Hex 14.21
Gateway to the Pallid Fields

Todd Leback
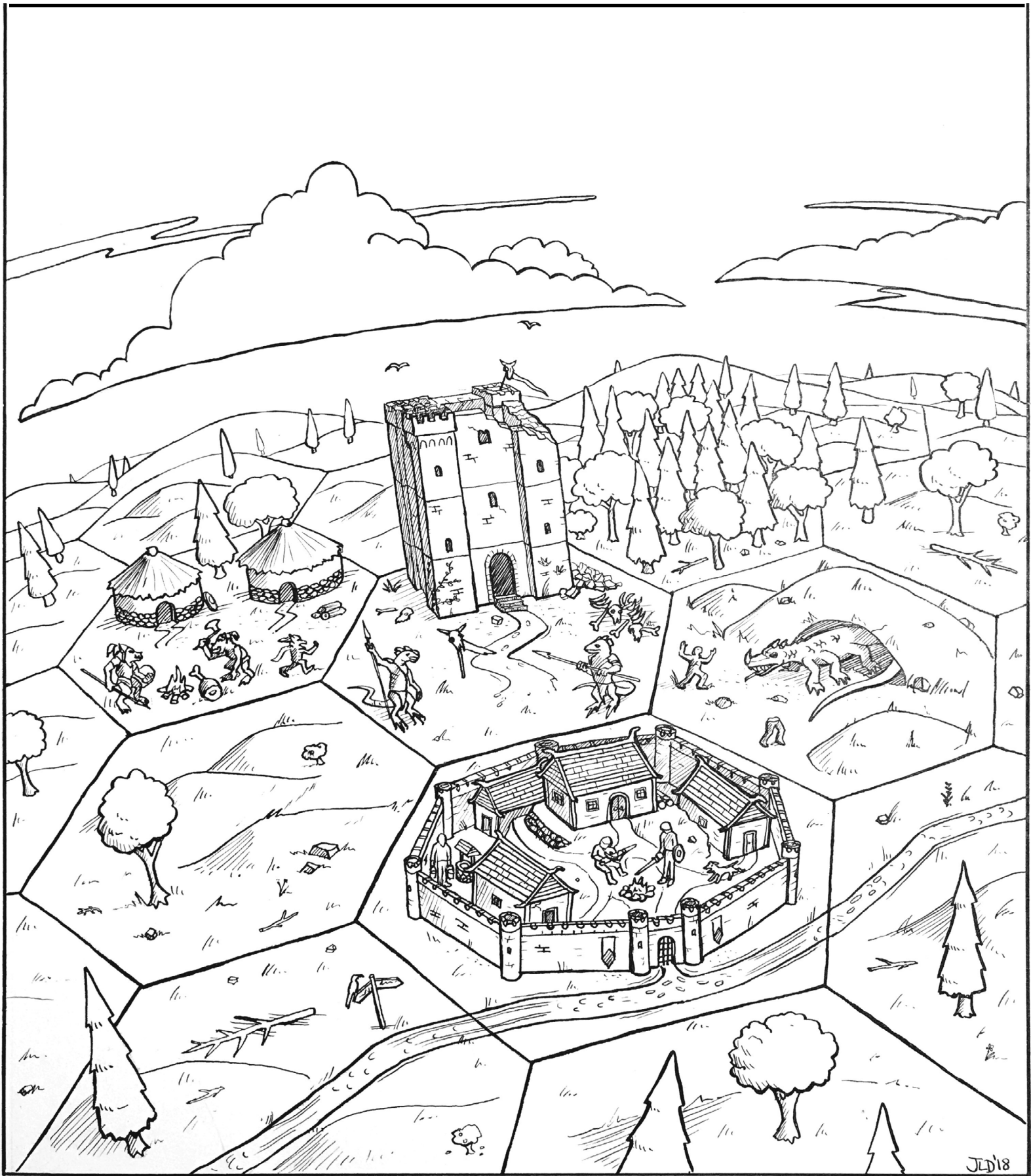
Hex 14.21 – Gateway to the Pallid Fields

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Populated Hexes

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Introduction to Populated Hexes

Welcome to Populated Hexes, the series of 6-mile hexes in the world of Absalom! The goal is to provide a number of individual 6-mile hexes, fully populated with lairs and features, that can either be dropped into an existing campaign as a point of interest, the destination of a treasure map found in the bowels of a dark dungeon, or as a stand-alone mini-sandbox.

These supplements use the Old School Essentials rules published by Necrotic Gnome, but like many OSR products, pretty much any system can be easily adapted.

Maps & Scale

Each hex will be presented with two hex maps: a smaller map with locations and features noted, and a larger map with only major features noted that can be printed and used as a player handout. The scale represented on the maps included in these products are as follows:

❀ Large hex = 6 miles, face to face.

❀ Subhex = 1.2 miles, face to face.

Hexcrawling Rules

Thirdkingdom Games produces supplements that are used throughout these releases. Two of them – *Domain Rules* and *Hexcrawling Basics* – are free to download and are designed to work in conjunction with this series. You can find out where to pick up these and other supplements in the **Populated Hexes** line at patreon.com/Populatedhexes.

The following books will be useful to have access to throughout the series. Many of them are free!

❀ Old School Essentials Classic Fantasy Rules Tome
❀ Old School Essentials Advanced Fantasy Genre Rules
❀ Labyrinth Lord Basic and Advanced Edition Companion
❀ OSRIC
❀ A variety of other OSR resources

Absalom

The world of Absalom is one of constant change, where Law and Chaos are more than abstract philosophical ideas but are instead metaphysical realities that shape the very world itself.

Absalom is dominated by Cycles, each lasting between two to four hundred years. Each Cycle is divided into an Apex – when Law holds sway – and a Nadir – when Chaos sweeps over the lands, driving back the light of Civilization.

Cycles are marked in the beginning by the Apex and ascent of Law, and the end by the Nadir. During each Apex the civilizations of Man do their best to expand their domains and bring law to the land; these civilizations often shrink, or even crumble, during the Nadirs as barbarians, beastmen, and worse fall upon the kingdoms of Man.

Campaign Setting

The following assumptions are made in this setting:

Starting Date
This series is set at the beginning of the Sixteenth Cycle of recorded history. There have been many civilizations that have risen and fallen, some of Men, some of others.

Humanocentric
The adventurers will be human, setting out to explore the new world with the ebbing of the forces of Chaos. Non-human classes are certainly allowed – and indeed, these supplements present rules for many non-human classes – but the base assumption is that most PCs will be human.

Chaos Storms
During Nadirs – and occasionally in an Apex – events called Chaos storms can spontaneously occur, changing the very landscape, distorting distances, and wreaking havoc upon the nature of reality. Maps from the previous Cycle may prove unreliable.

The Gods
Gods are real but are local. They are the Small Gods of Terry Pratchett or the hearth deities of ancient Rome. Belief gives strength and power to spirits of the world.

Using Populated Hexes

As stated above, each 6-mile hex can be used as a mini-setting, a drop-in adventure location that is encountered during travel, or as part of a greater hexcrawl. Elements can be added or abandoned as needed, as is true of all supplements.

These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed in each hex. Broadly speaking, the intention is to introduce character options – to bring some of D&D 5e into B/X. These rules can be used or abandoned, as desired..
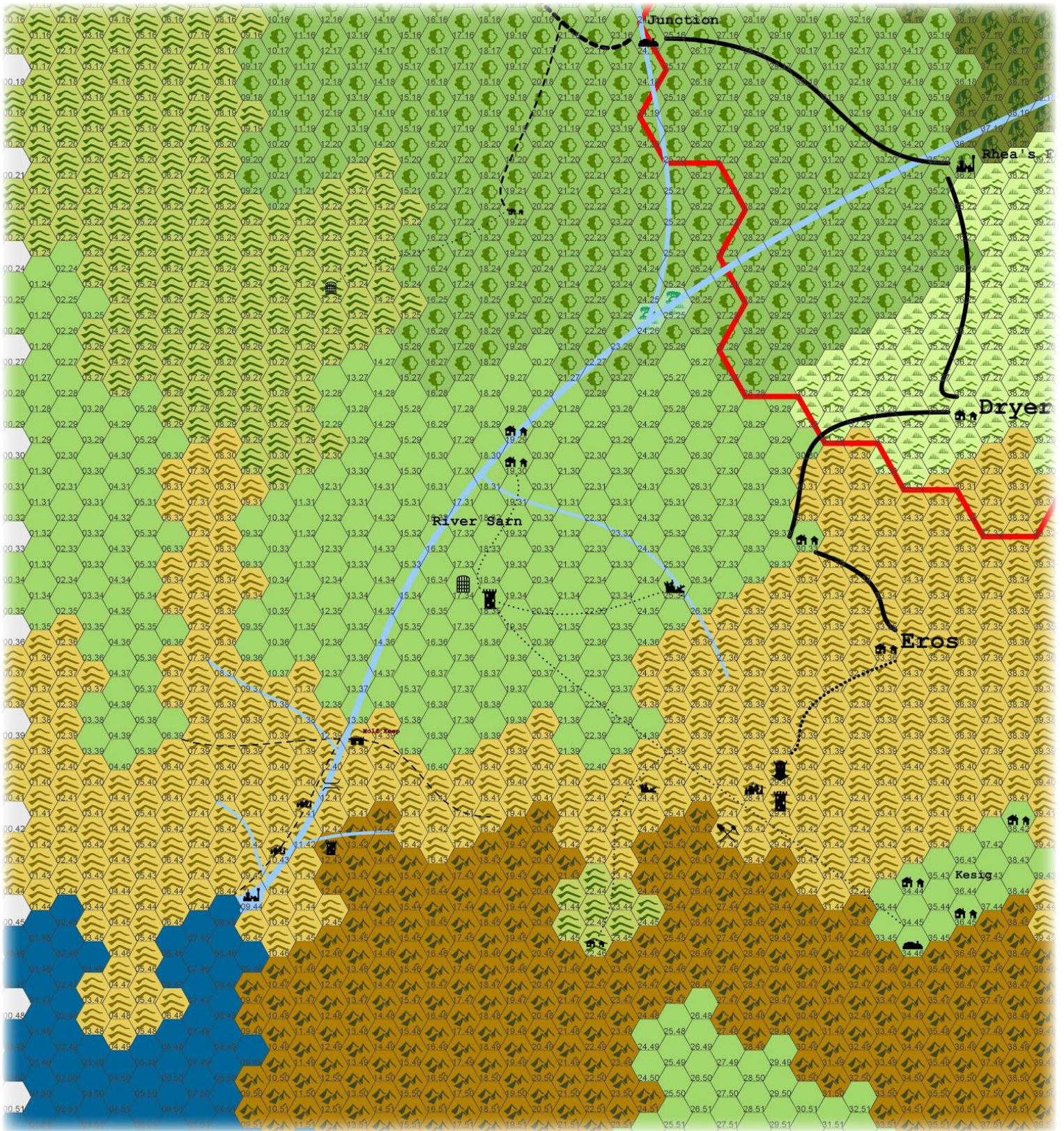
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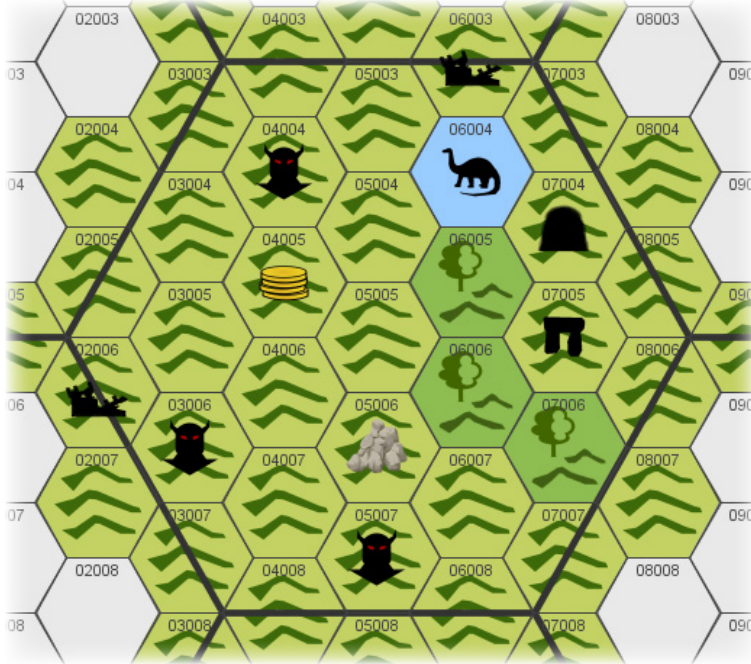
Resources: Vegetable, industrial (timber, 5), Vegetable, industrial (timber, 2)

This hex is as rich in natural resources as it is in threats. A variety of creatures can be found within this hex, as can a ring of standing stones that is a doorway to Faery and the realm of the Pallescent Duke.

The land is mostly rolling, grassy hills. In the northeastern section is a large, slowly evaporating, alkaline lake. A spur of wooded hills juts south from the lake; the species of trees are rare and highly sought by craftsmen.

0206. Shrine to Coatliuh

A strange, seven-sided stone structure can be found in this subhex, situated atop a lone hill. The building measures exactly thirteen feet to a side, with exterior walls that are thirteen feet tall and a slate-shingled roof that rises to seventeen feet at the apex. Three of the walls – facing south, west-northwest and east-northeast – are open, leading into a chamber paved in seven-sided slate flagstones.

The center of the room is dominated by an abstract sculpture of a humanoid with three faces, three arms, and three legs; the three faces look towards the three open sides of the building. It is a shrine to Coatliuh, the Tripartite Heptezeron. The building looks new; the stone is unsullied by weather or time, and no dirt or debris mars the interior. In reality, it dates back two hundred and fifty years, to the previous Cycle, and powerful yet subtle magics maintain its current condition.

The worship of Coatliuh still occurs to the north, in the mountains south of Rocky Peak, and this shrine was built by an itinerant cleric whose bones lie in subhex 603, in the lair of the wyvern that dwells there.

If one were to leave the proper offerings, there is a chance that the petitioner would receive a blessing. This occurs on a roll of 3 on 1d8, and the proper offerings are: a daub of honey upon the lips of the southern face, a splash of wine on the lips of the west-northwest face, and a touch of mint upon the lips of the east-northeast face. The blessing of Coatliuh is as follows: the next 3 or 7 that is rolled – on whatever type of dice and for whatever purpose – is automatically rerolled and the new result taken. The blessing remains until discharged, and until it is the whites of the recipient's eyes take on a faint bluish cast.

0306. Feral Automaton

Miles to the north, in Hex 09.16, a wizard named Sacon Lean dwells in a tower of brass and stone. A master of constructs, Lean has devised a flying automaton that resembles a large dragonfly, some six feet in length, fashioned from silver and polished ebony. He has since built a number of these creations, which he uses as messengers and to hunt down those who dare to trespass upon his land.

In this subhex, some forty-five miles to the southeast of Lean's tower, the first prototype of these constructs, dubbed *piebald damselflies*, can be found lurking in the hills. During its test flight something went wrong with the enchantments animating it, and it disregarded its programming, flying away from Lean until it ended up here, where it has since taken up residence.

The automaton has achieved a small degree of sentience and now dwells in this subhex. It can be found flying aimlessly about, patrolling its territory, and attempting in a half-hearted manner (one that *does not* involve actually leaving the subhex) to carry out its last command: "deliver this message to Egar Seph and return to me with his reply". Seph was Lean's apprentice, now residing in the town of Junction on the river Sarn. The two magicians have since been in touch through other means, so the message is now worthless, although there are rival wizards who might find it interesting and pay for the information.

There's a 1-4 in 6 chance the piebald damselfly will mistake any individual in wizards' robes, or wearing the pointy chapeau of wizardry, for Egar, and repeat the message to the target. If this occurs, a hidden hatch in the creature's abdomen projects an ivory scroll-case at the target. The message is written on a scroll within the case, and reads:

"I have obtained the components you requested, my apprentice, and shall bring them to you the next time I am in the east.

-Lean"

Piebald damselfly (1). AC 7 [12], HD 2+2 (15 hp), Att bite x 1 (1d4) or electrical discharge x 1 (1d8), THAC0 17 [+2], MV 60' (20') / 210' (70') flying, SV D12 W13 P14 B15 S16 (F2), ML 10, AL Neutral, XP 35, NA 1d2 (1d2), TT Special

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Constructs fashioned from silver and polished wood, these creatures resemble large (6' long) damselflies. They are designed primarily as messengers, and have a secret compartment built into their abdomens that can hold a maximum of 50 coins in weight. If threatened they will attack either with a bite or an electrical shock that affects all within a 5' radius. A Save v. Breath reduces the damage from the pulse of electricity by half. They can only generate the pulse once every 1d4 rounds.

0404. Wyvern Aerie

A single wyvern nests here, atop a rocky bluff that affords a good view of the surrounding lands.

Wyvern (1). AC *3 [16],* **HD** *7* (27 hp),* **Att** *1 x bite (2d8), 1 x sting (1d6+ poison),* **THAC0** *13 [+6],* **MV** *90' (30') / 240' (80') flying,* **SV** *D10 W11 P12 B13 S14 (F4),* **ML** *9,* **AL** *Chaotic,* **XP** *850,* **NA** *1d2 (1d6),* **TT** *E*

The wyvern's nest, fashioned from branches, contains 5,000 gp, strewn about the flat base.

0405. Gold Vein.

A vein of gold can be seen in an exposed rock face. It's not an incredibly large deposit, with a base value of only 820 gp and an Additional Resource value of 1 (see *Domain Building* for details on hex resources).

0506. Granite Deposit

There's an especially fine spur of granite that can be quarried here. With a delicate pink hue, this granite would be suitable for decorative applications. The spur has a base value of 7,190 gp and an Additional Resource value of 3.

0507. Wasps!

23 giant wasps can be found lairing here, in a series of large,

raised tunnels of mud attached to a nearly sheer cliff face. The straw-like structures are around 5' in diameter and about forty feet in length. There are six of these tunnels that run vertically up the cliff face.

The wasps are, for the most part, not aggressive if encountered away from their lair, unless they are hunting. Humans are *just* large enough to be considered potential prey (make a standard reaction roll when encountered outside this subhex). If encountered within the subhex, however, the wasps are protective of their nest, and reaction rolls are made with a –2 penalty.

Wasps, giant (22). AC 4 [15], HD 4 (avg 18 hp), Att 1 x bite (1d4), 1 x sting (1d4+poison), THAC0 16 [+3], MV 60' (20') / 210' (70') flying, SV D12 W13 P14 B15 S16 (F2), ML 10, AL Neutral, XP 125, NA 1d20 (5d8), TT None

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Those stung by a giant wasp must Save v. Poison or be paralyzed for 1d4 hours. If a wasp is hit by a fire attack, or flaming weapon, their wings burn away, inflicting no additional damage but preventing flight. Wasps can sting multiple times.

Wasp queen, giant (1). AC 4 [15], HD 6 (29 hp), Att 1 x bite (1d6), 1 x sting (2d4+poison), THAC0 14 [+5], MV 60' (20') / 210' (70') flying, SV D12 W13 P14 B15 S16 (F3), ML 10, AL Neutral, XP 500, NA 1 (1), TT None

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The queen is larger than the typical giant wasp. She mostly remains in the lair. Her bite and sting inflict more damage, and her poison is more potent; those stung by a giant wasp queen must Save v. Poison with a –2 penalty. The stinger of a giant wasp queen has the potential to be harvested for use as a magical principal with a value of 500 gp, or twice that if used to create magical items having to do with paralyzation.

Giant wasp venom can be harvested as per the rules in Hex 17.23.

0603. Graves

Three stone grave markers can be found in this hex, inscribed with holy symbols and the following names: "Grimria" on the leftmost, "Venka Caa" on the central one, and "Unknown" on the rightmost. The tombstones are three feet tall and made from rectangular slabs of granite. They look rough, as if fashioned by amateur hands, and are weathered and partially covered in lichen.

If the graves are dug up the adventurers will find the skeletal remains of three humans interred directly in the ground. No treasure can be found. If the bodies are reburied without priestly ceremony there's a **1 in 10** chance per month that the corpses rise as wights and begin to roam the hex, searching

for those that disturbed their rest. On a result of 10 the spirits are at rest and will not rise (no more rolls are needed).

0604. Lake of the Ancient One

An enormous crocodile dwells within this shallow, yet wide lake. No streams flow into or out of the lake; it is fed instead by a network of underground springs. The orcs in Hex 13.21 call the crocodile Goltulash, the Old Man that Rends. The creature is not averse to leaving the lake to roam the surrounding lands in search of prey.

Goltulash's hide is greenish and thick, covered with countless scars sustained in battles with both Man and beast. It is extremely ancient, having lived through at least one Cycle, remembering a time when Man once lived in these hills in greater numbers.

If slain, Goltulash's hide can be used as a magical principal (see *Hex 17.23*) worth 50% more than the base amount due to the creature's age and exploits.

Goltulash, large crocodile. AC 3 [16], HD 9 (57 hp), Att 1 x bite (2d10), THAC0 12 [+8], MV 90' (30') / 90' (30') swimming, SV D10, W11, P12, B13, S14, ML 8, AL Neutral, XP 1600, NA 0 (1, unique), TT None

While in the lake Goltulash surprises on a roll of 1-3 in 6 if prey is in or near the water. Once per day Goltulash can automatically succeed on a saving throw. This decision can be made after the roll. Upon biting a target Goltulash can choose to hold the bite. The target cannot move, automatically takes an additional 2d10 points of damage per round as the crocodile lashes them back and forth, and makes any attacks at a –4 penalty due to the pain this causes. The bitten target can attempt to roll under their Strength on 5d6 each round to break free.

0605, 0606. Elm Trees

The hills in these two hexes are lightly forested with elm trees, much sought after by fine craftsmen. The timber in hex 0605 has a base value of 16,840 gp and a Resource Value of 4; hex 0606 has a base value of 16,220 and a Resource Value of 4.

0704. Hermit Cave

A human hermit dwells in a cave just south of the lake, overlooking the ring of standing stones. This hermit is over seventy years old and has been dwelling in the cave for nearly forty years. He has forgotten his name and his past and is largely left alone by the creatures dwelling nearby; even Goltulash refrains from trying to devour the man.

His tale of woe is as follows: years ago, a young man from Liwil (see *Hex 14.23*) named Tontim Gathor fell in love with a Lady of Faery, a member of the Pallescent Court, who treated him to a brief dalliance before returning to her realm. His mind shattered by the experience, Tontim followed her to the circle of standing stones in subhex 0705 but found that he possessed not the power to breach the barrier between worlds.

Tontim is quite mad and spends most of his days rambling through the nearby countryside or dancing to unheard music within the circle of stones. He speaks Common.

The cave in which he makes his home is shallow and cramped. He survives mostly by foraging for food, which he eats raw. The only thing of value he possesses is a single branch of flowering witch hazel, given to him forty years previous by his paramour. It continues to flower every winter, although it is not rooted, giving the hermit hope that he will one day see his love again.

Tontim, hermit. AC 9 [10], HD 1 (4 hp), Att 1 x club (1d4), THAC0 20 [-1], MV 120' (40'), SV D10, W11, P12, B13, S14 (F4), ML 8*, AL Neutral, XP 5, NA 0 (1, unique), TT None

Tontim has a morale of 12 if the stone circle is threatened or someone is trying to take the branch of witch hazel. Because of his madness he makes all saves as a 4th-level fighter.

0705. Standing Stones

Atop a high hill in this subhex can be found a circle of nine ancient standing stones. They are roughly man-sized, of weathered sandstone, arranged in a circle twenty feet in diameter.

Stepping within this circle, one feels the temperature drop suddenly, and gusts of chill wind whip around them; neither the chill nor the winds can be felt by those outside the circle. This ring of standing stones is one of two portals leading to the Pallid Fields, a realm of Faery ruled by Neluthien, the Pallescent Duke. The other portal is detailed in *Hex 16.24*.

The portal to the Pallid Fields can only be opened via magic, the most common method being the spell *open faery road*, described in the Appendix.

0706. Elm Trees

The grove starts to thin out in this hex and is worth a base of 2,925 gp and a Resource Value of 3.

Wandering Monster Tables

West of the Lake

1. Orc patrol from Hex 13.21 (1d4+2 orcs + 1st-level reaver)
2. Orc warband from Hex 13.21 (6d4 orcs + 1d4 reavers, one of level 3)
3. Wyvern
4. Wyvern
5. Piebald damselfly
6. Troglodyte hunting part from Hex 14.22 (2d4 troglodytes + 1 champion)
7. Goltulash
8. Tontim the Hermit

The Lake and East

1. Tontim the Hermit
2. Goltulash
3. Goltulash
4. Wyvern
5. Wyvern
6. Troglodyte hunting party from Hex 14.22 (2d4+ despoiler)
7. Draco lizard from Hex 15.21 (1d6)
8. Boars, from Hex 15.21 (1d6)

Appendix

Researching Spells

Spellcasters can research spells instead of learning them from books or scrolls. The cost to do so is 500 gp per spell level and research takes one week per spell level.

Researching ritual spells (see below) is more expensive and takes longer: it costs 750 gp per spell level and takes 10 days per spell level.

The caster's chance of success is based upon their level. Regardless of level or modifiers, a roll of 1-15 is always a failure. On a result of 6-15 the attempt simply fails, ruining the material used. On a result of 1-5 the spell research is a failure but produces a *magical mishap*.

Like creating magical items, spell research also requires special components. Essentially the entire cost of researching a spell is assumed to go towards the purchase of special components. If the adventurers have hired a spellcaster to do the research for them, double the cost to research the spell to cover labor. If the spell is divine in nature the caster may devote divine energy in place of special components. A divine spellcaster hired to do the research who uses divine energy (see below) will still charge the adventurers for the cost of labor.

Magical Research

Caster Level	Chance of Success (1d100)
1	81-100
2	76-100
3	71-100
4	66-100
5	61-100
6	56-100
7	51-100
8	46-100
9	41-100
10	36-100
11	31-100
12	26-100
13	21-100
14	16-100

If the result is a failure, but not a natural 1-15, the spellcaster may attempt to research the spell again, in half the amount of time and with half the cost. If the result is a failure yet again it may be attempted a third time, with a quarter the

cost and time. If the third time is a failure as well the magic is beyond the spellcaster, and they may not attempt to research that spell again.

Apply the following modifiers to the roll:

1. Apply a 2% penalty for each level of the spell to be researched (researching a 6th-level magic-user spell assesses a –12% penalty to the roll).

2. If the spell is a ritual spell (see below) apply a 5% penalty per level (researching a 9th-level spell applies a 45% penalty).

3. Multiply the caster's relevant Attribute modifier (Int for magic-users, Wis for clerics) by 3% and add it to the roll.

4. Add 5% for each rank of the Magical Engineering skill the spellcaster has.

5. If the caster has no library subtract 10% from the roll.

6. If the caster has a library worth 10,000 gp or more add 5% to the roll.

7. Other modifiers might be applied if the spellcaster possesses books or previous research germane to the type of spell being researched.

8. If the caster is being assisted by an apprentice add the following. They may have up to three assistants, and each assistant must have the ability to cast magic of the appropriate type (at any level). In other words, a magic-user must have magic-users as apprentices, a cleric can only have clerics (or those capable of casting clerical spells), etc.

   a. Add the apprentice's relevant ability score modifier.

   b. Add 1% for each rank of Magical Engineering the apprentice possesses.

If the research is successful the caster has been able to transcribe the formula for casting the spell, which can then be memorized as normal. The spell takes up the standard number of pages (1 page per spell level) plus 1d4 pages of notes per spell level. The notes will be relevant to the type of spell being researched. Such books of research are in some ways more powerful than spellbooks, because they contain insights into the creation process of spells. Add half the value of the spell to the overall value of the book (see below).

Note that it is possible to research new, unique spells as well as spells contained within the rulebook that aren't available to the spellcaster. In other words, a spellcaster that really wants the spell *magic missile*, but has been unable to find it, may research that spell in an attempt to discover the formula for themself.

Ritual Magic

Since **Old School Essentials** only progresses to level 14 there is a potential need for a system that allows for spells of levels 7-9 (for magic-users) and 6-7 (for clerics). These higher-level spells are referred to as **rituals**.

Ritual spells are far too complicated and lengthy to be memorized and cast like normal magics; they must be scribed and cast by reading, with the exception being that once cast the spell does not disappear. They can only be cast by spellcasters that have achieved at least 9th level.

Three distinct requirements must be met in order to cast a ritual spell:

1. Formula. The caster must possess the written formula for the spell. A spell formula can be found (as part of a treasure, perhaps?) or researched.

2. Time. It takes a given amount of time to cast a spell.

3. Components. Like magical item creation, casting ritual spells requires certain components. Most often these components are consumed by the casting, but not always. If the ritual spell is used to create a magical item use the component cost for item creation.

Upon a successful casting the character may either let the spell take effect as normal or imbue an item with the spell's effect, to be used later (as with a magical item or scroll). A ritual spell bound into an item may be used as a standard magical item, without the need to repeat the three steps above (as they were already carried out during the initial casting). Therefore, a magic-user could cast the ritual spell *meteor swarm* to create a spell scroll, which could then be used to cast that spell as if from a normal scroll.

The steps needed to cast a ritual spell are described in its formula. If a complete formula is found this is straightforward; if a spellcaster is researching a spell, they need to go through the steps required to do so, as with any other spell, and upon success the required steps become clear.

Ritual spells can be cast either quickly, with a chance of failure and potential disaster, or slowly, with guaranteed success.

If cast quickly it takes one day for 6th-level (clerical) spells, plus one additional day per level. An 8th-level magic-user spell would take 3 days to cast. Doing so requires a roll on the Magical Research table (see above), modified as below. As with spell research, there's a 1-15% chance of failure, regardless of modifiers. A roll of 1-5% indicates a *magical mishap* occurs.

Casting a ritual spell safely takes longer – a 6th-level (clerical) spell takes seven days to cast, plus three days for every additional level. A 9th-level magic-user spell takes 16 days (7 days, plus three days per level from 7-9). If the spell is simply being cast the component cost is 300 gp per spell level. If it is being bound into a scroll or a magic item, that item's construction cost becomes the cost of the spell. Scribing a ritual spell into a scroll costs 750 gp per level instead of 500 gp (as with lower level spells); creating a magical item costs however much it would normally cost to create such an item.

If the spell requires a focus – a component which is not consumed in the casting of the spell – subtract the cost of the focus from the overall cost of the spell. If the spell is bound into a scroll or magic item, the focus is not needed when using the item, just when first casting the spell. Ritual spells bound to a scroll can be cast in one round, as a normal spell scroll.

Divine energy (see later) can be used as a substitute for component cost, although such energy cannot take the place of a spell focus. Refer to the section on divine energy for the exchange rate.

At the completion of the casting make a ritual casting roll with the same chance of success as the Magical Research Table. The following modifiers apply to the roll:

1. Subtract the spell's level × 3% from the roll. A 7th-level magic-user spell subtracts 21% from the roll.

2. Multiply the caster's relevant Attribute modifier (Int for magic-users, Wis for clerics) by 3% and add it to the roll.

3. Add 5% for each rank of Magical Engineering the spellcaster has.

4. If the spell is being cast within the spellcaster's laboratory or sanctum add a +1 bonus to the roll for every 5,000 gp in value of the laboratory, up to a maximum bonus of +10%.

5. If the caster is being assisted by apprentices add the following. They may have up to three assistants, and each assistant must have the ability to cast magic of the appropriate type (at any level).

   a. Add the apprentice's relevant ability score modifier.

   b. Add 1% for each rank of Magical Engineering the apprentice possesses.

6. Non-spellcasting individuals can assist in the attempt, up to the maximum number of retainers allowed by the spellcaster's Charisma score (even if these are not retainers). For each individual participating in a ritual add 1% to the roll.

7. If the spell is being cast at a ley line nexus or focus (see *Hex 13.22*) add the line's Power Rating to the roll.

8. Divine energy may be spent during casting. Every 25 gp worth of divine energy spent increases the chance of success by 1%. This must be spent separately from any divine energy devoted to components.

Sample Ritual Spells

Control Weather (7th-level clerical)
Duration: 1 day
Range: 0

Upon casting this spell the cleric is able to alter the weather in an area equal to one 6-mile hex surrounding them. It takes 1d4 turns for the new weather to manifest, and the weather must be appropriate to the climate and season: the caster could not make it snow in a temperate region during the summer, but they could make it hail, or rain, or summon a heat wave.

The caster can control the generalities of the weather – the strength of the rain, for instance, or the direction of the wind – but cannot control the specifics: where lightning strikes, or the path of a tornado.

Heal (6th-level clerical, reversible)
Duration: Permanent
Range: Touch

The caster is able to touch a target and cure it instantly of the following ailments: blindness, disease, exhaustion, *feeblemind*, and poison. The spell restores all but 1d4 lost hp.

The reverse of this spell, harm, removes all but 1d4 hp and inflicts the same disease as *cause disease*. The target may make a Save against Spells to resist the effects.

Open Faery Road (7th-level magic-user)
Duration: Sunup to sundown
Range: 30'

When cast, this spell tears open a door between the mortal world and Faery, connecting to the point in Faery that is physically congruent with the caster's location. The door is wide enough for a man and horse to pass through together and remains open from sunup to sundown. The caster can close and open the door at will, provided they are within 30' of it and the duration has not elapsed.

If this spell is cast at an existing gateway it opens a passage not to a physically congruent spot but to the location that particular gate leads to.

Resurrection (7th-level clerical, reversible)
Duration: Permanent
Range: Touch

Upon casting this spell the target is restored instantly to life, as per *raise dead*, but they return with full hp and all spells they had prepared at the moment of death. As long as even a small piece of the remains are intact this spell will function, provided the target has been dead no more than 10 years per caster level. This spell will not restore to life an individual that has died of old age.

The reverse of this spell, *destruction*, causes the target to immediately die, their body turning to dust. The target is entitled to a Save against Spells.

Casting either version of this spell is draining, and the caster must rest in bed, unable to cast spells or perform other strenuous activities, for one day per HD of the targeted creature.

Simulacrum (7th-level magic-user)
Duration: Permanent
Range: Touch

The caster is able to create a duplicate of any creature with this spell. They must first form a rough copy of the creature using snow, ice, mud, clay, etc., in which is placed some piece of the creature to be duplicated: some blood, hair, a fingernail clipping, etc.

Upon casting, the rough copy transforms into an exact duplicate of the copied creature, albeit one with half the hit dice of the copied creature, and only vague memories of the original's life, able to remember details of their past only on a roll of 1-3 in 10.

The caster may command the simulacrum, but must do so verbally; no telepathic link exists. The simulacrum cannot grow more powerful, nor can it perform class abilities its original has. *Detect magic* reveals a slight aura of magic around the simulacrum, and more powerful magics may reveal it for what it is.

Trap the Soul (8th-level magic-user)
Duration: Permanent
Range: 10'

When this spell is cast, the target's body and soul are forced into a gem if they fail a Save versus Spells. The target remains trapped in the gem indefinitely, without aging or the need to eat, breathe, etc. Breaking the gem releases the trapped creature. The gem must be worth 1,000 gp per HD of the creature to be trapped.

Wish (9th-level magic-user)
Duration: See below
Range: Unlimited

One of the most powerful spells known to Man, *wish* possesses the ability to alter reality in fundamental ways. It can mimic the effects of any other spell, 9th level or lower. It also has the ability to do the following: reverse time or events, bring the dead back to life, heal large groups of people, build fortresses out of nothing, etc.

However, this spell is tricky to use, and the caster must choose their words carefully. Wishing a target dead may result in the caster being transported into the future, to a time when the target has died of natural causes. A million gold coins may come from the lair of a powerful dragon. The Referee and player must work together to find a wording for the wish that does not upset game balance.

Casting *wish* is also not without drawbacks. When cast, the spellcaster ages one year, instantly.

Value of Spellbooks

Spells contained within books and scrolls have a value specifically for research purposes. In written form a spell is worth 150 gold per level. Ritual spells are worth 300 gp per level. This number can be used to calculate the value of a spellbook to buy or sell; if buying or selling scrolls use the cost of creating a scroll to find the price.

Since each spellcaster casts a slightly different version of a given spell, the values are cumulative: a mage with a library containing three different versions of the *sleep* spell would add 450 to the overall value to the library.

If the spell was researched by a spellcaster and contains notes (see above) the value is increased by 50%. Therefore, if a mage has a book containing a 3rd-level spell and the research that went into its creation it would add 675 gp to the value of a library, rather than 450 gp.

Magical Mishaps

When a magical mishap occurs roll 1d100 + the level of spell being cast or researched, and consult the following table.

Removing a magical mishap requires a *remove curse* cast by a 9th-level or higher cleric or other means (noted in the description), assuming those within range survive.

Magical Mishaps Table

d100 Roll	Result
1-7	The caster suffers 1d6 points of ability drain from a random ability score. The drain is temporary, and returns in **1** 1d4 hours, **2** 1d8 hours, **3** 2d12 hours, **4** 1d4 days, **5** 1d8 days, **6** 1d12 days.
8-13	The caster suffers the loss of one sense. **1-2** hearing, **3-4** sight, **5-6** smell, **7-8** taste, **9-10** touch. The loss lasts for **1** 1d8 hours, **2** 3d8 hours, **3** 1d4 days, **4-5** 2d4 days, **6** 1d4 weeks.
14-18	The next roll the character makes, regardless of its nature, is rolled twice, the character taking the worst of the two rolls.
19-23	A small explosion of magical energy occurs, dealing **1** 1d4 points of damage to the character, **2** 2d4 points of damage, **3** 3d4 points of damage, **4** 4d4 points of damage, **5** 5d4 points of damage, **6** 6d4 points of damage. A successful Save v. Breath reduces the damage by half.
24-28	The character suffers one of the following effects, which is permanent until removed (see above). **1-2** the character glows as per *faerie fire*, **3-4** the character is affected by *blight*, **5-6** the character suffers a –2 penalty to all 1d20 rolls, **7** the character is targeted by *hold person* (save applies), or **8** the character is subjected to *cause fear* (save applies).
29-33	The character suffers a –4 penalty to one saving throw category. This lasts for **1** 1d4 days, **2** 1d8 days, **3** 3d4 days, **4** 1d4 weeks, **5** 1d8 weeks, **6** 3d4 weeks.
34-37	The character is *cursed*, as per the spell. This is permanent until removed.
38-41	The mishap animates a number of mundane objects. It affects **1** 1, **2** 1d4, **3** 1d8, **4,** 1d20, **5** 3d10, **6** 5d10 objects within a radius of 100', bringing them to life for **1** 1d4 rounds, **2** 1d4 minutes, **3** 1d4 turns, **4** 1d4 hours, **5** 1d4 days, **6** permanently. There's a **1-4 in 6** chance the animated objects are inimical to their accidental creator and move to attack them as quickly as possible. Otherwise they act randomly until the magic sustaining them fades.
42-45	The mishap summons random monsters with HD equal to **1-2** 1, **3-4** 2, **5-6** 3, **7-8** 4, **9-10** 5, **11** 6, **12** 7. The summoned monsters attack the character as soon as they arrive and do not cease until destroyed. When determining the number of monsters that are summoned roll the first dice in the Number Appearing entry.
46-49	The caster suffers 1d6 points of ability drain from a randomly determined ability score. This is permanent unless removed by a *wish* or divine intervention.

Magical Mishaps Table

d100 Roll	Result
50-53	The mishap summons an *invisible stalker* that immediately attacks the character.
54-57	The caster loses one spell slot from the highest spell level they can cast. This loss is permanent until removed.
58-61	Everyone within 30' of the primary caster suffers 1d8 hit point damage. Those slain by this effect become wights 1d4 rounds later.
62-65	All within a 1d20 foot radius must Save v. Spells or be affected by *confusion*, lasting 1d8 rounds.
66-69	The caster must Save v. Spells or be affected by *feeblemind*. This can be removed by a *remove curse* cast by an 11th-level or higher spellcaster.
70-73	The caster suffers the loss of one sense (as above). This loss is permanent until removed.
74-77	The caster loses 1d2 hit points per spell level. This loss is permanent until removed by a *wish* or similar magic.
78-81	Everyone within a 1d20 foot radius must Save v. Spells or be affected by *feeblemind*. This can be removed by *remove curse* cast on an individual basis.
82-85	The mishap drains all magic temporarily within a 1d100 foot radius. The dweomers return after 1d8 days, although there's a **1 in 6** chance per item that the magic is drained forever.
86-89	A large explosion occurs, dealing 1d6 points of damage per spell level in a radius of 1d20 feet. Those within the radius can Save v. Breath for half damage. Objects and structures are also damaged by the explosion.
90-93	The weather within a 1d4 mile radius changes. On a roll of **1-2** it gets warmer, the temperature increasing by 10 degrees (lasting for 1d8 days), on a roll of **3-4** it gets colder, the temperature decreasing by 10 degrees (lasting for 1d8 days), on a roll of **5-6** violent storms sweep the area, lasting for 1d8 hours.
94-96	The character loses 1 level. This lasts for 1d8 days.
97-99	All those within a **1-2** 1d20 foot radius **3-4** 2d20 foot radius, **5** 1d100 foot radius or **6** 2d100 foot radius lose 1 level. The lost level returns in 1d4 hours, but those reduced to 0 HD by this effect are dead. There's a **1-3 in 6** chance anyone slain by this effect rises as a wight in 1d4 turns.
100-101	The character loses 1d4 levels. This loss is permanent but can be restored via a *wish* or similar spell. A character slain by this result rises as a *shadow* or similar undead after 1d3 days.

Magical Mishaps Table

d100 Roll	Result
102-103	The magical backlash creates a zone on no-magic with a radius of 1d100 feet. Magic ceases to function within this zone for 1d4 days, although there's a **1 in 6** chance it becomes permanent.
104-105	An explosion of maximum intensity occurs, dealing 1d10 points of damage per spell level to all within a radius of 1d100 feet. Those within the radius can Save v. Breath for half damage. Objects and structures are also destroyed.
106-107	The character is slain instantly but can be returned to life as normal.
108	The character is disintegrated and can only be restored to life by means of a *wish* spell.
109+	The character is disintegrated and cannot be returned to life by any means.

Cleric

Requirements: None
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: 14
Allowed Armor: Any, including shields
Allowed Weapons: Limited

The gods of Absalom are, for the most part, the small gods of Terry Pratchett. Human faith gives divinity to local spirits, elementals, and eidolons, and over time these nascent gods grow strong from the accumulated faith of mankind.

There are very few deities whose worship spans a continent, or even a single domain. Most domains have a primary deity, a god that the ruler venerates, and a number of other smaller, local deities that are worshiped day to day.

The more worshipers a deity has, the more potent that god is; conversely, a god with no worshipers dwindles slowly away over a period of decades, or even centuries, becoming a shadow of their former glory.

Absalom is also a land where the gods themselves are very present, especially the local gods. Everyone knows that on the night of a full moon Hethi, the patron goddess of the village of Strom, visits the faithful in the form of cat, which is why saucers of milk are left outside for her on these nights. When the villagers at the base of Mount Draxca hear an avalanche, it is the eponymous god of the mountain making his displeasure known.

Clerics in Absalom can wear any armor, can carry shields, and are somewhat limited in their selection of weapons. At creation pick three weapon types the character can use (sword, dagger, and short bow, for instance, or club,

Cleric

Level	XP	HD	THAC0	DR	W	P/P	B	R/S/S	1	2	3	4	5
				Saving Throws					**Spells per Day**				
1	0	1d6	19(+1)	11	12	14	16	15	—	—	—	—	—
2	1500	2d6	19(+1)	11	12	14	16	15	1	—	—	—	—
3	3000	3d6	19(+1)	10	11	13	15	14	2	—	—	—	—
4	6000	4d6	18(+2)	10	11	13	15	13	2	1	—	—	—
5	12000	5d6	17 (+3)	9	10	12	14	12	2	2	—	—	—
6	25000	6d6	17 (+3)	9	10	12	14	12	2	2	1	1	—
7	50000	7d6	16 (+4)	8	9	11	13	11	2	2	2	1	1
8	100000	8d6	15 (+5)	7	8	10	12	10	3	3	2	2	1
9	200000	9d6	14 (+6)	6	7	9	11	9	3	3	3	2	2
10	300000	+1 hp	14 (+6)	6	7	9	11	9	4	4	3	3	2
11	400000	+2 hp	14 (+6)	5	6	8	10	8	4	4	4	3	3
12	500000	+3 hp	13 (+7)	4	6	8	9	8	5	5	4	4	3
13	600000	+4 hp	12 (+8)	3	5	7	8	7	5	5	5	4	4
14	700000	+5 hp	12 (+8)	3	5	7	8	7	6	5	5	5	4

crossbow, and spear). The weapons chosen should be thematically tied in with the character's deity of choice. At 5th, 9th, and 13th levels the character can select an additional type of weapon they can use.

Any cleric can request a miracle from their god, albeit with a small chance of success. When in dire straits the cleric may call upon their god to intercede with a 1% chance of success. If this succeeds the miracle is granted, which functions as a *wish* spell. The Referee adjudicates the miracle as appropriate, with the caveat that it should be designed to benefit the deity first and the cleric second. Once a miracle has been granted the cleric must gain a level before requesting another miracle. Deities do not take kindly to requests for frivolous miracles, and clerics abusing this power may find themselves cut off from spell-casting or other abilities until they atone for their greed.

Starting at 2nd level, when a cleric kills an enemy with a physical attack, they may attack another enemy within striking distance. Provided that each blow kills an enemy, they may attack a number of successive targets equal to half their hit dice (to a maximum of 4 additional targets at level 9).

The Saving Throw table has been altered slightly from the **OSE** core rules, providing a smoother transition through the levels.

Starting at 5th level the cleric may create potions associated with clerical magic. At 9th level they may create magical items that are associated with clerical magic.

Cleric Turning Table

Level	1	2	3	4	5	6	7	8*
	Undead HD							
1	7	9	11	--	--	--	--	--
2	T	7	9	11	--	--	--	--
3	T	T	7	9	11	--	--	--
4	D	T	T	7	9	11	--	--
5	D	D	T	T	7	9	11	--
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.

+The cleric turns a total of 3d6 HD of undead.

#The cleric turns a total of 4d6 HD of undead.

Upon reaching 9th level the cleric has the choice of founding either a temple or a stronghold (as a fighter). They have the choice, therefore, to become either a spiritual or temporal leader. Assuming the cleric is in the good graces of their deity the construction costs ½ the normal price (or costs half the normal price to purchase). Note that a cleric who assumes control of a temporal domain *cannot* also be the head of a temple, although they can decree that the cleric's faith is the official religion of the land.

The following rules may be supplemented by the free guidebook *Domain Building*. Clerics can found domains or churches prior to reaching 9th level. If this is the case, they do not attract the followers listed below. The followers join the cleric once 9th level is reached.

If a temple is founded and built, the following are attracted over the period of three months:

> ➢ **1d6** clerics of levels 1-2
>
> ➢ **2d6** acolytes (0-level humans)
>
> ➢ **3d6** mercenaries of a random type, who have heard the cleric's message and felt called to protect them. The mercenaries are paid half normal wages and never have to check morale.
>
> ➢ Refer to the section on temples for more information.

Rules for running a temple will be found later in this section.

If the cleric instead founds a stronghold they attract the following:

> ➢ **1d4** 1st-level followers, each of a randomly determined class, that have felt the call to serve the character. They do so asking only for room and board and never check morale.
>
> ➢ **1d4+1 × 5** mercenaries. Each group of five will be the same type, they will serve for half pay, and never have to check morale.
>
> ➢ A number of peasant families equal to 1 per 2000 gp value of the stronghold (actual value, not the discount the cleric receives).

All followers, whether for the temple or stronghold, arrive over a period of three months, with one quarter arriving during the first month, one half during the second, and the final quarter during the third.

Alternate Rules

If playing with skills (see *Hex 17.23*) clerics begin with one skill at 1st level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1st level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated a Knack can be chosen at any of these levels and multiple times.

Blessed by the Gods. The character's saving throws improve by one each. This may only be selected once.

Divine Grace. Once per day the cleric may reroll a single roll they make, taking the better of the two results. At 7th level they may do this twice per day and at 11th level three times per day. This Knack can only be selected once.

Heresy. The character may add one spell from another list (druid, magic-user, illusionist, etc.) to their spell list for each level they can cast. The spell is cast at one level higher than normal, however. For instance, if a cleric adds *sleep* to their spell list it would be considered a 2nd-level clerical spell. This may only be selected once.

Improved Turning. The character adds 1 to their 2d6 roll when attempting to turn undead, and if successful may roll twice to determine the number of HD turned, taking the better result. This may only be selected once.

Lay on Hands. The character is able to heal damage equal to their Hit Dice times two each day by touching another creature. This damage may be divided up between targets. Therefore, an 8th-level cleric can lay on hands to heal 16 points of damage, targeting any number of successive individuals until the total amount of healing is used. The cleric can do this once per round without using an attack, provided they do not use their full movement.

Leader of the Flock. The cleric is exceptional at converting non-believers to her faith. When rolling monthly to determine the number of followers attracted roll twice each time, taking the better of the two results, and when rolling to determine the number lost roll twice, taking the lesser of the two results. An additional 10% of the cleric's flock are considered to be true believers. See the text on temples, below.

Lord of the Land. The cleric proves to be an exceptional leader. If using the *Domain Building* supplement, the character gains the following benefits:

> ➢ The morale checks for the domain are made with a +1 modifier.
>
> ➢ The number of 6-mile hexes the cleric may govern by themselves is increased by one.
>
> ➢ When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack must be selected at level 9 or 13.

Prodigy. The character is infused with divine energy and can tap into it to cast additional spells. At 2nd-5th level they may cast an additional 1st-level spell, at 6th-9th an

additional 1st- and 2nd-level spell, and at 10th-14th an additional 1st-, 2nd-, and 3rd-level spell.

Self-improvement, primary. The cleric can increase their Wisdom, Constitution, or Charisma score by two. This may only be selected at 5th, 9th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The cleric may increase her Dexterity, Strength, or Intelligence by two. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Spontaneous Casting. Pick one of the following spells at each level the character is capable of casting:

1st. *command, cure light wounds, light, protection from evil, sanctuary.*

2nd. *augury, bless, delay poison, find traps, holy chant.*

3rd. *cure blindness, cure disease, dispel magic, remove curse.*

The character can cast these spells without preparing them in advance, simply by expending a currently memorized spell in a slot of the same level. This Knack may be selected multiple times, but with each selection a different spell at each level must be chosen.

Toughness. The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

Weapon Mastery. The character can use three combat maneuvers, as described in *Hex 17.22*.

Founding a Temple

Once a temple is founded the cleric begins the process of attracting worshipers and converting unbelievers to their deity.

As stated above, the construction and founding of a temple is inviting to the curious, and over a three-month span after the completion of the temple a number of worshipers are drawn to the new church. These worshipers are equal to one individual for every 1000 gp in value of the temple or a maximum of 5% of the population within a 3-mile radius (within the 6-mile hex containing the temple).

There can be a maximum of one temple per 6-mile hex, and each temple draws on the population within its hex. Additional worshipers may arrive after the initial three-month period, and a temple can sustain a number of worshipers equal to the value of the temple in gold divided by 100. Therefore, a temple that costs 3000 gp to build can sustain the worship of 30 individuals. If there are more worshipers than can be sustained by the temple, 1d10 worshipers leave the temple each month until the maximum is achieved, and it cannot be increased above this number until the temple is expanded.

However, urban centers can support more temples. An urban center can support a number of temples equal to its Market Class without adversely affecting the stability of all the temples. *Ex. A Class 5 market can support a maximum of 5 temples.*

If the maximum is not exceeded the worshipers are drawn from the populace of the urban center, as well as the surrounding hex, and the following rules apply.

Temples in excess of the maximum within an urban center, or more than one temple per six-mile hex without an urban center, cause Friction between the temples. Friction is explained below. It is assumed that 80% of the population can be drawn upon to recruit the faithful; the remaining 20% worship household gods, are atheists, etc.

Each temple has a head priest, and as it grows in size additional priests (clerics) and acolytes (0-level humans) are attracted to the temple. They are not paid, but they cost the temple an amount per month equal to half their cost of living (see *Hex 16.24*).

Acolytes are assumed to assist with day to day mundane activities within the temple: maintenance, cleaning, food preparation, guard duty, etc., as well as participating in religious services and festivals.

In addition to the head priest, it is assumed that one 0-level acolyte is needed for every 25 worshipers, one 1st-level cleric is needed for every 50 worshipers, one 2nd-level cleric for every 150 worshipers, one 3rd-level cleric for 300 worshipers, etc. The head priest is assumed to be 1d4–1 levels higher than the next highest-level cleric. Therefore, a temple with 210 worshipers would have:

- ➢ 8 0-level acolytes
- ➢ 4 1st-level clerics
- ➢ 1 2nd-level cleric
- ➢ A head priest that is between 2nd and 5th level. Let's call them 3rd level.

Of course, a temple can have a larger staff, but the cost of maintaining the staff can be more expensive than maintaining an army. *Ex. The acolytes cost 5 gp per month, the 1st-level clerics cost 10 gp/month (1/2 of 20), the second-level cleric 20 gp, and the head priest 40 gp. The total cost for the temple staff is 140 gp per month.*

It costs 1 sp per month to maintain each worshiper. This assumes direct costs – sacraments, prayer books, etc., as well as maintenance costs for the temple itself and miscellaneous costs. *Ex. With 210 worshipers the monthly maintenance cost for the temple is 21 gp.*

Once every month the temple can require a tithe of its members. The average tithe is 1 gp per month.

Ex. With 210 members, the temple generates 210 gp per month in income. Assuming an average tithe, the temple nets 49 gp per month after expenses.

Additionally, if the church is recognized by and in good standing with the domain in which it is founded it will receive tithes equal to 2% of the hex's monthly income.

If the temple belongs to a state-mandated religion it receives a tithe equal to 10% of the hex's monthly income.

Note that temples in urban centers use both the hex's and center's monthly income, while rural temples use only the income generated in the hex.

Over time the temple is able to attract more worshipers. These numbers are calculated on a monthly basis, at the end of each month. If not enough is invested in a category by the end of the month it doesn't count. *Ex. The priests of a temple cast a combined total of 40 spell levels in a month. This is not enough to attract a new worshiper.*

- For every 50 levels of spells cast one new worshiper is attracted.
- For every 500 gp invested in improving the temple one individual is attracted.
- Every time the head of the temple gains a level 1d10 worshipers per level are attracted to the temple. *Ex. The head priest goes from 9th to 10th level. 10d10 new followers are attracted.*
- If the head priest is present at the temple for at least three weeks per month another 1d10 individuals are attracted.
- New followers are attracted every holy day the temple has.

Worshipers are lost in the following ways. This is calculated on a monthly basis.

- 1d4 per level of the head priest are lost per month if the head priest is absent for more than two weeks per month. Therefore, if the head priest is 5th level and is absent for more than two weeks in a month 5d4 worshipers drift away.
- If the maintenance cost of 1 sp per worshiper is not paid, 1d10 per 100 worshipers are lost per month.
- Every time the church demands a tithe of its worshipers, followers are lost as follows:
  - No tithe. No loss.
  - 50% of average. 1d4 per 100 worshipers.
  - 100% of average. 1d6 per 100 followers.
  - 150% of average. 1d10 per 100.
  - 200% of average. 1d20 per 100.
- If the temple maintains fewer staff than described above it loses 1d4 members per 100.

Holy Days

A temple is expected to host a number of religious holy days throughout the year. These vary in tone and temperament, based on the tenets of the church and the nature of the holy day. Some are bacchanals of excess, others a day of sport and competition, while others are days of contemplation and meditation.

Temples typically host four holy days per year. Each holy day costs the temple 1 gp per worshiper, brings in 1d20 sp per worshiper (roll once and multiply the result by the number of worshipers), and attracts 1d4 new worshipers for every 100 gp spent on the festival.

If there are three or fewer holy days per year make the 1d20 roll twice, taking the better of the two results. If there are five or more holy days per year make the 1d20 roll twice, taking the lower of the two results.

Ex. The Temple of The Folded Sky has 210 worshipers and is holding one of its four annual holy days. It costs the temple 210 gp to put the festival on. Rolling 1d20, the result is a 17; the holy day generates 17 sp per worshiper, for a total of 357 gp. Truly, times are good for the Temple. Additionally, 2d4 new worshipers are attracted to the temple. The total result is 6, so there are now 216 worshipers at the temple.

Temple Hierarchy

As a religion expands and grows, new temples are founded in order for the faith to spread. If a temple is founded by the character it is assumed that they will appoint their clerical retainers to run these additional temples, who in turn will appoint their own retainers to run further subsidiary temples. In this way the network of temples resembles the hierarchical structure of a temporal domain.

If the temple is part of a larger religious organization the smaller, subordinate temples must tithe the central church. However, unlike temporal domains, in which tithes flow upwards from vassal to vassal to vassal and then finally to the domain ruler, temples tithe directly to the central church, no matter how far removed they are (both physically and administratively).

This tithe is usually 10% of their net income.

Generating Magical Energy

The act of worship is the most reliable way of generating magical energy. Each congregant that regularly attends the temple (at least once per month, see above) generates the equivalent of 5 sp of divine energy per week.

Each cleric that worships at the temple generates a number

of gp of energy per month equal to their level, with 0-level acolytes counting as normal worshipers.

However, not all worshipers of a deity will be devout; many are just going through the motions, paying lip service to the church's tenets. The base percentage of true believers in the congregation is equal to 5 plus the head priest's combined Wisdom and Charisma modifiers, times ten.

- ➤ Start at 5.
- ➤ Add the head priest's combined Wisdom and Charisma modifier.
- • If the temple maintains the average number of staff add 1.
- ➤ Multiply the result by 10%.

Ex. Argos the Avowed is the head priest at a small temple. His Charisma modifier is +1 and his Wisdom modifier is +2, for a total multiplier of 8. 80% is the base number of true believers.

That number is then modified as followed:

- ➤ Add 1d10%.
- ➤ Add or subtract 5% for every degree of domain morale above or below Content (see the *Domain Building* guide). A domain that is Loyal has the percentage increased by 10%, a domain that is Belligerent decreases by 10%.
- ➤ If the faith is the official religion of the domain subtract 20% from the percentage of true believers.
- ➤ If the temple charged more than the average tithe for four or more months during the previous year subtract 1d6 from the total.

Ex. The result of the 1d10 roll is a 6, the domain is Content, and the Temple of the Folded Sky is not the official religion of the domain, so a total of 86% of its worshipers are true believers. Having recently grown to 216 members, the congregation generates a total of 93 gp of divine energy per month.

The staff of the church generates a total of 13 gp per month, so the total amount of divine energy the temple produces is 106 gp.

The percentage of true believers is recalculated at the end of every game year and remains the same for the upcoming year.

The head priest of a temple gets a number of XP per month equal to the value of the divine energy generated by the temple, regardless of whether it is used, stored, or simply dissipates back into the world.

Using Magical Energy

Divine energy generated by a congregation can only be used by the head priest of the temple or a higher-ranking priest of the same order that resides at the temple for at least two continuous weeks.

The energy is generated monthly, but the entire total can be used at any point during the month. Divine energy cannot usually be stored unless a divine relic is on hand (see below). Otherwise, the energy must be used by the head priest each month or it dissipates.

Every gp worth of magical energy collected can be used by the temple's head priest to do one of the following. All of these must be done within the temple. If a relic is used to store magical energy the relic must be present. If the temple possesses multiple relics the divine energy stored within each may be pooled.

- ➤ Create holy water.
- ➤ Enchant magical items.
- ➤ Cast spells.

Creating Holy Water. The head priest can spend 20 gp of magical energy to create a vial of holy water.

Enchanting magical items. Divine energy can be used in one of the three following ways when crafting a magical item. Each gp must be designated towards a specific goal; it's possible to spend some energy towards special components, some towards the regular cost, etc.

1. Each gp of divine energy is equal to 1 gp of special components.
2. Each gp of divine energy is equal to 5 gp of normal construction cost.
3. 50 gp of magical energy can be spent to lower the level required for magical item creation by one level. Therefore, a 4th-level cleric could spend 50 gp of magical energy to create a potion (usually reserved for 5th-level clerics) or 250 gp to create a magical item (usually reserved for 9th-level clerics). In doing so the creator uses their actual level to determine the chance of success.

Casting Spells. Divine energy can be used to cast spells, in two different ways. First, energy can be expended to wholly cast "normal" clerical spells, those of 1st-5th level that a cleric of the temple could normally cast. Lawful temples will never be able to use divine energy to cast reversed spells.

The cost of casting spells is as follows:

1st level. 10 gp
2nd level. 20 gp
3rd level. 40 gp
4th level. 80 gp
5th level. 160 gp

Clerics largely use divine energy to cast spells because they are unable or unwilling to cast the spell normally. This could

be because no member of the temple prayed for the spell and it is needed, or perhaps no one in the temple is capable of actually casting the spell. Divine energy can, therefore, be used to cast spells that the priests would otherwise not have access to.

Alternatively, divine magic can be used to cast ritual spells (see Ritual Magic, above).

Divine Relics

Divine relics are objects of immense significance to a temple. In addition to storing divine energy they may also have other magical abilities. At their simplest, though, they serve as reservoirs for accumulated divine energy: 1-4 in 6 relics are simply sacred repositories for divine energy, as well as important artifacts for the temple. The remaining relics possess some sort of magical enchantment, determined by the item itself.

Relics must have some religious significance: the fingerbone of a martyred prophet, the shield of a famous defender of the faith, or a battle standard that had been carried during a significant conflict the faith was involved in. Temples can have multiple divine relics.

As a general rule, relics can store 1 gp of divine energy for every 250 gp of the relic's value. In order to absorb the divine energy the relic must remain in the temple for at least three weeks during that month, and cannot be absent for more than three consecutive days. If these conditions are not met divine energy is not stored in the relic.

If the relics are the remains of an individual, use their XP amount at the time of death as a base value. *Ex. The fingerbone of Chald the Reverent, a 9th-level cleric, is worth a base of 1,600 gp, and can therefore store a total of 6 gp worth of divine energy.*

If the individual died in a heroic manner – martyred, perhaps, or at the hands of a demon while defending helpless civilians – the value of the relic may be multiplied by 2 to 5 (dependent upon the Referee's judgment). *Chald died leading his followers out of captivity, delaying their pursuers long enough so that they could reach safety. The Referee decides this is pretty exceptional, and multiplies the base value of the fingerbone by 4, for a total of 6,400 gp.*

Add 50 gp to the final price for every hundred years in age of the relic. *Ex. Chald the Reverent died 1,000 years ago. This adds 500 gp to the overall value, for a total of 6,900 gp. The fingerbone can hold a total of 27 gp worth of divine energy.*

If the relic belonged to a deity that is not worshiped by the church determine the deity's XP value and multiply it by 10. Add double the age modifiers.

If the relic belonged to the deity the temple worships, determine the deity's XP value and multiply it by 50. Add double the age modifier.

If the relic is a magical item or other object of significant material value, use one half its gp value to determine its worth as a relic. This may be modified by the Referee as desired.

Relics that possess magical qualities can be designed in multiple ways. Perhaps Chald's mace, used to slay one of the greater demons pursuing him, is loaned out to clerics and paladins of the church at times of great need. These chosen warriors can expend divine energy upon striking a foe.

Or perhaps a chalice has the ability to radiate a protection from undead spell as long as it remains in the temple and has at least 1 gp worth of divine energy, making the temple an ideal sanctuary when fighting undead foes.

Friction

A temple can have no more followers than are available within the hex in which it is located. Temples located outside of urban settlements draw their worshipers from the rural parts of the hex, but can also attract no more than 25% of the residents of a nearby (within the same hex) urban settlement. Temples that are in an urban settlement can draw upon both the residents of the settlement and the surrounding hex. Therefore, temples cannot grow their congregation once all of the residents are accounted for.

Friction occurs when there are more temples than an area can support. As noted above, only a single temple can exist in the rural part of a 6-mile hex, and urban centers can only support a number of temples equal to the Market Class. A hex with a rural population of 1,000 and an urban population of 1,500 (Market Class 5) can support a total of 6 temples: one in the hex's rural hinterland and five in the urban center.

The rural temple can draw upon a population of 1,375 for its congregation (1,000 rural residents and 25% of the urban residents) while the five urban temples can draw upon a total population of 2,500. As state above, however, only 80% of the eligible population is considered in the pool of the faithful. Therefore, the rural temple has an overall pool of 1,100 to draw upon, and the five urban temples draw from a pool of 2,000.

There are three factors that instigate Friction between temples. Note that references to "hexes" assume they include both rural and urban temples.

- ➢ Alignment. Lawful and Chaotic temples exist (either openly or not) within a given hex.
- ➢ There is a state religion, and non-state temples exist in the hex.
- ➢ There are more temples in the hex than would otherwise be allowed.

Friction is not, however, a zero-sum game. It will continue to exist

as long as one or more of the above three factors are present, but does not necessarily result in the destruction/departure of one or more temples; it simply represents an existing state of tension.

When one or more of the three factors exist, a roll is made at the beginning of each month to determine the severity of the Friction, with the following modifiers:

- If two sources of Friction exist add +2 to the roll.
- If three sources of Friction exist add +5 to the roll.
- If 75% or more of the available population is spoken for by one temple or another add +1 to the roll.
- If less than 50% of the available population is spoken for subtract –1 from the roll.
- Add +1 for each temple beyond the maximum +1. *In a hex with a maximum of 6 temples Friction is forced with 7 temples. If there are 8 temples add +1 to the Friction roll, if 9 add +2, etc.*
- If the Domain morale is Loyal or better subtract –2 from the roll.
- If the Domain morale is Belligerent or worse add +2 to the roll.
- If the temple is a subordinate church of a larger network, and it must pay more that 10% of its net as a tithe, add +1 to the roll.

Friction Results

The Referee should roll 1d20, modified as above, for Friction results at each temple.

Friction Results

d20	Result
1 or lower	Nothing happens.
2	**Loss of Followers.** The temple loses an additional 1d4 members per 100.
3	**Loss of Revenue.** Total tithes generated per month are reduced by 3-12% (1d4×3).
4	**Maintenance issues.** There's an extra 5d10 gp worth of maintenance that has to be done.
5	**Loss of Followers.** The temple loses 1d6 members per 100.
6	**Loss of Revenue.** Total tithes generated per month are reduced by 5-20% (1d4×5).
7	**Loss of staff.** 1d4 lower-level staff leave the temple. This cannot result in the loss of NPC retainers of the PC. Determine randomly which of the staff leaves.
8	**Theft, minor.** An item or items worth 1d100×5 gp are stolen from the temple.
9	**Maintenance issues**. There's an extra 1d10×10 gp worth of work that needs to be done.

Friction Results

d20	Result
10	**Loose Lips.** Rumors, true or false, are spread about priests of the temple. Attempts to attract new followers for the next month are halved, and twice the number of followers leave during the same period.
11	**Loss of Followers.** The temple loses an additional 1d10 members per 100.
12	**Loss of Revenue.** Total tithes generated per month are reduced by 10-40% (1d4×10).
13	**Fallen Priest.** A cleric sins, and as punishment the deity withholds spellcasting from that specific cleric for 1d20 days. The cleric must atone for their sins, as desired by the Referee.
14	**Sabotage.** The temple suffers 10d100 gp worth of damage from saboteurs. If the damage reduces the maximum allowable number of worshipers to fewer than the actual worshipers, those excess are lost.
15	**Theft, moderate.** An item or items worth 1d100×10 gp are stolen from the temple. If minor magical items (such as a potion or scroll) are present, one of these will be stolen instead.
16	**Scandal.** A scandal breaks out amongst the clerics of the temple. It forces 1d6 members to resign, and reduces income and new worshipers by 5-20% for the next 1d4 months.
17	**Death.** One of the junior members of the staff is found dead, in suspicious circumstances.
18	**Theft, major.** If the temple has a relic it is stolen. If not, a thief makes off with an important magical item or 10d10×100 gp worth of valuables.
19	**Silent War.** The temple is involved in a quiet, low-key war with another temple. Assassins are hired, invisible stalkers summoned, etc. 1d4–1 members of each temple and 1d3–2 congregants are killed per month. There's a 1-3 in 6 chance the conflict ends after one month.
20	**In need of Redemption.** The temple's deity is unhappy with how the temple is comporting itself, and withholds spellcasting from all resident priests of the temple for a period of 1d6 days. Collected divine energy for the month is reduced by 10%.
21	**Rotten Within.** 1d6 clerics belonging to the temple are found to be engaged in the worship of Chaotic (or Lawful, if a Chaotic church) powers. They must be dealt with.
22	**Schism.** 1d4 clerics of the temple leave, taking 10-40% of the congregation with them, and found a new temple. This may increase the number of temples in the area above the maximum.
23	**Open War.** The temple is involved in an open, bloody war with another temple. It is up to the Referee to adjudicate all of the ramifications (how do the authorities respond?), but as a general rule each temple loses 1d6–1 clergy and 1d6–1 worshipers each month. There's a 1-4 in 6 chance the conflict dies out after a month.
24+	**Collapse.** The temple ceases to exist. All of the clergy leave for greener pastures, the worshipers go to different temples, etc.

Hex 14.21 – Gateway to the Pallid Fields
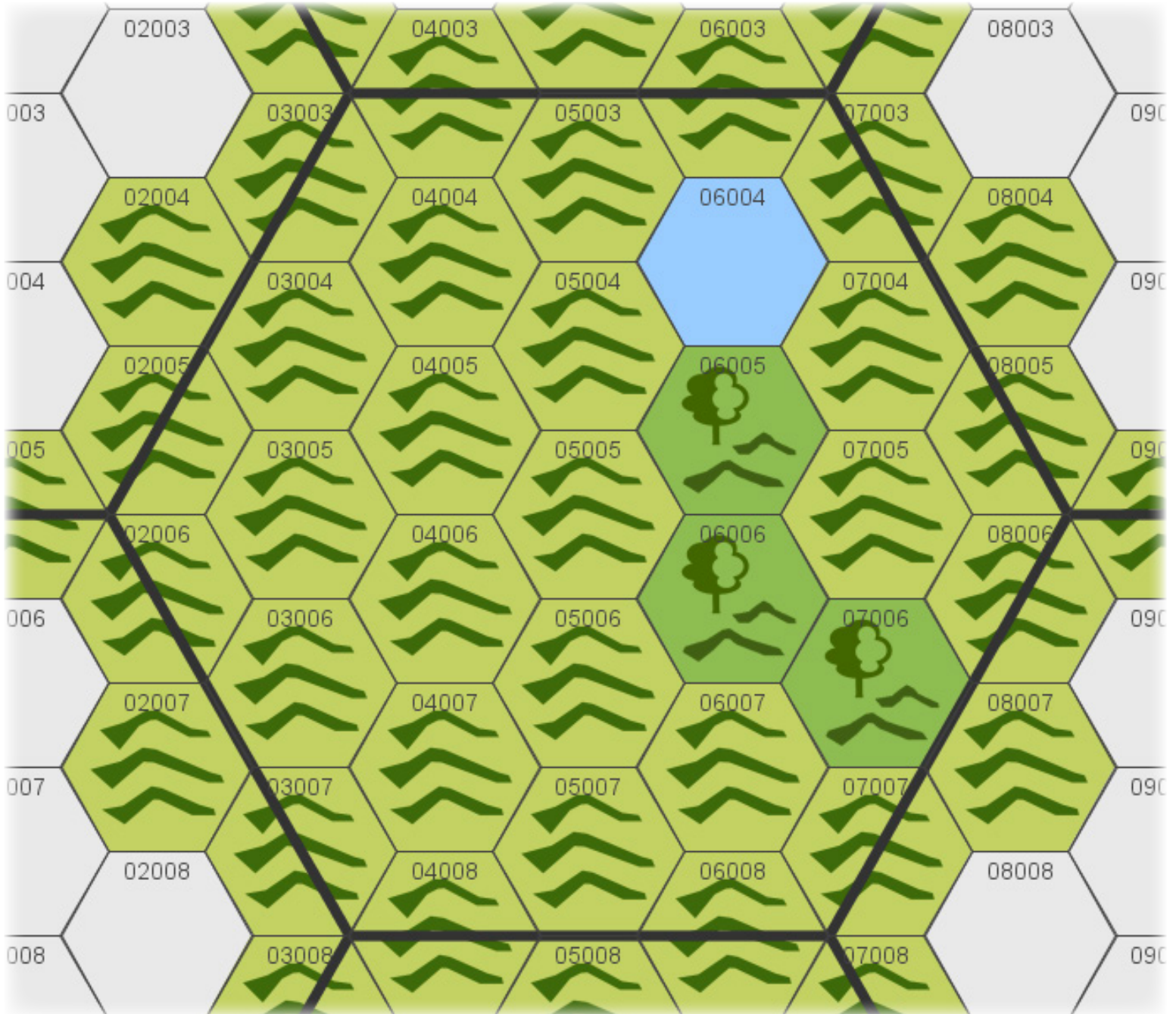
Large hex = 6 miles face to face
Smaller hexes = 1.2 miles face to face
Cover art by Jen Drummond (jendart.com).
Interior art by Chad Dickhaut

Old School Essentials OGL