automatically triggers a Divine Test of 1d8+10.

Recommended Reading

Celtic Gods and Heroes by Marie-Louise Sjoestedt

D30 Companion by Richard Le Blanc, Jr., New Big Dragon Games Unlimited

Divinities & Cults by Dan Osarchuk, OSRDAN Games

Dungeon Crawl Classics RPG by Joseph Goodman, Goodman Games

Gods of Wor by Curtis Lyon, 3 Sages Games

Labyrinth Lord by Dan Proctor, Goblinoid Games

Mythology by Edith Hamilton

Pagan Europe by Prudence Jones & Nigel Pennick

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

Warfare in the Classical World by John Warry

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