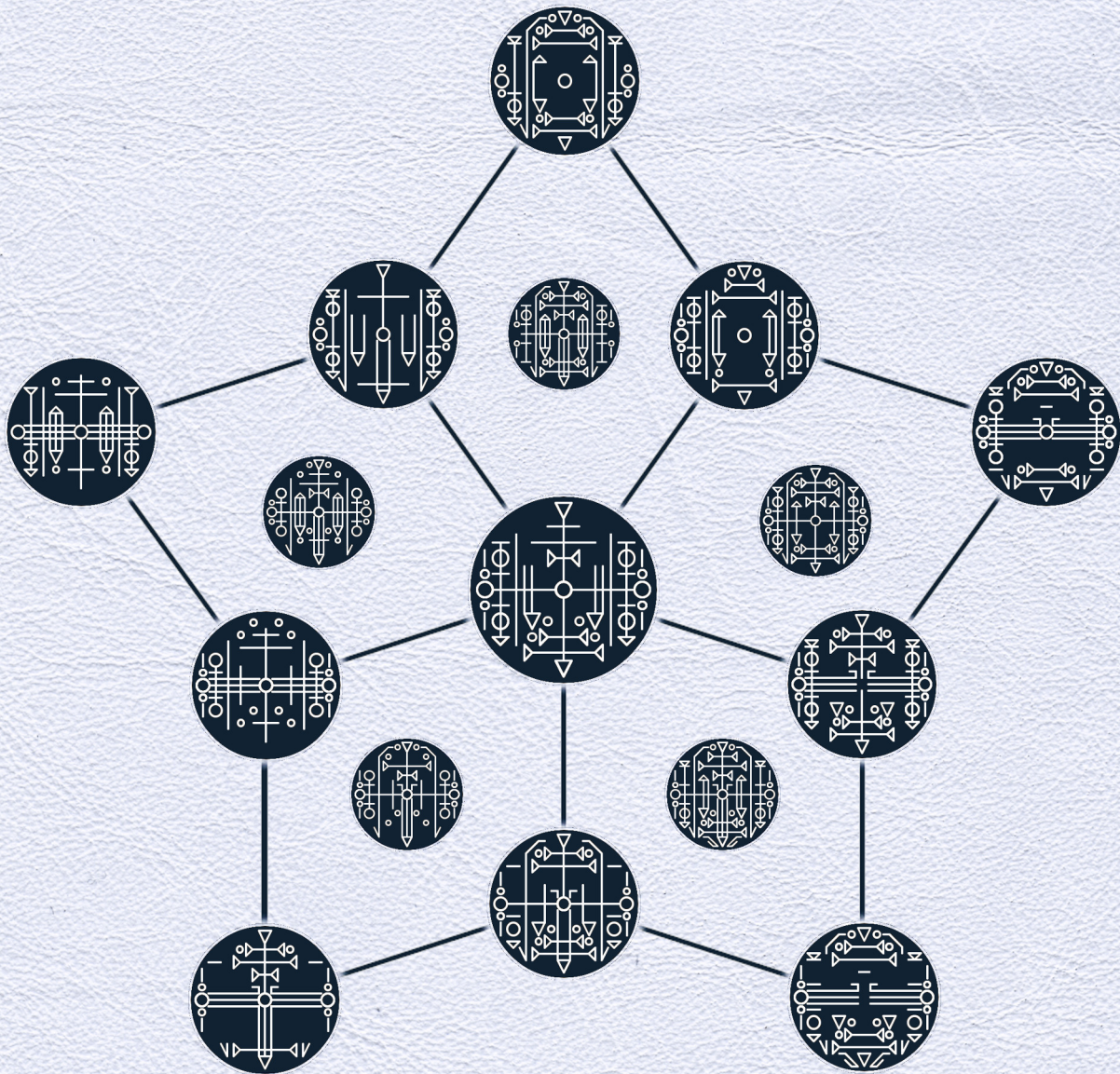


Polyhedral Pantheons Worksheets

By Keith Davies



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Using the Polyhedral Pantheon Worksheets

Using the *Polyhedral Pantheons* egd-polyhedral-pantheons is simple.

1. Choose a polyhedron.
2. Assign a domain to each point and face.
3. Group domains for each deity.
4. Choose the 'chosen weapon' of each deity

This provides a number of deities, their domains, their alignments (based on alignment domains assigned),

and their chosen weapons. This is basically the minimum needed in order to have 'deities' for clerics to choose from.

The table below can be used to randomly select domains. Subdomains and suggested chosen weapons are provided to help round out the deities created.

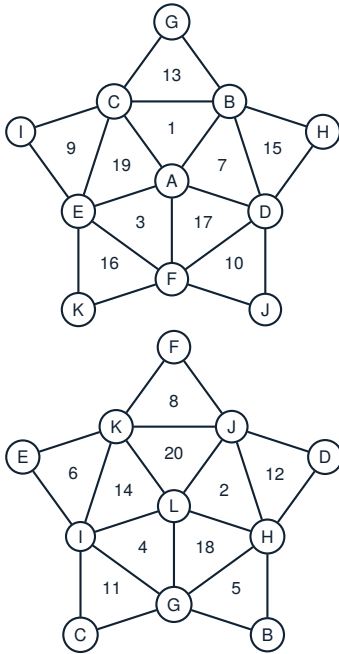
Echelon Explorations: Polyhedral Pantheons expands on the process described here and provides better support for rounding out the descriptions of the deities from the 'bare bones' created here. *Polyhedral Pantheons* also describes several sample pantheons and shows the results of developing deities further, and identifies the resources used to do so.

PRD d%	SRD d%	Domain	Subdomains	Suggested Chosen Weapon
1-3	1-4	Air	Cloud, Wind	Spear, Bow, or Blowgun
4-6	5-8	Animal	Feather, Fur	Bow or Kukri
7-9	—	Artifice	Construct, Toil	Hammer, Crossbow, or Pistol
10-12	9-12	Chaos	Azata, Demon, Protean	Flail
13-15	—	Charm	Love, Lust	Lasso
16-18	—	Community	Family, Home	Club
19-21	—	Darkness	Loss, Night	Spear
22-24	13-16	Death	Murder, Undead	Scythe or Sickle
25-27	17-20	Destruction	Catastrophe, Rage	Mace or Flail
28-30	21-24	Earth	Caves, Metal	Pick
31-33	25-28	Evil	Daemon, Demon, Devil	Dagger
34-36	29-32	Fire	Ash, Smoke	Battle Axe or Hand Axe
37-39	—	Glory	Heroism, Honor	Longsword
40-42	33-36	Good	Agathion, Archon, Azata	Longsword
43-45	37-40	Healing	Restoration, Resurrection	Lasso or Net
46-48	41-44	Knowledge	Memory, Thought	Staff
49-51	45-48	Law	Archon, Devil, Inevitable	Mace
52-54	—	Liberation	Freedom, Revolution	Spear or Bow
55-57	49-52	Luck	Curse, Fate	Dagger or Rapier
58-60	—	Madness	Insanity, Nightmare	Double Weapon
61-63	53-56	Magic	Arcane, Divine	Staff or Dagger
64-66	—	Nobility	Leadership, Martyr	Mace
67-69	57-60	Plant	Decay, Growth	Staff, Scythe, or Sickle
70-72	61-64	Protection	Defense, Purity	Staff
73-75	—	Repose	Ancestors, Souls	Mace
76-78	—	Rune	Language, Wards	Club (short, light staff)
79-81	65-68	Strength	Ferocity, Resolve	Great Weapon (Greatsword, etc.)
82-84	69-72	Sun	Day, Light	Mace or Morningstar (spiked club)
85-87	73-76	Travel	Exploration, Trade	Staff
88-90	77-80	Trickery	Deception, Thievery	Dagger or Rapier
91-93	81-84	War	Blood, Tactics	Any Martial (often sword)
94-96	85-88	Water	Ice, Oceans	Trident
97-99	—	Weather	Seasons, Storms	Spear or Bow
100	89-100	Reroll		

d20 Pantheon

Points 12
Faces 20
Sites 32

Useful for well-rounded pantheons using 32 domains.



All nine alignments can be available by using these assignments:

1 Law
5 Good
9 Evil
14 Chaos

This gives

Align	Deity Sites
LG	C
NG	5, H
CG	G
LN	1, A
TN	2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20
CN	14, L
LE	B
NE	9, E
CE	I

Face Deities

Face	Opp.	Primary	Secondary Domains
1	20		A, B, C
2	19		H, J, L
3	18		A, E, F
4	17		G, I, L
5	16		B, G, H
6	15		E, I, K
7	14		A, B, D
8	13		E, J, K
9	12		C, E, I
10	11		D, E, J
11	10		C, G, I
12	9		D, H, J
13	8		B, C, G
14	7		I, K, L
15	6		B, D, H
16	5		E, E, K
17	4		A, D, F
18	3		G, H, L
19	2		A, C, E
20	1		J, K, L

Point Deities

Point	Opp.	Primary	Secondary Domains
A	L		1, 3, 7, 17, 19
B	K		1, 5, 7, 13, 15
C	J		1, 9, 11, 13, 19
D	I		7, 10, 12, 15, 17
E	H		3, 6, 9, 15, 19
F	G		3, 8, 10, 16, 17
G	F		4, 5, 11, 13, 18
H	E		2, 5, 12, 15, 18
I	D		4, 6, 9, 11, 14
J	C		2, 8, 10, 12, 20
K	B		6, 8, 14, 16, 20
L	A		2, 4, 14, 18, 20

Face Deities

Face	Opp.	Primary	Secondary Domains
1	20		A, B, C
2	19		H, J, L
3	18		A, E, F
4	17		G, I, L
5	16		B, G, H
6	15		E, I, K
7	14		A, B, D
8	13		F, J, K
9	12		C, E, I
10	11		D, E, J
11	10		C, G, I
12	9		D, H, J
13	8		B, C, G
14	7		I, K, L
15	6		B, D, H
16	5		E, F, K
17	4		A, D, F
18	3		G, H, L
19	2		A, C, E
20	1		J, K, L

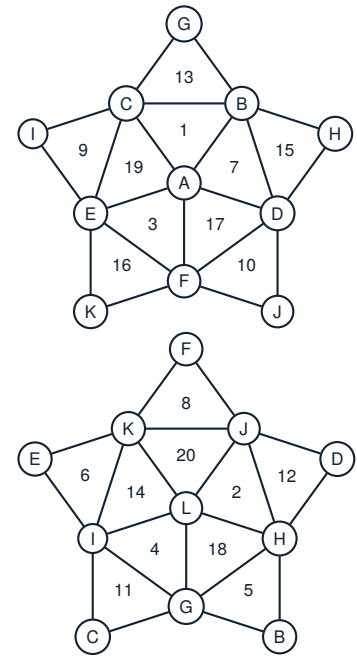
Point Deities

Point	Opp.	Primary	Secondary Domains
A	L		1, 3, 7, 17, 19
B	K		1, 5, 7, 13, 15
C	J		1, 9, 11, 13, 19
D	I		7, 10, 12, 15, 17
E	H		3, 6, 9, 15, 19
F	G		3, 8, 10, 16, 17
G	F		4, 5, 11, 13, 18
H	E		2, 5, 12, 15, 18
I	D		4, 6, 9, 11, 14
J	C		2, 8, 10, 12, 20
K	B		6, 8, 14, 16, 20
L	A		2, 4, 14, 18, 20

d20 Pantheon

Points 12
Faces 20
Sites 32

Useful for well-rounded pantheons using 32 domains.



All nine alignments can be available by using these assignments:

- 1** Law
- 5** Good
- 9** Evil
- 14** Chaos

This gives

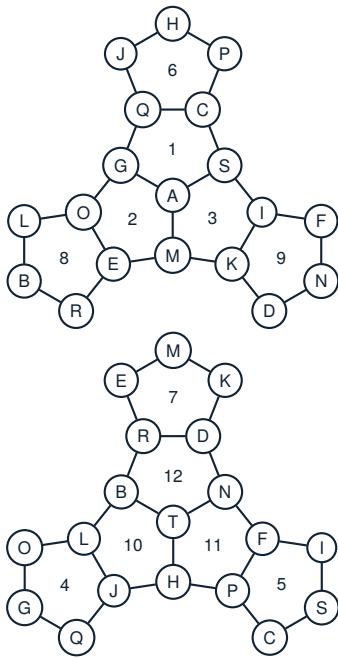
Align Deity Sites

- LG C
- NG 5, H
- CG G
- LN 1, A
- TN 2, 3, 4, 6, 7, 8, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20
- CN 14, L
- LE B
- NE 9, E
- CE I

d12 Pantheon

Points 20
Faces 12
Sites 32

Useful for well-rounded pantheons using 32 domains.



All nine alignments can be available by using these assignments:

A Law
E Good
I Evil
N Chaos

This gives

Align	Deity Sites
LG	3
NG	8, E
CG	7
LN	1, A
TN	4, 5, 6, 10, 11, B, C, D, E, G, H, J, K, L, M, O, P, Q, R, S, T
CN	12, N
LE	2
NE	5, I
CE	9

Face Deities

Face	Opp.	Primary	Secondary Domains
1	12		A, C, G, Q, S
2	11		A, E, G, M, O
3	10		A, I, K, M, S
4	9		G, J, L, O, Q
5	8		C, E, I, P, S
6	7		C, H, J, P, Q
7	6		D, E, K, M, R
8	5		B, E, L, O, R
9	4		D, E, I, K, N
10	3		B, H, J, L, T
11	2		F, H, N, P, T
12	1		B, D, N, R, T

Point Deities

Point	Opp.	Primary	Secondary Domains
A	T		1, 2, 3
B	S		8, 10, 12
C	R		1, 5, 6
D	Q		7, 9, 12
E	P		2, 7, 8
F	O		5, 9, 11
G	N		1, 2, 4
H	M		6, 10, 11
I	L		3, 5, 9
J	K		4, 6, 10
K	J		3, 7, 9
L	I		4, 8, 10
M	H		2, 3, 7
N	G		9, 11, 12
O	F		2, 4, 8
P	E		5, 6, 11
Q	D		1, 4, 6
R	C		7, 8, 12
S	B		1, 3, 5
T	A		10, 11, 12

Face Deities

Face	Opp.	Primary	Secondary Domains
1	12		A, C, G, Q, S
2	11		A, E, G, M, O
3	10		A, I, K, M, S
4	9		G, J, L, O, Q
5	8		C, E, I, P, S
6	7		C, H, J, P, Q
7	6		D, E, K, M, R
8	5		B, E, L, O, R
9	4		D, E, I, K, N
10	3		B, H, J, L, T
11	2		F, H, N, P, T
12	1		B, D, N, R, T

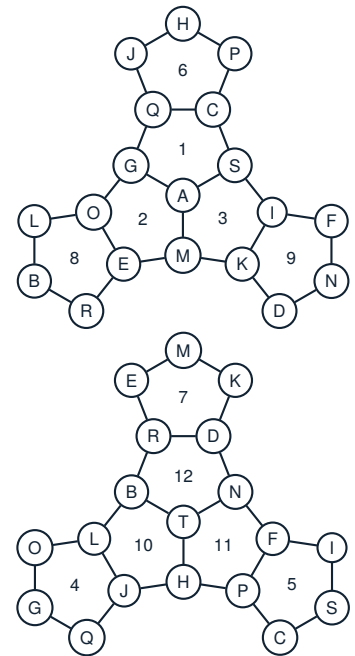
Point Deities

Point	Opp.	Primary	Secondary Domains
A	T		1, 2, 3
B	S		8, 10, 12
C	R		1, 5, 6
D	Q		7, 9, 12
E	P		2, 7, 8
F	O		5, 9, 11
G	N		1, 2, 4
H	M		6, 10, 11
I	L		3, 5, 9
J	K		4, 6, 10
K	J		3, 7, 9
L	I		4, 8, 10
M	H		2, 3, 7
N	G		9, 11, 12
O	F		2, 4, 8
P	E		5, 6, 11
Q	D		1, 4, 6
R	C		7, 8, 12
S	B		1, 3, 5
T	A		10, 11, 12

d12 Pantheon

Points 20
Faces 12
Sites 32

Useful for well-rounded pantheons using 32 domains.



All nine alignments can be available by using these assignments:

A Law
E Good
I Evil
N Chaos

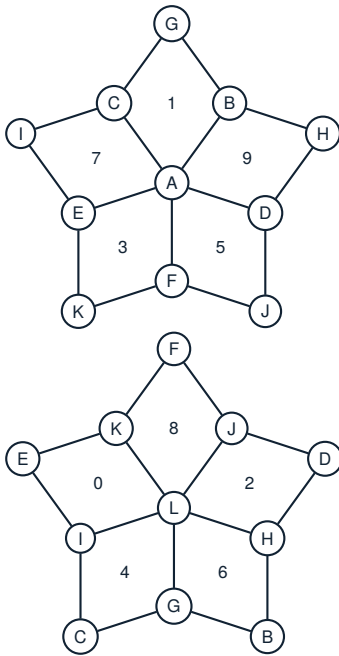
This gives

Align	Deity Sites
LG	3
NG	8, E
CG	7
LN	1, A
TN	4, 5, 6, 10, 11, B, C, D, E, G, H, J, K, L, M, O, P, Q, R, S, T
CN	12, N
LE	2
NE	5, I
CE	9

d10 Pantheon

Points 12
Faces 10
Sites 22

Useful for reasonably broad pantheons using 22 domains. Aligns with the *System Reference Document* domain set.



All nine alignments can be available by using these assignments:

A Law
B Good
K Evil
L Chaos

This gives

Align **Deity Sites**
 LG 1, 9
 NG B
 CG 6
 LN 5, 7, A
 TN C, D, E, F, G, H, I,
 J
 CN 2, 4, L
 LE 3
 NE K
 CE 8, 0

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, B, C, G
2	7		D, H, J, L
3	6		A, E, F, K
4	5		C, G, I, L
5	4		A, D, E, J
6	3		B, G, H, L
7	2		A, C, E, I
8	1		F, J, K, L
9	0		A, B, D, H
0	9		E, I, K, L

Point Deities

Point	Opp.	Primary	Secondary Domains
A	L		1, 3, 5, 7, 9
B	K		1, 6, 9
C	J		1, 3, 7
D	I		2, 5, 9
E	H		3, 7, 0
F	G		3, 5, 8
G	F		1, 4, 6
H	E		2, 6, 9
I	D		4, 7, 0
J	C		2, 5, 8
K	B		3, 8, 0
L	A		2, 4, 6, 8, 0

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, B, C, G
2	7		D, H, J, L
3	6		A, E, F, K
4	5		C, G, I, L
5	4		A, D, E, J
6	3		B, G, H, L
7	2		A, C, E, I
8	1		E, J, K, L
9	0		A, B, D, H
0	9		E, I, K, L

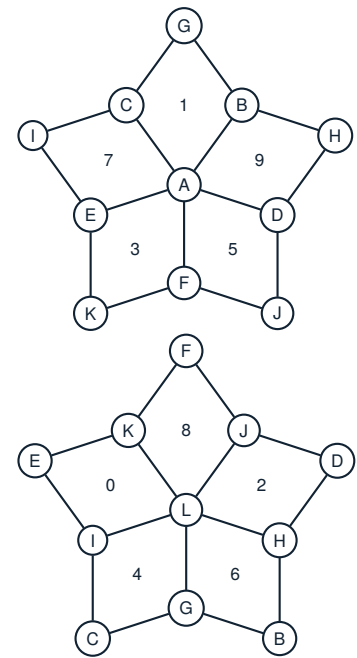
Point Deities

Point	Opp.	Primary	Secondary Domains
A	L		1, 3, 5, 7, 9
B	K		1, 6, 9
C	J		1, 3, 7
D	I		2, 5, 9
E	H		3, 7, 0
F	G		3, 5, 8
G	F		1, 4, 6
H	E		2, 6, 9
I	D		4, 7, 0
J	C		2, 5, 8
K	B		3, 8, 0
L	A		2, 4, 6, 8, 0

d10 Pantheon

Points 12
Faces 10
Sites 22

Useful for reasonably broad pantheons using 22 domains. Aligns with the *System Reference Document* domain set.



All nine alignments can be available by using these assignments:

- A** Law
- B** Good
- K** Evil
- L** Chaos

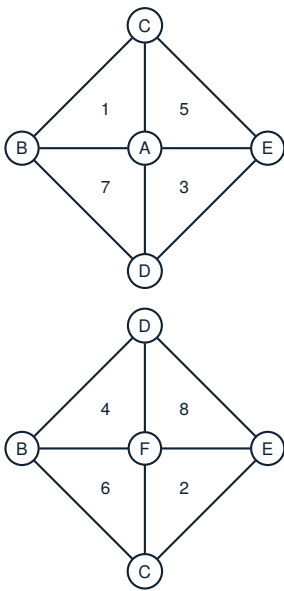
This gives

Align	Deity Sites
LG	1, 9
NG	B
CG	6
LN	5, 7, A
TN	C, D, E, F, G, H, I, J
CN	2, 4, L
LE	3
NE	K
CE	8, 0

d8 Pantheon

Points 6
Faces 8
Sites 14

Useful for a medium-sized pantheon with some big gaps (uses only 14 of the 22 *System Reference Document* domains). This can be mitigated by assigning one 'private domain' to each of the faces, thereby using all 22 domains.



All nine alignments can be represented by using these assignments:

D Law
B Good
E Evil
C Chaos

This gives

Align	Deity Sites
LG	6, 7
NG	B
CG	1, 4
LN	D
TN	A, F
CN	C
LE	2, 3
NE	E
CE	5, 8

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, B, C
2	7		C, E, F
3	6		A, D, E
4	5		B, D, F
5	4		A, C, E
6	3		B, C, F
7	2		A, B, D
8	1		D, E, F

Point Deities

Point	Opp.	Primary	Secondary Domains
A	F		1, 3, 5, 7
B	E		1, 4, 6, 7
C	D		1, 2, 5, 6
D	C		3, 4, 7, 8
E	B		2, 3, 5, 8
F	A		2, 4, 6, 8

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, B, C
2	7		C, E, F
3	6		A, D, E
4	5		B, D, F
5	4		A, C, E
6	3		B, C, F
7	2		A, B, D
8	1		D, E, F

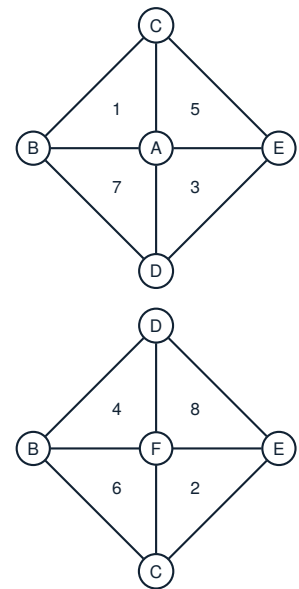
Point Deities

Point	Opp.	Primary	Secondary Domains
A	F		1, 3, 5, 7
B	E		1, 4, 6, 7
C	D		1, 2, 5, 6
D	C		3, 4, 7, 8
E	B		2, 3, 5, 8
F	A		2, 4, 6, 8

d8 Pantheon

Points 6
Faces 8
Sites 14

Useful for a medium-sized pantheon with some big gaps (uses only 14 of the 22 *System Reference Document* domains). This can be mitigated by assigning one 'private domain' to each of the faces, thereby using all 22 domains.



All nine alignments can be represented by using these assignments:

D Law
B Good
E Evil
C Chaos

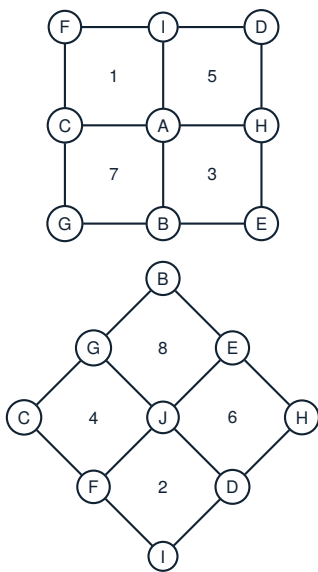
This gives

Align	Deity Sites
LG	6, 7
NG	B
CG	1, 4
LN	D
TN	A, F
CN	C
LE	2, 3
NE	E
CE	5, 8

Alternate d8 Pantheon

Points 10
Faces 8
Sites 18

Exactly halfway between the normal d8 polyhedron and the d10 polyheron. Useful for a fairly well-rounded but incomplete pantheon using almost all of the *System Reference Document* domains.



All nine alignments can be represented by using these assignments:

D Law
E Good
F Evil
G Chaos

This gives

Align	Deity Sites
LG	6
NG	3, E
CG	8
LN	5, D
TN	A, B, H, I, J
CN	7, G
LE	2
NE	1, F
CE	4

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, C, E, I
2	7		D, F, J
3	6		A, B, E, H
4	5		C, F, G, J
5	4		A, D, H, I
6	3		D, E, H, J
7	2		A, B, C, G
8	1		B, E, G, J

Point Deities

Point	Opp.	Primary	Secondary Domains
A	J		1, 3, 5, 7
B	I		3, 7, 8
C	H		1, 4, 7
D	G		2, 5, 6
E	F		3, 6, 8
F	E		1, 2, 4
G	D		4, 7, 8
H	C		3, 5, 6
I	B		1, 2, 5
J	A		2, 4, 6, 8

Face Deities

Face	Opp.	Primary	Secondary Domains
1	8		A, C, E, I
2	7		D, E, I, J
3	6		A, B, E, H
4	5		C, E, G, J
5	4		A, D, H, I
6	3		D, E, H, J
7	2		A, B, C, G
8	1		B, E, G, J

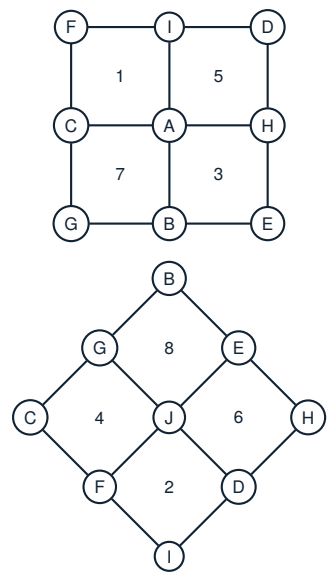
Point Deities

Point	Opp.	Primary	Secondary Domains
A	J		1, 3, 5, 7
B	I		3, 7, 8
C	H		1, 4, 7
D	G		2, 5, 6
E	F		3, 6, 8
F	E		1, 2, 4
G	D		4, 7, 8
H	C		3, 5, 6
I	B		1, 2, 5
J	A		2, 4, 6, 8

Alternate d8 Pantheon

Points 10
Faces 8
Sites 18

Exactly halfway between the normal d8 polyhedron and the d10 polyhedron. Useful for a fairly well-rounded but incomplete pantheon using almost all of the *System Reference Document* domains.



All nine alignments can be represented by using these assignments:

D Law
E Good
F Evil
G Chaos

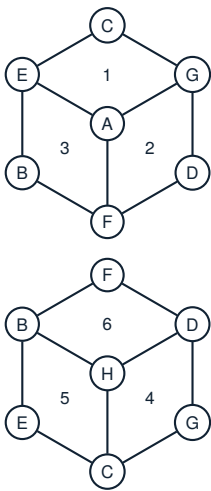
This gives

Align	Deity Sites
LG	6
NG	3, E
CG	8
LN	5, D
TN	A, B, H, I, J
CN	7, G
LE	2
NE	1, F
CE	4

d6 Pantheon

Points 8
Faces 6
Sites 14

Useful for a medium-sized pantheon with some big gaps (uses only 14 of the 22 *System Reference Document* domains). This can be mitigated by assigning one 'private domain' to each of the points, thereby using all 22 domains.



All nine alignments can be represented by using these assignments:

- 4** Law
- 2** Good
- 5** Evil
- 3** Chaos

This gives

Align	Deity Sites
LG	F, G
NG	2
CG	A, D
LN	4
TN	1, 6
CN	3
LE	B, C
NE	5
CE	E, H

Face Deities

Face	Opp.	Primary	Secondary Domains
1	6		A, C, E, G
2	5		A, D, F, G
3	4		A, B, E, F
4	3		C, D, G, H
5	2		B, C, E, H
6	1		B, D, F, H

Point Deities

Point	Opp.	Primary	Secondary Domains
A	H		1, 2, 3
B	G		3, 5, 6
C	F		1, 4, 5
D	E		2, 4, 6
E	D		1, 3, 5
F	C		2, 3, 5
G	B		1, 2, 4
H	A		4, 5, 6

Face Deities

Face	Opp.	Primary	Secondary Domains
1	6		A, C, E, G
2	5		A, D, E, G
3	4		A, B, E, F
4	3		C, D, G, H
5	2		B, C, E, H
6	1		B, D, E, H

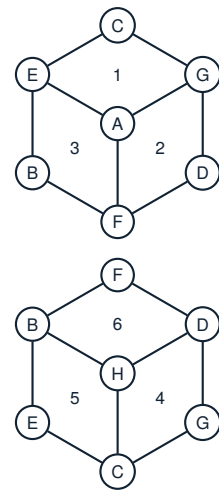
Point Deities

Point	Opp.	Primary	Secondary Domains
A	H		1, 2, 3
B	G		3, 5, 6
C	F		1, 4, 5
D	E		2, 4, 6
E	D		1, 3, 5
F	C		2, 3, 5
G	B		1, 2, 4
H	A		4, 5, 6

d6 Pantheon

Points 8
Faces 6
Sites 14

Useful for a medium-sized pantheon with some big gaps (uses only 14 of the 22 *System Reference Document* domains). This can be mitigated by assigning one 'private domain' to each of the points, thereby using all 22 domains.



All nine alignments can be represented by using these assignments:

- 4** Law
- 2** Good
- 5** Evil
- 3** Chaos

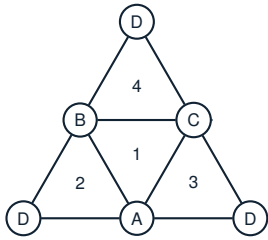
This gives

Align	Deity Sites
LG	F, G
NG	2
CG	A, D
LN	4
TN	1, 6
CN	3
LE	B, C
NE	5
CE	E, H

d4 Pantheon

Points 4
Faces 4
Sites 8

Useful for small, tightly linked pantheons with a great deal of polarization. Each deity is on one end or the other of each of four axes. Uses only eight domains as a base, so is good for pantheons or subgroups with narrow scope.



All nine alignments cannot be represented. It is possible to have all four 'corner alignments' (LG, CG, LE, CE) by using these assignments:

A Law
B Good
3 Evil
4 Chaos

This gives

Align	Deity Sites
LG	1, 2
NG	-
CG	4, B
LN	-
TN	-
CN	-
LE	3, A
NE	-
CE	C, D

Face Deities

Face	Opp.	Primary	Secondary Domains
1	D		A, B, C
2	C		A, B, D
3	B		A, C, D
4	A		B, C, D

Point Deities

Point	Opp.	Primary	Secondary Domains
A	4		1, 2, 3
B	3		1, 2, 4
C	2		1, 3, 4
D	1		2, 3, 4

Face Deities

Face	Opp.	Primary	Secondary Domains
1	D		A, B, C
2	C		A, B, D
3	B		A, C, D
4	A		B, C, D

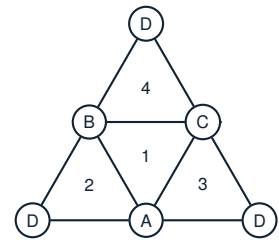
Point Deities

Point	Opp.	Primary	Secondary Domains
A	4		1, 2, 3
B	3		1, 2, 4
C	2		1, 3, 4
D	1		2, 3, 4

d4 Pantheon

Points 4
Faces 4
Sites 8

Useful for small, tightly linked pantheons with a great deal of polarization. Each deity is on one end or the other of each of four axes. Uses only eight domains as a base, so is good for pantheons or subgroups with narrow scope.



All nine alignments cannot be represented. It is possible to have all four 'corner alignments' (LG, CG, LE, CE) by using these assignments:

- A** Law
- B** Good
- 3** Evil
- 4** Chaos

This gives

Align	Deity Sites
LG	1, 2
NG	-
CG	4, B
LN	-
TN	-
CN	-
LE	3, A
NE	-
CE	C, D

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ECHELON GAME DESIGN

Echelon Explorations

Polyhedral Pantheons

Each book of *Echelon Explorations* is written to help a game master or world builder develop the world the player characters explore.

Echelon Explorations: Polyhedral Pantheons describes a process that can help develop a robust and varied pantheon, a set of deities to be worshipped by a culture in the setting.

The process depends on the relationship between the points and faces on various polyhedra, and benefits from visual reminders and means of tracking the decisions made.

This PDF contains worksheets to make this easy. Two worksheets are provided for the various polyhedra available (d20, d12, d10, d8, an alternate d8, d6, and d4), one 'left-handed' and one 'right-handed'.

Each worksheet describes how the polyhedron might be a good choice for your application, contains a diagram showing the location of each point and face, and suggests alignment placement for most complete alignment coverage.