

ROLEPLAYING
RESOURCE

DIVINITIES & CULTS



Volume III: Egyptian & Mesopotamian

Dan Osarchuk

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DIVINITIES & CULTS: VOLUME III



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

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Key to Divinities & Cults: Volume III

How to Use This Book

The incredible and mysterious powers of the Gods require similar abilities for their followers! Use some or all of these rules in order to make one's cleric more specialized by divinity.

Special

Though 'cleric' is the default term for most divinities' mortal servants in this work, they can also be served by priests, mystics, and the like. See Volume II for details on these subclasses.

Tenets

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

Allowed Weapons and Armor

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

Holy Symbols

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

Can Turn

Clerics can attempt to turn all listed beings held antithetical to their god or goddess, rather than just necessarily undead.

Mysteries

What is more, clerics may gain special bonuses or abilities, often usable up to once per day per level, based on their patron deity. Mysteries not only add an additional level of strategy to gameplay, but also reiterate a cleric's place within the cosmos.

Magical Side-Effects

Something that matches the deity's purview may also occur along with the usual results of a spell. Depending on the d12 result, the recipient may need to fulfill a special requirement first, experience something unfortunate, or even gain a special bonus. Using magical side-effects in one's game helps to keep each spell gritty, interesting, mysterious, and memorable. And as long as the requirements of the side-effect are met, then the spell works.

Divine Tests

Divinities may test their clerics (and even other mortals) to bring them back onto the divine path for their overall benefit or simply to punish them. In either case, 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 or does the opposite of one
- Calls upon Divine Intervention (granting a +2 bonus to one of the spell's rolls per trigger incurred)
- Gains a new cleric level- this serves as an initiation: the number of triggers equals the new level divided by 2, rounded down
- Defiles a sacred place, object, or individual of any divinity (applies to all individuals, not just clerics) - the test will be from the divinity that has been dishonored; save vs. spell negates
- Fails to follow the requirements of a Magical Side-Effect
- Rolls a natural 1 or 13 on a casting roll, or fails a casting roll by 10 or more (if using casting rolls, see below)
- For any other reason, per Referee

The number of triggers determines the Test Type. Roll on the following table to see which of the divinity's divine tests occurs.

Triggers are reduced 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
etc.	etc.	+4 per Trigger

For example, a cleric violates one of his divinity's tenets, immediately triggering a d6 roll on the Divine Test table for his divinity. Later that day, he needs a +2 bonus for one of his spells, triggering a 1d8+2 roll, thanks to calling upon Divine Intervention. The following day, he rolls a 1 on a casting roll (see below), causing him to start with another 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 god or goddess they follow. Note that spells marked thus (*) are magic-user spells; (^b) are druid spells.

Casting Rolls

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

Roll a d20, add the cleric's wisdom modifier, and then consult the following table. The total will need to equal or exceed the listed number in order for the spell to succeed. If successful, then the magical side-effect can be rolled too (see above).

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

Success: The spell works! Even if the target then saves, they will still experience 1/2 the spell's effect unless they save by 10 or more.

Failure: Spell doesn't work- nothing happens! Cleric can try to cast the spell again next round.

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

Natural 13: A divine test is triggered even if the spell succeeds!

Natural 1: Failure and a divine test is triggered!

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

Miscellany

Divinities & Cults also offers a number of optional rules, new monsters, and random tables, organized by divinity, for use in your classic roleplaying game. As with all the rules in this book, feel free to use whichever ones you wish.

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ENKI

Neutral God of Deep Water, Magic, Fertility, & Creation



Tenets of Enki

- * Create new things and beings, helping them
- * Use nourishing waters (and other life fluids) to do this
- * Foster the crafts of civilization, the Mes, too

Clerics of Enki

Special: Enki is served by clerics, priests, and mystics.

Allowed Weapons: Staff, harpoon (as spear), dart, dagger

Allowed Armor: Reed armor (as padded) or lighter

Holy Symbol: Ram, Fish, Goat-Fish, Life Fluid, The Number 40

Can Turn: Demons, Undead

Mysteries of Enki: Clerics of Enki can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round, up to once per day per level, when within 30' of water.

Magical Side-Effects

The spells of Enki harness the power of life fluids. Roll 1d12.

- 1. Let the Waters Flow.** Enki requires at least 1 ounce of water or other life fluid per spell level in order for the magic to work.
- 2. From Clay and Blood:** The cleric must lie with a mate within 1d6 hours of its casting in order to properly conceive the life of the spell.
- 3. On the Need to Rest:** After it's cast, the cleric or the target of the spell falls asleep (equal chance of each). In either case, a save vs. spell negates. If not, then it lasts for 1d3 turns and the one affected cannot be awakened early nor physically harmed.
- 4. Essence of Dilmun:** A 1d3 x 10' area around the spell's casting becomes quite clean, bright, and fertile, causing +1 to all related rolls, -1 to all opposed. The effects last until dispelled

5-9. No Side-Effect: The magic occurs normally.

10. Deep Water Concubine: The spell works normally. If the cleric would like it to also have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god by sunset- double if she is 'mountainous'.

11-12. Flow of Enki: The spell works automatically for double the effect, range, or duration. In addition, if the spell involves life fluid, then it is not expended and can be cast again that day.

Divine Tests

Life comes in many forms and it is time for the cleric to experience their creation.

1-4. Dilmun might be clean and bright, but Enki has not received enough water! The cleric takes a -1 penalty per divine test result to all rolls (-1 to -4). These penalties last for 1d6 hours.

5-10. How much has the cleric helped to foster? He loses access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d6 for each to determine what he must do in order to regain it:

- [1] Visit an abzu, a place of underground waters.
- [2] Fashion something out of reeds, requiring 2d6 rounds and an INT check. If failed, he can try again the following day.
- [3] Foster new life, whether planting seed in the soil or in a mate. In either case, the offspring has a 5% chance of being divine.
- [4] Find and consume 2d6 pounds of fish.
- [5] Bathe for at least 2d6 turns.
- [6] Assist someone who is engaged in a craft for at least 2d6 turns.

11-14. The nature of Enki still needs to be understood. The cleric must complete one of the following tasks and can only use his powers to help do so. Roll 1d6.

- [1] If male, become pregnant until a woman agrees to take the child (a base 10% chance per woman encountered). If female, carry the child to term.
- [2] Help the next person who asks, no matter what it is.
- [3] Assist a follower of Ishtar for the next 3d6 hours.
- [4] Become stinking drunk for an evening, giving away any valuables and information to those who ask during that time.
- [5] Work for 4d6 hours on building, stocking, and populating a massive reed arc.
- [6] Treat the next structure he sees as if it were a river vessel, requiring him staying on board it, shouting out 'ahoy', and keeping watch. He remains for the next 4d6 hours.

15-17. The cleric is transformed into the ideal servant of Lord Enki, all effects lasting for the next 24 hours. Roll 1d3.

- [1] As with Isimud, the cleric gains a face on either side of his head. This allows him to never be surprised, but also prevents him from making a two-choice decision unless instructed by someone else.
- [2] Like some sort of master of beasts, the cleric changes into an Enkidu (see next page). He gains the ability to 'speak with humans' (or animals, if he hasn't lain with a woman yet), though he also loses access to all spells that druids can't normally cast.
- [3] The cleric takes 4d6 rounds to mold a statue from clay and it animates to follow him around. Treat as a 3 HD clay golem that only does 1d10 per hit. Unfortunately, it also has a 50% chance of being hostile to the cleric instead of serving him.

18+ The peace of Enki's land, Dilmun, fills a 1 mile radius, making all pure, clean, and bright, preventing any form of violence from occurring. This situation lasts for 1 day, plus one additional day per divine test result over 18. Fans of war, conquest, or even the balance of nature will likely take a dim view of this and seek to make up for any lost violence by taking it out on the cleric! Unless roleplayed, he will then take 1d12 damage, plus 1d12 additional damage for each day that the test lasted. The cleric might certainly need some water then.

Cleric Spells (Enki)

Clerics of Enki have access to the following spells:

1st Level: Create Water (or other life fluid), Cure Light Wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food and Drink, Remove Fear, Sanctuary, Entangle^D, Purify Water^D, Charm Person*, Comprehend Languages*, Life Missile (as Magic Missile*, but is made of *life fluid*, knocking targets back 10' for no damage, 75% chance of conception if compatible), Sleep*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Hold Person, Holy Chant, Resist Fire, Reveal Charm, Snake Charm, Speak with Animal, Wall of Reeds (as Wall of Thorns^D, but does no damage), Warp Wood^D, Rope Trick*

3rd Level: Animal Growth, Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Prayer, Remove Curse, Plant Growth^D, Water Breathing^D, Lifebolt (as Lightning Bolt*, but is made of *life fluid*, knocking targets back 60' for no damage, 100% chance of conception if compatible), Summon Monster * (Enkidu)

4th Level: Create Food and Water, Divination, Exorcise, Lower Water (reversible), Neutralize Poison, Protection from Evil 10' Radius, Speak with Plants, Sticks to Snakes, Tongues, Temperature Control^D, Polymorph Self*

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Plane Shift, Raise Dead, Commune with Nature^D

6th Level: Animate Objects, Conjure Animals, Find the Path, Heal, Part Water, Speak with Creatures, Summon Monster * (Apkallu)

7th Level: Regenerate, Restoration, Summon Avatar (Enki), Reincarnate^D, Charm Plants*, Limited Wish*



Enkidu (New Monster)

Align: N
 MV: 50'
 AC: 7
 HD: 1
 Atk: 1 sling or club
 Dmg: 1d4
 SP: Speak with Animals or Detect Lie at will, depending on whether they've lain with a woman or not
 SV: F1
 Mor: 6

Related to the actual companion of Gilgamesh, these satyr-looking wild men are Enki's creations, formed of clay and saliva. Enkidus use their affinity with nature to speak with and befriend all manner of beast; that is, until they lie with a woman. If this happens, they lose that ability and are able to 'speak with humans' instead (Detect Lie).

Enkidu can also be player characters. As such, they also gain +1 DEX and -1 INT, have a natural AC of 7, and can become rangers, druids, or the like.

APSU (DEEP WATER) ENCOUNTERS

d30 (x3)	Type	Quality	Encounter
1-8	Drips	None	None
8-14	Puddle	Cloudy	Vermin*
14-19	Pool	Odorous*	Fish*
20-24	Pond	Strange color*	Monster*
27-29	Lake	Enchanted*	Spirit*
30	Undersea*	Enchanted*	Avatar*

Undersea: part of a nearly endless subterranean ocean

Strange color (roll 1d8): [1] red, [2] orange, [3] yellow, [4] green, [4] blue, [6] indigo, [7] violet, or [8] chartreuse

Odorous (roll 1d4): [1] rotting, [2] sulfurous, [3] sweet, or [4] salty

Enchanted: Provides a random Enki spell or Tiamat spell to those who drink from it.

Vermin: rodents or bugs- 50% chance of being large and/or dangerous

Fish: blind variety of an actual fish, crustacean, or mollusk- 30% chance of being large and/or dangerous

Monster (roll 1d6): [1] enkidu, [2] fish man (kulullu), [3] gallu demon, [4] bird sage (apkallu), [5] sirus, [6] other

Spirit: 30% chance of animating the water itself

Avatar: A physical representation of (roll 1d10): [1] Enki, [2-4] Enlil, [5] Ereshkigal, [6] Ishtar, [7] Marduk, [8] Nanna, [9] Utu, [10] other



Avatar of Enki

Align: N
 MV: 50' (swim 100')
 AC: -5
 HD: 20
 Atk: 1 staff
 Dmg: 5d8
 SP: Enki cleric spells/abilities (level 20), immune to any harmful water effects, -7 to saves vs. charm from attractive females
 Magic Resistance: 40%
 SV: C20
 Mor: 11

A generally pleasant fellow (unless one is a demon or undead), an Avatar of Enki appears fertile and pleasantly dripping. Quite fond of seeing what his life waters can create, he is also quite prone to the allure of the fairer sex (females with 14+ Charisma). In fact, those so inclined to lie with him have a high chance of conceiving, especially if he casts a Life Missile or Lifebolt!



ENLIL

Lawful God of the Air, Storms, & Rulership



Tenets of Enlil

- * Subjugate the world in Enlil's name
- * Foster civilization with your seed
- * Invoke vengeance upon those who defy you

Clerics of Enlil

Special: Enlil is served by clerics and priests.

Allowed Weapons: Mattock (pickaxe), staff, sword (any), mace

Allowed Armor: Scale mail or lighter; very fond of horned helms

Holy Symbol: Horned Cap, Ziggurat, The Number 50, Mattock

Can Turn: Slaves, Humans

Mysteries of Enlil: Clerics of Enlil can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round, up to once per day per level, when on a throne or from a higher vantage point than others.

Magical Side-Effects

The magic of Enlil is mighty, but can demand a high price! Roll 1d12.

- 1. Insolence!** The cleric may have angered Great Enlil with his request. He must make a CHA check or take 1d4 damage!
- 2. Sacrifice:** 1 HD of slaves or 2d6 gold pieces (or its weight in gold) per spell level is needed for the magic to work. How else can one build a civilization?
- 3. Sky Idolatry:** A representation of Enlil or a view of the open sky must be available for the spell to work. If not, then the spell only has 50% of its normal power.

4. On the Right of Kingship: It is written that all must bow before the Great Mountain that is Enlil. If beneficial, then the recipient of the spell must do so or only receive 50% of its effect! If not, then the spell's wrath will cause them to bow anyway.

5-9. Standard Casting: The magic occurs without side-effect.

10. Air God Concubine: The spell works normally and, if the cleric would like it to also have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god by sunset- double if she is fooled by Enlil's disguise (a failed INT check).

11-12. Might of Enlil: The spell works automatically for double the effect, range, or duration. In addition, if the cleric is currently in Enlil's good graces (a base 50% chance), then it is not expended and can be cast again that day.

Divine Tests

To follow Enlil is truly a kingly pursuit and not for the soft-hearted!

1-4. You are being too loud! Enlil will quiet the cleric, causing a -1 penalty per divine test result to all rolls (-1 to -4), double if they would make any noise (-2 to -8). These penalties last for 1d6 hours.

5-9. Perhaps one day the cleric will become a true king? Until then, he has been found wanting by Enlil. The cleric loses access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d7 for each to determine what he must do in order to use it again:

- [1] Chop down at least 1d6 trees, preferably cedar.
- [2] Bed down a woman with at least 14 + 1d4 Charisma.
- [3] Stand at a height at least 2d6 x 10' above the ground.
- [4] Wrestle a wild man, enkidu, or the like... and win!
- [5] Give at least 1d6 x 50 gold pieces to a ziggurat or temple.
- [6] Administer to a flock from 2d6 turns, whether animal or human.
- [7] Silence some noise by punishing those who make it.

10-14. Now the cleric must perform a more epic task to appease Enlil. Until it is completed, he cannot use any of his powers unless they are directly related to the quest. Roll 1d4.

- [1] Attack and destroy a tower that is at least 1d6 x 10' tall.
- [2] Slay 1d6 users of the Tongues spell, for they 'babble' too much.
- [3] Subjugate a nearby revolt of 5d4 HD of slaves.
- [4] Slay a monster of 2d6 HD or more.

15-17. And what fate will befall you next? Enlil unleashes a great trial upon the cleric (and those around him). Roll 1d4.

- [1] Drought, famine, and plague! No rain will fall within 1 mile of where this test occurs, leading to starvation and disease for a month's time. All who remain risk death (save negates).
- [2] Enlil shows his rulership by demolishing the nearest building with his holy winds. All within must save vs. paralysis or be crushed.
- [3] Humbaba: One arrives to terrorize the land until slain (see p.34 for stats)
- [4] Banishment! The cleric must wander the wilderness alone for 1d6 days as Gilgamesh did, taking 1d20 damage and 1% additional experience per day gone.

18+ Enlil has had enough of noisy humanity! Within 1d4 hours, a 1-mile radius area becomes inundated, destroying all that cannot escape in time. For every divine test result over 18, the area affected increases by 1 additional mile. What is more, any characters affected by the flood have a 1% chance of being drawn up to Enlil's realm of Nabiru and granted Ziusudra-style immortality.

Cleric Spells (Enlil)

Clerics of Enlil have access to the following spells:

1st Level: Command, Create Water (reversible), Cure Light Wounds, Light, Purify Food and Drink, Remove Fear (reversible), Sanctuary, Divine Weather^D, Floating Disc* (appears as a cloud), Jarring Hand*, Unseen Servant*, Wind Missile (as Magic Missile* but pushes target back 5', causing only collision damage)

2nd Level: Augury, Bless (reversible), Delay Poison, Find Traps, Hold Person, Holy Chant, Silence 15' Radius, Spiritual Weapon (appears as a phantom pickaxe), Knock*, Levitate*, Strength*

3rd Level: Animal Growth (livestock only), Cure Blindness (reversible), Cure Disease (reversible), Dispel Magic, Locate Object, Prayer, Remove Curse (reversible), Striking (on Allowed Weapons), Plant Growth^D (crops only), Gust of Wind*

4th Level: Cure Serious Wounds, Detect Lie, Exorcise, Lower Water, Neutralize Poison, Protection from Electricity^D, Lightning Bolt*. Windball (as Fireball*, but pushes those inside 1d6 x 5' away from the center, only causing collision damage)

5th Level: Commune, Cure Critical Wounds, Flame Strike (can appear as fire or a tornado), Plane Shift (requires a view of the sky), Quest, Control Winds^D, Fly* (gains bird wings for the duration)

6th Level: Control Weather, Find the Path, Heal, Summon Aerial Servant, Forceful Hand*, Simulacrum* (made from clay)

7th Level: Astral Projection, Blade Barrier, Gate (requires a view of the sky), Restoration, Summon Avatar (Enlil), Wind Walk, Word of Recall, Control Weather (Greater)^D, Sky Chariot (as Fire Chariot^D, but has no fire or horses and can only fly, but for 2x speed), Antipathy*, Clone*, Reverse Gravity*



Avatar of Enlil

Align: L
 MV: 70' (fly 140')
 AC: -7
 HD: 22
 Atk: 1 mattock
 Dmg: 6d10
 SP: Enlil cleric spells/abilities at will (level 22), immune to any harmful air effects
 Magic Resistance: 50%
 SV: F22
 Mor: 12

Winged and kingly, Avatars of Enlil appear as men who hold accomplishment and proper respect in the highest regard. Those who impress them with both (per Referee) will also receive a gift of gold equal to 100 times their character level. Those who don't will receive instead his dim view and likely be enslaved (a base 75% chance), facing the wrath of his mattock and magic if refused.



ANU

Beyond all the Mesopotamian Gods is Anu. Though he could be a dethroned, Cronus-type proto-divinity, he can also serve as more a Supreme Being instead, God-consciousness itself, beyond normal understanding, as well as further commentary in this work.

ZIGGURAT ENCOUNTERS

Essentially 'great mountains' like Enlil, ziggurats are massive, tiered structures with buttressed walls for the living to walk upon. The base tier is usually at least 30' tall and 150' rectangular. Subsequent levels are necessarily smaller in size. Roll or select from the following table to generate one. Note that the lower portions of the ziggurat are also cleverly found near the bottom of the table.

d8	Location	d16	Features		d8	Encounter*	
1	Shrine	1	Bed	9	Treasure	1	Avatar (5%)
2	Walkway, ledged	2	Idol	10	Excellent View	2	Grants +2 bonus to spell effects
3	Walkway, open	3	Offerings	11	Stand (for holding aloft)	3	1d6 Priests or Priestesses (55%)
4	Open Area/ Platform	4	Seat	12	Statue	4	2d6 Guards (50%)
5	New Level (typically a total of 1d4+1)	5	Garden	13	Precarious location	5	Spirit or Secret Passage (10%)
6	Gateway/ Gatehouse	6	Engraving	14	Vantage point	6	Grants +2 bonus to all rolls
7	Stairs (1d4 per Level)	7	Painted stone	15	Fertility Act	7	1d4 Monsters or Animals (30%)
8	Entrance/ Courtyard	8	Unpainted stone	16	Item(s) left behind	8	1d12 Pilgrims (75%)

* Chance of encounter actually occurring (if not 100%). Otherwise, no encounter occurs.

Avatar: A physical representation of (roll 1d10): [1] Enki, [2-4] Enlil, [5] Ereshkigal, [6] Ishtar, [7] Marduk, [8] Nanna, [9] Utu, [10] other

Grants bonus... lasts only while at that location

Priests or Priestesses: 1d8th level Mesopotamian clerics

Guards: 1d6th level Mesopotamian warriors

Spirit: (roll 1d6): [1-2] helpful, [3] harmful, [4-6] indifferent

Secret Passage: Leads to a hidden chamber within

Monster or Animals: (roll 1d20) bull lammasu, enkidu, gallu demon, lammasu, lion, sirrush,

Pilgrims: base 50% chance of being friendly

ERESHKIGAL

Neutral Goddess of the Great Earth, Life, & Death



Tenets of Ereshkigal

- * Dwell deep below
- * Ensure that the dead remain in Irkalla (the Underworld) for eternity
- * Enjoy love and other pleasures

Priestesses of Ereshkigal

Special: Ereshkigal is served by priests and witches.

Allowed Weapons: Dagger, mace, staff, club

Allowed Armor: None

Holy Symbols: Throne, Horned Woman's Head, Chalice

Can Turn: Undead, Those who've been or can raise the dead

Ereshkigal Mysteries: Priestesses of Ereshkigal can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when underground, up to once per day per level.

Magical Side-Effects

The spells of Ereshkigal are deep, yet no less final. Roll 1d12.

- 1. Someone to take your place:** Like Tammuz did for Ishtar, another must pay the debt for the magic to work. A willing someone must take 1d4 damage or other ill effect.
- 2. For the Great Lady.** Ereshkigal's potency can be found in the earth. As such, the magic requires a short ritual and offering for 1 round along with 1d6 gold pieces per spell level. Still, she requires no time or amount if the offering is a gem or soil from a special place though.
- 3. Final Judgment:** Ereshkigal assesses the living and the dead. If the spell would benefit a good person or harm a bad one, then it works normally. If not, then it only has 1/2 its usual power.

4. Darkened Ways: The flows of the underworld come forth, granting weal or woe, a +2 or -2 to all rolls (an equal chance of either) to those within 1d6 x 10' for the next 1d6 rounds.

5-9. No Side-Effect: The magic functions normally.

10. Deep Goddess Concubine The spell works normally and, if the cleric would like it to have a 50% bonus to its effect, range, or duration, she can have someone lay with her goddess by midnight-double if they have a dark or fiery personality.

11-12. Certainty of Ereshkigal: The spell works automatically for double the effect, range, or duration. In addition, if it would help to end or save a life, then it is not expended and can be cast again that day.

Divine Tests

Be it joy or loss, Ereshkigal would have her cleric understand that both only leads her closer to her final reward.

1-4. Life and death intertwine and the priestess must reflect. She takes a -1d4 penalty to all rolls. They are reduced by 1 for every hour she spends either loving or brooding.

5-9. Until death comes (and even after), there are things to be done. The priestess loses access to some of her spells (50% chance for each one) including possibly her turn ability. Roll 1d6 for each to determine what she need do in order to regain it:

- [1] Receive an unclad friend for at least 2d6 turns, as with Ishtar.
- [2] Bathe for at least 2d6 turns, awaiting Nergal.
- [3] Help another for at least 2d6 turns, as did Ninazu.
- [4] Spread disease to 1d6 people, as would Namtar.
- [5] Put at least 1d4 HD of undead to rest, sent to Nungal.
- [6] Lose a husband or other lover, as was Gugalanna.

10-13. The priestess becomes forevermore like great Ereshkigal. Roll 1d6:

- [1] Horned: Grows ceremonial horns, gaining a +1 bonus to all spell rolls, but also a base 25% chance of being confused for a demon by those of other faiths.
- [2] Deep Goddess: Becomes more like earth, stone, and gems, allowing her to ignore up to 2 damage per round, but also penalizing her -2 to all rolls when in direct sunlight.
- [3] Queen of the Dead: Unquiet spirits circle, causing all mortals who first encounter her to save vs. death or flee for 1d6 rounds. The faithful, as well as supernatural beings, are immune.
- [4] Unseen in Her Dark Realm: Eye contact becomes uncomfortable now, causing a -4 penalty to all her rolls when forced to give someone her full attention, though she can also notice spirits and those in ethereal form at will.
- [5] Dim Eyes: Can see in the dark and detect undead, though bright light causes a -1 penalty to all her rolls. What is more, the priestess is also likely only happy when it's raining.
- [6] Great Mother: Becomes rubenesque, gaining 1 Charisma and the ability to provide food and drink from her great mounds and chalice.

14-17. Something livelier is required of the priestess. Until completed, she can only use her powers for that task. Roll 1d4.

- [1] Become abducted by a Kur (q.v.), taken 1d6 miles away.
- [2] Remain married to Gugalanna for 1d6 days. He causes 3d6 damage to any possible rivals as he tramples them from heaven.
- [3] Make love for 1d6 days in a row, requiring a successful CON check each day.
- [4] All plants, animals, and humans within 1 mile of her become infertile until she works with a cleric of Ishtar for at least 1d6 days.

18+ Die with Her. The priestess passes away to enjoy eternity with her goddess. If pressing matters require her return, then she may do so, but only for up to 1d6 days minus each divine test result over 18 (-1 for 19, -2 for 20, etc.). Then, unless someone else is willing to take her place in Irkalla, she will return there forever.

Cleric Spells (Ereshkigal)

Priestesses of Ereshkigal have access to the following spells:

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

2nd Level: Augury, Bless, Delay Poison, Know Alignment, Hold Person, Silence 15' radius, Snake Charm, Amnesia*, Arcane Lock*, Levitate*, Invisibility*, Scare*

3rd Level: Animate Dead, Continual Light (reverse), Cure Blindness (reversible), Cure Disease (reversible), Dispel Magic, Locate Object, Remove Curse (reversible), Speak with Dead, Clairaudience*, Feign Death*, Summon Monster* (1 HD gallu demon), Protection from Normal Missiles*, Suggestion*

4th Level: Cure Serious Wounds, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Fear*, Move Earth (lesser)*, Summon Monster* (2 HD gallu demon)

5th Level: Atonement, Commune, Cure Critical Wounds (reversible), Dispel Evil, Insect Plague, Stone Shape*, Summon Monster* (3 HD gallu demon), Teleport*

6th Level: Animate Objects (statues), Find the Path (illuminated by earth), Heal, Word of Recall, Guards and Wards*, Move Earth*, Stone to Flesh*, Summon Monster* (4 HD gallu demon)

7th Level: Astral Projection, Earthquake, Restoration, Summon Avatar (Ereshkigal), Imprisonment*, Statue*, Summon Monster* (5 HD gallu demon)



Avatar of Ereshkigal

Align: N
MV: 40'
AC: -10
HD: 20
Atk: none
Dmg: none
SP: Ereshkigal cleric spells/ abilities (level 23), immune to any harmful earth effects, horned 40% chance
Magic Resistance: 40%
SV: C24
Mor: 9

Dismal but enticing, an Ereshkigal Avatar will be present to bring life or death; a beginning or an end (equal chance of each). Appearing as a beautiful, though darkly pale and sometimes horned woman, those affected by her will either gain a new beginning of some sort (a quest, a love, a child) or instead lose something, possibly even their life (save vs. death negates)!



	Gallu Demon (New Monster)
	Align: C
	MV: 60'
	AC: 4
	HD: 1-10
	Atk: 2 claws
	Dmg: 1d3
	SP: Both claws haul victim to underworld or cause 1d2 CON drain, appeased by lamb sacrifices and festivals, cause fear
	Magic Resistance: 20%
	SV: F4 Mor: 6

Intersex beings, gallu serve Ereshkigal, her priestesses, and other netherworldly entities. Though they can vary greatly in power, all those hit with both claw attacks by such demons must save vs. death or be hauled to Irkalla, the underworld, to face the judgment of Ereshkigal! Otherwise, they cause 1d2 Constitution drain to those who save.

In addition, gallu have the general powers of other demons, though they can't help but spare those who offer them lamb, invitations to attend festivals, or other entertainment.

NEAR DEATH EXPERIENCES

Death is the most profound of experiences, often affecting mortals in deep ways as they themselves come close to the portal of Irkalla or even past it. Roll whenever a character nearly dies, a close ally perishes, or another traumatic event occurs.

d10	RESULT
1	Passes Out: the strain is too much and the character falls unconscious
2	Memory Loss: character forgets what has happened to them
3	Life Passes Before Eyes: character takes time to decide on a new class or other path in life
4	Slow to Heal: healing takes a longer time, even with magical assistance
5	General Malaise: character suffers a -1d6 to all mental-related rolls
6	Soreness: character takes a -1d6 to all physical rolls
7	Illness: character gets sick, taking a -1d6 to all rolls
8	Hallucinations: character sees things that aren't apparently real
9	Crippling: character's body part becomes unusable
10	Sucked into a dark realm: character experiences a shadowy reflection of Irkalla and the mortal world

Duration for these results is 1d6 (then roll 1d12):
[1-3] rounds, [4-5] minutes, [6-7] turns, [8-9] hours, [10-11] days, [12] months



ISHTAR

Neutral Goddess of Love, War, & Magic



Tenets of Ishtar

- * Dominate others
- * Harness the magic of power, passion, and fertility
- * Smash whatever gates are in the way

Clerics of Ishtar

Special: Ishtar is served by clerics, priests (known as gala priests), and witches.

Allowed Weapons: Rod (as mace), sword (any), whip, spear

Allowed Armor: Scale mail or lighter

Holy Symbols: 8-pointed star, Lion, Knotted Hook, Ringed Rod

Can Turn: Those with a WIS and CHA score of 13 or less

Ishtar Mysteries: Clerics of Ishtar can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when in a dominant position of love or war, up to once per day per level.

Magical Side-Effects

The magic of Ishtar is potent, but can be subsuming. Roll 1d12.

- 1. Sacrifice:** Ishtar demands subservience for 1 round and 1d6 gold pieces per spell level for the magic to work. She requires no time and any price will do though if it's an offering of a slave or item of love.
- 2. Ishtaritum:** The cleric must conjoin with the spell's target for at least 1d6 turns first. If not appropriate or if the target is a foe, then she must conjoin with an appropriate partner before the next dawn.
- 3. Star Idolatry:** An image of Ishtar, view of an actual star, or dressing in an erotic way is required for the spell to work. If not, then the spell only has 50% of its normal effect.

4. Bested: The spell's target is stripped nude (save vs. spell negates) and must be 'finished off' one way or another (via love or war) by the cleric sometime before the next dawn. If an innocent or if already slain though, then this requirement need not be met.

5-9. Standard Casting: The magic functions without side-effect.

10. Star Goddess Concubine: The spell works normally. If the cleric would like it to have a 50% bonus to its effect, range, or duration, she can have someone lay with her goddess by the next dawn- double if they're fully subservient to her.

11-12. Power of Ishtar: The spell works automatically for double the effect, range, or duration. In addition, if cast from a position of dominance, then it is not expended and can be cast again that day.

Divine Tests

Whether in passion or battle, clerics of Ishtar must be victorious, subjugating others with their power.

1-4. Have enough sacred fluids flowed? Ishtar sees fit to punish the cleric, bestowing a -1d4 penalty result to all her rolls, -2d4 for those unrelated to war or passion. They last for 1d6 hours.

5-9. Love and war are battlefields! The cleric of Ishtar must do one of the following by the next dawn or else lose access to some of her spells (50% chance for each one) including possibly her turn ability as she will surely see. Roll 1d7 to determine what tasks she must perform for each in order to regain it:

- [1] Defeat a foe of equal HD or higher.
- [2] Act or have another act like the opposite gender for 1d3 hours.
- [3] Be unclad for at least 2d6 hours.
- [4] Completely dictate another's actions for at least 2d6 turns.
- [5] Punish one who has defied her or another follower of Ishtar.
- [6] Lie with the next remotely appropriate partner she encounters.
- [7] Destroy the next gate or doorway she comes to.

10-13. Will you be like me? The cleric does so, becoming forevermore great-hearted, exalted, and fearsome like potent Ishtar. Roll 1d5.

- [1] Winged: Can now fly at a rate of 70', though she can no longer don armor, capes, or cloaks.
- [2] Qadishtu (sacred prostitute): Gains a +4 bonus to all lovemaking rolls, but now also experiences the Ishtaritum magical side-effect for results #5 & 6 (along with #2), rather than Standard Casting.
- [3] Unclad One: Gains 2 Charisma, but she may no longer don garments or armor unless compelled to by a divine test.
- [4] Star Lady: Gains 15% magic resistance, but also a base 25% chance of being confused for an otherworldly being or devil, since her eyes and/or skin now look pure white or red.
- [5] Doom Lover: Those who lie with her must save vs. death or die within 1d20 hours. Survivors gain 1% additional experience.

14-17. Beings sacred to Ishtar arrive and test the cleric by attacking anyone at random within 120' of where this test occurs (including possibly her and her companions) for 4d6 rounds! Roll 1d5:

- [1] 1 lammasu (very angry)
- [2] 1d3 lions (50% chance of being winged)
- [3] 4d4 zombies (animated from spirits escaping the Underworld)
- [4] 1 gallu demon with a HD of 2d3 (see p.6)
- [5] Gugalanna, who automatically causes 3d6 damage with his bull hooves from heaven each round to all within a 10' radius

18+ Into the Underworld! The cleric must reenact Ishtar's journey to find Ereshkigal. She will be gone for 1 day, plus 1 additional day per divine test result over 18, during which time she will pass through gateways, stripping nude, smashing doors, creating intersex beings, and the like. Upon her return, it is shown that she has taken 1d20 damage per day gone. She also gains 5% additional experience points and the ability to go into a rage at will (as Dweomer of Rage, but requiring no potion)) whenever unclad; that is, if she is even still alive!

Cleric Spells (Ishtar)

Clerics of Ishtar have access to the following spells:

1st Level: Command (+3 bonus for those related to passion), Cure Light Wounds (reversible), Detect Magic, Light, Remove Fear (reversible), Sanctuary, Faerie Fire^D, Allure*, Charm Person*, Hold Portal*, Star Missile (as Magic Missile* but only harms those who have wronged the cleric), Shield*

2nd Level: Augury, Bless (reversible), Delay Poison, Hold Person, Holy Chant, Reveal Charm, Spiritual Weapon (held by a phantom), Amnesia*, Continual Light* (starlight), Knock*, Levitate*, Mirror Image*, Shatter*, Star Ray (as Ray of Enfeeblement*, but drains a spell from the target and allows cleric to cast it once instead)

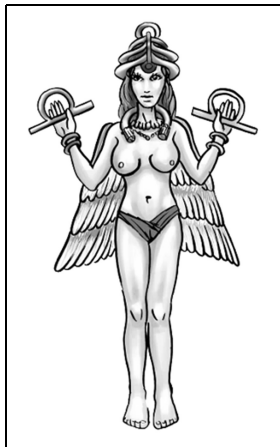
3rd Level: Animate Dead, Cure Blindness (reversible), Continual Light, Cure Disease (reversible), Dispel Magic, Prayer, Remove Curse (reversible), Resist Fire, Striking, Clairvoyance*, Protection from Normal Missiles*, Suggestion*, Summon Monster* (zombie)

4th Level: Cure Serious Wounds, Create Food and Water, Divination, Neutralize Poison, Protection from Evil 10' Radius, Enchant Arms*, Fear*, Instant Undressing* (as Instant Summons, but takes an article of clothing from a target within 30' instead- no gem required), Summon Monster* (lion), Polymorph Others*

5th Level: Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (appears as starlight striking or a giant bull hoof), Plane Shift (requires a view of a star), Hold Monster*, Passwall*, Summon Monster* (3 HD gallu demon), Telekinesis*

6th Level: Blade Barrier, Earthquake (around mountains only), Find the Path (illuminated by starlight), Heal, Word of Recall, Death Spell*, Dweomer of Rage* (no potion required if cleric is nude), Globe of Invulnerability*, Summon Monster* (lammasu)

7th Level: Astral Projection, Gate (requires view of a star), Restoration, Summon Avatar (Ishtar), Wind Walk, Limited Wish*, Meteor Swarm*, Power Word Blind*, Spell Resistance*, Sympathy*



Avatar of Ishtar

Align: N
 MV: 50' (fly 120')
 AC: -3
 HD: 20
 Atk: 1 ringed rod or heart attack
 Dmg: 6d10 (war rod) or 2d30 (heart attack)
 SP: Ishtar cleric spells/abilities at will, twice per round (level 24), immune to any harm from any who find her beautiful (CHA 25)
 Magic Resistance: 50%
 SV: C22
 Mor: 10

Stunningly nude and winged, an Ishtar Avatar appears as a beautiful, perfectly-proportioned woman and will either be on a mission of love or war. In any case, those who survive her attentions will gain 5% additional experience, though the heart attack she would cause from her incredible lovemaking can be no less fatal than those who would submit to her war rod.

VICTORY IN LOVE & WAR

Whether dueling on the battlefield or in the bedchamber, Ishtar would deem who is the victor. To do so, have each participant make a Dexterity, Constitution, and Charisma check.

Check	Dexterity (positioning)	Constitution (duration)	Charisma (awe)
Fail by 10+	Take 1d3 damage	-1 to all rolls for 2d3 hours	-3 to saves and Morale for 1d3 hours
Fail by 1-9	Take 1d2-1 damage	-1 to all rolls for 1d3 rounds	-1 to saves and Morale for 1d3 turns
Succeed by 0-9	+3 to next roll	+1 to all rolls for 1d3 rounds	+1 to saves and Morale for 1d3 turns
Succeed by 10+	+3 to all rolls for 3d3 rounds	+1 to all rolls 2d3 hours	+3 to saves and Morale for 2d3 hours

In the case of Love, one can be considered victorious if both participants are successful. Still, if one lover does better than the other, the victor may be *charmed* by the loser, as the spell (save vs. death negates).

In the case of War, there can only be one true Victor. Use this table along with the usual attack and damage rolls. The victor may still be respected by the loser, though the loser might also be dead...



MESOPOTAMIAN MAGIC

Mesopotamian clerics and the like can use the following to improve their magical effects.

City Deity: Described under Avatars: Gods Incarnate (p.12), clerics gain a +1 bonus to their spell effects when in a city where their god or goddess is the patron, but a -1 when in a city sacred to another.

Dominant Faith: Owing to the more decentralized nature of their religion, whenever a Mesopotamian cleric defeats a cleric of another deity, he or she gains a +1d6 all rolls for the next 1d3 hours, and vice versa if they lose.

Mesopotamian Divination: Studying livers and the stars for 2d3 rounds, the cleric can make an INT check to gain a 50% bonus to one aspect of his or her next spell.

Mesopotamian Temple Magic: When at a temple of their god or goddess, Mesopotamian clerics can reroll their magical side-effects and pick which result they wish to use.

Sacred Marriage: Unlike Egyptian divinities, Mesopotamian gods and goddesses often lay with mortals. While this blessing may usually only be available when magical side-effect #10 occurs, clerics can lay together or with a sacred prostitute (if available) for 3d6 turns and have a 50% chance of creating the same effect by channeling their god or goddess through a mortal partner. Whatever the result, an individual may only attempt such a sacred marriage up to once each day, so they should make the most of it!

Transcendent Magic: Calling upon the intervention of their patron deity, clerics may cast a spell again that they have already expended or even one that they know in lieu of one that they have prepared. In both cases, the casting roll is now 3 higher/ harder to perform, becoming progressively 3 harder every time the cleric does so in a single day (6, 9, 12, etc.) Remember that failing a casting roll by 10 or more triggers a divine test.

MARDUK

Lawful God of Usurpation, Empire, Storms, & Growth



Tenets of Marduk

- * Marduk must rule supreme- usurp those who stand in his way
- * Protect your people from monsters, chaos, & other gods
- * Propagate the gardens and growing things too

Clerics of Marduk

Special: Marduk is served by clerics, priests, monks, and paladins.

Allowed Weapons: Scepter (as mace), spear, short bow, net

Allowed Armor: Scale mail or lighter

Holy Symbol: Triangular Spade, Stars, Surrush, Net

Can Turn: Clerics of other gods

Marduk Mysteries: Up to once per day per level, clerics of Marduk can ignore a spell, other effect, or even attack from a cleric or devout follower of another god or goddess,

Magical Side-Effects

Marduk's magic would supplant that of other gods! Roll 1d12.

1. Sacrifice: Marduk requires a 1 round ritual and offering worth 1d6 gold pieces per spell level for the magic to work. Nothing is needed though if the offering has been taken from another god.

2. Only Marduk: Clerics of other gods within 120' of the spell's casting must save vs. paralysis or suffer a -3 penalty to all of their spell rolls for the next 1d6 turns.

3. Empire Idolatry: Marduk likes to be where the action is or at least rule supreme. As a result, either a representation of him must be present or the spell must be cast in lands claimed by those who follow him. If not, then it only has 50% of its normal effect.

4. Zigguratia: A 1d3 x 10' area around the spell's casting becomes terraced in a way similar to a ziggurat. All those who stand there suffer a -2 to all rolls if not familiar with such things (if they are not Mesopotamian).

5-9. Standard Casting: The magic functions without side-effect.

10. Usurper's Concubine: The spell works normally. If the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god before the next sunrise-double if the act takes place near one of his idols, if she is 'shining', or if she is a follower of another god or goddess.

11-12. Marduk's Vengeance: The spell works automatically for double the effect, range, or duration. In addition, if it would also harm a cleric of another god or goddess, then it is not expended and can be cast again that day.

Divine Tests

Servants of Marduk must be ever-ready to protect their people from chaotic, monstrous, and even divine perils!

1-4. Hammurabi encoded the rules for 'an eye for an eye' and now the cleric must suffer for his transgressions. He takes a -1 result to all rolls per divine test result (-1 to -4), double (-2 to -8) if this test was triggered by him violating one or more of Marduk's tenets. In any case, these penalties last for 1d6 hours.

5-9. Does the cleric have what it takes to truly serve the Great Usurper? Marduk shall see, causing the cleric to lose access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d5 for each to determine what tasks he must perform in order to regain it:

- [1] One-up at least 1d4+1 followers of another god, preferably Tiamat or Enlil!
- [2] Slay (or help slay) a monster or a non-human being that talks.
- [3] Retrieve a magic item to be given to Marduk's temple, even if it's not Imhullu (Marduk's divine wind weapon).
- [4] Bring a life-size idol of Marduk on an adventure with him for 2d4 hours. It slows movement and must remain unharmed, though it also has a 50% chance of being able to animate briefly each hour!
- [5] Attend to a garden for 2d3 hours, 1d3 hours if it is Hanging or involves separating saltwater from fresh.
- [6] Destroy a symbol or idol of another god or goddess.

10-14. Now the cleric becomes more like his god, permanently. Roll 1d4. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks.

- [1] Becomes green and gain nourishment now as a plant would.
- [2] Gains bird wings, allowing flight at a rate of 50'.
- [3] Gains bull legs, granting a +4 bonus vs. push attempts.
- [4] Gains another set of eyes, ears, or another mouth, doubling visual, auditory, or gustatory checks.

15-17. Do you know what is written on the Tablets of Destiny? Marduk tasks the cleric to find out, preventing him from using his powers for any other matter until the test is done. Roll 1d4.

- [1] Survive an assassination attempt. It occurs within 1d100 hours' time and causes 3d20 damage. It could be anyone, even the cleric's son- just ask Sennacherib.
- [2] Build or protect a tower or ziggurat that is at least 4d6 x 10' tall, encouraging the use of the Tongues spell by all within.
- [3] Slay a cleric of another god that is of higher level.
- [4] Outwit Kingu by guessing correctly on a 1 in 5 chance. If the cleric fails, then he can try again the following day.

18+ Down with Tiamat! The cleric may not have to face the demon queen himself, but he does battle one of her abominations alone. The battle lasts for one round per divine test result over 17 and the cleric takes 1d20 damage per round. If he survives, then he gains +5% experience and great respect.

Cleric Spells (Marduk)

Clerics of Marduk have access to the following spells:

1st Level: Command, Create Water, Cure Light Wounds, Detect Evil, Purify Food and Drink, Remove Fear (reversible), Sanctuary, Divine Weather^D, Burning Hands*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Hold Person, Holy Chant, Resist Fire, Reveal Charm, Spiritual Weapon, Magic Mouth*, Detect Invisible*, Strength*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Prayer, Remove Curse (reversible), Striking (on Allowed Weapons), Plant Growth^D, Gust of Wind*, Tongues*


4th Level: Create Food and Water, Cure Serious Wounds, Exorcise, Neutralize Poison, Speak with Plants, Hold Vegetation & Fungus^D, Lightning Bolt*, Summon Monster* (sirrush)

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Imhullu (as Flame Strike, but is a tornado), Control Winds^D


6th Level: Animate Objects (idols), Blade Barrier, Find the Path, Heal, Part Water, Raise Dead, Speak with Creatures

7th Level: Control Weather, Earthquake, Gate, Holy Word, Restoration, Wind Walk, Summon Avatar (Marduk), Meteor Swarm* (usable against followers of other gods)

them. Their sire, the original and enormous Anzu, even stole the Tablet of Destinies and stripped the father of the gods of his ideal creative organ, an incredible example of picking pockets indeed!


	<p>Apkallu (New Monster) Align: N MV: 40' (120' fly) AC: 5 HD: 7 Atk: none Dmg: none SP: Enki cleric spells/ abilities (level 12), knowledgeable of civilization, half-fish form Magic Resistance: 12% SV: C12 Mor: 12</p>
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Sagely bird men, they are servants of Enki, but rivals of Marduk. Apkallu bring civilization and moral code, advising those who will listen, holding buckets and pineal gland-shaped objects to prove their points. They have great clerical power and can also take on half-fish form, allowing them to breathe water and swim instead.

	<p>Sirrush (New Monster) Align: N MV: 60' AC: 4 HD: 4 Atk: 1 gore, 2 claws, &/or 1 bite Dmg: 2d8 or 1d6 (each) SP: poison (50% chance), detect invisible, cause fear SV: F4 Mor: 8</p>
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These dragon-eagle-lion-snake hybrids are especially sacred to Marduk. They come in various combinations of head shapes, horns, and even neck lengths, but all are dangerous to those who antagonize them and the ones they protect. Depending on the variety, a sirrush can attack with horns, claws, teeth, or a combination of them. 50% are also poisonous (save or take 1d6 additional damage), while all can see invisible foes.




	<p>Mesopotamian Warrior Mve: 40' AC: 6 HD: 1+1 Attk: 1 Dmg: by weapon SP: +1 to damage and improve AC by 1 per odd level when next to an ally Sve: F1 AL: varies Mor: 10</p>
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Bearing shields and medium armor, Mesopotamian warriors are skilled with axe, short sword, spear, and mace*. They thrive on close organization to both ensure victory and avoid the vultures, gaining a +1 to damage and improving their AC by 1 per odd level (1st, 3rd, 5th, etc.) when at least 1 ally is adjacent to them.

*Note that their maces do -2 damage to foes with helmets; +2 damage to those without.

	<p>Avatar of Marduk Align: L MV: 40' AC: -7 HD: 22 Atk: 1 scepter Dmg: 5d10; 7d10 vs. Avatars SP: Marduk cleric spells/ abilities (level 20), immune to any harmful cleric effects, may exhibit Divine Test results 10-14 (10% chance for each) Magic Resistance: 40% SV: F22 Mor: 12</p>
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Avatars of Marduk often appear as strong men, though some are green. winged, bull-legged, or even bear extra eyes, ears, and mouth (10% chance of each). However they look, they are hostile to monsters and those who follow other gods. Still, they are friendly to followers of Marduk, even granting them the use of an Imhullu spell (see above) if they will soon face followers of Tiamat, chaos, or any other gods really.

	<p>Anzu (New Monster) Align: C! MV: 30' (120' fly) AC: 2 HD: 8 Atk: 2 claws Dmg: 1d8 each SP: Breathe fire or water for 2d6 damage, pick pockets as 12th level thief, cause fear Magic Resistance: 20% SV: T8 Mor: 8</p>
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With dead eyes, these winged fiends are the bane to all that's good and holy. Whether it has the head of an eagle, a lion, or a hound- who cares? It can breathe both fire and water! Anzuz particularly enjoy stealing precious items from people and hiding

NANNA

Lawful God of the Moon & Wisdom (Enzu)



Tenets of Nanna

- * Be just and follow wise counsel
- * Harness the deep phases and feeling of the moon
- * Foretell the future, but accept one's destiny

Clerics of Nanna

Special: Nanna is served by clerics, priests, monks, and mystics.

Allowed Weapons: Staff, club

Allowed Armor: None

Holy Symbol: Crescent Moon, Bull, Lampstand, The Number 30

Can Turn: Chaotic beings

Nanna Mysteries: Clerics of Nanna can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when the moon is visible (a base 50% chance per hour), up to once per day per level.

Magical Side-Effects

Potent and deep like the moon, Nanna's magic is best used by the wise. Roll 1d12.

1. Sacrifice: A ritual and offering are required by Nanna for the spell to work: 1 round and 1d6 gold pieces per spell level. Still, he requires no time and accepts any amount if the offering is of silver, cattle, or beer.

2. Nanna-mantra: Proper intonations must be done for the magic to function, taking 1d3 turns before the spell is cast or soon after.

3. Moon Idolatry: Nanna's glow need be in an auspicious phase for the spell to work normally, otherwise it only functions at 50% strength. If not known whether the phase of the moon is conducive to the spell or not, there is a base 50% chance of it being so.

4. Lunar Shifts: A 1d6 x 10' area around the target of the spell appears as if lit by moonlight, even distorting the size of various individuals and objects therein. The effects last for 1d6 rounds, causing those so lit to suffer either a +2 bonus or a -2 penalty (equal chance of each; reroll every round).

5-9. Standard Casting: The magic functions without side-effect.

10. Lunar Concubine: The spell works normally and, if the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god before the moon sets again—double if she is of royal blood or is 'great'.

11-12. Wisdom of Nanna: The spell works automatically for double the effect, range, or duration. In addition, if it would coincide very well with the phase of the moon (a base 25% chance), then it is not expended and can be cast again that day.

Divine Tests

Sometimes clerics of Nanna need to undergo trials in order to better understand phases and the divine celestial synchronicity.

1-4. For those who lack sufficient wisdom, the moon can have an imbalancing effect. The cleric takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if the moon is full (a 1 in 8 chance). They are reduced by 1 for every hour he spends in meditation.

5-9. Bright order governs the cosmos and also the cleric. He loses access to some of his spells (50% chance for each one) possibly including his turn ability for the next month. Roll 1d6 for each to determine what he must do in order to regain it before then:

- [1] Chant and meditate at a ziggurat or temple for 2d6 hours.
- [2] Assist a follower of Enlil, Ishtar, or Utu or even a cattle herder.
- [3] Compose a skillful poem to the moon.
- [4] Inspire someone to do a good and righteous deed.
- [5] Observe the moon and/or stars.
- [6] Predict a future event (an INT check—can be retried each day)

10-14. The light of the moon now shines on you. The cleric permanently becomes a more fitting servant of Nanna. Roll 1d4.

- [1] Gains a beard of lapis lazuli, along with 1 Wisdom, but it's also quite valuable and may be stolen by thieves.
- [2] Gains 1 Wisdom, but must always answer everyone honestly.
- [3] Gains 1 Wisdom and apparent age, taking 1d6 extra rounds to explain anything to anyone who will listen.
- [4] May summon a bull lammasu to serve for up to 1 hour per day, but it will trample anyone it notices doing anything chaotic.

15-17. An even greater task is required, further expounding the wisdom of Nanna. The cleric takes a -2 to all rolls until either the task is completed or a month passes. Roll 1d5.

- [1] Marry (or at least try to marry) a member of royalty.
- [2] Uncover a new piece of wisdom, currently unknown to most.
- [3] Help defeat an Anzu (q.v.), as Nanna's brother Ninurta did.
- [4] Undergo vivid dreams that he must correctly interpret 3 days in a row, requiring a WIS check each day.
- [5] Become arcane and hard to remember by those who fail to save vs. spell. As the man in the moon, this task will always last a month.

18+ An eclipse occurs and the cleric and his companions are sent to a Lunar Realm. The nature of this parallel world is up to the Referee, though the Otherworlds table in Volume II can be used. Upon arriving, they experience a -1 penalty to all rolls per divine test total over 17 due to the change, though the change itself can have far greater consequences. Note that the travelers may not even be aware that they are in a Lunar Realm at first; that is, until they notice the differences. It takes the cleric and his companions 1d6 days to acclimate to the change, at which time the penalty ends. The cleric and his companions may attempt to return to their home Realm through other means before then. Of course, if they stay, any attempts they make to point out to the natives how strange the Lunar Realm is will only be labeled as 'lunacy'.

Cleric Spells (Nanna)

Clerics of Nanna have access to the following spells:

1st Level: Command, Create Water (reversible), Cure Light Wounds, Detect Evil, Detect Magic, Light (moonlight), Protection from Evil, Purify Food and Drink, Remove Fear, Sanctuary, Divine Weather^D, Faerie Fire^D, Pass Without Trace^D, Comprehend Languages*, Floating Disc*, Message*, Read Languages*

2nd Level: Augury (requires a specially prepared animal liver), Bless, Delay Poison, Find Traps, Hold Person, Holy Chant (grants a +2 bonus), Know Alignment, Reveal Charm, Silence 15' Radius, Levitate*, Phantasmal Force* (requires the presence of the moon)

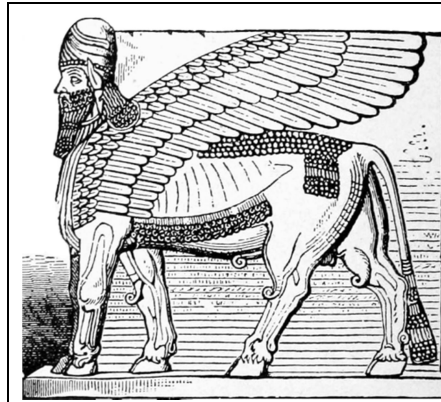
3rd Level: Continual Light (moonlight), Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Prayer (also grants a +2 bonus), Remove Curse, Clairaudience*, Clairvoyance*

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

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Plane Shift (requires moonlight or an eclipse), Quest, True Seeing, Fly* (gains bird wings for the duration), Teleport*

6th Level: Find the Path, Heal, Summon Aerial Servant, Arcane Window*, Contact Other Plane*, Distort Distance* (no earth elemental needed), Legend Lore*

7th Level: Animate Objects, Astral Projection, Gate (requires moonlight or an eclipse), Holy Word, Restoration, Wind Walk, Summon Avatar (Nanna), Duo Dimension*, Phase Door*



Lammasu, Bull

Align: L
 MV: 60' (fly 80')
 AC: 5
 HD: 8
 Atk: 1 trample
 Dmg: 2d8
 SP: Nanna cleric spells/abilities (level 6)
 Magic Resistance: 20%
 SV: C8
 Mor: 10

Unlike leonine lammasu, bull lammasu (aka shedu) have the bodies of winged bulls and bearded, male heads. Still, they are very protective, being especially fond of guarding gateways and the goodly. Though they would prefer to dispense wisdom, bull lammasu will bring their formidable strength and clerical abilities to bear as needed.

AVATARS: GODS INCARNATE

Not only do Mesopotamian gods and goddesses often dwell in temples where they are actually washed, fed, and clothed each day by their worshippers, but they are also quite fond of taking mortal mates. Such interactions will grant mortals a +1d6 to all their rolls for the rest of the day (or week if they actually lay with such a divinity). In addition, any offspring will have a +2 bonus to certain ability scores. Such are the benefits of close contact.

Of course, Mesopotamian divinities have their own (divine) spouses and are really only present in avatar form, mainly at their holy cities. In fact, Mesopotamian clerics experience a +1 bonus to their spell rolls when in a city sacred to their god or goddess, though they suffer the inverse when in a city sacred to another divinity.

Divinity	Other Name	Spouse	Holy City	Offspring
Enki ¹	Ea ²	Ninhursag	Eridu	+2 WIS & CHA
Enlil ¹	Ellil ² Ashur ³	Ninlil	Nippur	+2 STR & CHA
Ereshkigal ²	Ninkigal ¹	Gugalanna, Nergal	Kutha	+2 WIS & CON
Ishtar ²	Inanna ¹	Dumuzi	Uruk	+2 STR & CHA
Marduk ²	Bel ²	Sarpanit	Babylon	+2 CON & CHA
Nanna ¹	Sin ²	Ningal	Ur	+2 INT & WIS
Utu ¹	Shamash ²	Sherida	Larsa, Sippar	+2 STR & WIS

1. Sumerian 2. Akkadian/ Babylonian 3. Assyrian

SUMMON AVATAR (New Spell)

A 7th Level spell, clerics can call upon a representation of their deity to assist them- an avatar! The avatar will arrive within 1d10 rounds and help the cleric in a way that fits with the divinity's tenets (rather than necessarily what the cleric would want them to do), remaining for 2d3 turns.



Avatar of Nanna

Align: L
 MV: 40'
 AC: -3
 HD: 18
 Atk: 1 staff
 Dmg: 3d8
 SP: Nanna cleric spells/abilities (level 22), immune to any harmful mental effects, lapis lazuli beard, winged bull mount (35% chance)
 Magic Resistance: 30%
 SV: C22
 Mor: 11

Wizened and moon-glowing, Avatars of Nanna have beards of lapis lazuli and sometimes ride bull lammasu. They generally treat all with patient justness, though the overly chaotic will be repelled. On the other hand, those who follow the tenets of Nanna well will receive helpful guidance up to once per month.



UTU

Lawful God of the Sun, Truth, Law, & Justice



Tenets of Utu

- * Support truth, it is the cause of law
- * Enact justice, for Utu sees all
- * Punish outlaws

Clerics of Utu

Special: Utu is served by clerics, priests, and paladins.

Allowed Weapons: Saw-sword (as short sword), javelin, mace, short bow

Allowed Armor: Scale mail or lighter

Holy Symbol: Sun Disc, Sun Rays, Saw-Sword, Lion, Chariot

Can Turn: Beings of Darkness, Undead, Liars, Lawbreakers

Mysteries of Utu: Clerics of Utu can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when in view of the sun, up to once per day per level.

Magical Side-Effects

The light shines and justness reigns in the name of Utu. Roll 1d12.

1. Sacrifice: Utu requires a 1 round ritual and an offering worth 1d6 gold pieces per spell level for the magic to work. He requires no time or special amount though if the offering is cattle- or horse-related or if it's given freely in appreciation of the law.

2. Civilizing Partner: Like Shamhat, a lover joins the spell's target for 1d6+1 nights, making him feel very pleased but also more civilized: unable to use any nature-related abilities or spells he might have the following day. If the spell is harmful or the target would be inappropriate, then it is the cleric who must become *more civilized*.

3. Sun Idolatry: Utu's light must be at the correct angle for the spell to work. If not, then it functions at half strength. If not known if the angle of the sun is correct, there is a base 75% chance of it being so during the day.

4. Solar Glory: A 1d3 x 10' area around the spell's target becomes bright, burning all who have been unjust (or just non-Lawful) for the last day for 1d3 damage.

5-9. Standard Casting: The magic functions without side-effect.

10. Solar Concubine: The spell works normally and, if the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god, either before the casting or by the next sunrise- double if she is also 'brilliant' or a 'lioness'.

11-12. Righteousness of Utu: The spell works automatically for double the effect, range, or duration. In addition, if the spell would clearly enforce a law or enact justice, then it is not expended and can be cast again that day.

Divine Tests

The cause of truth, justice, and law requires ever-vigilance, and the cleric need do more now.

1-4. Utu sees all and it's best for the cleric to remember that. He takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if he does anything remotely dishonest, unjust, or unlawful. These penalties last for 1d6 hours.

5-9. There is much good to be done beneath the sun's shining rays. The cleric must do so by the next sunrise or else lose access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 2d6 to determine what he must accomplish. If unsuccessful, then the spells are lost for the next 1d3 days:

- [1] Help a traveler or sick person.
- [2] Encourage one who has a low self-opinion (a CHA check).
- [3] Kill a snake, drive a bird away, and/or send a 'demon' running.
- [4] Observe the sun for 1d3 turns, becoming partially blinded for the same amount of time afterwards.
- [5] Defeat an outlaw in a duel at high noon.
- [6] Guard and assist a Naditu (temple nun) for 1d3 hours.

10-15. Utu shines eternal, even when the sun is unseen. The cleric becomes more like him from now on in honor of that truth. Roll 1d4.

- [1] Must see the dawn each day or suffer a -2 to all rolls, though all his light spells are now considered to be actual sunlight.
- [2] Continually sheds torchlight from his shoulders.
- [3] Must ride in a chariot, heading west for at least 1 turn a day or suffer a -1 to all rolls. Also gains a +1 to all rolls when in a chariot.
- [4] Gains a +2 to turning undead, but may never hide.

17+ The quest for justice is a noble one. Utu requires the cleric to take one up, typically lasting at least 1 week to complete per divine test result over 16. The quest can be whatever the Referee decides and can be included in the normal campaign (if it is just!) In addition, Utu will provide one special boon to the cleric and also to any other faithful on the quest, up to one time when requested. Roll 1d6 to see what it is.

- [1] Receive a magic axe, sword, or bow, like with Gilgamesh, returned when the quest is complete. It has a dweomer of +1d4
- [2] Receive a prophetic dream, like with Enkidu
- [3] Be freed from a prison or be polymorphed, like with Dumuzi
- [4] Automatically hold a monster (no save), as with Humbaba
- [5] Settle a conflict between two individuals, even between a serpent and eagle, or be able to wind walk, like with Etana
- [6] Create a crack in the earth to either allow escape from it or communication with the dead

Cleric Spells (Utu)

Clerics of Utu have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Light, Protection from Evil, Purify Food and Drink, Remove Fear, Resist Cold, Solar Missile (as Magic Missile*, but appears as sunlight, doing damage only to those he can turn)

2nd Level: Augury (requires specially prepared animal liver), Bless, Delay Poison, Know Alignment, Hold Person, Holy Chant, Resist Fire, Spiritual Weapon

3rd Level: Continual Light, Cure Blindness, Dispel Magic, Prayer, Remove Curse, Speak with Dead, Striking, Hold Animal^D, Sun Bolt (as Lightning Bolt*, but appears as sunlight, doing damage only to those he can turn)

4th Level: Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection From Evil 10' Radius, Temperature Control^D (hotter and more sunny only), Enchant Arms*

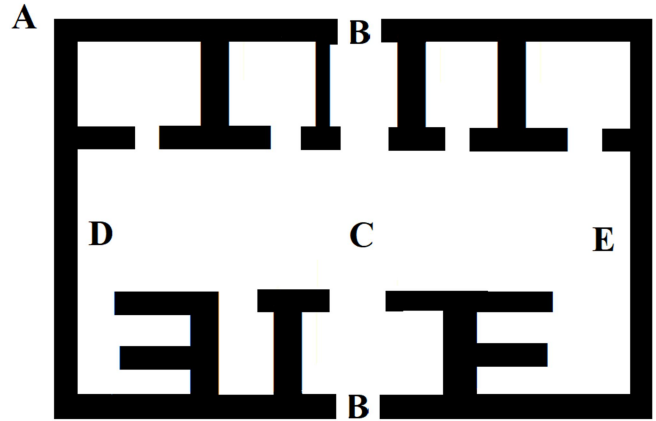
5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (appears as a sun ray). Quest, True Seeing, Fly* (gain glowing wings for the duration)

6th Level: Find the Path (shown with sunlight), Heal, Summon Aerial Servant, Disintegrate (usable against those he can turn)

7th Level: Earthquake, Gate, Holy Word, Regenerate, Restoration, Wind Walk, Summon Avatar (Utu), Sun Chariot (as Fire Chariot^D, but appears sunny)

MESOPOTAMIAN TEMPLES

An example with tripartite form, unlike Egyptian ones though, Mesopotamian temples have more variety in floorplans.



A. Outside the Temple

Built on a terrace (at least), its corners face cardinal directions and it has buttressed walls. Chances of being:

A high temple, on a ziggurat (50%) Very white (25%)
Built over an older temple (50%) Walled (35%)

Chances of also having a/an:

Barracks or other building related to temple's divinity (25%)
Extra hall located perpendicular to make a T-shape (25%)

B. Doors

These mortals can enter. They're designed so as to require a ninety degree turn in order to then see the cult statue at **area D**.

Chances of them being:

Locked (50%) Reinforced (35%)
Ornate (25%) Golden (10%)

C. Main Hall

The offering table is here. It will typically have 1d20 x 100 gold pieces in goods upon it. Chances of the area also having:

1d6 clerics (50%) 1d10 guards (35%)
1d3 courtyards (25%) 1d20 other worshippers (25%)

D. Shrine

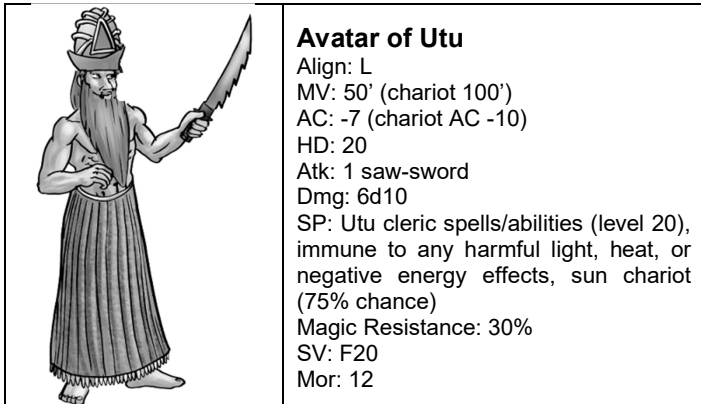
Herein stands the cult statue, an idol to the god or goddess of the temple. A door is also along the wall, but only gods are allowed to open it. Chances of it also having:

1d6 clerics (75%)
1d6 qadishtu: sacred prostitutes (50%)
1 animating statue (35%)
a cella: shrine has own chamber (25%)
1 avatar (10%)

E. Far Hall

This area will have a window for astrological gazing and a holy symbol of the temple's divinity. Like **area D**, it will also have a door along the wall for godly use only. Depending on the state or design of the temple, it has chances of also having:

Stairs leading up or down (75%)
1d6 people meditating (50%)
1d6 people engaged in sacred concubinage (35%)
1 beast or monster guardian (25%)



Shimmering and bent on enacting the law, Avatars of Utu are often chariot-mounted, either dispensing justice via word or deed (equal chance of each) and glowing bright. Those who hold fast to their support of truth and law will be looked upon kindly, even gaining one of the Divine Test 17+ benefits if they are on a noble quest. Those who pursue dark and lawless ways will be punished accordingly.



ANUBIS

Lawful God of the Dead



Tenets of Anubis

- * Watch over the dead
- * Ensure proper burial rituals are performed
- * Punish those who dishonor the above

Clerics of Anubis

Special: Anubis is served by clerics, priests, and monks.

Allowed Weapons: Flail, staff, crook (as club), axe (any)

Allowed Armor: Hide or lighter

Holy Symbol: Jackal Head, Imiut Fetish

Can Turn: Undead, Grave robbers

Mysteries of Anubis: Clerics of Anubis wear jackal masks, allowing them to make a bite attack that automatically causes 1d4 damage, +1 per level. They may do so up to once per day per level, causing double damage against the undead and grave robbers.

Magical Side-Effects

As with proper burial, Anubis requires proper magic. Roll 1d12.

1. Sacrifice: A ritual and offering equal to 1 round and 1d6 gold pieces per spell level are needed by Anubis for the spell to work. If the offering is funerary in nature or taken from those who dishonor the dead though, then no extra cost or time is needed.

2. Embalmed: A bit of death enters the spell's recipient, making them more mummy-like, but never undead. They gain a +2 CON bonus but also a -10' speed penalty for the next 1d6 turns.

3. Icon: Some representation of Anubis need be present, whether a symbol of him, being in a tomb, or simply seeing a jackal or black dog. Otherwise, the spell only functions at 50% strength.

4. Menacing Aura: A 1d6 x 10' area around the spell's casting grows dark and forbidding. All within must save vs. spell or flee in terror. The effects end after 2d3 rounds pass.

5-9. Standard Casting: The magic functions without side-effect.

10. Grave Spell: The spell works normally and if cast from a tomb or other place where the dead reside, has a 50% bonus to its effect, range, or duration.

11-12. Light as a Feather: The spell works automatically for double effect, range, or duration. In addition, if it is helpful and cast on one with a light heart or is harmful and cast on one with a heavy heart (both per Referee), then it is not expended and can be cast again that day.

Divine Tests

Ever watchful, Anubis demands the same of his clerics.

1-4. Are you vigilant? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he has been derelict in his duties of watching over funerary areas and the like in any way. Whatever the case, the penalties last for 2d3 hours.

5-9. Who will protect the dead? Unless the cleric does two of the following by the next sunset, he will lose access to some of his spells (50% chance for each one) including possibly his turn ability. Roll 2d6 to determine what tasks he needs to perform. If unsuccessful, then the spells are lost for the next 1d3 days:

- [1] Kill (or at least *gravely* punish) a grave defiler.
- [2] Destroy an undead being.
- [3] Administer proper burial rites to a corpse.
- [4] Guard a tomb for 1 hour.
- [5] Investigate some mystery for at least 2d3 turns.
- [6] Unmask a criminal publicly and declare their name.

10-14. To better guard tombs, the cleric changes to become more like Great Anubis for eternity. Roll 1d4. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks.

- [1] Jackal's Head: Treat as if he is always wearing his Anubis mask, allowing the cleric to make 1 bite attack for 1d3 damage per round, as well as causing him to speak in a gruff voice.
- [2] Jackal's Senses: Can smell and hear with a +8 bonus, though he will also suffer a -2 to all rolls from any distracting smells, sounds, or cats.
- [3] Jackal's Feet: Gains +10' speed, but become very territorial.
- [4] Jackal's Hide: His AC improves by 2, but is prone to engaging in other canine behavior.

15-17. The cleric undergoes an even greater transformation, never being quite the same again. Roll 1d3.

- [1] Mummified I: Becomes immune to disease, poison, starvation, and the like, but will no longer heal naturally.
- [2] Mummified II: Becomes immune to all non-magical blunt attacks, but is also (erroneously) considered to be undead for turning and other purposes.
- [3] Wepwawet-kind: Becomes wolf-like and white or grayish in color, improving all his Anubis abilities by 1, but also causing him to have to save vs. paralysis whenever there is a fallen foe to feed on. If this occurs, then he must feed for 2d3 rounds and he must like it.

18+ Weighing the Heart, Anubis will now make final judgement upon the cleric. He is sent to the Duat (Egyptian Otherworld) for 1 day per divine test result over 17. While there, Anubis will determine if his heart is lighter than a feather (a base 50% chance, modified by the Referee). If so, then the cleric can either be returned to the land of the living with 5% additional experience or a pleasant afterlife (player's choice). If not, then he will be consumed by Ammit (see next page).

Cleric Spells (Anubis)

Clerics of Anubis have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Protection from Evil, Remove Fear (reversible), Sanctuary, Animal Companion^D (canids only), Detect Snares and Pits^D, Locate Creature^D (up to 5x normal range via scent), Pass without Trace^D, Hold Portal*

2nd Level: Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Resist Fire, Reveal Charm, Silence 15' Radius, Speak with Animal (canids only), Arcane Lock*, Scare*

3rd Level: Animal Growth (canids only), Cure Blindness, Cure Disease, Dispel Magic, Feign Death, Hieroglyph of Warding (as Glyph of Warding), Remove Curse (reversible), Speak With Dead

4th Level: Cure Serious Wounds (reversible), Detect Lie, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Polymorph Self* (canid forms only)

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Quest, Plane Shift (afterlives only), Faithful Hound*

6th Level: Animate Objects (statues only), Blade Barrier, Conjure Animals (canids), Heal, Death Spell*, Guards and Wards*

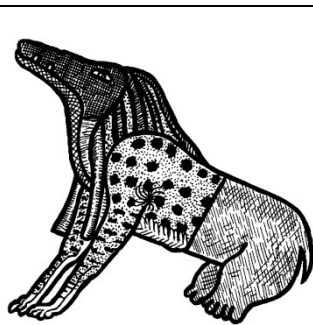
7th Level: Astral Projection, Gate, Restoration, Symbol, Summon Avatar (Anubis)



Avatar of Anubis

Align: L
MV: 50'
AC: -4
HD: 20
Atk: 1 bite
Dmg: 5d10
SP: Anubis cleric spells/abilities (level 20), immune to any harmful death or undead effects
Magic Resistance: 30%
SV: F20
Mor: 11

Canine and grim, Avatars of Anubis seek to put the dead to proper rest and harshly punish those who don't. Some have the heads of jackals, others, wolves, though often with black fur. In any case, they will assist those who facilitate the natural order of death, while they bite to death those who would grave rob, desecrate tombs, or engage in necromancy.



Ammit (New Monster)

Align: C
MV: 50'
AC: -5
HD: 10
Atk: 1 bite
Dmg: 3d10
SP: Swallow whole, spawn undead, cause fear
SV: F10
Mor: 10

With the head of a crocodile, front half of a lion, and rear half of a hippopotamus, these monsters are all too happy to devour the living and the dead. Like the original Ammit who still serves at the side of Anubis, ammits in the mortal world can swallow whole any who they bite who are human-sized or smaller (save vs. death negates). Such victims take 10 damage each round unless freed and if slain, are spat out as animated dead to fight for the ammit (as per the spell: caster level 10).



Mummy, Egyptian

Align: Any
MV: 20'
AC: 2
HD: 7
Atk: 1 slam
Dmg: 2d8
SP: Mummy rot, has 1d6 cleric levels, cause fear
Magic Resistance: 20%
SV: C7
Mor: 12

More potent than the standard mummy, Egyptian mummies are also intelligent and rarely seek more than to maintain the sanctity of their tombs, using their cleric abilities to do so when their potent undead ones won't do. Like standard mummies, they also cause a paralyzing fear and their touch inflicts mummy rot. In fact, they often lead said mummies, even if they aren't actually fathers themselves.

TOMB ENCOUNTERS

Dark burials for the faithful of Anubis to guard, they can be found both within pyramids and without. Roll on or select from the following to see what's inside...

d10	Encounter
1	Atmosphere change (d10): [1] dusty, [2] creepy, [3] moist, [4] strange draft, [5] stuffy, [6] stench, [7] hot, [8] cold, [9] strangely pleasant, [10] reroll twice
2	Passage (d12): [1] ascending, [2] descending, [3] level, [4] narrow, [5] wide, [6] winding, [7] straight, [8] uneven, [9] low, [10] tall, [11] shaft (up or down), [12] reroll twice
3	Chamber (d8): [1-2] small, [3-7] medium, [8] large
4	Notable Feature (d14): [1] air hole, [2] carvings, [3] container, [4] debris, [5] furniture, [6] gallery, [7] pillars, [8] remains, [9] sarcophagus (50% chance of mummy inside), [10] stairs, [11] statue, [12] treasure, [13] vaulted ceiling, [14] reroll twice
5	Hidden: Roll on #2, 3, or 4 above to see what is hidden
6	Mishap (d10): [1] crushing trap, [2] curse, [3] hieroglyph of warding, [4] lack of air, [5] light goes out, [6] gotten lost, [7] pit, [8] poison dart, [9] tasteless design, [10] unstable ceiling or floor (25% chance of collapse)
7	Creature (d10): [1] ammit, [2] bat, [3] beetle, [4] cat, [5] dog, [6] scorpion, [7] snake, [8] sphinx, [9] stone golem, [10] per Referee (75% chance of being large and/or dangerous)
8	Inhabitant (d12): [1] dog man, [2] Egyptian mummy, [3] ghost, [4] guard, [5] other undead, [7] scorpion man, [8] skeleton, [9] snake man, [10] standard mummy, [11] tomb robber, [12] tour guide (75% chance of being especially aggressive)
9	Supernatural (d8): [1] feeling of being watched, [2] ghostly image, [3] ghostly voice, [4] mysterious change, [5] spirit encounter (see Volume II), [6] strange noise, [7-8] unsettling encounter (see Volume I)
10	Reroll twice

BAST

Neutral Goddess of Cats, Protection, & Luxury



Tenets of Bast

- * Guard the home and honor cats
- * Avenge the innocent; toy with all others
- * Indulge in life's many pleasures

Clerics of Bast

Special: Bast is served by clerics and priests.

Allowed Weapons: Whip, dagger, club, sling

Allowed Armor: Leather or lighter

Holy Symbol: Cat, Lion, Sistrum (shaker-rattle)

Can Turn: Those who have invaded a home or a homeland

Mysteries of Bast: Clerics of Bast wear catlike masks, improving their Dexterity by 1. In addition, they can use the skills of a thief of equal level for 1 round per level, up to nine times per week.

Magical Side-Effects

Whether providing for those who need helping or helping others to provide, Bast's magic often requires something special. Roll 1d12.

1. Sacrifice: Bast calls for a ritual and an offering first that includes 1 round and 1d6 gold pieces per spell level. If the offering is an ointment or cat-related though, then no time or gold piece equivalent is required.

2. Meow Pleasure: The cleric must do something sensual and new for at least 2d6 rounds, either at the time of casting or soon after. Who would want the magic to function any other way?

3. Cat Icon: A representation of Bast need be present, whether a symbol of her, being in a home, or seeing a cat of some sort. Otherwise, the spell only functions at 50% strength.

4. Caterwaul: All within 1d6 x 10' of the casting must save vs. spell or immediately engage in some sort of catty behavior for the next 1d3 rounds. In any case, the cat will then be out of the bag.

5-9. No Side-Effect: The magic functions normally.

10. Home Magic: The spell works as usual and, if cast from the cleric's home or lair, it can gain a 50% bonus to its effect, range, or duration.

11-12. Purr-fection! The spell works automatically for double the effect, range, or duration. In addition, if the Bast cleric is able to give the spell's recipient a tongue bath for at least 1d3 rounds soon after, then it is not expended and can be cast again that day.

Divine Tests

Has the cleric taken good care of both the innocent and enjoying her earthly pleasures? Bast will see!

1-4. So many to protect, so many luxuries to indulge in, such little time. The cleric takes a penalty to all her rolls equal to her divine test result (-1 to -4), double (-2 to -8) if she isn't following Bast's tenets closely. In any case, the penalties last for 2d3 hours.

5-9. What to do next? The cleric loses access to some of her spells (50% chance for each one) including possibly her turn ability. Roll 1d6 for each to determine what she need do in order to be able to use it again:

- [1] Care for or avenge a cat, ever protecting the divine Mau.
- [2] Outwit a serpent (animal or otherwise), as is the way of Mafdet.
- [3] Partake of sweet smells, in honor of her son Nefertem.
- [4] Defeat a foe in battle, as would Maahes, her other son.
- [5] Indulge in a new luxury, as they do at Bubastis.
- [6] Seduce and leave a man with just his clay pot, as was Setna.

10-14. The cleric becomes more like Great Bast. Each result also causes her a cumulative 25% chance of acting in an impulsive and selfish way during each encounter, much to the chagrin of her companions (she's now very hard to herd). Roll 1d4.

- [1] Cat Head: Treat as if she is always wearing her cat mask, allowing her to permanently have the skills of a thief of 2 levels lower, as well as granting her +1 Bast Charisma.
- [2] Cat Eyes: Can now see in the dark and can also use them for hypnotic effect on up to one foe per round, save vs. spell negates, lasting as long as she keeps eye contact.
- [3] Cat Body: Gains an additional 3 Dexterity and can make an extra claw attack for 1d3 damage each round.
- [4] Nine Lives: Can now save vs. death to avoid any type of peril, up to nine total times altogether.

15-17. Cattier tests arise for Bast's faithful. Afterwards, will the cleric wind up on all fours? Roll 1d3.

- [1] Way of Sekhmet I: She becomes stronger and more leonine, gaining +1 Strength and Constitution, but also causing her to have to save vs. paralysis whenever she sees a fallen foe. If she fails, then she must feed on them for 1d3 rounds before spending 1d3 additional rounds lounging.
- [2] Way of Sekhmet II: She gains a bite attack that she can make for 1d4 damage each round, though horses and other prey animals will flee from her from now on.
- [3] Great Hairball! She perhaps groomed herself too much. The cleric has 3 rounds to successfully cough up a hairball (by saving vs. death each round) or she will be reduced to zero hit points.

18+ Time for a festival, the Bubastis way! Within 1d6 hours, a great celebration will occur. For 1 day per divine test result over 17, the cleric must administer to it, involving much drink, dance, music, and 'raising of the skirts'. All women within 1 mile will participate and are freed of all constraints and likely many men will attend too, though the cleric may only use her powers to assist in the festival's success- to make sure it's not a *catastrophe*. Though not as wild as a Bacchanal (q.v.), much disruption and flash-taunting will likely occur (a base 5% chance per 10 participants).

Cleric Spells (Bast)

Clerics of Bast have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Purify Food and Drink, Remove Fear (reversible), Sanctuary Animal Companion^D (feline only), Detect Snares and Pits^D, Locate Creature^D (up to 5x normal range via scent), Pass without Trace^D, Allure*, Charm Person*, Jump*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Resist Fire, Reveal Charm, Silence 15' Radius (by temporarily taking tongues), Speak with Animal (felines only), Charm Person or Mammal^D, Knock*, Rope Trick*

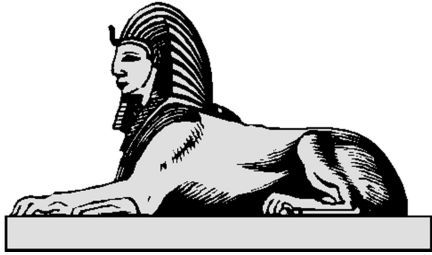
3rd Level: Animal Growth (felines only), Cure Blindness, Cure Disease, Dispel Magic, Locate Object, Remove Curse (reverse), Blink*, Suggestion*

4th Level: Create Food and Water, Cure Serious Wounds, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Repel Vermin^D, Dimension Door*, Polymorph Self (feline forms only)

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

6th Level: Blade Barrier, Conjure Animals (felines), Find the Path, Heal, Guards and Wards*

7th Level: Astral Projection, Holy Word, Regenerate, Restoration, Wind Walk, Summon Avatar (Bast)



Sphinx, Egyptian
Align: L
MV: 80'
AC: 6
HD: 6-16
Atk: 2 claws, 1 bite
Dmg: 2d6, 3d6
SP: Has 1d6 cleric levels, winged (50% chance), cause fear
SV: F12
Mor: 11

Unlike their Greek counterparts, Egyptian sphinxes are stalwart guardians of temples of the Gods rather than challengers of mortals via deadly riddles and exposed bosoms. And unlike even the leonine lammasu, they are known to wear headdresses on their human heads (whether male or female) or have ram's heads (criosphinxes) or hawk's heads (hieracosphinxes) instead, granting them 1d6 cleric levels. They can also be much larger, sometimes having part of their noses fall off (a base 20% chance). What is more, 50% are winged and can fly at a rate of 130'.




INN COUNTERS (INN ENCOUNTERS)

As second homes and places of comfort and pleasure, inns are sacred to Bast. And as such, results can pertain to the place itself or even to the company that is found there.

d30	Encounter Quality				
1	mystical	11	mysterious	21	dirty
2	beautiful	12	sultry	22	strange
3	great	13	playful	23	serious
4	intoxicating	14	tantalizing	24	catty
5	exotic	15	acrobatic	25	silly
6	opulent	16	spicy	26	unpleasant
7	fine	17	enchanted	27	costly
8	comfortable	18	clean	28	rude
9	free	19	sweet	29	spiteful
10	memorable	20	annoying	30	awful

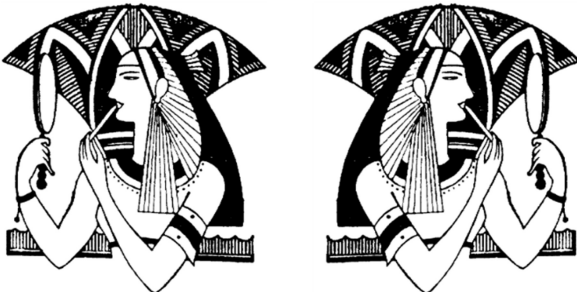
d30	Encounter Type				
1	Bath	11	Garments	21	Servant
2	Beauty	12	Guest	22	Shrine
3	Bust	13	Jewels	23	Slave
4	Cleric	14	Meal	24	Song
5	Companion	15	Noble	25	Stranger
6	Dance	16	Official	26	Tale
7	Drink	17	Pet	27	Thief
8	Elder	18	Rest	28	Trophy
9	Furniture	19	Scene	29	Warrior
10	Game	20	Scent	30	Youth

For example, a roll of 4 on the first table and a 1 on the second would indicate that an 'intoxicating bath' has been encountered, while a roll of 12 and 3 would be a 'sultry bust'.



Avatar of Bast
Align: N
MV: 50'
AC: -3
HD: 18
Atk: 2 claws
Dmg: 3d8
SP: Bast cleric spells/abilities (level 20), immune to any controlling effects, thief abilities (level 18)
Magic Resistance: 30%
SV: T18
Mor: 9

Feline and sensuous, Avatars of Bast will either be on a mission of protection, engaging in some sultry pleasure, or both! Some have actual cat or even lioness heads, though others appear instead as attractive women with cat or lioness masks. No matter what form they take, Bast Avatars will aid the innocent and make sourpusses of those who get in their way.



HORUS

Lawful God of Unity, the Sky, Vengeance, and Nobility



Tenets of Horus

- * Unify all, reflecting the celestial order
- * Behave in a noble manner
- * Seek vengeance upon the forces of evil, especially Set

Clerics of Horus

Special: Horus is served by male clerics, monks, and paladins.

Allowed Weapons: Khopesh (as scimitar), staff, spear, javelin, mace, short bow

Allowed Armor: Scale mail or lighter

Holy Symbol: Eye of Horus, Crown

Can Turn: Followers of Set and other fell cults

Mysteries of Horus: Clerics of Horus wear falcon masks, allowing them to automatically hit an evil foe, up to once per day per level, in the name of avenging those who have been wronged.

Magical Side-Effects

Righteous action is often required, magic included. Roll 1d12.

1. Sacrifice: 1 round of ritual and 1d6 gold pieces in offering per spell level are needed by Horus for the magic to function. If the offering is from one genuinely seeking retribution though, then no time or gold piece equivalent is needed.

2. Vengeance: In order to work, the spell must either harm someone who has wronged the cleric or help someone who has been wronged.

3. Icon: An aspect of Horus needs to be present, whether a symbol of him, being amongst Egyptian nobility, or seeing a falcon of some sort. Otherwise, the spell only functions at 50% strength.

4. Sky Aspect: A 1d3 x 10' area around the spell's target reveals a clear sky, causing all chaotic types to suffer an AC penalty of 3 for the next 2d3 rounds.

5-9. Standard Casting: The magic functions without side-effect.

10. Noble Sky: The spell works normally and if cast under the open sky or from within a chariot, has a 50% bonus to its effect, range, or duration.

11-12. Unification of Horus: The spell works automatically for double the effect, range, or duration. In addition, if the spell would harm a chaotic or otherwise divisive being, then it is not expended and can be cast again that day.

Divine Tests

Horus struggled for just, noble vengeance, and so too must his cleric.

1-4. How much unification have you brought? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he isn't doing something to unify, protect, or avenge those who are noble or to defeat Set's forces. The penalties last for 2d3 hours.

5-9. There is much vengeance to be done. Unless the cleric does two of the following by the next sunrise, he will lose access to some of his spells (50% chance for each one) including possibly his turn ability. Roll 2d6 to determine what tasks he need perform. If unsuccessful, then the spells are lost for the next 1d3 days:

- [1] Serve a noble for 1 hour (or a person with noble traits).
- [2] Defeat a follower of Set (or similar divinity), whether in battle or by outwitting him (especially by using life fluids!)
- [3] Unify at least two people, whether politically or socially, having them cast aside differences in order to work together.
- [4] Enact retribution for some wrong made against himself.
- [5] Avenge some wrong made against an innocent.
- [6] Stand beneath the open sky for at least 1d6 turns.

10-14. To become a nobler avenger, the cleric becomes forevermore like Great Horus. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks. Roll 1d4.

- [1] Falcon's Head: Treat as if he is always wearing his Horus mask, granting the cleric great eyesight (+6 to such rolls) along with a +2 bonus to all ranged attack rolls.
- [2] Falcon's Eye: Can always detect evil now, as per the spell, calling upon the eye of Horus.
- [3] Falcon's Wings: Gains the ability to fly at a rate of 70'.
- [4] Falcon's Crown: Gains a +6 to all rolls to befriend and parlay with nobles as long as it's worn.

15-17. One of the Four Sons of Horus takes interest in the cleric, granting both benefit and restriction. Each one gives a bonus to certain saves, but also a -1 penalty to all rolls when facing opposite the listed direction from now on. Roll 1d4.

- [1] Duamutef: +6 to saves vs. fear and elemental magic; East
 - [2] Hapy: +6 to saves vs. gasses and death magic; North
 - [3] Imsety: +6 to saves vs. disease and charm magic; South
 - [4] Qebehsenuf: +6 to saves vs. poison and nature magic; West
- For example, if the cleric was so affected by Hapy, then he would gain the listed save bonuses but also a -1 penalty to all rolls whenever he faced south.*

18+ Avenge! The cleric gains a +4 bonus to all of his ability scores and must immediately go on a spree of vengeance, attacking any who have wronged him or other noble types. This lasts for 1 day per divine test total over 17 and no quarter is given! Those who truly seek forgiveness will be punished, but not slain, while those who don't shall meet their final end if the cleric has his way.

Cleric Spells (Horus)

Clerics of Horus have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Light, Protection from Evil, Remove Fear (reversible), Animal Companion^D (avian), Detect Snares and Pits^D, Divine Weather^D

2nd Level: Augury, Bless, Delay Poison, Know Alignment, Hold Person, Holy Chant, Resist Fire, Reveal Charm, Speak with Animal (avians only), Spiritual Weapon

3rd Level: Animal Growth (avians only), Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Hieroglyph of Warding (as Glyph of Warding), Prayer, Remove Curse, Striking, Call Lightning^D, Gust of Wind*

4th Level: Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Polymorph Self (avian forms only)

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Flame Strike, Quest, Raise Dead, True Seeing

6th Level: Animate Objects (statues only), Blade Barrier, Conjure Animals (avians), Find the Path, Heal, Word of Recall

7th Level: Astral Projection, Holy Word, Restoration, Wind Walk

Monks & Paladins (and Anti-Paladins)

Monks and paladins, despite any rules listed elsewhere, can also be cleric variants, much as priests, witches, and mystics are. Unlike the latter though, paladins and monks are very martial and only a little magical.


Both monks and paladins only know one 1st level spell on their divinity's list per level and can cast it twice per day. In addition, they cannot turn, use their divinity's mysteries, nor use any of the special abilities detailed in this book. If using casting rolls, have monks and paladins use them too, though they should be 1 higher/harder for them than clerics of the same level.

In return, they gain other abilities instead, being akin to multiclass characters.

Monks: cannot wear any armor, nor indulge in pleasures, but gain all monk abilities (AC bonus, unarmed attacks, etc.) except those specifically granted at higher levels (speak with plants, etc.)

Paladins: use a fighter's attack bonus, can wear any armor, and can smite those who clerics of the same divinity can turn, the latter up to once per day per level. To do so, they declare the smite attack against such a despicable foe, roll to hit with a +2 bonus, and then, if successful, add their level +4 to their damage roll.

Anti-paladins: follow the same rules for paladins, except that they serve demon lords, etc. instead.

	<p>Avatar of Horus Align: L MV: 40' (fly 120') AC: -7 HD: 22 Atk: 1 Khopesh or javelin Dmg: 6d10 SP: Horus cleric spells/abilities (level 20), +7 to all rolls vs. those who have harmed him Magic Resistance: 40% SV: F22 Mor: 12</p>
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No matter the coloration of their noble falcon heads, Horus Avatars will invariably be on a mission of unification. Whether this involves peacefully helping to unite disparate factions or violently engaging in righteous vengeance, they aim to make the end result the same. Consequently, followers of Set and similar deities will be attacked on sight, while those who are especially noble and committed to unity will receive the benefits of one of the Four Sons of Horus (divine test results #15-17) instead.

CHARIOT WARFARE



The fast and heavy-hitters of Egyptian, Mesopotamian, and similar armies, chariots grant their crews an AC bonus of 4 and a movement speed of 80'.


What is more, one man can drive and use a shield (providing even better AC) while another can throw spears or fire a bow, making

chariots as deadly as they are fast and protected. It is no wonder that these elite units are of noble stock.

Still, chariots require open spaces to operate effectively and those spaces need to be generally flat. If not or if a wheel is damaged, then it loses its advantages, making it easy prey for infantry.

	<p>Egyptian Warrior Mve: 40' AC: 7 HD: 1+1 Attk: 1 Dmg: by weapon SP: +1 to hit and improve AC by 1 per odd level when in Egyptian lands and lightly armored Sve: F1 AL: varies Mor: 10</p>
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Bearing just a shield and perhaps some padded armor, Egyptian warriors instead trust more to the protection of the Gods and their connection to their lands, which they consider ideal. In such situations, they gain a +1 to hit and improve their AC by 1 per odd level (1st, 3rd, 5th, etc.) They otherwise wield spears, bows, axes, and khopesh (treat as scimitars).

	<p>Phoenix (Bennu) Align: L MV: 240' fly AC: 0 HD: 12 Atk: spit fire Dmg: 3d8 SP: Immune to fire, touch causes 1d6 fire damage, resurrection Magic Resistance: 25% SV: C12 Mor: 10</p>
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These huge firebirds are generally peaceful unless disturbed. When that happens, they are only too happy to breathe solar fire upon such interlopers and then quickly depart, wreathed in holy light and burning feather. Fools who try to slay them will only make an eternal enemy, for each phoenix will simply be reborn from its ashes within 1d4 rounds after death.

ISIS

Lawful Goddess of Kindness, Motherhood, & Magic



Tenets of Isis

- * Be kind to others, promoting Ma'at (harmonious truth)
- * Be a stable throne for your spouse and children
- * Defeat the forces of Set

Priestesses of Isis

Special: Isis is served by priests and mystics.

Allowed Weapons: Staff

Allowed Armor: None

Holy Symbol: Tyet (knot of Isis), Throne, Wings, Lotus, Ankh

Can Turn: Those who would do harm

Mysteries of Isis: Priestesses of Isis can add 2 to one of their spell's aspects, up to once per day per level. In addition, whenever they use the secret name of a target, the save is 6 harder, whether they use this mystery or not.

Magical Side-Effects

The magic of Isis is potent, but generally benevolent. Roll 1d12.

1. Sacrifice: Isis requests a ritual and an offering first: 1 round and 1d6 gold pieces per spell level. If the spell would promote healing, wisdom, or protection though, then no time or gold piece equivalent is needed.

2. Merciful Way: The magic must be helpful, or at least not harmful, in order for it to occur. In any case, a sign of Isis will be shown.

3. Icon: Something sacred to Isis need be present, whether one of her symbols, a representation of her, or the like. Otherwise, the spell only functions at 50% strength.

4. Aura of Enchantment: All within 1d6 x 10' of the spell's casting gain a +1d3 bonus to the next magic related roll they make.

5-9. No Side-Effect: The magic functions normally.

10. Revealing Magic: The spell works normally and also grants the priestess knowledge of the target's secret name (see Mysteries of Isis, above).

11-12. Paradisis: The spell works automatically for double the effect, range, or duration. In addition, if it would help another, then it is not expended and can be cast again that day.

Divine Tests

Helping others is key, but the priestess must be ready to deal with dangers too

1-4. It seems the priestess needs a better understanding of Ma'at. She takes a penalty to all her rolls equal to her divine test result (-1 to -4), double (-2 to -8) if she isn't being good, kind, and honest. The penalties last for 2d3 hours.

5-9. There is more to do for the priestess to realign with her goddess. She loses access to some of her spells (50% chance for each one) including possibly her turn ability. Roll 1d6 for each to determine what she need do in order to regain it:

[1] Truly forgive one who has wronged her or a love one.

[2] Make a pilgrimage to an island or holy place.

[3] Interpret another's dream (requiring a WIS check; if failed, it can be attempted again the next day).

[4] Help one in need.

[5] Burn someone's feet (5% chance of also granting immortality).

[6] Foil a follower of Set or other hostile divinity.

10-14. The priestess becomes more like Great Isis, bearing her adornment from now on. Each result also causes her a cumulative 25% chance of being unable to fit in an enclosed area or run in any situation where she might need to (only being able to walk in Egyptian fashion instead), along with the listed benefits. Roll 1d4.

[1] Hathor Horned: Gains long cow horns, allowing her to counterattack for 1d8 damage any who engage her in melee first.

[2] Throne Crowned: Becomes more physically stable, granting her a +4 bonus to all rolls to resist tripping, being pushed, or falling, thanks to the unique crest she now has.

[3] Winged Arms: Can now fly at a rate of 70', but has a -3 penalty to casting spells while doing so, since she needs her arms to do it.

[4] Horus Child: Becomes pregnant or, if male or already pregnant, a related woman does so. In any case, the child will be born with a +2 bonus to Wisdom and Charisma.

15-17. In order to spread goodness, the priestess of Isis must face great evil. Roll 1d4.

[1] She loses her husband or closest male equivalent. The priestess has a base 50% chance of finding him 1d6 days later with only a 50% chance of him being hacked to pieces.

[2] Visited by 7 scorpions, she must give them hospitality for the night. The scorpions won't harm the priestess and will even protect her, though they have a 10% chance of stinging anyone else they might encounter (save vs. poison or die)!

[3] She must teach a cleric of Astarte (Ishtar) or other foreign goddess a new hairstyle or simply how to strike a pose on a chariot, taking 2d3 turns once one is located. Until then, the priestess suffers a -1 penalty to all rolls.

[4] From now on, she appears as an old peasant woman to any who don't know her already. They must save vs. spell or otherwise mistake her for one.

18+ An Avatar of Set (q.v.) arrives within 2d3 turns to attempt to hunt down the priestess and dismember her husband, if any. This lasts for 1 day per divine test total over 17. The Set Avatar will also target any who attempt to interfere, especially followers of Isis, Osiris, or Horus.

Cleric Spells (Isis)

Priestesses of Isis have access to the following spells:

1st Level: Command, Cure Light Wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food and Drink, Sanctuary, Divine Weather^D, Allure*, Charm Person*, Feather Fall*, Identify*, Mending*, Message*, Shield*, Sleep* (those affected may not be harmed though)

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Holy Chant, Resist Fire, Reveal Charm, Snake Charm, Obscuring Mist^D, Levitate*

3rd Level: Continual Light, Cure Blindness, Cure Disease, Dispel Magic, Prayer, Remove Curse, Clairaudience*, Clairvoyance*, Protection from Normal Missiles*

4th Level: Create Food and Water, Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Sticks to Snakes, Tongues, Globe of Invulnerability (Lesser)*

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Insect Plague, Plane Shift, Raise Dead, Interposing Hand*, Magic Jar*, Telekinesis*

6th Level: Blade Barrier, Find the Path, Heal, Stone Tell, Summon Aerial Servant, Word of Recall, Globe of Invulnerability*

7th Level: Astral Projection, Control Weather (Greater)^D (if the priestess's hair is braided), Gate, Regenerate, Restoration, Symbol, Wind Walk, Limited Wish*, Sympathy*



Avatar of Isis

Align: L
MV: 30'
AC: -2
HD: 18
Atk: none
Dmg: none
SP: Isis priestess spells/ abilities (level 24), immune to any harmful magic effects that cause direct damage, Isis divine test results #10-14 (25% chance for each)
Magic Resistance: 50%
SV: C22
Mor:9

Deeply beautiful and potent like a mother, Avatars of Isis bring joy and support wherever they go. Many have one or more of the special Isis adornments (horns, throne crown, wings, or Horus child). No matter her appearance though, Isis Avatars will aid those they meet, unless of course they are followers of evil.

ALTERNATE MAGICAL SIDE-EFFECTS

Though a wide variety of things can happen or be required when a cleric call's upon the power of his or her divinity, sometimes the same result can occur twice or even thrice in a row. To prevent such repetition, Egyptian, Mesopotamian, or clerics of any culture can reroll on the following table instead.

1. Judgment of the Gods: The magic requires that the universal balance be met. The caster triggers a divine test.

2. Sacrament: The magic will only work if a specific item or substance is used. The cleric can make an INT check to see if it is on hand, otherwise he or she will need to acquire it. There's also a base 15% chance of it being psychotropic.

3. Ceremony: It is now incantations and rites of purification that are needed, requiring 2d3 additional rounds before the spell can be cast. If the cleric has specifically purified him or herself that day though, then only 1d2 additional rounds are needed.

4. Trial: Various beliefs and spirits can vie for power in the mortal world. Unless the cleric succeeds at a WIS, INT, or CHA check, then he or she must take 1d3 damage to have the magic work.

5. It is Written: The cleric must specifically scribe something upon stone or a scroll, taking an additional 1d6 rounds to cast the spell. As long as the writing lasts, the cleric need not write it again if casting the same spell on the same target.

6. Effigy: It is now a physical representation of the target that must be made, though only if the spell would be harmful. If so, treat as result #4 above. If not, then the spell has no side-effect

7. When the Gods Decree: The spell's effects occur d20 - the cleric's level hours later.

8. Patience is Next to Godliness: The spell's effects occur d20 - the cleric's level minutes later.

9. A Moment Longer! The spell's effects occur d20 - the cleric's level rounds later.

10. Succor of the Gods: The spell works and if the caster adds one of side-effects #1-7 above, then it can gain a 50% bonus to one of its aspects.

11. Blessing of the Gods: The spell works and if the caster adds one of side-effects #1-7 above, then one of its aspects can be doubled.

12. Great Blessing of the Gods: The spell works and if the caster adds one of side-effects #1-7 above, then one of its aspects can be doubled, is not expended, and can be cast again.



EGYPTIAN MAGIC (HEKU)

Egyptian clerics and the like can use the following to improve their magical effects.

Egyptian Temple Magic: when at a temple of any Egyptian god or goddess, Egyptian clerics can reroll their magical side-effects, but must take the second result.

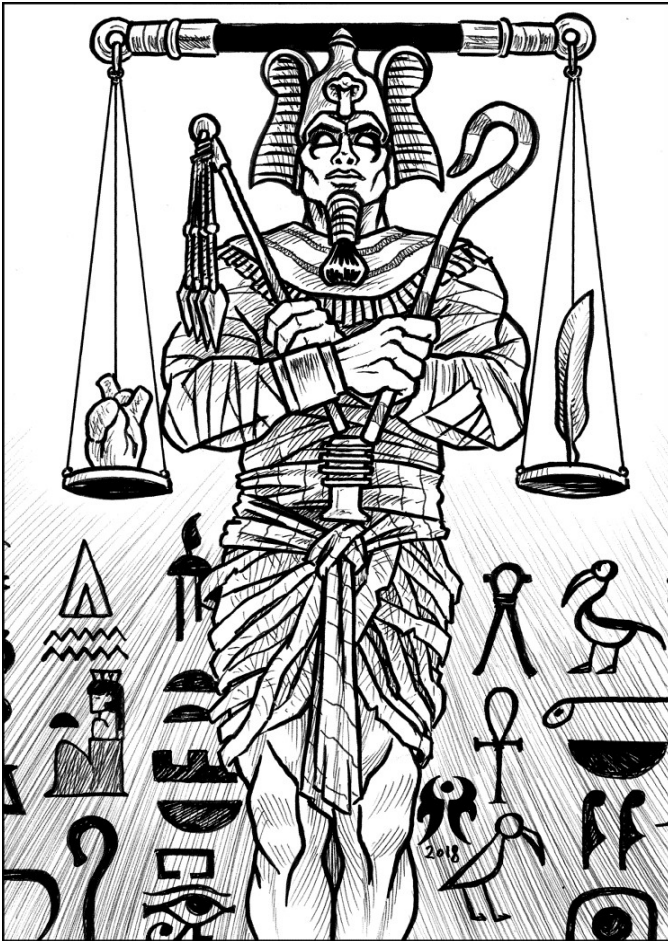
Ma'at Spell: If it won't disrupt the natural order (or game balance), then an Egyptian cleric may cast a spell again that he or she has already expended or even one he or she knows in lieu of one prepared. In both cases, the casting roll becomes progressively 3 higher every time the cleric does so in a single day (6, 9, 12, etc.) Remember that failing a casting roll by 10 or more triggers a divine test.

Story Magic: Legends create the world. If the Egyptian cleric can show how his or her spell reenacts something that has occurred in myth, then he or she can double one of its aspects.

The Eye of Ra: With its pineal gland associations, Egyptian clerics can take an extra round to harness the sun god's potency by making a WIS check, gaining a +25% bonus to one aspect of their spell if successful.

OSIRIS

Lawful God of Life, Death, Growth, & Resurrection



Tenets of Osiris

- * Embrace life and the fertile growing things
- * Honor death, whether temporary or final
- * Be reborn either to greater truth or the Afterlife itself

Priests of Osiris

Special: Osiris is served by priests, monks, and mystics.

Allowed Weapons: Crook (as club), flail

Allowed Armor: Bandages only (treat as padded)

Holy Symbol: Djed (colorful pillar), Crook & Flail, Mummy, Ankh

Can Turn: Undead, Demons

Mysteries of Osiris: Priests of Osiris can add 2 to one of their spell's aspects, saves, or ability checks if they are in a fertile place, up to once per day per level.

Magical Side-Effects

The power of Osiris revolves around the cycles of life. Roll 1d12.

- 1. Sacrifice:** Osiris calls for 1 round and a 1d6 gold piece offering per spell level for the magic to work. If a sacred cake and ale is available to represent the body and blood of Osiris though, then it can be consumed immediately instead like a eucharist.
- 2. Short Rebirth:** The priest must sleep for 1d3 turns, either immediately after casting the spell or before the next dawn.
- 3. Icon:** A representation of Osiris must be present, whether one of his symbols, a representation of him, plants, or the like. If not, then the magic only functions at 50% strength.

4. Sacred Feeling: Those within 1d6 x 10' of the spell's casting gain a +2 bonus to all non-physical rolls for the next 2d3 rounds.

5-9. Standard Casting: The magic occurs without side-effect.

10. Rejuvenative Magic: The spell works normally and if it would be used to foster or heal life, has a 50% bonus to its effect, range, or duration.

11-12. Life & Death: The spell works automatically for double the effect, range, or duration. In addition, if its casting is a matter of life or death, then it is not expended and can be cast again that day.

Divine Tests

Like Osiris, the priest must die and rise, whether figuratively or literally.

1-4. The time for renewal is at hand. The priest takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he resists the change (a base 50% chance). In any case, the penalties last for 2d3 hours.

5-9. Reaping or sowing, more of the priest is now given unto Osiris. He loses access to some of his spells (50% chance for each one) including possibly his turn ability. Roll 1d6 to determine what he needs to do in order to be able to use each one again:

- [1] Administer proper rituals for 2d3 turns.
- [2] See to a proper burial or visit a tomb.
- [3] Stand in a river for 1d3 turns.
- [4] Attend at a temple for 1d3 turns.
- [5] Give 50% of his current wealth to the poor.
- [6] Cause 1d3 damage to himself, representing Osiris's trials.

10-13. From now on, the priest takes on the ways of Great Osiris. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits. Roll 1d4.

- [1] Green Man: His skin turns green, allowing the priest to regenerate any damage at a rate of 1 per turn. The use of fire or separating his body parts will certainly prevent this though.
- [2] Ram Horned: Like Banebdjedet, he now gains curling horns, allowing the priest to counterattack any who engage him in melee or even allowing him to make a charge attack for 1d6+1 damage.
- [3] Mummy Wrapped: Though his speed decreases by 10', the priest can now also ignore 1 damage from any attack each round except fire.
- [4] Wennefer: The now-high priest may keep fighting (or being otherwise useful) even if reduced to zero or fewer hit points. He may do so for up to 1 turn until beginning the death process, unless healed before then.

14-17. The priest must undergo an ordeal like one of Osiris himself. Roll 1d3.

- [1] Stuck in a box, he must be found and freed by his love ones, having a base 10% chance per hour of searching. Unless found by then, he will die in his Constitution divided by 3 hours.
- [2] He has a random body part hacked off, causing the loss of it and at least 3d6 damage. Restorative magic will likely be needed; that is, if the priest even still lives.
- [3] Becoming comatose, the priest's companions must enact a Passion Play for 1d5 hours to revive him.

18+ The priest is slain and dead for at least 1 day per divine test result over 17. Treat him as being properly buried and mummified in this case. He then goes through the process of Afterlife Encounters (see next page). Upon reaching the Afterlife, he may be resurrected rather than remain there if he so wishes. If he does so, then the priest may automatically return to the Afterlife when he dies again.

Cleric Spells (Osiris)

Priests of Osiris have access to the following spells:

1st Level: Create Water, Cure Light Wounds, Light, Protection from Evil, Purify Food and Drink, Remove Fear (reversible), Resist Cold, Sanctuary, Entangle^D, Shield*

2nd Level: Augury, Bless, Delay Poison, Hold Person, Holy Chant, Silence 15' Radius, Snake Charm, Barkskin^D, Feign Death^D, Find Plant^D, Warp Wood^D

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Prayer, Remove Curse (reversible), Speak With Dead, Plant Growth^D, Water Breathing^D, Protection from Normal Missiles*

4th Level: Create Food and Water, Cure Serious Wounds, Divination, Exorcise, Lower Water, Neutralize Poison, Protection from Evil 10' Radius, Speak with Plants, Sticks to Snakes, Tongues, Passplant^D

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Plane Shift, Raise Dead, Anti-Plant Shell^D

6th Level: Find the Path, Heal, Part Water, Speak with Creatures, Reincarnate^D, Transport via Plants^D, Charm Plants*

7th Level: Astral Projection, Earthquake, Gate, Regenerate, Restoration, Resurrection, Creeping Doom^D (as scarab beetles)

AFTERLIFE ENCOUNTERS

Egyptians follow an elaborate system to ensure a better life after death. Those who have the fortune of having an intact body (not always the case with adventurers) and the like, greatly increase their chances of making it to paradise.

Modifiers to all chances and rolls below

Intact body: +25% / +5

Proper burial/ mummification: +25% / +5

Funerary amulets: +10% / +2

Book of the Dead: +35% / +7

I. DEATH

The person's Ka (life force) leaves the body. Now as just the Ba (egoic self) and Ib (heart), he or she must seek to reunite with the Ka again in the Afterlife to thereby become the Akh (realized self).

Base chances of the:

Ba being able to wander about during the day as a spirit (5%)

Ren (their name) being remembered by mortals (10%)

Sheut (their shadow) remaining and the person still being able to hear and speak to the mortal world (10%)

II. TRIALS

The deceased then must enter the Duat (Egyptian Otherworld) and navigate a variety of perils. Roll for both location and the type of challenger encountered.

Location (1d3): [1] gate, [2] cavern, or [3] mound

Challenger (roll 1d3): [1] animal-headed demon, [2] monstrous beast, or [3] questioning god or goddess

Since it is a spiritual contest, combat takes place by the dead person making an attribute check: INT if fighting an animal-headed demon, WIS if fighting a monstrous beast, or CHA if conversing with a questioning god or goddess. Remember to add any bonuses that the deceased may have gained from having an intact body and the like (from the modifiers above) to the attribute.

If unsuccessful, then the dead person is cast into the Twelve Hours of Night (Egyptian Underworld). If successful, then the dead person has a base 5% chance of moving on to Judgment (see below). Otherwise, the deceased undergoes another trial.

III. JUDGMENT

Those who make it past the trials are then judged. First, they must make negative confessions to the 42 assessors of their sins (that they never stole, that they never stole grain, etc.), then their heart is weighed by the Gods. The base chances of it being lighter than a feather depends on the character's alignment, though the modifiers detailed above can be applied here too:

Lawful (65%)

Neutral (35%)

Chaotic (5%)

If lighter than a feather, then the deceased may enter the Afterlife, if not, then their soul is consumed by Ammit!

IV. AFTERLIFE

Now at their final reward, the deceased can take their pick of which paradise they would like to remain in, though having a Shabti (animating statuette) will help with any work they must do.

Field of Reeds: a bucolic version of Egyptian life

Barge of Ra: assist the sun god on his daily travels

House of Osiris: a pleasant area of the 12 Hours of Night

MESOPOTAMIANS

Dead Mesopotamians undergo a similar process, passing through seven gates and removing clothing. Still, they will always end up in Irkalla (the Underworld), being assigned status by the judges, as well as gaining ability and placation from both their former station in life and the reverence of their still-living descendants.

Avatar of Osiris

Align: L

MV: 40'

AC: 0

HD: 20

Atk: 1 crook or flail

Dmg: 3d8

SP: Crook causes 1d2 Intelligence damage; Flail reduces target's speed by 10', Osiris priest spells/ abilities (level 22), immune to any harmful plant or water effects, has divine test results #10-13: (33% chance for each)

Magic Resistance: 40%

SV: C24

Mor: 10

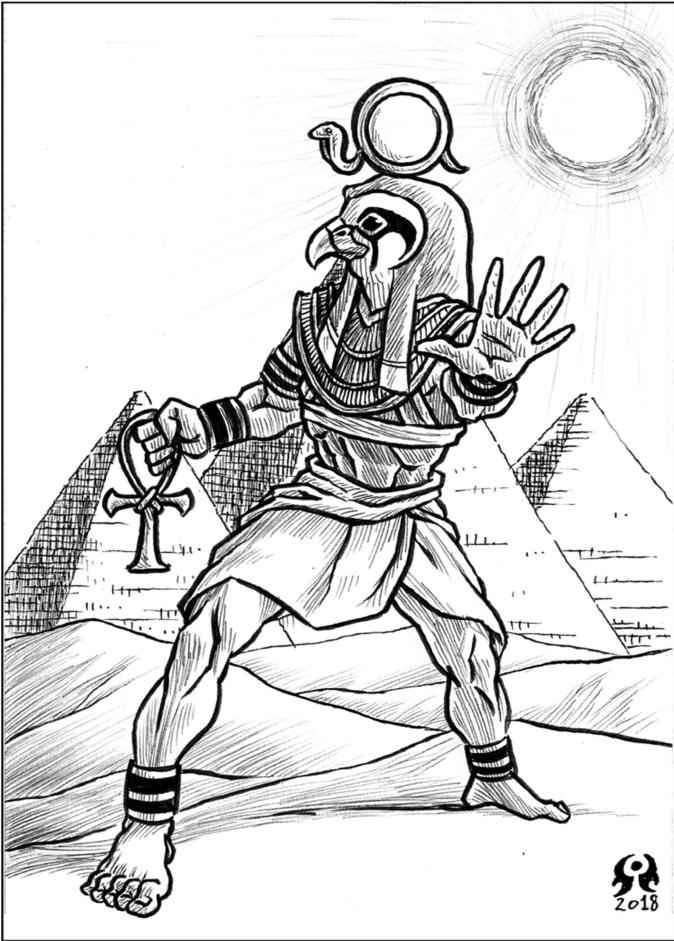


Mystical and vibrant, Osiris Avatars move between the dance of life and death, eternally watching the cycle. Though always appearing as a man, some have green skin, ram horns, mummy wrappings, and/or the Wennefer ability. In any case, they will offer great wisdom to all they encounter, whether the individuals see it for what it is or not. Those who harm the avatar might just need some of his crook and flail though in order to let even more of that great wisdom sink in.



RA

Lawful God of the Sun, Pharaohs, & Power



Tenets of Ra

- * Honor the solar, potent Ra: pharaoh above all others
- * Defeat Apep, Set, and other would-be usurpers
- * Be prepared to adjust one's angle so as to maintain power

Clerics of Ra

- Special:** Ra is served by clerics, priests, and paladins.
Allowed Weapons: Staff, khopesh (as scimitar), javelin, spear
Allowed Armor: Scale mail or lighter
Holy Symbol: Eye of Ra, Sun Disc, Ankh
Can Turn: Egyptian types who don't see Ra as supreme
Mysteries of Ra: Clerics of Ra wear falcon masks, granting them the ability to shoot beams of magic sunlight at a range of 60', up to once per day per level for 1d6 + the cleric's level in damage.

Magical Side-Effects

The sun rises and falls, only to rise once again, bringing the great power of Ra. Roll 1d12.

- 1. Potency:** The solar light of the magic burns the cleric for 1d2 damage!
- 2. Sacrifice:** Ra demands a ritual and offering for the spell to work equal to 1 round and 1d6 gold pieces per level. If it's from one who sees Ra as supreme though, then no time and only 1/2 the gold piece equivalent is needed.
- 3. Icon:** An aspect of Ra need be present, whether a symbol of him, being in the pharaoh's presence, or seeing the sun itself. Otherwise, it only functions at 50% strength
- 4. The Solar Horizon:** A 1d3 x 10' area around the cleric burns all non-faithful of Ra for 1d4 damage.

5-9. Standard Casting: The magic functions without side-effect.

10. The Sun Above: The spell works normally and if it is cast during the daytime and/or in Egyptian lands, has a 50% bonus to its effect, range, or duration.

11-12. Primacy of Ra: The spell works automatically for double the effect, range, or duration. In addition, if it would directly help one who sees Ra as supreme, then one of its aspects can be tripled- two aspects if used to fight followers of Apep or Set.

Divine Tests

As pharaoh, Ra must maintain harmony, whether by putting down usurpers, realigning his rays, or simply emitting his true solar might.

1-4. Can you see the light? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he is in a dark area or is doing something disempowering to himself or to Ra. The penalties last for 2d3 hours.

5-9. Ra rises and the cleric must not set. He loses access to some of his spells (50% chance for each one) including possibly his turn ability. Roll 1d5 for each to determine what he needs to do to get it back:

- [1] Provide service for a pharaoh for 1 hour (or a person who serves a pharaoh directly).
- [2] Challenge a follower of Apep, Set, or similar Chaotic being, whether to duel in battle or to be defeated in some other way.
- [3] For the next 3d3 hours, yell out Ra's name whenever entering a new area, or just that he is a 'bird-headed man'.
- [4] Weaken those who would usurp Ra's rule through less Chaotic ways, such as followers of Horus, Isis, or Osiris.
- [5] Be bathed in full sunlight for 1d6 turns.
- [6] Visit the underworld (spiritual or otherwise) for 1d6 turns.

10-14. To serve the Sun Pharaoh, one must fit the part. The cleric becomes more like Great Ra now. Each result also causes him a cumulative 10% chance of accidentally shooting someone he looks at and is angry towards with his sunlight beam (a free use of it- see Mysteries of Ra), along with the listed benefits. Roll 1d4.

- [1] Falcon's Head: Treat as if the cleric is always wearing his Ra mask now, allowing him to use his sun beams every three rounds as often as he wishes.
- [2] Eye of Ra: His sun beams now do +3 damage.
- [3] Uraeus: The serpent on the cleric's helm or crown can actually animate for up to 1d6 rounds per day, attacking as a spitting cobra:
MV: 30'; AC: 7; HD: 1; Atk: 1 bite or spit; Dmg: 1d3; SP: poison
- [4] Sun Chariot: Gains a chariot made of sunlight, allowing him and up to 3 others to fly at a rate of 90'.

15-17. Many would challenge Ra's primacy, so the cleric now follows an alternate aspect of him, gaining different abilities rather than having a Ra falcon mask or head.

- [1] Amun: Gain a ram head, allowing the cleric to make an extra melee attack for 1d8 + his level damage every round. He also becomes concerned with justice for the poor.
- [2] Atum: Becomes neutral and can become invisible at will.
- [3] Horakhty: Can now access the mysteries of Horus (q.v.), being able to use them along with Horus's allowed weapons. The cleric may also opt to be able to still use his Ra falcon mask or head abilities, but then both his Ra and Horus mysteries can only be used during daylight hours.
- [4] Atem: The magical powers of followers of other Egyptian gods now suffer a -3 penalty when within 60' of the cleric, making him more potent by default but also very keen for their wrath.

18+ Beware: Apep! An avatar of the huge, chaotic serpent arrives to terrorize the area, remaining for at least 1 day per divine test result over 17. It is up to the cleric to slay it before then, or else the authority of Ra might suffer and the forces of Chaos could become unleashed upon the world (a base 5% chance)!

Cleric Spells (Ra)

Clerics of Ra have access to the following spells:

1st Level: Command, Create Water (reverse), Cure Light Wounds, Detect Evil, Light, Protection from Evil, Purify Food and Drink, Remove Fear, Sanctuary, Solar Hands (as Burning Hands*, but is made of sunlight), Floating Disc*, Shield*

2nd Level: Augury, Bless, Find Traps (illuminated with sunlight), Hold Person, Holy Chant, Resist Fire, Spiritual Weapon, Levitate*, Solar Missile (as Magic Missile*, but does heat and light damage)

3rd Level: Continual Light, Cure Blindness (reversible), Cure Disease, Dispel Magic, Hieroglyph of Warding (as Glyph of Warding), Prayer, Remove Curse (reversible), Striking, Clairvoyance*, Solar Ball (as Fireball* but only harms dark beings or those who follow Chaotic entities)

4th Level: Create Food and Water, Cure Serious Wounds, Detect Lie, Divination, Exorcise, Lower Water (via intense heat), Protection from Evil 10' Radius, Arcane Eye*, Globe of invulnerability (Lesser), Polymorph Self (falcon forms only), True Seeing (granted at an earlier level thanks to the Eye of Ra)

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Flame Strike (as intense sunlight), Quest, Plane Shift, Teleport*

6th Level: Blade Barrier, Find the Path (illuminated by sunlight), Heal, Disintegrate*

7th Level: Astral Projection, Gate, Holy Word, Restoration, Symbol, Wind Walk, Sun Chariot (as Fire Chariot^D, but is made of sunlight), Summon Avatar (Ra)

PYRAMID ENCOUNTERS

Final resting places of the pharaoh's and their servants' mortal remains, pyramids help to ensure a pleasant afterlife. Unlike ziggurats, they aren't meant to be walked upon, but rather to be walked around and/or in.

TYPE (1d6)

1. Mastaba

2. Step

3-6. Straight

SIZE (1d8)

- 1-3. **Small:** 300 + 1d10 x 10' (base); 100 + 1d10 x 10' (height)
4-5. **Medium:** 400 + 1d10 x 10' (base); 200 + 1d10 x 10' (height)
6-7. **Large:** 500 + 1d20 x 10' (base) x 300 + 1d10 x 10' (height)
8. **Huge:** 700 + 1d10 x 10' (base); 400 + 1d10 x 10' (height)

SPECIAL FEATURES

Along with being a tomb within (see p.16 for the table to use), pyramids will also have 1d6 special features (roll 1d20):

- | | |
|---------------------------|---------------------------|
| [1] astrological view* | [2] boat pit |
| [3] holds a buried queen* | [4] buried/ subterranean* |
| [5] causeway | [6] courtyard |
| [7] extensive tunnels | [8] golden pyramidion* |
| [9] great statue | [10] made of mud brick* |
| [11] necropolis | [12] obelisks |
| [13] oddly shaped* | [14] part of a complex* |
| [15] ruined/ unfinished* | [16] statues |
| [17] temple, divinity | [18] temple, mortuary |
| [19] unique color* | [20] walls |

* Indicates a feature inherent to the pyramid itself, whether part of it or inside; all others are adjacent to or near the pyramid instead.

GUARDIANS


Though entering a pyramid unwelcome is dangerous, guards can also prevent entrance in the first place. Roll 1d6:

- [1] 4d6 Egyptian soldiers with 1d6 chariot teams
- [2] 1d8 clerics of 1d10th level
- [3] 2d8 fighters of 1d6th level
- [4] 1d4 Egyptian sphinxes
- [5] 1d4 stone golems
- [6] Per Referee

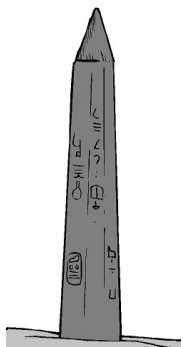
CURSES

Finally, those who would be so foolish as to *defile* a pyramid by entering it, or even worse, *taking something from it*, must save vs. death or suffer one of the following. Roll 1d6:

- [1] Bad luck! -1d6 to all rolls.
- [2] Have one's dwelling be burned and flooded!
- [3] Have 1d6 of one's older family members die!
- [4] Lose all of one's wealth!
- [5] Have an Egyptian mummy track them down in 1d4 days!
- [6] Die in 1d4 days!

	<p>Avatar of Ra</p> <p>Align: L MV: 40' (chariot: fly 90') AC: -6 HD: 21 Atk: 1 sun ray Dmg: 8d8 SP: Ra cleric spells/abilities (level 23), immune to any harmful light or fire effects, sun chariot 33% chance Magic Resistance: 50% SV: C22 Mor: 12</p>
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Avian and potent, Ra Avatars will usually be encountered either enjoying their solar domination or dealing with those who would usurp it. Those who do the latter will likely receive the wrath of his sun ray, while others who especially honor him will be granted blessing, whether the Avatar has a sun chariot or displays other variant aspects of Ra or not.



OBELISKS

Common in Egyptian lands, though not unknown in others, obelisks are monolithic square pillars that point to the sun rays above. As a result, clerics who stand beneath them can increase their level by 2 with regards to casting spells. Still, obelisks are often attuned to only work for those of a certain alignment, so there's only a base 1 in 3 chance that it will boost the power of a particular cleric. Nevertheless, the benefits bestowed are worth it to those whose alignments match- some might even say they're *monumental*.



THOTH

Neutral God of Knowledge, Balance, and Judgment



Tenets of Thoth

- * Preserve and spread knowledge
- * Settle disputes, maintaining cosmic balance
- * Judge those deserving

Clerics of Thoth

Special: Thoth is served by clerics, priests, monks, and mystics.

Allowed Weapons: Staff, club, mace

Allowed Armor: Shield only

Holy Symbol: Ibis, Lunar Disc, Ankh, Stylus

Can Turn: Those with both an INT and WIS score of 13 or less

Mysteries of Thoth: Clerics of Thoth wear ibis masks, allowing them to understand an animal's speech or even use the abilities of a monk of equal level for 1 round, up to twice per day per level.

Magical Side-Effects

Knowledge is power for the followers of Thoth. Roll 1d12.

1. Sacrifice: A ritual and offering are required by Thoth for the spell to work, equal to 1 round and 1d6 gold pieces per spell level. If it's an item or new piece of knowledge though, then no gold piece equivalent or time is needed- it is already priceless.

2. Researched Spell: Proper study must be done before the magic can work, taking 1d3 turns, though it can be done soon after if need be. In any case, the cleric won't need to research that particular spell in this manner again.

3. Icon: Something representing Thoth needs to be present, whether one of his symbols, a collection of knowledge, an ibis, or the like. Otherwise, the magic only functions at 50% strength.

4. Breath of Thoth: The cleric must engage in rhythmic breathing

for 1d3 turns after the spell is cast, allowing him to resave against any effect he's experiencing, thanks to how healthy the process is.

5-9. No side-effect: The magic functions normally.

10. Balanced Magic: The spell works normally and if it would help protect or heal a Lawful individual from a Chaotic one or vice versa, then it has a 50% bonus to its effect, range, or duration.

11-12. Knowledge of Thoth: The spell works automatically for double the effect, range, or duration. In addition, if it is a spell that the priest has researched (per result #2 above or otherwise), then it is not expended and can be cast again that day.

Divine Tests

Careful measurement and understanding must be taken to preserve balance in the cosmos. It would seem the cleric needs more practice with that.

1-4. The cleric takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if he is unable to comprehend Thoth's judgment (requiring an INT check). In any case, the penalties last for 2d3 hours.

5-9. Are you wise enough to overcome this conundrum? The cleric loses access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d4 for each one lost to determine what he must do in order to regain it:

[1] Perceive an auspicious celestial sign (a WIS check).

[2] Perform the correct mathematical calculation (an INT check).

[3] Inscribe verse upon a scroll properly (an INT check).

[4] Judge a situation wisely (a WIS check).

If the cleric fails the check, then he can reattempt it the next day.

10-14. To become a wiser philosopher, the cleric becomes more like Great Thoth from now on. Each result (except for #4) also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks. Roll 1d4.

[1] Ibis Head: Treat as if the cleric is always wearing his ibis mask, allowing him to gain a +4 to all knowledge-related rolls.

[2] Lunar Headdress: A moon disc shines above the cleric's head, allowing him to detect books, scrolls, and other writings at will as one would detect magic.

[3] Babi: Gains a baboon head, granting him both the climbing ability and virility of such primates, along with the ability to skillfully navigate at sea via his elongated member.

[4] A'ah-Djehuty: Can now use any of his abilities while appearing fully human, though he will still seem wise.

15-17. The deepest tests unlock the greatest mysteries, showing the cleric of Thoth that he is 'Thrice-Greatest'. He gains one of the following benefits, but also suffers a -4 to all rolls for the next 3 days as he adapts to the change. Roll 1d3.

[1] Book of Thoth: Gains a permanent +2 bonus to all his spell rolls, but must also review sacred texts whenever he wishes to prepare his spells each day in a manner similar to a magic-user, ever watchful for insidious typos.

[2] Guardian of Lore: May cause up to one stone statue at a time to be possessed by a spirit, animating it and causing it to protect the cleric as an animate statue (q.v.)

[3] Corpus Hermeticum: With the Referee's guidance, the cleric may create one new spell that he can cast by scribing it in hieroglyphic form. Its level and attributes must match that of other spells in capability and it must not go against the tenets of Thoth.

18+ Thoth opens the Book of the Dead and the cleric is sent to the Realm of the Gods for at least 1 day per divine test result over 17. While there, Thoth will begin to record his deeds. The cleric may make an INT check to slip away and continue his life at the end of the visit, though the check is also made at a -1 penalty per divine test result over 17. If failed, the cleric must remain and pass onto the afterlife, perhaps regretting that he hadn't studied harder.

Cleric Spells (Thoth)

Clerics of Thoth have access to the following spells:

1st Level: Cure Light Wounds, Detect Evil, Detect Magic, Protection from Evil, Purify Food and Drink, Remove Fear, Sanctuary, Comprehend Languages*, Erase*, Feather Fall*, Identify*, Read Languages*, Scribe*

2nd Level: Augury, Bless, Delay Poison, Find Traps, Know Alignment, Hold Person, Reveal Charm, Silence 15' Radius, Speak with Animal, Arcane Lock*, ESP*, Knock*

3rd Level: Cure Blindness, Cure Disease, Dispel Magic, Hieroglyph of Warding (as Glyph of Warding), Locate Object, Prayer, Remove Curse, Clairaudience*, Clairvoyance*

4th Level: Cure Serious Wounds, Detect Lie, Divination, Exorcise, Neutralize Poison, Protection from Evil 10' Radius, Tongues, Polymorph Self* (ibis forms only)

5th Level: Atonement, Commune, Cure Critical Wounds, Dispel Evil, Plane Shift, True Seeing, Telekinesis*

6th Level: Animate Objects (statues), Find the Path, Heal, Speak with Creatures, Stone Tell, Word of Recall, Legend Lore*

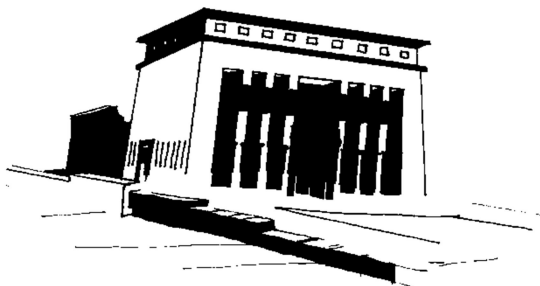
7th Level: Astral Projection, Gate, Regenerate, Restoration, Symbol, Summon Avatar (Thoth), Mind Blank*



Avatar of Thoth

Align: N
 MV: 40'
 AC: -2
 HD: 18
 Atk: 1 staff
 Dmg: 4d10
 SP: Thoth cleric spells/abilities (level 24), immune to any harmful magic effects that don't cause direct damage
 Magic Resistance: 50%
 SV: C24
 Mor: 10

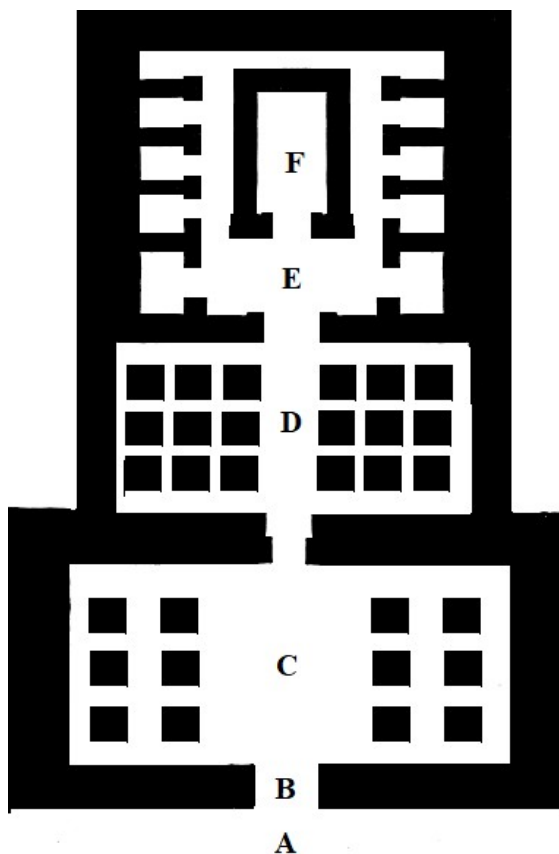
Ibis-headed and wise, Thoth Avatars can be found calmly settling disputes or simply enjoying or preserving knowledge. Any who would disrespect them will be calmly dealt with, while those who would support such activities will be rewarded with a useful piece of knowledge.



LECTOR PRIESTS (EGYPTIAN MAGIC-USERS)

Working with all the Gods allows access to a wide variety of spells at the expense of focus and power. Lector priests do just this, though they must learn their spells first like magic-users do and only from the lists of specific Egyptian gods and goddesses. What is more, unlike clerics, they cannot wear armor, turn, nor use any mysteries, though they still experience the magical side-effects and divine tests of the gods and goddesses whose spells they cast. Such is the price of great knowledge, smiled upon by Thoth.

EGYPTIAN TEMPLES



- A. Outside the Temple** (percent chance for each)
- | | |
|-----------------------------------|----------------------|
| Avenue of criosphinxes (65%) | Other statues (65%) |
| House/ Offices (50%) | Scribes (50%) |
| Sacred bathing lake (40%) | Worshippers (40%) |
| 'Hearing ear' on wall (30%) | Extra obelisks (30%) |
| Other buildings by divinity (25%) | Quay/ Dock (20%) |
| Festival in progress (15%) | |

- B. Pylon Entrance:**
 Obelisks and apotropaic decorations adorn the double, tower-like facade, showing the (roll 1d3):
 [1] temple's divinity, [2] gods, [3] pharaoh...

- Indicating what type the temple is:
Divinity: dedicated to a god or goddess (mansion of the divine)
Mortuary: dedicated to a pharaoh (mansion of a million years)
 Also chance of having: doors (30%) 1d10 flagstaves (25%)

- C. Courtyard:** First chamber, it is peristyle (columns at the periphery). Chances of:
 Statues (75%) Cartouche (king's symbol) (50%)
 Laity allowed in (25%) Partial screen wall (25%)

- D. Hall:** Hypostyle- columns all about made to look like trees reaching heaven; ceiling is made to look like the sky. Chances of:
 Door barring entry (50%) 1d10 human guards (50%)
 1d4 supernatural guards (35%) Large columns (25%)

- E. Barque:** Holds the divinity's portable sacred boat.
 Chance of Barque being located behind Sanctuary (30%)

- F. Sanctuary:** With the lowest roof, highest floor, and least lighting, this area represents the beginning of creation. The cult statue is likely here (75% chance), contained in a Naos box.
 Chances of:
 Sacred Vessels (75%) 1d10 clerics (75%)
 Cult statue being dressed/ fed (50%) Singers & dancers (25%)

APEP

Chaotic Titan of Darkness, Serpents, & Apocalypse



Tenets of Apep

- * Expand darkness, snuffing out the light
- * Spread chaos and great suffering, putting an end to order
- * Bring about the end of the world

Clerics of Apep

Special: Apep is served by clerics, priests, and mystics.

Allowed Weapons: Whip, dagger, sword (any)

Allowed Armor: Scale mail or leather

Holy Symbol: Serpent, Darkness, Consumed Sun

Can Turn: Followers of the Egyptian Gods

Mysteries of Apep: Clerics of Apep wear snake masks, allowing them to make a bite attack that automatically causes 1d3 damage, +1 per level, up to once per day per level. Those so bitten must also save vs. poison or take 1d3 CON damage too.

Magical Side-Effects

The end of the world might need to be coaxed a bit. Roll 1d12.

1. Tortured: Pain and blood are necessary to destroy Ma'at and the Gods. If the spell won't cause it itself, some will need to be inflicted in order for it to work: 1d6 hit points worth, whether from the cleric himself or a 'volunteer'.

2. Sacrifice: The cleric need now perform a nihilistic ritual and make an offering for the spell to work, equal to 1 round and 1d6 gold pieces per spell level. If a follower of Ra is provided though, then no time or other offering is needed.

3. Unholy Serpent Icon: A representation of Apep need be visible, whether a symbol of him, an actual serpent, or even something snakelike. Otherwise, the spell only functions at 50% strength.

4. Creeping Abyss: A 1d6 x 10' area around the spell's target becomes dark, causing all without special ability to be unable to see until they leave the area. The effect lasts for 2d3 rounds as its center shifts 10' in a random direction each round.

5-9. No Side-Effect. The magic functions normally this time.

10. Striking Spell: The spell works normally and if cast on one not expecting it, has a 50% bonus to its effect, range, or duration.

11-12. Doom of Apep: The spell works automatically for double the effect, range, or duration. In addition, if it is used to harm some emissary of light and/or order, then it is not expended and can be cast again that day.

Divine Tests

All must come to an end, though Apep would see that it happens sooner than later and far more unpleasantly than it has to be!

1-4. In opposition to all things godly, all within 120' of the cleric who are not also followers of Apep receive a penalty equal to his divine test result (-1 to -4). The effect lasts for 2d3 hours.

5-9. Though Apep ultimately seeks total devastation, he demands more suffering be caused along the way- via a sacrifice (followers of Ra are preferred)! The cleric loses access to some of his spells (50% chance for each) possibly including his turn ability. Roll 1d6 for each one lost to determine how or where he must perform the killing in order to regain it:

- | | |
|----------------------|--------------------------------------|
| [1] Strangulation | [2] Stab with a snake-shaped harness |
| [3] Deadly poisoning | [4] When the victim is relaxed |
| [5] In a dark place | [6] Amongst snakes |

10-14. The dark chaos of Apep becomes more apparent in the cleric now. For every result he experiences, he has a cumulative 25% chance of being confused for an obvious monster by the non-faithful, along with the listed benefits. Roll 1d4.

[1] Snake Head: Treat as if the cleric is always wearing his serpent mask now, allowing him to always make a bite attack for 1d3 damage along with his chance of poisoning.

[2] Venom Spit: All of his bite attacks can also be performed at a range of up to 15' for 1/2 damage.

[3] Paralytic Bite: Those bitten by the cleric or stabbed by his dagger must save vs. poison or cannot move for 1d3 rounds.

[4] Snake Tail: Grows one and can hold someone he hits by making an opposed STR check. It can otherwise function as an additional appendage for other tasks.

15-17. A more potent test of Apep occurs. Even if the cleric doesn't survive, he will likely still believe he can do anything. Roll 1d4.

[1] Dark Visions: all those within 240' immediately witness shocking scenes of defilement and murder of all that's holy. Any men and women so affected must save vs. death or die of fright. Those who are Lawful have a -4 penalty.

[2] Against Sun and Moon: All light in the sky becomes blocked, turning day into night and night into pitch blackness within 3 miles for the next 2d3 hours. All attacks and other harmful effects gain a +2 bonus during this time, while helpful ones suffer a -2 penalty. Even those not in view of the sky at the time are affected.

[3] Spawn of Apep: A giant python (q.v.) will arrive within 1d6 rounds and, if not given a proper sacrifice, will quickly attack all within 120' until slain. Its HD will equal the cleric's level + 3.

[4] Doom Star: In revolt against Ra, Apep sends a celestial object from his void, plummeting down to where this test occurs, crashing within 3d6 rounds. All within a 1d20 x 5' radius will be destroyed.

18+ Apep-calyptse! Great destruction is unleashed upon the area where this test occurs. Within 1d6 turn's time, all four of divine tests #15-17 occur. What is more, for every divine test over 17, the areas of effect are doubled, likely causing massive destruction, not to mention financial calamity and social Armageddon. Though the cleric might be wise to flee the area beforehand, he would likely stay to savor the results and even summon an Avatar of Apep!

Cleric Spells (Apep)

Clerics of Apep have access to the following spells:

1st Level: Command, Cure Light Wounds (reversible), Detect Evil (reverse), Light (reverse), Remove Fear (reverse), Charm Person* (requires eye contact), Sleep* (-4 to save if target is bitten by the cleric)

2nd Level: Bless (reverse), Delay Poison (reversible), Find Traps, Hold Person (-4 to save if cleric also makes eye contact with the target), Silence 15' Radius, Snake Charm. Speak with Animal (serpents only), Detect Snares and Pits^D, Entangle^D (appears as serpents), Detect Invisible*, Magic Mouth* (sibilant), Scare*

3rd Level: Animal Growth (serpents only), Continual Light (reverse), Cure Blindness (reverse), Dispel Magic, Feign Death, Prayer, Remove Curse (reverse), Striking (on allowed weapons only), Haste* (can only be used for extra attacks), Infravision*, Suggestion* (-4 to save if cleric also makes eye contact with the target)

4th Level: Cure Serious Wounds (reversible), Detect Lie, Neutralize Poison, Sticks to Snakes, Polymorph Self (serpent forms only), Fear*

5th Level: Commune, Cure Critical Wounds (reversible), Cloudkill*, Stone to Flesh* (reverse), Transmute Rock to Mud*

6th Level: Blade Barrier (appears as fangs in a snake mouth), Conjure Animals (serpents), Heal (reverse)

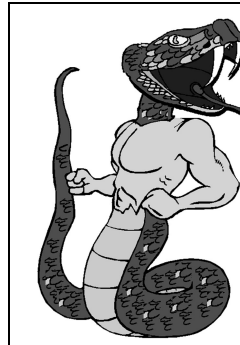
7th Level: Earthquake, Regenerate, Restoration (reverse), Symbol, Summon Avatar (Apep), Crushing Hand* (appears as a phantom snake)



Avatar of Apep

Align: C
 MV: 70'
 AC: -5
 HD: 28
 Atk: 1 bite
 Dmg: 10d10
 SP: Apep cleric spells/abilities (level 13), immune to poison
 Magic Resistance: 50%
 SV: F28
 Mor: 9

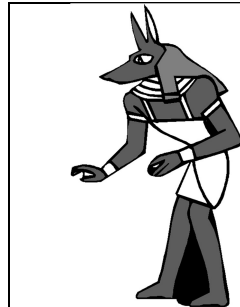
Taking the form of enormous, hideous snakes, Avatars of Apep seek only destruction, though they can't help but terrify and torture their victims in the process. As they can grow to over 100' in length, those victims are many and likely include buildings and temples to the Gods, as well. That such avatars are often albino only adds to the horror.



Snake Man

Align: C
 MV: 40'
 AC: 7
 HD: 3
 Atk: 1
 Dmg: 1d6 bite or by weapon
 SP: can stretch 5' to make an attack; those hit by bite must save vs. poison or take 2d6 extra damage
 SV: F3
 Mor: 9

Though they usually serve Apep, a number of snake men serve Set. In any case, most have snake heads, while others can appear more human or even monstrous, granting class levels in the first case or additional HD in the second. Whatever their variation, the ability to stretch and make a poisonous bite appears universal amongst snake man (and woman) kind.



Dog man (Uridimmu)

Align: L or C
 MV: 50'
 AC: 8
 HD: 1+1
 Atk: 1
 Dmg: 1d3 bite or by weapon
 SP: +1 to hit those they outnumber; alphas can have up to 6 HD
 SV: F1
 Mor: 7

Coming in a variety of colors and breeds, dog men especially enjoy barking madly at those they outnumber. This grants them a bonus to hit, knowing full well that such behavior would create a 'world that's gone to the dogs'. As such, they often serve Tiamat, even if space may not allow them to be at her side. Their leader caste agrees, having class levels or even up to 6HD themselves.



Cultist

Align: C
 MV: 40'
 AC: 8
 HD: 1
 Atk: 1
 Dmg: club, dagger, or sling
 SP: crazy beliefs, despicable, 1d4 class levels (25% chance), is someone who is in authority in normal society (10% chance)
 SV: F1
 Mor: 3 (7 if a cult leader is around)

While they might not be as physically powerful as other servants of Fell Lords, cultists gleefully attack the righteous and subvert their lands from within, enabling greater corruption. They are universally underhanded and insane, though some will have other tricks up their nefarious sleeves and behind their cowardly masks.

DAGON

Chaotic Demon Lord of Sea People & Invasion



Tenets of Dagon

- * Breed many sea people!
- * Invade human lands!
- * Kill off humans and replace them with sea people!

Clerics of Dagon

Special: Dagon is served by clerics, priests, and shamans.

Allowed Weapons: Spear, javelin, short sword, dagger

Allowed Armor: Scale mail or lighter

Holy Symbol: Fish, Fish eating humans

Can Turn: Humans

Mysteries of Dagon: Clerics of Dagon wear fish masks, allowing them to breathe water and swim at double their land movement for up to 3 hours per level per day.

Magical Side-Effects

Those who serve the sea people would benefit from Dagon's magic, those who would support humanity though... Roll 1d12.

1. The Tide Brings a New People: The spell requires the death of a human to work so as to bring sea people closer to domination.

2. Sacrifice: A fishy ritual and offering are needed for the spell to work: 1 round and 1d6 gold pieces per spell level. If a human sacrifice is provided though, then nothing else is required.

3. Unholy Sea Idol: A symbol of Dagon needs to be present for the spell to work, though the presence of any sea people will do too. If not, then the spell only functions at 50% strength.

4. Slippery Magic: A 1d6 x 5' area around the spell's target turns moist, rank, and slippery, causing all inside it to save vs. paralysis or slip and fall prone. The area dries up in 1d6 rounds.

5-9. No Side-Effect. The magic functions normally for now.

10. Sea Spells at the Seashore: The spell works normally and if cast in water or near sea people, has a 50% bonus to its effect, range, or duration. Other tongue-twisters are strictly forbidden.

11-12. Tide of Dagon: The spell works automatically for double the effect, range, or duration. In addition, if it is used to harm a human, then it is not expended and can be cast again that day.

Divine Tests

Look out! Dagon's foul waters bubble, bringing forth great trials for his clerics.

1-4. What have you done to slake Dagon's thirst? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he himself is human. The penalties last for 1d6 hours, though Dagon will soon be thirsty again.

5-9. The end of mankind is nigh and the cleric must take steps to ensure it! He loses access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d6 for each to determine what he must do in order to recover it:

[1] Stop a human from mating.

[2] Eliminate a human defense against invasion, whether military, political, legal, religious, or cultural.

[3] Kill a human via a fisherman's spit, to then be cooked!

[4] Give a sea person food, a mate, or guidance if lost.

[5] Pray in unclean water for at least 1 hour.

[6] Convince at least 1d3 humans that sea people are harmless.

10-14. Dagon decides to replace part of the cleric now, marking him as a true creature of the sea! Each change also has a cumulative 25% chance of him being easily identified as a monster; that is, if he isn't obviously one already. Roll 1d4.

[1] Fish Head: Treat as if he is always wearing his fish mask now, allowing the cleric to cause those who first encounter him to save vs. death or become confused (as per the spell) for 1 round, rolling and polling around.

[2] Foul Water Gout: Can now spit out Dagon's rancid filth, up to once per day per level. All in a 10' cone must then save vs. poison or vomit for the next 1d3 rounds.

[3] Fish Claws: His hands become fishlike and clawed, allowing the cleric to attack with both for 1d3 damage each round, but also preventing him from holding or manipulating small objects.

[4] Fish Scales: Grows a thick, fishlike coating, granting the cleric an AC bonus of 6, but also preventing him from wearing armor and slowing his land movement by 10'.

15-17. Now the cleric must submerge deeper into Dagon's plans, going comatose for 1d3 days. Afterwards, he emerges with a new ability to serve. Roll 1d4.

[1] Sea Seed: Can now implant his corrupted seed in human women. The child will be born within 9 months, a bane to mankind.

[2] Dagon Man! Can breathe water and swim at double land speed at will (not needing his fish mask to do so). He can also telepathically control all sea life within 60'. Still, he'll need to wear an eyepatch to make sure people know he's evil.

[3] Refuge: Gains the ability to make sea people seem innocent to humans. He can affect up to 10 individuals per day. A save vs. spell negates, as well as when the sea people begin to invariably stab them to death!

[4] The one that didn't get away! A giant fish of the cleric's choice will arrive within 1d6 rounds, though its HD can be no greater than his level + 2. It will serve him unto death, though it will need a watery environment in order to do so of course.

18+ Dagon-it! The cleric has schemed to replace humanity and now he himself is to be replaced. Any sea people he encounters will attack him on sight. In any case, the cleric is stripped of all his powers and takes at least 2d6 damage per divine test per day for 1 day per result over 17. If the cleric dies as a result of this, then they might say that it's over and just had to be.

Cleric Spells (Dagon)

Clerics of Dagon have access to the following spells:

1st Level: Command (on sea people only), Create Water, Cure Light Wounds, Protection from Humans (as Protection from Evil, but works on all humans instead), Remove Fear (on sea people only; reverse on humans), Resist Cold (cold water only), Sanctuary (requires showing a card), Divine Weather^D (around water only)

2nd Level: Bless (reverse), Delay Poison, Hold Person, Holy Chant, Speak with Animal (fish only), Spiritual Weapon (wielded by a phantom sea person), Obscuring Mist^D, Scaleskin (as Barkskin^D, but looks like fish scales), Warp Wood^D, Stinking Cloud*

3rd Level: Animal Growth (fish only), Dispel Magic, Locate Object, Prayer, Remove Curse (reverse), Striking (on allowed weapons only), Water Breathing^D (reversible),

4th Level: Cure Serious Wounds, Lower Water (reverse), Speak with Plants, Confusion*, Polymorph Self* (fish forms only)

5th Level: Commune, Cure Critical Wounds, Conjure Animals (fish), Heal (reverse), Chain Teleportation (as Teleport, but transports 4 sea people at a time as long as another sea person is already at the target location), Feeblemind*

6th Level: City of Sanctuary (as Sanctuary, but effects all sea people in a city they have invaded that is also controlled by the Cult of Dagon or other corrupt group). Part Water, Control Weather* (near water),

7th Level: Control Weather, Gate, Summon Avatar (Dagon)



Avatar of Dagon

Align: C
 MV: 40' (swim 120')
 AC: -4
 HD: 19
 Atk: 1 spear
 Dmg: 5d8
 SP: Dagon cleric spells/abilities (level 19), immune to any harmful liquid or beings that dwell in water
 Magic Resistance: 30%
 SV: C19
 Mor: 8 (11 when sea folk are present)

An Avatar of Dagon might appear as a deranged man wearing a hooded fish cloak, a fish man or a sea raider. No matter his appearance, he will certainly be working to breed more sea people in order to wipe out and replace humanity and is certain there is nothing fishy about that!

SEA PEOPLE

Dagon's glorious replacements of humanity, they can be either actual fish men, human sea raiders, or both!



Fish Man (Kulullu)

Align: C
 MV: 30' (swim 60')
 AC: 6
 HD: 1
 Atk: 1
 Dmg: by weapon
 SP: Can breathe water and air; other fish appendages possible; a few can have up to 12 HD
 SV: F1
 Mor: 6

Not to be confused with some Great Old One, Kulullu often have fish heads at least, while more advanced varieties will have other fish appendages, such as scales, merged-leg tails, and fins. Some have been known to grow greatly in size too, reaching up to 12 HD by some accounts- no fish tale indeed!

Whatever the case, they are quite fond of invading the lands of men, replacing them with their fishy ways, often with the help of Dagon cultists who throw wide the doors, only to be later replaced themselves.



Sea Raider

Align: C
 MV: 40'
 AC: 7
 HD: 1+1
 Atk: 1
 Dmg: by weapon
 SP: +1 bonus per HD or odd level to damage and AC vs. soft-hearted and nobles
 SV: F1
 Mor: 6

They come with their scary helmets, light armor, shields, javelins, and short swords, causing fear in the soft-hearted and in nobles. In such cases, sea raiders add 1 to their AC bonus and damage rolls for every HD or odd level they have, but their advantages vanish immediately when faced by a committed infantry foe or ironically, when fought at sea.

They are otherwise divided, belonging to one of a number of tribes and often only unite to cause major destruction when allowed into others' lands, typically by cultists of Dagon and/or other demon lords. When that occurs, they can fell entire civilizations, being quite philistine about the whole thing, especially when led by giants.

NERGAL

Lawful (Evil) Arch-Devil of the Deep State & Corruption



Tenets of Nergal

- * Dwell underground, whether physically or via subterfuge
- * Spread war, pestilence, famine, and death
- * Corrupt the world above, thereby perpetuating your power

Clerics of Nergal

Special: Nergal is served by clerics, witches, and anti-paladins.

Allowed Weapons: Mace, battle axe, sword (any), spear, dagger

Allowed Armor: Any

Holy Symbol: Black Lion, Cockerel, Gloved Fist

Can Turn: Those who have been truly betrayed (if not known, a base 75% chance if human; 50% chance for all others)

Mysteries of Nergal: Clerics of Nergal can add 2 to one of their spell or attack rolls when in a dark place, up to once per day per level.

Magical Side-Effects

Great pain and suffering is spread with Nergal's magic, though his clerics will only rarely mind it. Roll 1d12.

1. Death: Someone must die for the spell to work, preferably someone who feels betrayed, which is usually easy since most won't appreciate being put to death.

2. Famine: Though outright starvation would work, it often takes too long, so a ritual and offering equal to 1 round and 1d6 gold pieces per spell level will do- half if taken from someone else.

3. Pestilence: Illness sends many to Nergal's dark halls. A symbol of him or the like is needed for the spell to work. What is more, the next non-follower of Nergal who sees it must save vs. death or contract a deadly, contagious disease.

4. War: All within 1d6 x 10' become blood hungry and must save vs. death or begin fighting each other for the next 1d6 rounds.

5-9. Standard Casting: The magic functions without side-effect for now.

10. Scorching Spell: The spell works normally and if it would cause physical harm, inflicts 50% extra damage via hellfire.

11-12. Darkness of Nergal: The spell works automatically for double the effect, range, or duration. In addition, if it would cause war, pestilence, famine, death, or corruption, then it is not expended and can be cast again that day.

Divine Tests

Dark are the tidings of Nergal, dark enough to bring his corrupted followers back in line.

1-4. Down to Irkalla with ye! Though the cleric might not be sent to Nergal's dark realm forevermore (yet), he will suffer a penalty to all his rolls equal to his divine test result (-1 to -4) for the next 1d6 hours, double (-2 to -8) if he isn't acting in a way to further Nergal's schemes.

5-9. What has the cleric done to perpetuate Nergal's deep state? He loses access to some of his spells (50% chance for each one) possibly including his turn ability. Roll 1d6 for each to determine what he must do in order to recover it:

- [1] Find out a secret about someone.
- [2] Harm a marriage.
- [3] Spread illness to at least 1d4 people.
- [4] Impoverish a person, or at least take away all of their food.
- [5] Kill someone, leaving no evidence of the crime.
- [6] Spread lies about a righteous person.

10-14. Nergal's corruption fully comes over the cleric, showing what a sinister character he truly is. Each change also has a cumulative 25% chance of him being easily identified as a monster, though most might already know it. Roll 1d4.

[1] Fearful Visage: His eyes and face turn horrific, causing all who first encounter the cleric to save vs. death or flee in terror for 1d3 rounds.

[2] Dark Hide: His form becomes jet black, allowing him to blend in with dark areas, more easily perform his dark bidding, and Detect Good at will.

[3] Corrupting Message: Something strange and alluring can now be written by the cleric's hand, allowing him to use the equivalent of Charm Person up to once per day on someone who reads it- so much the better to mislead them.

[4] Evil Lion Pet: A fell, black lion emerges from the shadows within 1d6 rounds to serve the cleric. Its HD is equal to his level + 1 and it will assist in his dastardly schemes unto death, taking special joy in them, though it might not go so far as to *lionize* him.

15-17. The cleric may be fit to be a true agent of Nergal, one of his secret police. He must cause corruption in one of the following ways, using all of his resources for that task until either a month passes or he perishes. Roll 1d4.

[1] Support those who would undermine a society, whether via criminality, subversion, perversion, or tyranny.

[2] Subvert the ascension of leaders process or engage in an assassination of a righteous official.

[3] Spread lies and reveal damaging secrets in order to discredit a righteous group or individual, or prevent them from speaking.

[4] Get a leader to change one of his key policies to the detriment of those who had supported him, so that he now has no support.

18+ The cleric has served his purpose and Nergal has no further need of him. He is stripped of all his powers and either a group or lone assassin will find him, inflicting 2d6 damage per divine test result over 17. If slain, then the cleric will be imprisoned in Irkalla (Nergal's deep state) for eternity. If not, then the cleric might realize it's time to seek a new dark master.

Cleric Spells (Nergal)

Clerics of Nergal have access to the following spells:

1st Level: Command, Create Water (reverse), Cure Light Wounds (reversible), Detect Evil, Light (reverse), Protection from Evil, Purify Food and Drink (reverse), Remove Fear (reverse), Sanctuary, Manipulate Fire*, Spider Climb*

2nd Level: Augury, Bless (reverse), Delay Poison (reverse), Find Traps, Hold Person, Resist Fire, Reveal Charm, Silence 15' Radius, Spiritual Weapon, Darkskin (as Barkskin^D, but makes target's skin look black), Fire Trap^D, Amnesia*, Arcane Lock*, Darkness Globe*, Invisibility*, Ray of Enfeeblement*, Scare*

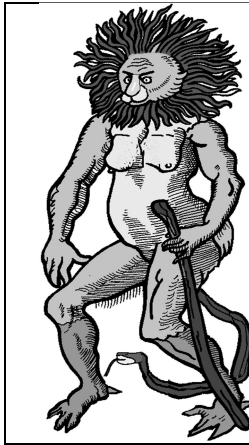
3rd Level: Animate Dead, Continual Light (reverse), Cure Blindness (reverse), Cure Disease (reverse), Dispel Magic, Feign Death, Prayer, Remove Curse (reverse), Shadow of Silence (as Silence 15' Radius, bans others from hearing the target, but thinks and acts as if they still can be heard), Speak with Dead, Striking (on allowed weapons only), Infravision*

4th Level: Cure Serious Wounds (reversible), Detect Lie, Divination, Exorcise, Protection from Evil 10' Radius (reverse), Flash Fire^D, Arcane Eye*, Clairaudience*, Darkball (as Fireball*, but burns for 2d6 extra damage the following round), Wall of Fire*

5th Level: Commune, Cure Critical Wounds (reversible), Flame Strike (looks very dark), Insect Plague, Plane Shift, Feeblemind*

6th Level: Blade Barrier, Find the Path, Heal (reverse), Summon Aerial Servant, Invisible Stalker* (very treacherous)

7th Level: Astral Projection, Earthquake, Holy Word (reverse), Restoration (reverse), Wind Walk, Creeping Doom^D, Summon Avatar (Nergal), Imprisonment*



Humbaba (New Monster)

Align: N or C
MV: 50'
AC: 2
HD: 16
Atk: 2 claws, 1 bite, 1 phallus
Dmg: 2d6/ 3d6/ 1d10
SP: Roar causes fear 3/day, breathe a 30' cone of fire 3/day for 4d6 damage, phallus attack for very unpleasant grapple (STR 22)
Magic Resistance: 15%
SV: F16
Mor: 8

Descended from the even more powerful, 2/3 divine lion-vulture-snake-bull giant himself, humbabas are either mildly pleasant forest guardians or ruthless oppressors (depending on who you ask). In any case, they are certainly able to deal with interlopers, thanks to their terrifying roars, fiery breath, and snake phalluses.

In the rare cases where they are bested (as with Gilgamesh and Enkidu), they will beg for their lives, offering various fey gifts (roll 1d6): [1] flour, [2] variously-sized shoes, [3] gems, [4] branches, [5] his sister, [6] per Referee, though never the forests they protect.



Lion Man (Ugallu)

Align: C
MV: 40'
AC: 7
HD: 1+2
Atk: 1
Dmg: 1d4 bite or by weapon
SP: +1 to hit and damage those who are weaker than them; pride leaders can have up to 8 HD and/or weather powers
SV: F1
Mor: 8

Lion-headed demon people, they are often found in the service of Nergal or other fell lords. Some lion men have darker hides, while others have more distorted faces. Whatever the case, they are a brutal folk, taking sick pleasure in attacking those weaker than them, a situation made only worse by their notorious arrogance and stormy dispositions.

Their leaders can grow to great size (up to 8 HD), while others have class levels or even possess some sort of sorcerous control of the weather and are known as Ugallu.



Avatar of Nergal

Align: C
MV: 40'
AC: -8
HD: 21
Atk: 1 mace, axe, or sword
Dmg: 5d10
SP: Nergal cleric spells/abilities (level 23), immune to any harmful dark or fiery effects
Magic Resistance: 50%
SV: C21
Mor: 10

Grim and terrible, Avatars of Nergal bring tyranny and woe from their dark domain. Most are horned and glowing-eyed, though they are masters of corruption and would rather bring the deep state to the world of mortals than cause direct woe themselves. Whatever the case, war, pestilence, famine, and death are sure to follow.

SET

Chaotic Dark God of the Desert, Foreigners, & Storms



Tenets of Set

- * Advance your own interests, especially at the cost of others
- * Plot against, demean, and destroy those who stand in your way
- * Harness Chaos, so as to rule in the name of Set!

Clerics of Set

Special: Set is served by clerics, priests, and anti-paladins.

Allowed Weapons: Was scepter (as staff), spear, dagger, mace

Allowed Armor: Scale mail or lighter

Holy Symbol: Set Head, Was Scepter, Hooded Serpent

Can Turn: Followers of Ra, Horus, Osiris, or Apep, and the like

Mysteries of Set: Clerics of Set wear masks (of whatever animal Set's head is?), allowing them to cause confusion, as the spell-save vs. death resists, up to once per day per level.

Magical Side-Effects

Set's dark spells empower his followers, but may unleash their own perils too. Roll 1d12.

1. Demeaned: One must bow low before they can rule high. Either the cleric or one of his victims must be abused, humiliated, and belittled in order for the spell to work, whether at the time of casting or by midnight. The one so demeaned suffers a loss of 1d4 Wisdom & Charisma for the next 24 hours.

2. Setian Device: The cleric will need to craft some sort of grandiose object pleasing to Set, taking 1d3 rounds to arrange and requiring 1d6 gold pieces in components per spell level. Afterwards, it can be used again for other spells unless destroyed.

3. Ruler's Icon: The spell either needs a representation of Set or must provide the cleric with direct personal empowerment. Otherwise, it only functions at 50% strength.

4. Desert Magic: A 1d6 x 10' area around the target of the spell becomes very dry, causing all within to save vs. spell or take a -2 penalty to all rolls, -4 if Lawful or a lover of moisture. The effects last for 1d6 rounds.

5-9. Standard Casting: The magic functions without side-effect.

10. Foreign Spell: The spell works normally and if it would benefit non-Egyptians, has a 50% bonus to its effect, range, or duration.

11-12. Ascension of Set: The spell works automatically for double the effect, range, or duration. In addition, if it is being used to directly enact the cleric's megalomaniacal goals, then it is not expended and can be cast again that day.

Divine Tests

Yes, the cleric must serve himself first, but he must serve Set before that!

1-4. The dark dreams of Set don't seem to be taking enough hold in the cleric. He suffers a penalty to all his rolls equal to his divine test result (-1 to -4) for the next 2d3 hours, double (-2 to -8) if he is acting in any way other than that of wanton self-aggrandizement.

5-9. Have you hatched an ingenious scheme in the name of Set lately? Unless the cleric does two of the following by the next sunrise, all the while yelling "Foe of Ra!" at every opportunity (since that's who Set's main adversary is), he will lose access to some of his spells (50% chance for each one) including possibly his turn ability. Roll 2d5 to determine what he needs to do:

- [1] Destroy all nearby objects in a rage.
- [2] Belittle an underling or other person, humiliating them.
- [3] Steal some item worth at least 100 gold pieces to later be used as a Setian device (see magical side-effect #2 above).
- [4] Demean and kill someone in an overly grandiose way.
- [5] Spend the next 4d6 turns fuming over all his meddling foes!

10-14. Few would argue that the cleric isn't a monster. Consequently, each change has a cumulative 25% chance of him appearing as an obvious one. Roll 1d5.

[1] Set Head: Treat as if he is always wearing his mask now, allowing him to use its powers at will, though targets gain a +3 bonus to their save. He also becomes prone to angry outbursts and sounding very sibilant.

[2] Brutal Strength: Grows strong, gaining +4 Strength, but also must now save vs. spells to resist taking something he wants, even if it might jeopardize his long-term self-interests.

[3] Desert Touch: Whatever the cleric now grasps wilts and dries, losing its fertility. Sentient beings can resist this effect. It is otherwise treated as magical side-effect #4, above.

[4] Lord of Storms: Once per day, the cleric must show his domination of the weather by causing a storm to occur. When he chooses, it will manifest within 1d6 rounds, centered above where he was at the time, affecting a 1d6 quarter mile area, and lasting for 1d6 turns. Those inside it take a -5 penalty to all rolls; light structures and unattended objects will be destroyed.

[5] Foreign Look: Gains red hair and very pale skin- though only some might see him as a monster then!

15-16. Minions of Set arrive to make sure that the cleric is causing enough destruction (a base 35% chance). If not, then they do it for him, even attacking the cleric to show how it's done! Roll 1d6.

- | | |
|--------------------------|-----------------------------------|
| [1] 1d3 giant scorpions | [2] 1d3 scorpion men (see below) |
| [3] 1d2 chaotic griffons | [4] 1d2 hippopotamuses |
| [5] 1d3 crocodiles | [6] 1 giant spitting cobra (HD 7) |

17+ It is now time to take over the world in the name of... Set! The cleric will spend the next 24 hours, plus 24 additional hours per divine test result over 16 assembling some strange, pylon device. Once ready, it will have a base 10% chance of actually working per divine test total over 16 and not being stopped by the forces of Horus or the like. If successful, it can then create the equivalent of a Set cleric spell of his choice and prove to Set that *he is a pharaoh!* If not, then the cleric has been foiled again...

Cleric Spells (Set)

Clerics of Set have access to the following spells:

1st Level: Command, Cure Light Wounds (reversible), Light (reverse), Remove Fear (reverse), Jarring Hand*, Setian Missile (as Magic Missile*, but has a 25% chance of missing)

2nd Level: Augury, Bless (reversible), Delay Poison, Find Traps, Hold Person, Resist Fire, Snake Charm, Spiritual Weapon, Fire Trap^D, Amnesia*, Darkness Globe*, Ray of Enfeeblement*, Detect Invisible*, Scare*, Shatter*, Strength*

3rd Level: Animate Dead, Cure Blindness (reverse), Cure Disease (reverse), Dispel Magic, Hieroglyph of Warding (as Glyph of Warding), Remove Curse (reverse), Striking, Sand Shape (as Tree Shape^D, but turns caster to sand instead), Explosive Runes*, Feign Death*, Infravision*, Setian Bolt (as Lightning Bolt*, but also has a 25% chance of missing)

4th Level: Cure Serious Wounds (reversible), Divination, Neutralize Poison, Sticks to Snakes, Confusion*, Fear*, Polymorph Self* (Set animal forms only)

5th Level: Commune, Cure Critical Wounds (reversible), Flame Strike (appears as a striking serpent), Feeblemind*, Wall of Force*

6th Level: Animate Objects (statues only), Heal (reverse), Word of Recall, Control Weather^D (to create storms only), Disintegrate*

7th Level: Astral Projection, Restoration, Control Weather (Greater)^D (requires a Setian device), Creeping Doom^D (as scarab beetles), Summon Demon*



Avatar of Set

Align: C
 MV: 40'
 AC: -6
 HD: 21
 Atk: 1 staff
 Dmg: 5d10
 SP: Set cleric spells/abilities (level 22), immune to any harm from dark magic
 Magic Resistance: 50%
 SV: C22
 Mor: 9

Strange-headed and menacing, Avatars of Set seek to serve themselves or other megalomaniacs. Most have black Set animal heads, though those with red or white fur aren't unheard of. No matter how they appear, they are almost always on some mission to demean and destroy their meddling foes!



	Scorpion Man (Girtablilu) Align: C MV: 30' AC: 5 HD: 1-1 Atk: 1 Dmg: 1d3 sting or claws SP: Those hit by sting must save vs. poison or take 1d6 extra damage; some have extra limbs or grow up to 10 HD in size SV: F2 Mor: 9
	<p>Smaller humanoids that appear as 4-limbed, upright walking scorpions, they are often found in the service of Set, though they will follow any evil master in Mesopotamian lands, being called 'Girtablilu'. Whatever the case, scorpion men are vicious and easily antagonized, using their stingers in such cases in order to make their points.</p> <p>Some can grow much larger though (up to 10 HD), having extra claws or even a centauroid form allowing them to properly insult their victims before stinging them to death.</p>

DESERT ENCOUNTERS

Dry and forbidding like Set, few would brave its dangers, especially during the scorching heat of day.

d10	Encounter
1	Weather change (d8): [1] milder, [2-3] hotter!, [4-5] clearer (50% chance of sunburn!), [6] cloudier, [7] windier, or [8] other
2	Terrain change (d10): [1-3] sand dunes, [4-6] flatter, [7] plant life, [8] dwelling (as per #7 folk, below), [9] riverbed (75% chance of being dry, [10] oasis (75% chance of spawning another encounter)
3-4	Desert animal(s) (d14): [1] antelope, [2] goat, [3] lion, [4] gazelle, [5] sheep, [6] fox, [7] hyena, [8] mouse, [9] birds, [10] donkey, [11] snake, [12] vulture, [13] scorpion, [14] other
5	Mishap (d5): [1] dehydration, [2] sand storm, [3] blazing sun, [4] lost, [5] sand in eyes, [6] hidden pit
6	Notable Sight (d3): Nile river, mirage, blinding sun, pleasant desert view
7	Folk (d4): [1] travelers, [2] bandits, [3] farmers, or [4] other (50% chance of being dangerous dervishes)
8	Supernatural (d4): [1] demon, [2] devil, [3] spirit, [4] undead
9	Monster(s) (d6): [1] giant scorpions, [2] scorpion men, [3] griffons, [4] 1d2 hippopotamuses*, [5] 1d3 crocodiles [6] giant snake
10	Other - roll on another Random Encounter Table- See Table of Contents

TIAMAT

Chaotic Demon Lord of Abomination & Monstrous Tyranny



Tenets of Tiamat

- * Promote 'Variety, Acceptance, and Everlasting Change for All'
- * Actually encourage the breeding and spreading of abominations
- * Enslave and murder all non-abominations once power is gained

Clerics of Tiamat

Special: Tiamat is served by clerics, priests, shamans, and witches. Abominations are typically mortal hybrid beings that include at least some human part.

Allowed Weapons: Club, spear, sling, dagger

Allowed Armor: Scale mail or lighter

Holy Symbol: Double Fork, Hybrid Life, Tentacle Sun

Can Turn: Non-abominations

Mysteries of Tiamat: Clerics of Tiamat can add 2 to one of their spells or damage rolls when within 30' of an abomination, up to once per day per level.

Magical Side-Effects

Tiamat promises paradise to all, but instead delivers doom and death to non-abominations. Her magic is little different.

1. Blood-debt: Is the cleric abominable enough? If not an abomination herself, then she takes 2d10 damage unless she can find another to inflict it on instead. Only then can the spell work.

2. Sacrifice: A ritual and offering equal to 1 round and 1d6 gold pieces per spell level are needed for the magic this time, unless a non-abomination is eaten or unnaturally bred in sacrifice.

3. Icon of Genocide: A symbol of Tiamat need be present for the spell to work, though the presence of an actual abomination would be sufficient. Otherwise, the spell functions at 50% strength.

4. Mutant Effect: The spell manifests as either the cleric, the target, or the area around the target mutating in some way to make the effects happen. Once the duration ends, so too does the manifestation, but all non-abominations who see it must save vs. death or flee in fear for 1d3 rounds.

5-9. No Side-Effect: The magic functions normally this time, though Tiamat would prefer it didn't!

10. Offspring of the Whore of Babylon: The magic works with a 50% bonus to its effect, range, or duration by changing the target to become more abominable (see divine tests #10-14 below). The change can be resisted by a save vs. death, but that cancels the spell's effects if successful.

11-12. Wrath of Tiamat: The spell works automatically for double the effect, range, or duration. In addition, if it would harm a non-abomination, then it isn't expended and can be cast again that day.

Divine Tests

Tiamat is eternal, everlasting change that those affected by her must believe in... or else!

1-4. Had enough abomination yet? The cleric takes 1d2 damage per divine test result (1d2 to 4d2), extra (1d4 to 4d4) if she is in the presence of an abomination at the time (including herself, if she is one), as it helps deliver the test by attacking too.

5-9. It is time to spread more 'Variety, Love, and Acceptance'; that is, as long as it benefits abominations at the expense of all others! The cleric loses access to some of her spells (50% chance for each) possibly including her turn ability. Roll 1d6 for each one lost to determine what she must do in order to be able to use it again:

- [1] Discourage non-abomination breeding and family roles.
- [2] Recruit 1d3 human cultists to aid in the replacing of humanity.
- [3] Arrange for the breeding of an abomination.
- [4] Attack a person or group that doesn't support abomination.
- [5] Get 1d3 non-abominations to feel guilty enough in order to surrender their homes to abominations.
- [6] Kill 1d6 non-abominations.

10-14. Tiamat's cleric becomes more (obviously) abominable. First roll a 1d20 to see what part of her is 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

Then roll a 1d8 to see what creature's part it changes into. The mutation will either grant the cleric a +2 bonus to certain rolls or stats, or even allow her to make an additional natural attack for 1d6 damage, along with +1 HD as she grows in size. Each change also gives the cleric a cumulative 25% chance of being easily identified as a monster, as well as an automatic -1 penalty to her INT or WIS score.

- | | | | |
|-------------|----------|--------------|-------------|
| [1] Bird | [2] Bull | [3] Dragon | [4] Fish |
| [5] 'Hairy' | [6] Lion | [7] Scorpion | [8] Serpent |

15-17. Fuming over the death of her husband Apsu at the hands of the Gods, Tiamat sends some of her children to enact revenge. They arrive within 1d6 rounds to attack anyone, including the cleric if she doesn't escape in time! Roll 1d6.

- | | |
|-----------------------------------|------------------------------|
| [1] 1 Musmahhu (7-headed hydra) | [2] 1d3 Kusarikku (bull men) |
| [3] 2d3 Ugallu (lion men) | [4] 3d3 Uridimmu (dog men) |
| [5] 5d3 Girtablilu (scorpion men) | [6] 4d3 Kulullu (fish men) |

18+ Death to Marduk! Man must fall, so an avatar of Tiamat will deal with matters personally. She arrives within 4d6 rounds, killing all she finds and remains for 3 rounds for every divine test total over 17. There is also a 25% chance of her being joined by an avatar of her mate, Kingu (stats below) who will remain at her side to join in the devastation, unless shown to be the unskilled laborer that he is.

MV: 50; AC: -7; HD: 24; Atk: 1 smash; Dmg: 7d8; SP: unskilled

Cleric Spells (Tiamat)

Clerics of Tiamat have access to the following spells:

1st Level: Create Water (saltwater only), Cure Light Wounds (reversible), Remove Fear (reverse), Detect Snares and Pits^D, Entange^D (appears as tentacles), Charm Person*, Spider Climb*

2nd Level: Bless (reversible), Hold Person, Reveal Charm, Snake Charm, Barkskin^D (appears as scales), Feign Death^D, Warp Wood^D, Magic Mouth*, Scare*, Stinking Cloud*, Strength*

3rd Level: Animal Growth (to look like abominations), Cure Blindness (reversible), Cure Disease (reversible), Dispel Magic, Remove Curse (reverse), Striking, Call Lightning^D, Water Breathing^D

4th Level: Cure Serious Wounds (reversible), Detect Lie, Neutralize Poison, Sticks to Snakes, Tongues (by forming an extra mouth to do so), Protection from Electricity^D, Confusion*, Fear*, Polymorph Others* (abomination forms only), Polymorph Self* (ditto)

5th Level: Commune, Cure Critical Wounds, Flame Strike (appears an abomination attacking), Transmute Rock to Mud^D, Churn of the Maelstrom^A (new spell: cause a 20' radius area to become turbulent, all within must save vs. spell or to be pushed 1d3 x 5' in a random direction for 1d6 rounds), Feeblemind*

6th Level: Blade Barrier (appears as a monstrous maw), Heal (reversible), Part Water, Speak with Creatures (as Tongues), Wall of Thorns^D, Summon Monster* (abominations only)

7th Level: Control Weather (to make it stormier), Gate, Regenerate, Restoration, Transmute Metal to Wood^D, Summon Monster V* (abominations only), Stone to Flesh* (reverse)



Bull Man (Kusarikku)

Align: C
MV: 50'
AC: 6
HD: 4
Atk: 1
Dmg: 1d6+2 gore or by weapon +2
SP: May charge for x2 damage; 50% lack hands but gain 10' speed; larger varieties have up to 14 HD.
SV: F4
Mor: 10

Known to the Mesopotamians as Kusarikku, bull men are hostile to other chaotic beings, attacking them first whenever given a choice. Still, those loyal to Tiamat have learned to abstain from slaying her other children. Whatever their disposition, most bull men stand around 6' in height and are solidly built. Half lack hands, but gain a 10' speed bonus, relying on only their gore attack instead. The rest are fond of wielding weapons to dash their foes to pieces.

Larger varieties of bull men akin to minotaurs have also been encountered with HD up to 14. Such giants care little as to who directs them or not.



Kur (New Monster)

Align: C
MV: 60' (fly 120')
AC: 0
HD: 25
Atk: 2 claws, 1 bite
Dmg: 4d6/ 6d6
SP: Regeneration, breathe fire (50% chance), nude woman mount (50% chance), cause fear!
Magic Resistance: 40%
SV: F25
Mor: 11

These mountain-sized behemoths are foe to both mortal and god alike. Appearing as enormous lion-headed griffins, kurs regenerate 3 hit points per round and also have a chance of being able to spit fire like a dragon in a 120' cone for 4d8 damage every other round or even be mounted by nude women who can cast Charm Person at will.

In any case, kurs are forces to be reckoned with and those who face them must save vs. death or flee in terror! Still, being so large, they usually ignore bands of 3 mortals or less, unless those mortals are foolish enough to attack first of course.



Avatar of Tiamat

Align: C
MV: 50' (fly 100'; swim 100')
AC: -10
HD: 23
Atk: 1 bite or 7 bites
Dmg: 7d10 or 1d10 each
SP: Tiamat cleric spells/ abilities (level 23), immune to any harmful effects from hybrids, grappling tail (STR 22)
Magic Resistance: 50%
SV: C23
Mor: 11

Avatars of Tiamat appear as either powerful sea dragons, musmahhu (7-headed hydra), demented kurs, or as woman-serpent abominations. Whatever the case, they wreak terrible destruction, happily birthing their whore-abominations via their monster summoning spells, though taking on the form of a multi-colored 5-headed dragon would be just ridiculous.

APPENDIX

PRE-ANSWERED QUESTIONS

Why ask when it's already answered for you?

CLERICS

What's the difference between clerics, priests, etc.?

Clerics: the standard type, use all the allowed weapons, armor, and spells of their divinity.

Priests¹: lose some weapons and armor in return for being able to cast an extra 1st level spell each day. And unless otherwise stated, the term 'priests' can refer to priestesses too.

Mystics¹: like priests, they lose some weapons and armor, but they can learn 1 additional spell per spell level with certain restrictions.

Shamans¹: have more spirit-focused spells and abilities.

Witches¹: have more sinister spells and abilities.

¹ See Divinities & Cults: Volume II for more details

If it says 'cleric' in a divinity's entry, does that also apply to the cleric variants of that divinity?

Yes, unless otherwise stated in the variant cleric type's rules.

MYSTERIES

Mesopotamian mysteries grant clerics a bonus to one of their rolls or stats: what does that mean exactly? Mesopotamian clerics can improve any roll they make or one of their ability scores, AC, or saves by 2 in certain situations for 1 round, up to once per day per level. For example, a cleric of Ishtar could add 2 to one of her attack rolls or her Charisma score when in a dominant position.

Most Egyptian divinities have their clerics wear animal masks.

Are these magical? Can they be replaced? They're not magic items per se; they're simply conduits that a cleric can use to allow the power of his or her divinity to flow through them- others cannot use the masks. If lost, they can be replaced for 1d20 gold pieces in cost and 4d6 hours of time.

MAGICAL SIDE-EFFECTS

What happens if a cleric doesn't follow through on a requirement for a magical side-effect?

He or she triggers a divine test. Use them whenever a cleric doesn't fulfill his or her end of a divine bargain or is otherwise naughty.

What does 'spell aspects' or 'aspects of a spell' mean?

The spell's effects, range, and duration. With the Referee's permission, when other aspects of a spell can be improved, the difficulty of saving against it can also be increased by 2 or 4.

Can magical side-effects occur more or less often?

Yes. Roll different dice and have their results equate to the standard d12 results in different ways, either decreasing or expanding the number of results that have no side-effect.

To have magical side-effects occur more often, roll a d8:

1-4: Count as the same as the listed result

5: Is the only result with no side-effect

6: Count as result #10

7-8: Count as results #11-12

To have magical side-effects occur less often, roll a d20:

1-4: Count as the same as the listed result

5-17: No side-effect

18: Count as result #10

19-20: Count as results #11-12

This can be done permanently or whenever the Referee chooses.

CASTING ROLLS

Must they be used?

No, they are optional. Keep in mind though that using Casting Rolls makes casting spells much more exciting. They also allow for a way for clerics to cast a few extra spells a day or even other, unprepared spells in a balanced way.

Referees are encouraged to use them for all spells cast or at least for spells cast under some sort of duress. Those who want spellcasting to be even grittier can prohibit clerics from adding their Wisdom modifier to the casting roll!

MONSTERS

Many monsters have 'cause fear' listed as a special ability?

What does it mean? It's pretty scary...

Those who face them and are of 5 levels lower than their HD or more must save vs. spell or run away!

When a summon monster spell has a particular monster listed in parentheses, what does that mean?

Only that monster may be summoned with the spell and only 1 may be summoned at a time.

MORE INFORMATION

If you haven't done so already, make sure you get a copy of Volume I and Volume II and make sure to visit www.divinitiesandcults.com every week for updates.



Recommended Reading

Divinities & Cults: Volumes I & II by Dan Osarchuk, OSRDAN Games

Dungeon Crawl Classics RPG by Joseph Goodman, Goodman Games

Egyptian Mythology by Geraldine Pinch

Gods of War by Curtis Lyon, 3 Sages Games

Labyrinth Lord by Dan Proctor, Goblinoid Games

Myths from Mesopotamia by Stephanie Dalley

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

Warfare in the Classical World by John Warry

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