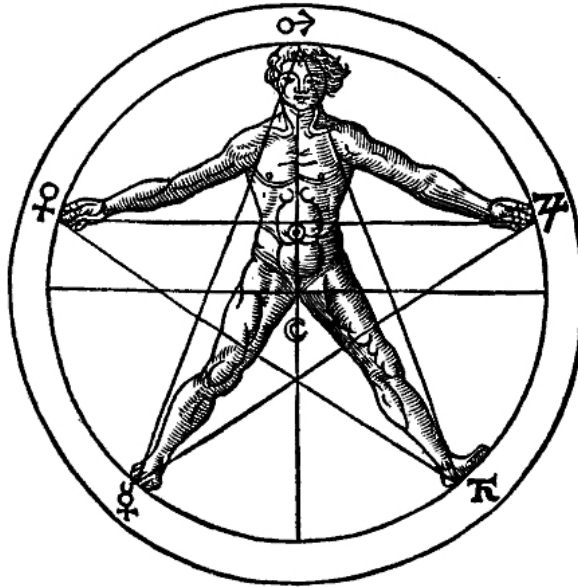




Historiarum ex cultis



# phoronicor ex cultis



by

**DUNCAN YOUNG**

## Credits

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**PHONOMICON ex cultis** is an aid for any, primarily fantasy, roleplaying game; a glorified random table of cults for your PCs or NPCs to follow.

This work came about initially as a supplement to a megadungeon project I am/was working on to help add flavour to the randomly generated dungeon inhabitants by providing generic cults, religions and traditions the NPCs might respect. It developed and took on extra life in part inspired by the Petty Gods project led by James Maliszewski over at [grogardian.blogspot.com](http://grogardian.blogspot.com). Kudos to one of the OSR heavyweights!

The premise behind **PHONOMICON ex cultis** is simple. At its heart, it's a table of 100 gods, goddesses and powers to provide a pan-system source of small religions as a springboard for use in your roleplaying game. The concept underpinning this was to take the most

common phonemes (or word sounds) in the English language and use them as a basis for generating powers that NPCs worship. If words have power, then do sounds have power too? And if similar sounding words can be grouped by similar meaning, do they take on further strength?

Take AIN as an example – you'll find it in *slain*, *sprain*, *strain*, *pain*... all words concerning damage and discomfort – and all of a sudden you have AIN, Patron Deity of Injuries. Perhaps the civilised folk know him as Bain, and appeal to him for a quick recovery from wounds; perhaps the barbaric humanoid tribes know him as Tarrainain, and revel in his name as they butcher villages in their path; further still, perhaps the snake-headed Inquisitors of Koth whisper their prayers to Ain'ts'sain as they prepare the torture implements for the next victim.



## System Agnostic

This book was designed to be system- and setting-agnostic – that is to say, information is presented in such a way to be readily adapted to use in any campaign, regardless of whether it's any edition of D&D, Palladium, Runequest, or set in Blackmoor, Tékumel, or Glorantha.

Any mechanic described in this book will be described as a 'bonus' or 'penalty', or a level-dependant amount/adjusted, 'LDA'. The value of each effect is left to the discretion of the GM – in a d20 based system, a bonus may be +1 or +2, whereas in a percentile system, it may be +5% or +10%. Powers may typically be usable 1 or 3 times per day, depending on its strength in a given system. LDA damage or power may involve rolling a d4 for each level of the cultist in D&D, or d6 in Palladium. How these effects are resisted, or if indeed they can be resisted, is up to you. You, GM, are the judge, and you know what works in your system – and if it proves it doesn't, change it.

## Using this book

This book is designed to be referenced in two kinds of situations

- A GM designing a dungeon/quest who wants some ideas for potential cults to which the NPC inhabitants might belong
- A GM or player faced with coming up with a new (or alternative name for an existing) obscure religion/cult on the fly

What follows is a list of 100 possible patrons for your cult, along with some optional fluff or detail, which can be used as much or as little as you want. It's designed more to be a springboard for ideas and improvisation than anything concrete – pick anything from the entry to use. So, once you are ready, roll a d100 and select from the relevant table below.



## Reading the entries

Entry number:  
your result on  
the roll of d%

Phoneme/word sound – use to create the name of the power the cultists revere. Try creating a name with this as a stressed or repeated syllable e.g. ACKbar, lotACK or ACK'tor'ACK – whatever works best for the type/race of followers you have in mind. Different entries for the same phoneme may represent different aspects of the same deity

Suggested title  
of deity –  
inspired by the  
group of  
words listed  
below

Suggested  
portfolio the  
deity may  
govern

**O I**

**ACK**

**Patron of Battle**

*(hack, whack attack, crack)*

**Portfolio**

Combat, battle strategy, dwarven and tribal warriors

Suggested  
types of  
followers

**Worshippers**

Any warrior, frequently dwarves, orcs, bugbears, giants

Suggested form of  
holy symbol which  
followers may  
carry, or repeating  
motif in temple  
decor

**Granted  
Power**

**HACK  
ATTACK**

Cultist and followers gain a bonus to attack and damage rolls, which is doubled if wielding battleaxes or warhammers. This lasts for the duration of one battle and can be used once per day

Suggested unique  
ability that followers  
of the deity might  
have – rules generic  
to any system. You  
may want to use the  
opposite of the given  
ability for some  
good/evil races

Suggested  
description  
of deity

**Symbol**

A crossed hammer and axe

**Description**

ACK is usually depicted as a ferocious warrior from the

Now, roll that d100...

# 01 ACK

## PATRON OF BATTLE

*(hack, whack attack, crack)*

---

<b>Portfolio</b>	Combat, battle strategy, dwarven and tribal warriors
<b>Worshippers</b>	Any warrior; frequently dwarves, orcs, giants
<b>Granted Power</b>	<b>HACK ATTACK</b> Cultist and followers gain a bonus to attack and damage rolls, which is doubled if wielding battleaxes or warhammers (with which they are automatically trained). This lasts for the duration of one battle and can be used LDA times per day.
<b>Symbol</b>	A crossed hammer and axe
<b>Description</b>	ACK is usually depicted as a ferocious warrior from the culture in which he is worshipped. He cares little for glory, simply relishing in the joy of fierce battle in which his warhammer 'Fragmentor' and battleaxe 'Sirenis' can taste his enemies' blood.

# 02 ACK

## PATRON OF STORAGE

*(pack, rack, sack, stack)*

---

<b>Portfolio</b>	Storage, encumbrance, lightening burdens, stock keepers
<b>Worshippers</b>	Any; frequently gnomes, quartermasters and obsessive compulsives
<b>Granted Power</b>	<b>PACK RAT</b> Followers have the ability to shrink any object down to 10% of its original size and weight, and restore it, LDA times per day. As well as practical utility, it can also be used in offensive situation against weapons and armour.
<b>Symbol</b>	A bag of holding, or glove with embossed crate motif
<b>Description</b>	ACK is a dispassionate deity, only peering at his worshippers over the top of his half-moon spectacles once he has taken full attendance and cross-referenced that with available boons he may grant them.

# 03 AD

## PATRON OF EMOTION

*(glad, sad, mad, bad)*

---

<b>Portfolio</b>	Happiness, sadness, insanity, anger
<b>Worshippers</b>	Any; especially bards/actors, and some barbarian cultures
<b>Granted Power</b>	<b>GLAD TO BE OF SERVICE</b> The faithful are granted the ability to stir up emotions in others. This can be used to raise the ire in an adversary, provoking them to attack, or instil joy or fear in allies or foes, granting bonuses or penalties respectively. Useable LDA per day.
<b>Symbol</b>	Comedy and tragedy theatre masks
<b>Description</b>	AD is viewed as a fickle deity, prone to mood swings with ecstasy one moment becoming a violent temper, followed by depression the next. Followers are found



focussing on one emotion or aspect of AD, and also on the nature of varied and changing emotions, seeking to experience as many as possible.

## AIL Patron of Loss

# 04

*(fail, ail, jail, wail)*

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<b>Portfolio</b>	Failure, frailty, lamentation, sickness
<b>Worshippers</b>	Any; often thieves, the morose, downtrodden, and unfortunate
<b>Granted Power</b>	<b>WHAT AILS YOU?</b> This power allows the priest to curse a target into losing their most prized possession or attribute. This is typically cast upon those who have wronged the cleric, and the item may be retrieved by killing or bargaining with the priest.
<b>Symbol</b>	An empty green box, sometimes worn on a chain
<b>Description</b>	AIL is called upon by those who seek comfort at their loss, as well as those who curse him for the misfortune of the same. AIL encompasses all loss, and especially the spiteful theft of that which is most prized.

## AIN Patron of Injuries

# 05

*(sprain, strain, pain)*

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<b>Portfolio</b>	Wounds, healing, massage, comfort
<b>Worshippers</b>	Any; particularly athletes, warriors and flagellants
<b>Granted Power</b>	<b>NO PAIN...</b> Once a day, priests can enter a trance-like state and ignore all pain and injury sustained in the next round up to a maximum determined by LDA. Certain sources of pain may overcome this, depending on the level of the cleric.
<b>Symbol</b>	Followers often sport a bandaged limb, or carry a bag full of bandages.
<b>Description</b>	AIN expects his followers to have sustained their injury in pursuit of a worthy cause, and so is more often worshipped by athletes and warriors in peak physical condition. Injuries from clumsiness or drunkenness are frowned upon.

## AIN Patron of Learning

# 06

*(gain, train, obtain)*

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<b>Portfolio</b>	Training, acquisition of knowledge, growth of character
<b>Worshippers</b>	Students, teachers, sages
<b>Granted Power</b>	<b>...NO GAIN</b> Followers learn readily, and retain obscure knowledge. They may start with a bonus knowledge-related ability, or once per day recall one bit of information of LDA obscurity, pertaining to the immediate situation.
<b>Symbol</b>	A furled scroll, the wax seal now broken



**Description** AIN is a harsh taskmaster, expecting all faithful to suffer to be rewarded. Shrines and temples to AIN are often libraries, full of a studious clergy with little time for interruption.



# 07 AKE Patron of Cakes and Pastries

*(bake, cake)*

**Portfolio** Desserts, culinary craftsmanship, pies

**Worshippers** Gourmands, bakers, those of insatiable appetite

**Granted Power** **BAKER'S DOZEN** The cleric may conjure enough baked goods to sustain up to 13 people per day, provided even minimal equipment. These are of very high quality, and can be sold for a high price.

**Symbol** A cupcake, the cherry on top having been swiped

**Description** AKE is portrayed as a jolly, rotund member of the followers' race, often spattered with flour and batter. Clerics are sought by powerful leaders and diplomats to cater at their receptions. Occasionally, AKE is worshipped as the Great Jelly (*vide infra*).

# 08 AKE Patron of Tremors

*(quake, shake)*

**Portfolio** Earthquakes, landslides, destruction

**Worshippers** Miners, dwarves, seismologists

**Granted Power** **SHAKIN' ALL OVER** A LDA number of targets can be afflicted by *delirium tremens*, a quivering malady that bestows a LDA penalty to any action requiring movement. Powerful priests can cause minor earthquakes which may even swallow victims beneath the ground.

**Symbol** Three wavy lines, sometimes inscribed on the forehead

**Description** Sacrifices and offerings are frequently made to AKE in regions where earthquakes are more likely. Some followers combine their worship of this aspect of AKE with that alternative aspect described above, calling upon The Great Jelly – patron of oozes and slimes.





# ALE Patron of Merchants

# 09

*(sale, scale, tale)*

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<b>Portfolio</b>	Bartering, sales patter, marketing and promotion
<b>Worshippers</b>	Merchants and shopkeepers
<b>Granted Power</b>	<b>THIS ISN'T JUST ANY SWORD...</b> Once per week, the cleric can sell an item for a percentage bonus, determined by LDA, by devising a convincing back-story or provenance for the item.
<b>Symbol</b>	A set of merchant scales
<b>Description</b>	ALE is a talkative, charming character, who encourages followers to use their creative licence when selling their wares – as long as they don't get found out. As such, ALE is more commonly worshipped by the travelling merchants.

# ALL Patron of Stature

# 10

*(small, tall)*

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<b>Portfolio</b>	Small and large individuals of any race
<b>Worshippers</b>	Small and giant races
<b>Granted Power</b>	<b>ONE SIZE FITS ALL</b> Daily, a follower may alter his size by up to 50% more or less than normal for LDA duration. As well as the obvious benefits, this allows use of objects made for different sized individuals, and in combat, increased size gives a bonus to damage, whereas decreased size lessens the chances to be hit and seen.
<b>Symbol</b>	A magnifying glass
<b>Description</b>	Followers of ALL delight in surprising others despite their size – an unusually strong Halfling, or a particularly agile giant. Exceptionally tall or small members of human-sized races also pay tribute to ALL, such as tribal warriors.

# AM Patron of Violent Collisions

# 11

*(ram, wham, slam)*

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<b>Portfolio</b>	Jousting, collisions of wagons or ships, charioteering, catapults and rams
<b>Worshippers</b>	Thugs, the maladroit, siege engineers
<b>Granted Power</b>	<b>RAMMING SPEED</b> The faithful can call upon a concussive force LDA per day which can be used to knock over opponents or objects, or open doors. Whilst in a wagon or ship, the force can be channelled through the vehicle to increase its damage when ramming others.
<b>Symbol</b>	A ram's head
<b>Description</b>	AM and his followers delight in the destruction and noise of two large objects colliding. There are whispers of a cult deep in the earth attempting to cause a meteor to collide into the surface of the planet.

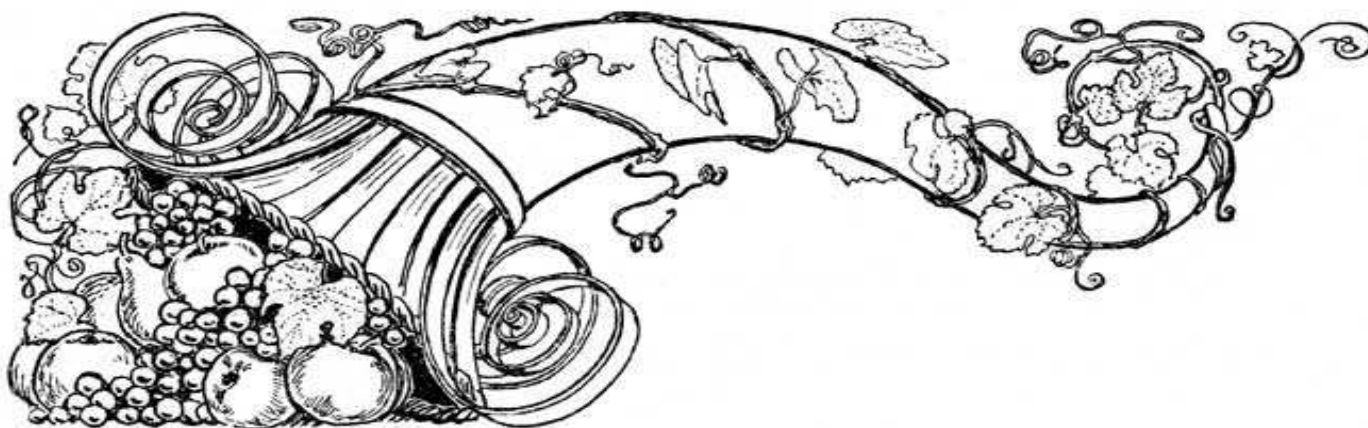


# 12 AM

## Patron of Banquets

*(ham, yam, jam, dram)*

<b>Portfolio</b>	Feasts, gluttony
<b>Worshippers</b>	Gluttons, cooks, trolls
<b>Granted Power</b>	<b>FEASTING TIME</b> The cleric can create food and drink for LDA of people, which is so lavish, hearty, restorative and refreshing that any maladies are soon forgotten. However, overindulgence carries the risk of bringing maladies of its own such as gout, drunken violence and hangovers. Worshippers can use this to their advantage, depending on the diners they are serving. One such banquet a week can be prepared
<b>Symbol</b>	A cornucopia, or horn of plenty
<b>Description</b>	AM is often portrayed as the drunken, boisterous, good-natured lout – the over-exuberant host of dinner parties that often end in broken furniture, teeth, and marriage vows.



# 13 AME

## Patron of Embarrassment

*(shame, lame, blame)*

<b>Portfolio</b>	Loss of honour, humility, shame, dark secrets
<b>Worshippers</b>	Pranksters and their victims, fey sprites and pixies, blackmailers
<b>Granted Power</b>	<b>BLAME GAME</b> LDA of targets feel the eyes of the world upon them, and all their deepest secrets open to scrutiny. This crippling self-consciousness causes a strong penalty to all actions whilst being observed for the remainder of the day. Powerful clerics can use this once a month to reveal shameful facts about the target.
<b>Symbol</b>	An unlit lantern
<b>Description</b>	AME is called upon both by their suffering, and those ill-wishers hoping for, an embarrassing outcome. AME is ambivalent to either side, a distant immortal who cares little for the scrutiny of her followers or fellow deities.



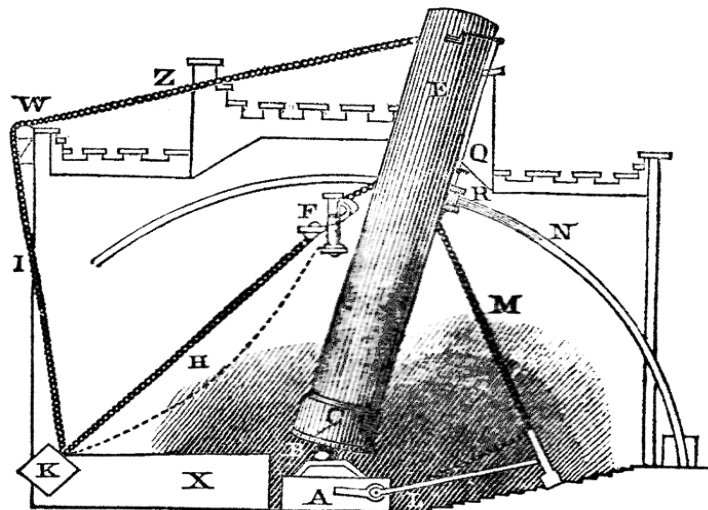
# AN

# PATRON OF HORIZONS

# 14

(SCAN, SPAN, PAN)

<b>Portfolio</b>	Travel, watchfulness, exploration
<b>Worshippers</b>	Cartographers, sailors, archers, lookouts
<b>Granted Power</b>	<b>SCAN THE HORIZON</b> Outdoors, in any condition, the eyesight of the followers is improved twofold in terms of distance and detail, compared to normal members of the race. In certain situations, where precision and accuracy, or merely a keen pair of eyes, are required, this grants a LDA bonus to that action.
<b>Symbol</b>	A spyglass
<b>Description</b>	AN started as a deity worshipped by explorers, but over the millennia has also taken on the mantle of protector by the insular nations who line their borders with watchtowers for fear of approaching armies.



# AN

# PATRON OF BROTHERHOOD

# 15

(MAN, CLAN)

<b>Portfolio</b>	Men, male authority, kingship
<b>Worshippers</b>	Male-dominated tribes and cultures, chauvinists
<b>Granted Power</b>	<b>BROTHERHOOD OF MAN</b> The cleric, and any allied male companions within 30ft, is granted a bonus in proportion to the number of males in the group, as long as they are all true and loyal to the same cause. This LDA bonus applies to attack and damage against any target, but also to physical and magical defence against attacks of female origin.
<b>Symbol</b>	Two muscular arms, clasped in friendship
<b>Description</b>	AN believes in the strength of the family unit within a clan or community as key to the prosperity and progress of the community as a whole. However, underpinning this is the belief of mans place at the head of that community, and



a woman very much in his shadow. AN is followed in a wide range of human, demihuman and humanoid cultures – openly, and by the male-dominated societies behind closed doors.



## 16 ANK Patron of Watery Demise

*(ðRANK, sANK, ðANK)*

<b>Portfolio</b>	Drowning, shipwrecks, things that lurk in the depths of the oceans	
<b>Worshippers</b>	Sailors, aquatic creatures, dwellers in underground lakes	
<b>Granted Power</b>	<b>NOT ANY DROP TO DRINK</b>	The cultist can cause LDA of targets' lungs to fill with sea water, cursing them to only be able to breathe whilst underwater. This can be useful if exploring under the waves, but will cause a LDA of damage to those on dry land, as they drown. Undersea races can use the reverse of this ability.
<b>Symbol</b>	Vial of water, often carried on a necklace	
<b>Description</b>	ANK delights in the wait, deep below an unsuspecting victim where he can enfold them in his cold, dark, wet embrace. Followers of ANK have been known to lure ships onto the rocks in search of valuable cargoes, or set up operations in a secret underground lake which can become the site of sacrifices to their clammy patron. ANK is rivals with OWN for claiming the most drowned dead.	

## 17 ANK Patron of Practical Jokes and Slapstick

*(PRANK, SPANK)*

<b>Portfolio</b>	Bawdy humour, light-heartedness, cream pies in the face	
<b>Worshippers</b>	Tricksters, fey, clowns	
<b>Granted Power</b>	<b>THREE STOOGES</b>	Once per day, three targets of the priests choosing succumb to slipping, tripping, bumping into each other and general clumsiness and ill fortune – complete with accompanying sound effects, for and LDA duration. Often this is used as part of a comedy performance, but can also cause combat penalties.
<b>Symbol</b>	A custard pie or flan	
<b>Description</b>	Unlike other deities concerned with embarrassment who may look to prick the pomposity of the prudes, ANK is solely motivated by the end result – the laughter of the crowd. As such, ANK is often followed by circus and street performers, to enliven their act in praise of their god.	



# AP

# PATRON OF SURPRISING NOISES

# 18

*(zap, clap, rap, snap)*

<b>Portfolio</b>	Loud, shocking noises, unusual sounds
<b>Worshippers</b>	Wizards, alchemists and the easily frightened
<b>Granted Power</b>	<b>KNOCK AT THE DOOR</b> LDA times daily, the cleric can conjure forth a loud bizarre distracting sound that will shock those who hear it, allowing the cleric to act in advantage of their surprise. The noise is otherwise harmless.
<b>Symbol</b>	A balloon and a pin
<b>Description</b>	AP is a misshapen, mischievous imp who hides behind curtains and doors with his symbolic items at the ready to frighten the unawares. The common folk often call upon AP when startled by a loud noise. There are said to be mage devotees of AP that seek to unlock the power for sound conjured by magic and alchemy.



# AR

# PATRON OF TARNISHED BEAUTY

# 19

*(MAR, SCAR, TAR)*

<b>Portfolio</b>	Ruins, vandalism, destroyed art, beauty lost with age
<b>Worshippers</b>	Scorned, bitter, failed artists, vandals, pillagers
<b>Granted Power</b>	<b>AIN'T SO PRETTY NOW</b> The follower can curse a target person by bestowing a LDA penalty to any beauty or social attribute – a wound or blemish that cannot be removed with normal curative magic. Similarly, they can permanently blemish fine art, architecture and sculpture with but a touch.
<b>Symbol</b>	A broken porcelain mask
<b>Description</b>	Rumours state that AR was once a renowned actor at the height of his profession, who sank into resentment at the loss of his looks after a theatre fire he caused. His bitterness at the world was such that he ascended to godhood, and is a facet shared by all his faithful.



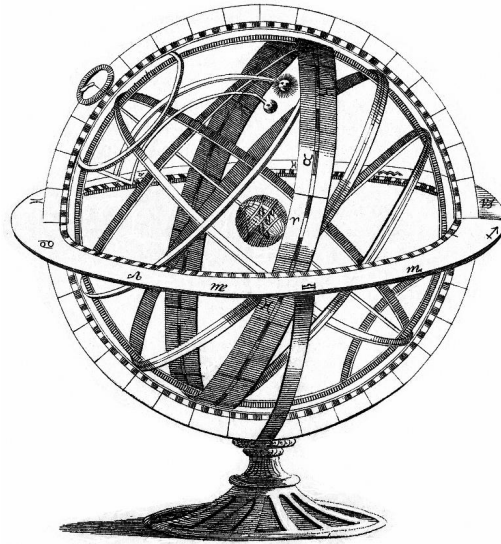
# 20

# AR

## PATRON OF ASTRONOMERS AND ALIENISTS

*(far, afar, star)*

<b>Portfolio</b>	Astronomy, stars, other worlds, aliens, old ones
<b>Worshippers</b>	Sailors, academics, seekers of forbidden lore
<b>Granted Power</b>	<b>WRITTEN IN THE STARS</b> Priests of AR have the ability to discern certain aspects of the future by looking at the stars, with an LDA percent change of success. This is used by clergy at sea to help guide the ship, as well as hedge witches looking to make some coin. Failure to discern the future correctly can lead to misleading results, and in extreme cases, a descent into madness
<b>Symbol</b>	An astrolabe
<b>Description</b>	AR promises much, but does not let his faithful what they seek easily. A dispassionate deity, he delights in the pursuit of knowledge and adventure, but always keeps a few secrets to himself lest his followers find the task too simple and not learn fully from the experience, and any mistakes they may make.



# 21

# ASH

## PATRON OF RIOTS AND HOOLIGANISM

*(clash, brash, gash, smash, thrash, gnash)*

<b>Portfolio</b>	Wanton destruction, mindless thuggery, rebellion
<b>Worshippers</b>	Sports fans, extreme activists, tribal leaders
<b>Granted Power</b>	<b>WHAT DO WE WANT?</b> Once per day, a follower of ASH can incite a LDA of people into performing violent acts, also granting them a bonus to any damage they inflict. These rioters must be already agitated for the incitement to work – ASH's faithful delight in being the spark to the powder keg.
<b>Symbol</b>	A broken bottle or broken glass
<b>Description</b>	ASH is a brooding xenophobic deity, resentful of authority in all forms, whose only solace come from knowing that one day "you'll get yours". ASH finds his



faithful amongst the marginalised and dispossessed, and can often grant them great strategic insight into planning rebellious riots against the ruling classes.

# AT

## Patron of Haberdashers

# 22

*(hat, mat, tat)*

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<b>Portfolio</b>	Interior design, fabrics, tailoring, upholstery
<b>Worshippers</b>	Seamstresses, tailors, weavers
<b>Granted Power</b>	<b>A STITCH IN TIME</b> Those ordained in AT's ways have the ability to repair damaged (even magical) fabrics to new, and once a week can create one outfit of exquisite quality, even with limited resources. Clothing can be sold for LDA amount. They are also adept at using needles, darts and cloth sheets as improvised weapons and nets.
<b>Symbol</b>	A needle and thread, or a mouthful of pins.
<b>Description</b>	AT is a craftsman who takes pride in his work, and vision to create clothing which enhances the qualities of the wearer. His followers are not only found in high society in the city, but are prized amongst even the savage tribes for leatherworking and the ability to create impressive battle raiment.



# ATE

## Patron of Diplomacy

# 23

*(debate, state, relate)*

---

<b>Portfolio</b>	Oratory, speechwriting
<b>Worshippers</b>	Speakers, messengers, politicians, emissaries
<b>Granted Power</b>	<b>SMOOTH TALKING BASTARD</b> Once per day, ATE grants the follower the ability to convince a target (or audience of LDA size) of any lie, no matter how preposterous. This can even be used to turn a hostile enemy into a close ally, for example, by persuading the goblin chieftain that he is a long-lost relative.
<b>Symbol</b>	A podium or pulpit
<b>Description</b>	ATE is called upon in disputes and arguments, be they between warring nations or husband and wife. Her followers often study several languages, to be sure to put their skills to the best use when the time comes.



# 24

# ATE

# PATRON OF ANNOYANCES

*(hate, grate)*

<b>Portfolio</b>	Idiocy, jobsworths, bureaucrats, fey	
<b>Worshippers</b>	Anyone and everyone	
<b>Granted Power</b>	<b>SCAPE-GOAT</b>	LDA times per week, the priest of ATE can curse a target to be the focus of hate – all that encounter the target will find every aspect of that person annoying, irritating and distasteful. This curse is often cast to teach the victim a lesson, and lasts until the priest is satisfied or appeased.
<b>Symbol</b>	A box of itching powder	
<b>Description</b>	ATE's lot is an unhappy one – from being alienated in life as being too annoying to bear, in godhood he has found that his faithful and those they curse as above, are equally tiresome to be around.	



# 25

# AW

# PATRON OF BESTIAL FEROCITY

*(claw, jaw, maw, paw)*

<b>Portfolio</b>	Animal savagery, animal predators	
<b>Worshippers</b>	Lycanthropes, druids, sentient animals, barbaric tribes	
<b>Granted Power</b>	<b>THE BEAST WITHIN</b>	Once per day, the cultist can turn into a wild animal, the animal types available determined by LDA. They can remain in this form for as long as they wish. There is an inverse-LDA chance that they cannot distinguish friend from foe whilst transformed.
<b>Symbol</b>	An animal paw, or a necklace of teeth	
<b>Description</b>	AW was once a powerful bear that became the subject of legend for all the villages he terrorised. His faithful wear animal pelts, taken from creatures that they have defeated in unarmed combat.	





*(play, sway, gay)*

<b>Portfolio</b>	Frivolity, playtime
<b>Worshippers</b>	Children, the young-at-heart, fey
<b>Granted Power</b>	<b>COME OUT AND PLAY</b> Followers have the uncanny ability to persuade the officious, aloof, stressed and overburdened to abandon their work for an hour in order to play a more fun activity. When returning to their post, the target will feel refreshed, and gain a bonus to the completion of their task.
<b>Symbol</b>	A ring of daisies
<b>Description</b>	AY cares little about her followers, often dedicating more time to visiting those least interested in what she has to offer – for those are the ones most in need of relaxation and play, even if they don't realise it. She appears as a young female of the targets race, often carrying an enchanted skipping rope which she gifts to the most enthusiastic participants.



## EAD Patron of Pessimism

*(bead, dread)*

<b>Portfolio</b>	The futility of it all
<b>Worshippers</b>	Nihilists, pessimists
<b>Granted Power</b>	<b>WHAT'S THE POINT?</b> The cleric has the power to instil a deep introspective despair into an LDA of targets per day, causing them to be oblivious to all but their own misfortune and insignificance. Perversely, more intelligent creatures are more susceptible, and the less intelligent more resistant to this ability.
<b>Symbol</b>	A pitch black orb
<b>Description</b>	Scholars teach that EAD was once a magical spell of spherical obliteration that engulfed a sentient ravenous slime and gained independence, intelligence and immortality. EAD welcomes prayers from his followers, but only so he can remind them of how little they (and anything) matter to him.



# 28

# EAT

# PATRON OF SANDWICHES

*(eat, wheat, meat)*

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<b>Portfolio</b>	Simple fare, food for the common man
<b>Worshippers</b>	Bakers, delicatessen owners, cheesemakers, charcutiers
<b>Granted Power</b>	<b>TAKE TWO PIECES OF BREAD...</b> Faithful of EAT can conjure an LDA of loaves of bread per day, sliced or unsliced. They can also perfectly and uniformly slice any loaf, or loaf-like object, without recourse to a knife. Sliced bread thus conjured may be buttered by the will of the cleric.
<b>Symbol</b>	A triangular sandwich quarter, from which a bite has been taken.
<b>Description</b>	To the followers of EAT, removal of crusts from a sandwich is considered sacrilegious; as such all followers have curly hair, which they cultivate as a symbol of their faith.

# 29

# EEL

# PATRON OF VEHICLES

*(steel, wheel, keel)*

---

<b>Portfolio</b>	Ships, carts, wagons and caravans
<b>Worshippers</b>	Mechanics, charioteers, sailors, ship- and cartwrights
<b>Granted Power</b>	<b>BORN AT THE WHEEL</b> All priests of EEL are expert in command of their chosen vehicle, be it a ship or chariot, or even a flying machine. They require only minimal concentration in order to control the vehicle in all but the most difficult circumstances.
<b>Symbol</b>	A wheel, be it from a ship or wagon
<b>Description</b>	Among the civilised races, the followers of EEL are often responsible for running the transport of cargo and passengers. Humanoid or bandit followers delight in waylaying caravans and taking them back to their lairs, where they are jury-rigged into other bizarre wheeled vehicles and traps in glory of their patron.

# 30

# EEL

# PATRON OF DRIPS AND Leaks

*(creep, seep, weep)*

---

<b>Portfolio</b>	Plumbing, slimes and oozes, damp and dank grottoes
<b>Worshippers</b>	Plumbers, amphibious creatures, underground races
<b>Granted Power</b>	<b>WHAT A CREEP</b> The cleric can alter his body composition and viscosity to a semi-liquid form, able to pour through small gaps and even resist damage from certain blunt attacks.
<b>Symbol</b>	A dewdrop if civilised; a slick wet stalactite if not.
<b>Description</b>	EEL is favoured amongst the aquatic/amphibious races, particularly those that plan forays onto land. In his guise as Him of the Eternally Dripping Nose, EEL is cursed by parents and nursemaids of young sniffing snotrag infants



# EET

## PATRON OF VERTIGO AND PLUMMETING DEATHS

# 31

*(deep, steep)*

<b>Portfolio</b>	Falls, great heights
<b>Worshippers</b>	The vertiginous, climbers, sentient lemmings
<b>Granted Power</b>	<b>IT'S NOT THE FALL THAT KILLS YOU</b> A faithful follower can survive a fall of a LDA distance, but can also remove all magic on a target that might keep them aloft. Creatures with natural means of flight can also be caused to drop from the sky by this power. Vertigo can be instilled or eased in a target with a touch.
<b>Symbol</b>	A miniature figurine attached to a small parachute, often damaged
<b>Description</b>	EET does not as much teach the curing of vertigo, but the acceptance of a plummeting death as the inevitable and just. Her faithful often leap from cliff tops when it is their time to die, and have been known to take lemmings as pets.

# EET

## PATRON OF ACQUAINTANCES

# 32

*(greet, meet)*

<b>Portfolio</b>	Meeting new people, making new friends or enemies
<b>Worshippers</b>	Social climbers, party-goers, doormen
<b>Granted Power</b>	<b>FIRST IMPRESSIONS COUNT</b> Followers have the power to make any first impression they wish when meeting a new acquaintance for the first time. This is easiest between members of the same race, but more difficult between races. The initial impression lasts for the first meeting, but thereafter is in their hands.
<b>Symbol</b>	An engraved handshake
<b>Description</b>	All followers of EET are social animals, thriving in meeting new people and making new connections to help them socially or even in business. EET, however, takes less interest in maintaining those connections once made, and as such clerics are seen by some as false and superficial once the initial impression fades.

# 33

## ELL PATRON OF RAconteurs

*(tell, yell)*

<b>Portfolio</b>	Oratory, tradition passed down by the spoken word
<b>Worshippers</b>	Comedians, storytellers, public speakers
<b>Granted Power</b>	<b>THAT REMINDS ME OF THE TIME...</b> Priests and faithful of ELL make a point of experiencing as much that life has to offer as possible, and as such have a vast array of anecdotes upon which to call. This gives them esoteric knowledge about many items, places, people or events; tales with which they can hold an audience rapt.



<b>Symbol</b>	Hastily written notes with keywords and prompts for a speech
<b>Description</b>	In her mortal life, ELL was a bright young creature whose perfect recollection, charming nature and gift of the gab allowed her to get away with all kinds of mischief. She will occasionally appear to her followers in the guise of a lost child and ask them to tell her a story, secretly judging and honing their skills.

## 34 EN Patron of Male Maturity

*(CHILDREN, MEN)*

<b>Portfolio</b>	Masculinity, rites of passage to manhood, pubescence in males
<b>Worshippers</b>	Tribal warriors, paternal guardians
<b>Granted Power</b>	<b>RITE OF PASSAGE</b> All shamans of EN are in peak physical fitness, and gain a LDA bonus to acts of stamina, strength and stoicism. Any boy whose rite of passage over which they preside will, if they survive, be blessed with great vitality.

<b>Symbol</b>	An erect penis
<b>Description</b>	EN teaches that adulthood is something that must be earned, and in men this is through hard labours and painful trials that prepare them for their role in future life. Followers of EN wield wickedly barbed whips, which often form part of their rituals.



## 35 ENT Patron of Damaged Items

*(BENT, DENT, RENT)*

<b>Portfolio</b>	Broken and battered objects (their creation and repair)
<b>Worshippers</b>	Tinkers, smiths, craftsmen
<b>Granted Power</b>	<b>GOOD AS NEW</b> Clerics can repair LDA number of damaged objects to their original state, even with minimal tools. Damage caused by the same clerics can only be fixed by the most skilled craftsmen.

<b>Symbol</b>	A broken object
<b>Description</b>	Followers of ENT have been run out of many cities for effectively monopolising the tinker or smith trade – by damaging items that only they have the skill to repair. His faithful are now more discreet about their practices.



# EST

## PATRON OF RESTLESS ENERGY

# 36

*(jest, pest, UNREST, zest)*

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<b>Portfolio</b>	Boundless energy and enthusiasm
<b>Worshippers</b>	Fidgets and the impatient, taskmasters
<b>Granted Power</b>	<b>TIRELESS ENERGY</b> Followers of EST never tire at performing tasks, and can encourage LDA number of others with the same vigour and enthusiasm for their work, whether by easing wounds or distracting them with jovial banter. However, once the cleric had completed his role, he must depart and find another to do.
<b>Symbol</b>	A coiled spring
<b>Description</b>	Followers of EST are well rewarded by employers who need their staff in peak performance for a given task. The workers often resent their constant energy and zeal once they have left them behind to do something else more interesting.

# EST

## PATRON OF TRIALS

# 37

*(best, quest, test)*

---

<b>Portfolio</b>	Tests, examinations, quests and initiations
<b>Worshippers</b>	Adventurers, teachers and students
<b>Granted Power</b>	<b>THESE THINGS ARE SENT TO TRY US</b> Any faithful follower, undertaking a trial acknowledged as worthy and thus blessed by EST, gains a bonus to that task which allows the cleric and blessed companions to reroll any die up to an LDA number of times during that mission
<b>Symbol</b>	A scorecard
<b>Description</b>	EST is worshipped across all sentient races, be it in tests of strength amongst tribes or school examinations in the city. Her clerics are greatly sought after by adventuring parties for the boon they bring, but are known to charge high fees – ‘part of the trial’, as some whisper.

# ICE

## PATRON OF SHARP KNIVES

# 38

*(bice, slice, splice)*

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<b>Portfolio</b>	Knives, fine blades, whetstones
<b>Worshippers</b>	Cutpurses, assassins, cooks
<b>Granted Power</b>	<b>FLASH OF THE BLADE</b> Priests are skilled in the use of daggers and small blades of all kinds – any blade or similar object becomes precise and deadly in their hands, with a LDA bonus to attack and damage
<b>Symbol</b>	An incredibly sharp and polished dagger
<b>Description</b>	Many a paranoid ruler has expelled followers of ICE from their kitchens in fear that the skilled fish filleter may in fact be an assassin hired by a rival; laughable

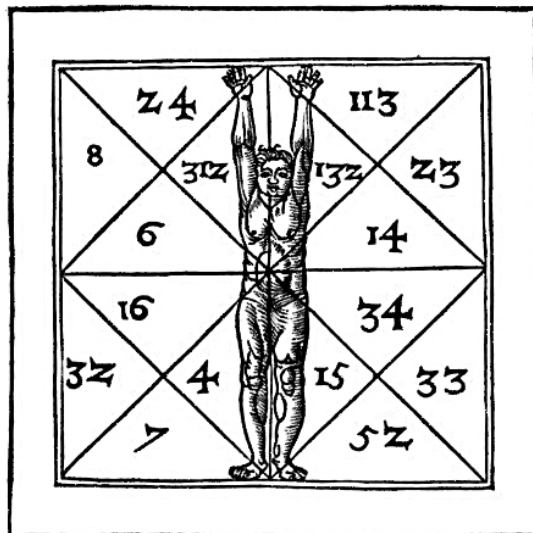


had it no basis in truth. ICE commands her followers to take pride in their work, as evidenced by their elaborately carved vegetables, woodwork, or victims.

# 39 ICE Patron of Multiplication

*(twice, thrice)*

<b>Portfolio</b>	Mathematics, procreation
<b>Worshippers</b>	Scholars and statisticians, breeders, midwives
<b>Granted Power</b>	<b>TIMES TABLE</b> Once per day, a cleric can conjure into existence an LDA number of copies of an item or creature. These will act and behave as the original for an LDA of time.
<b>Symbol</b>	A pamphlet of mathematical tables, or a mirror-lined box
<b>Description</b>	The cult of ICE grew in the arcane academies and schools, but inexplicably at the same time appeared in local savage tribes. ICE is a dispassionate deity that views his works over a long timescale; the slow multiplication of a populace, the spread of a virulent disease – all glorify his name



# 40 ICK Patron of Sludge

*(slick, stick, thick)*

<b>Portfolio</b>	Slime, ooze, muddy puddles, swamps
<b>Worshippers</b>	Bog dwellers, those resentful of the encroaching city/civilisation
<b>Granted Power</b>	<b>BOGGED DOWN</b> The shaman can cause a LDA area to become a gloopy, sticky mire that hampers movement, and at higher levels may even cause those stuck within to sink and drown.
<b>Symbol</b>	Mud-spattered clothing
<b>Description</b>	Followers of ICK are universally unpleasant, dirty repugnant specimens of their race, usually with a base intelligence that cares only for turning their world into the sticky slimy morass they love. They resent buildings and structures, and have been known to cause mudslides to destroy any they find close to their homes.



# IDE

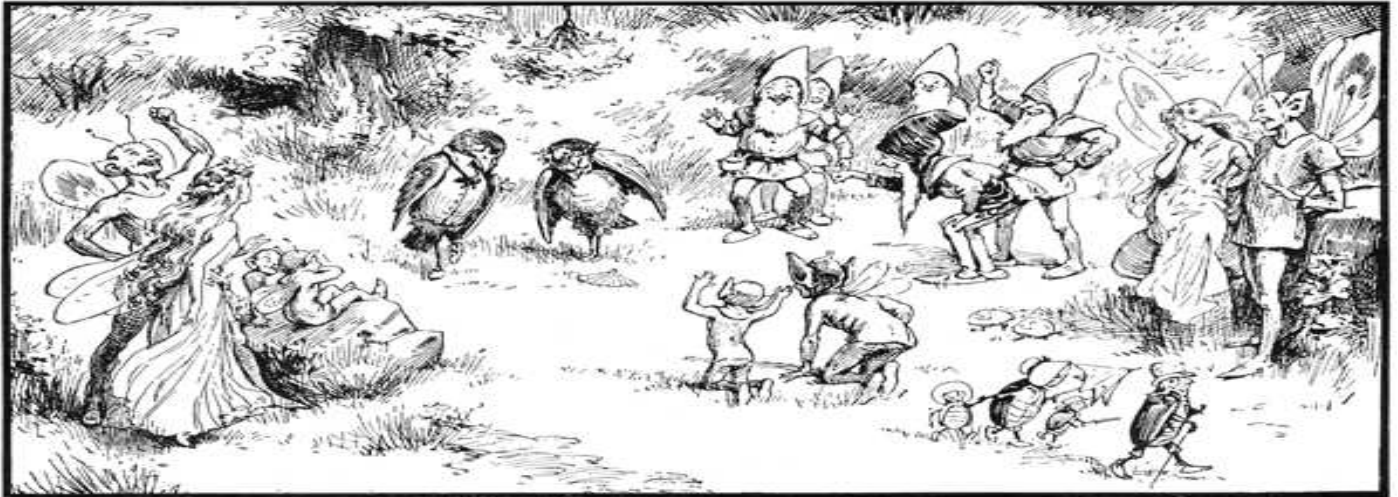
## PATRON OF GRACEFUL MOVEMENT

# 41

*(glide, slide, stride)*

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<b>Portfolio</b>	Dancing, good posture and balance, precise gait
<b>Worshippers</b>	Ballet and ballroom dancers, teachers in finishing schools, fey
<b>Granted Power</b>	<b>TAKE IT IN ONES</b> All clerics are agile, poised, and excellent dancers and acrobats. Their movement cannot be hampered by any non-magical effect, and they can share this ability with a LDA of companions. <b>STRIDE</b>
<b>Symbol</b>	A ballet shoe
<b>Description</b>	IDE and her followers believe in no excuse for poor posture, gait and balance, and grow impatient with the ungainly movement of others. Apparitions of IDE have been known to appear amidst drunken revelry and berate the partygoers for their poor form on the ballroom floor.



# IFE

## PATRON OF WIFELY DUTY

# 42

*(wife, life, strife)*

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<b>Portfolio</b>	A woman's role in an equal loving relationship
<b>Worshippers</b>	Wives, married couples
<b>Granted Power</b>	<b>THIS WOMAN'S WORK</b> All clerics of IFE are married women. They are granted a telepathic bond with their partner that conveys basic information such as core emotions, proximity etc. They can grant this same ability to females of other loving couples, lasting a LDA time.
<b>Symbol</b>	A wedding band
<b>Description</b>	Far from chaining wives to the kitchen or bedroom in subservience to their husbands, IFE espouses the importance of the role of both partners in an equal partnership, working together for a strong relationship or marriage.



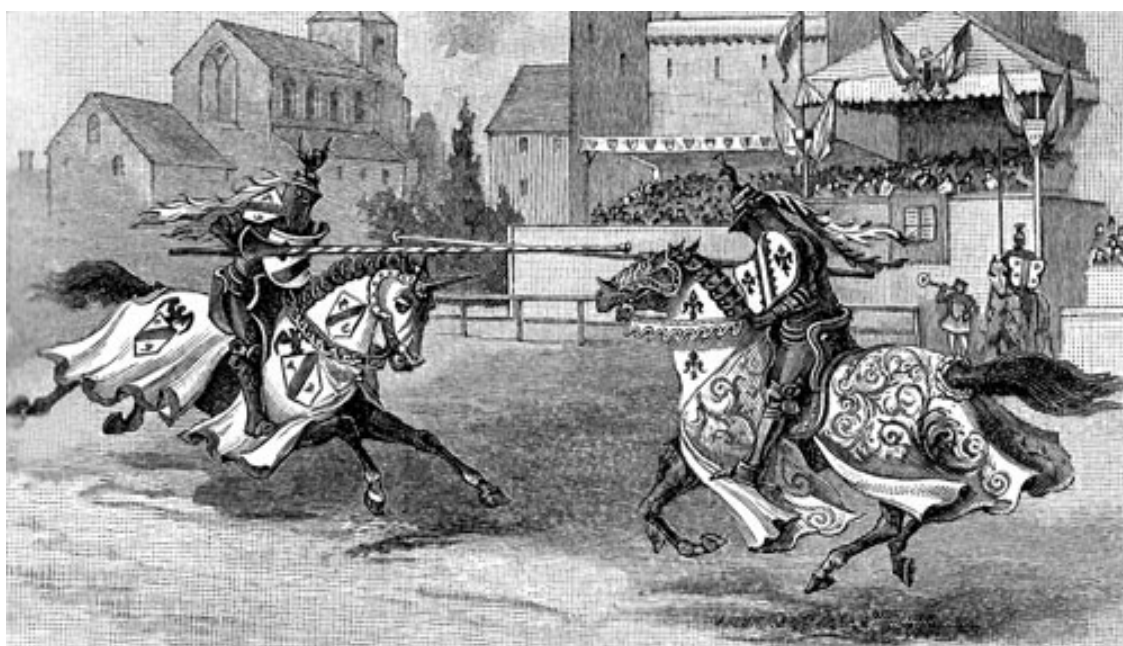
# 43

# IGHT

# Patron of Chivalrous Combat

*(fight, knight, might, right)*

<b>Portfolio</b>	Chivalry, jousting, duelling, honour and valour	
<b>Worshippers</b>	Knights, squires, nobility	
<b>Granted Power</b>	<b>KNIGHT-BORN</b>	All priests of IGHT are highly skilled in horsemanship and mounted combat and gain a LDA bonus in the use of a lance, longsword, and mace/flail. Their armour and clothing, and mount's barding is enchanted to be permanently clean.
<b>Symbol</b>	A heraldic shield	
<b>Description</b>	Clerics of IGHT, as well as being renowned warriors, are frequently called upon to adjudicate in duels or jousting tournaments when not on a noble crusade.	



# 44

# IGHT

# Patron of Nightmares

*(night, fright, plight)*

<b>Portfolio</b>	Nightmares, visions of death and destruction	
<b>Worshippers</b>	Seers and fortune tellers, evil warriors	
<b>Granted Power</b>	<b>DREAM EVIL</b>	Clerics are feared for their ability to curse a LDA of victims with horrific dreams and visions, at higher levels even appearing whilst awake as hallucinations, which cause a penalty to all actions. The only cure is to appease or kill the cleric.
<b>Symbol</b>	Black eye make-up and bloodshot eyes	
<b>Description</b>	IGHT encourages her followers to be creative and learn more about a target's fears so that any nightmares are more personal and effective. A wicked cult of dark knights worships both aspects of IGHT – their veneration of nobility and honour masking their vile intent.	





# ILE Patron of Distaste

# 45

*(bile, rile, vile)*

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<b>Portfolio</b>	Disgust, abhorrence, depravity	
<b>Worshippers</b>	Sick puppies, the depraved	
<b>Granted Power</b>	<b>THAT'S JUST GROSS</b>	The faithful continuously strive to commit a new act more disgusting and depraved than the last. As such they are nigh impossible to shock or nauseate. Committing acts in front of an audience, they can render an LDA of them helpless in revulsion.
<b>Symbol</b>	A pool of vomit or excrement	
<b>Description</b>	ILE is called upon by most people when they find something repugnant, but only a few have the strength of constitution and twisted mentality to truly worship him through public demonstrations of their depravity.	

# ILL Patron of Millers

# 46

*(mill, till, swill)*

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<b>Portfolio</b>	Agriculture	
<b>Worshippers</b>	Farmers, millers, farmhands	
<b>Granted Power</b>	<b>QUEEN'S HARVEST</b>	Clerics have the ability to bless an LDA of farms with a bounteous harvest of grain crops. That following autumn, the farm will produce the most grain and flour that could be hoped for in a given climate, provided the farmer still works the land.
<b>Symbol</b>	A pitchfork, often used as a weapon	
<b>Description</b>	ILL provides comfort to those that work the land in order to provide food for others, reassuring them that their toil will not be for naught, despite even harsh weather. Priests that bless farms ask only that a share of the proceeds from the harvest be given to the church; woe betide the farmer that neglects this duty.	

# ILL Patron of Sickness

# 47

*(ill, kill, pill)*

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<b>Portfolio</b>	Diseases, maladies, curatives	
<b>Worshippers</b>	Healers, physicians	
<b>Granted Power</b>	<b>THE BIG PILL</b>	The priest is an expert healer, and can diagnose or inflict any illness. Their ability to cure or cause diseases is based on a LDA, and the potency of the illness or its origin e.g. a more powerful cleric is required to cure/cause supernatural diseases.
<b>Symbol</b>	Rubber gloves	
<b>Description</b>	As a mortal, ILL was fascinated by diseases and undertook several dangerous experiments to develop new plagues against even the hardiest of creatures. It is	



rumoured that he was offered godhood on the condition that he stop this research, for fear it endangered the gods themselves.

# 48 IN Patron of Body Parts

*(SHIN, SKIN, CHIN, GRIN)*

<b>Portfolio</b>	Autopsies, golems	
<b>Worshippers</b>	Scientists and necromancers	
<b>Granted Power</b>	<b>EYE OF NEWT</b>	Clerics have the ability to swap their body parts with those from other people, even other creatures, and have them still function. This ability, and its effectiveness, varies with LDA success e.g. only a powerful priest may be able to transplant the eyes from a medusa and have them turn targets to stone consistently (normal vision would function, however).
<b>Symbol</b>	A rag doll, made from odd parts crudely stitched together	
<b>Description</b>	Worshipped in only the most secret lairs, IN shares knowledge of autopsies and stealing the power trapped within. Followers often start by grafting stronger arms from other of the same race, but soon desire more exotic attachments.	

*The Head and Face, ♈ ARIES.*



*The Feet, ♓ Pisces.*

# 49 INE Patron of Wine

*(VINE, WINE)*

<b>Portfolio</b>	Viticulture, fine wines, ports and sherries	
<b>Worshippers</b>	Vintners, wine merchants	
<b>Granted Power</b>	<b>IN VINO VERITAS</b>	A wine is never corked or stale when opened by a priest of INE. They also have the ability to infuse any bottle of wine with a magical effect similar to a potion of their choice. The entire bottle must be drunk in order to activate the magical effect.
<b>Symbol</b>	A wine-stained cork	
<b>Description</b>	INE has a strong following amongst the vineyards, but more recently this is being overtaken by a cult of young hedonists. As long as the wine is being enjoyed, INE does not mind, and has been known to appear and join in.	



# INE Patron of Mining

# 50

*(FINE, MINE, SHINE)*

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<b>Portfolio</b>	Mining, gems, precious metals
<b>Worshippers</b>	Dwarves, miners, gemcutters and jewellers
<b>Granted Power</b>	<b>METAL DETECTOR</b> A cleric of INE will always know the direction and distance to the nearest cache of gems or metal, be it in a seam of ore or locked in a chest. There is a LDA chance of them also knowing any hazards that might lie between them and the cache.
<b>Symbol</b>	A jewelled, golden spoon
<b>Description</b>	INE loves nothing more than finding a new seam of gold or silver deep in the bowels of the earth, and will frequently appear to his faithful to guide them when they drawn near a new source. He has found favour amongst thieves who can also use his ability to find caches worth stealing.

# ING The Overlord, Patron of Action

# 51

*(-ING)*

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<b>Portfolio</b>	Living for the now, turning thoughts and words into deeds
<b>Worshippers</b>	All
<b>Granted Power</b>	<b>SPRING INTO ACTION</b> Priests of ING are always first to act, and gain a bonus to all actions taken in the first round of any combat or trial. They can share this bonus with a LDA of other creatures.
<b>Symbol</b>	A wheel, perpetually spinning
<b>Description</b>	ING, sometimes called the Overlord or All-Father, is recognised by most as the senior authority amongst all deities; for ING can couple with many other gods phonemes adding energy and vigour to their meaning. Different cults of ING are known to view this either as a benevolent fostering role, or as a service for which they should be paid by the cults of lesser immortals.

# INK Patron of Eyelids

# 52

*(blink, wink)*

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<b>Portfolio</b>	Movement of the eyes and eyelids
<b>Worshippers</b>	Many-eyed creatures, flirts
<b>Granted Power</b>	<b>FLUTTER YOUR EYELASHES</b> The cleric can cause a LDA of targets to blink, wink and flutter their eyelids uncontrollably. In combat this typically causes the target to be distracted, suffering a penalty to actions. Specific flutters have also been developed that grant the target a bonus to seduction and charm.
<b>Symbol</b>	Brightly coloured eye shadow, eyelids often painted to resemble an eye



**Description** INK has two very different facets to her cults – the city-dwelling flirts who descend on parties to cause playful mayhem, and the subterranean many-eyed monsters and sentient spiders with altogether more destructive intent.

# 53 IP

## PATRON OF SENSUAL MOISTNESS

*(drip, lip, sip)*

**Portfolio** Kissing, seduction

**Worshippers** Courting couples, succubi

**Granted Power** **PUCKER UP** Faithful playslaves can cause a LDA of targets lips to pucker, incapable of anything other than kissing or drinking through a straw. The effect is broken by a kiss, or the will of the cleric.

**Symbol** Lip gloss, painted lips

**Description** IP relishes in that moment when two lover kiss for the first time, the trembling anticipation followed by the slow sensual, sloppy snog. Her followers have a loose knit cult of followers who take it upon themselves to aid young couples in their courtship.



# 54 IRE PATRON OF INTENSE ANGER

*(fire, ire)*

**Portfolio** Anger, hatred

**Worshippers** The quick-tempered and short-fused

**Granted Power** **FIST OF AN ANGRY GOD** This power allows a cleric to raise the ire in a LDA group of people, temporarily increasing their strength and blinding them to reason. This anger can be focussed in a particular direction or at a particular person at the will of the cleric. At higher levels, weapons of each target may also be coated in flame, doing LDA additional damage.

**Symbol** Flame-red hair

**Description** Legends tell that IRE was once a volcano that somehow gained sentience, and grew resentful at its ability to affect and experience the world around it. Having learnt to control the minds of angry local natives, it sought to spread its rage.



*(skit, twit, wit)*

<b>Portfolio</b>	Comedy, satire	
<b>Worshippers</b>	Comedians, actors, playwrights	
<b>Granted Power</b>	<b>THE LOWEST FORM OF WIT?</b>	The cleric is skilled at performing caricatures of any intelligent authority figure, highlighting their flaws and shortcomings, and undermining their leadership in front of the audience. The victim suffers a LDA penalty due to embarrassment, and will find their subordinates less receptive to their orders.
<b>Symbol</b>	A fez	
<b>Description</b>	IT was a famous playwright, who toured in secret to learn the political situation in the cities he visited and put on a play pointing out the shortcoming of the local rulers. By tradition, he would always be halfway to the next city before opening night was done.	

*(flit, quit)*

<b>Portfolio</b>	Ennui, half-finished jobs, not seeing things through, procrastination	
<b>Worshippers</b>	Any, especially teenagers	
<b>Granted Power</b>	<b>I'LL FINISH IT LATER...</b>	Clerics have the power to cause a LDA of targets per day to give up their current activity, leaving it unfinished and unresolved until the next day. Nothing can convince a victim that the task is worth completing until they have slept on it.
<b>Symbol</b>	Any half-finished, half-made object	
<b>Description</b>	Followers of IT delight in work piling up unfinished as the true way to revere their deity, and will infiltrate organisations to achieve this. They would be a major threat, if they could ever be bothered following through with their plans.	



## 57

## OAT

## Patron of Sailing

*(boat, float)*


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<b>Portfolio</b>	Ships, sailing, navigation
<b>Worshippers</b>	Sailors, navigators
<b>Granted Power</b>	<b>A STAR TO STEER HER BY</b> All faithful followers are expert sailors, and rarely become lost whilst at sea. They can also conjure small water currents or breezes to aid them whilst aboard a ship, providing a LDA bonus to sailing checks and speed.
<b>Symbol</b>	A sextant
<b>Description</b>	Temples to OAT are common in harbours and ports, and their clergy run much of the major shipping. Sea races have been known to follow OAT, using the powers he grants to lure ships into their domain.

## 58

## OCK

## Patron of Locksmiths

*(knock, lock)*


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<b>Portfolio</b>	Locks, doors and chests
<b>Worshippers</b>	Locksmiths, thieves
<b>Granted Power</b>	<b>LOCKPICK</b> All clerics have the ability to construct (and pick) locks of LDA complexity. Powerful followers can even do this at range.
<b>Symbol</b>	A padlock
<b>Description</b>	OCK was a small wizened man in life, with thick glasses and a stooped back, but an innate skill at crafting small objects; locks, pocket watches, and gem cutting. He admires the craftsmen amongst his followers for sharing his technical skill, and tolerates the burglars for their less acceptable activities.

## 59

## OCK

## Patron of Small Items of Clothing

*(frock, smock, sock)*


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<b>Portfolio</b>	Undergarments, dainty clothes and frilly knickers
<b>Worshippers</b>	Tailors and seamstresses
<b>Granted Power</b>	<b>A SPARE CLEAN PAIR</b> Clerics have the ability to conjure a clean set of undergarments of fine delicate clothing, suitable for any chosen recipient, up to three times per day. Their quality and design varies with LDA.
<b>Symbol</b>	A pair of socks, or bloomers, depending on gender
<b>Description</b>	Followers of OCK hold a special festival at the autumnal equinox, where they venture out amongst their congregation in their finest clothes, and make gifts of a warm set of undergarments to ward off the coming winter chill.



# OG

## PATRON OF MISTY MOORS

# 60

*(BOG, CLOG, FOG, SMOG)*

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<b>Portfolio</b>	Swamps, fenland bogs, crawling mists	
<b>Worshippers</b>	Hermits and hags	
<b>Granted Power</b>	<b>WILEY</b> <b>WINDY</b> <b>MOORS</b>	Shamans of OG can conjure a thick, damp cloying fog and damp ground of a LDA radius about themselves that obscures vision and leaves the earth slick underfoot. This power is heightened at night and in areas of marshland.
<b>Symbol</b>	Peat, or a dirty misty vial	
<b>Description</b>	OG does not so much have a cult, rather a group of isolated antisocial loners who revere the solace and secrecy his gifts bring. Small moorland communities that resist the encroaching civilisation are occasionally visited by OG in his guise as a crotchety hermit.	

# OG

## PATRON OF SMALL ANIMALS

# 61

*(DOG, FROG, HOG)*

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<b>Portfolio</b>	Small animals, particularly domesticated or farm animals	
<b>Worshippers</b>	Farmers, pet owners	
<b>Granted Power</b>	<b>MAN'S</b> <b>BEST</b> <b>FRIEND</b>	This ability allows the priest to for a bond with a LDA of small animals that will act as faithful companions for the rest of the day, and able to follow basic instructions.
<b>Symbol</b>	A small bone	
<b>Description</b>	OG is revered as creator of all small, mainly domesticated, animals. Followers of both moor and animal aspects of OG only respect the frogs and phosphorescent dogs found on the swampland He created.	

# OIL

## PATRON OF COOKING

# 62

*(boil, broil, oil)*

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<b>Portfolio</b>	Cooking, kitchens and restaurants	
<b>Worshippers</b>	Chefs	
<b>Granted Power</b>	<b>BUSH</b> <b>TUCKER</b>	Through a broad knowledge of culinary arts and different cuisines, the follower of OIL is able to conjure up gourmet quality meals for an LDA of guests per day with only the most basic ingredients and utensils.
<b>Symbol</b>	A frying pan	
<b>Description</b>	OIL teaches ingenuity in cooking, reassuring followers that even the crudest of ingredients can be turned into something exciting and enjoyable. However, often this means ignoring the methods and ingredients used, such as burying eggs	



wrapped in the still-warm decaying bodies of small animals to cook them.

## 63 OIL Patron of Hard Labour

*(toil, soil)*

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<b>Portfolio</b>	Hard, manual work	
<b>Worshippers</b>	Manual labourers	
<b>Granted Power</b>	<b>HARD GRAFT</b>	The blessed of OIL do not tire whilst performing mundane physical tasks, such as digging or heavy lifting. For a LDA of times per day, they can also perform a great feat of strength.
<b>Symbol</b>	Calloused hands	
<b>Description</b>	Followers of OIL believe nothing is more admirable than the aches and tiredness of a hard day's work that bring a rewarding sleep. OIL tolerates no slacking on the job, and as such her followers often clash with the lazy followers of IT.	

## 64 OKE Patron of Smoke

*(choke, smoke)*

---

<b>Portfolio</b>	Smoke, ash clouds, choking gases	
<b>Worshippers</b>	Mages, arsonists, fire-loving creatures	
<b>Granted Power</b>	<b>SECOND HAND SMOKE</b>	Priests are able to breathe unhindered in smoke or thick gases. They can share this ability with a LDA of targets, or trigger a coughing fit in the same number as their lungs fill with smoke.
<b>Symbol</b>	A smouldering torch	
<b>Description</b>	Followers of OKE revel in arson, causing fires in locations where the smoke will be blown downwind to cover the most densely populated areas of a city. Some sects worship volcanoes or even dragons as earthly representations of their god.	

## 65 OKE Patron of Jesters

*(joke, poke, spoke)*

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<b>Portfolio</b>	Comedy, laughter, jokes	
<b>Worshippers</b>	Jesters	
<b>Granted Power</b>	<b>THE WORLD LAUGHS WITH YOU</b>	This is the ability to tell supernaturally funny jokes and puns that transcend language, culture and race, with a LDA chance of leaving a target in a fit of hysterics and unable to react for a few minutes until they recover.
<b>Symbol</b>	A jester's wand	
<b>Description</b>	OKE has a bad reputation due to the number of poor jesters, especially those that do not share with him the proper tithe. Amongst his fellow gods, he is well liked and respected for the levity and insight his jokes can bring.	





# ONE Patron of Blaring Noise

# 66

(*DRONE, PHONE, TONE, TROMBONE*)

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<b>Portfolio</b>	Foghorns, poorly tuned instruments
<b>Worshippers</b>	Musicians, bagpipers
<b>Granted Power</b>	<b>BLOW YOUR OWN TRUMPET</b> Clerics are skilled musicians and have the power, with or without an instrument, to emit a loud droning tone that can deafen and disorientate targets up to a LDA distance, even rocking the foundations of large structures at higher levels.
<b>Symbol</b>	A bugle
<b>Description</b>	Prayers are offered to ONE by those attempting to learn wind or brass instruments, and the parents of the same. Like-minded followers often form touring 'Oompah bands', and ONE has been known to gift talented members of humanoid tribes with a hurdy gurdy or set of bagpipes.

# OO Patron of Animal Sounds

# 67

(*BOO, COO, MOO, ZOO*)

---

<b>Portfolio</b>	Grunts, squawks, chitter, chirps, snuffling, roars
<b>Worshippers</b>	Animal lovers, and beast lords
<b>Granted Power</b>	<b>IF I COULD TALK WITH THE ANIMALS</b> This grants the priest the power to speak with any animal, with a LDA chance of success. Similarly, they can also imitate animal sounds.
<b>Symbol</b>	A bird call
<b>Description</b>	OO delights in sending various animal avatars to visit unsuspecting folk, and surprising them when the animal talks. His worshippers are found far and wide, and, whilst their power doesn't give them any ability to control animals <i>per se</i> , are often surrounded by a pack of animals.

# OOD Patron of Ambience

# 68

(*FOOD, GOOD, MOOD*)

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<b>Portfolio</b>	Parties, balls, dances, banquets
<b>Worshippers</b>	Hosts, party organizers
<b>Granted Power</b>	<b>EVERYTHING JUST RIGHT</b> This ability allows any event hosted or arranged by the cleric to go exceptionally well. It grants a LDA bonus to any outcome, be it financial income, social status, contacts, or dissemination of information such as from a sermon.
<b>Symbol</b>	Candles that burn at half normal brightness
<b>Description</b>	OOD knows just what is needed to give the right impression and set the right mood when it comes to social or commercial gatherings. His followers can

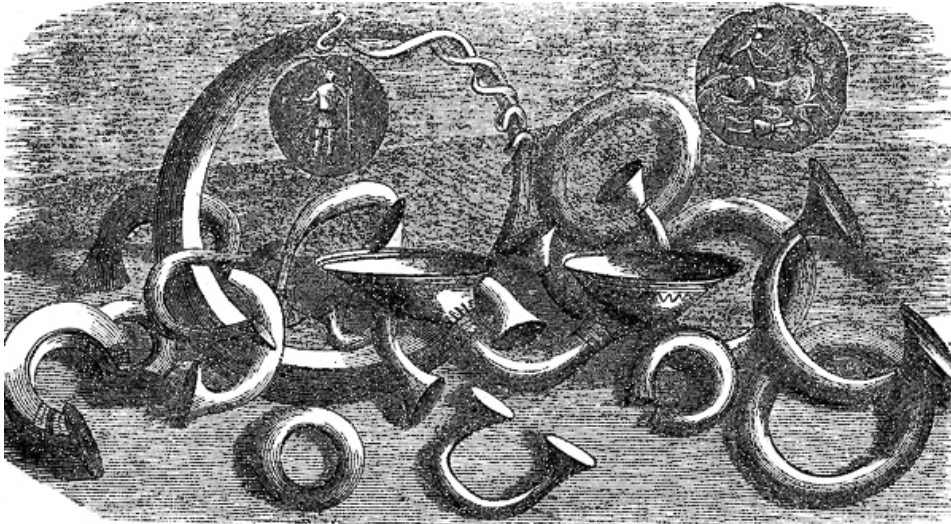


charge exorbitant fees to help arrange a customer's event, but most of this is soon spent on maintaining their own extravagant lifestyle.

# 69 OOF Patron of Foolish ERRORS

*(GOOF, SPOOF)*

<b>Portfolio</b>	Foolhardiness, minor mistakes, poor planning	
<b>Worshippers</b>	All	
<b>Granted Power</b>	<b>SLIGHT SLIP UP</b>	The follower has the power to cause a victim to make a minor mistake when undertaking a task. This is rarely enough to have a significant effect on combat or life-or-death situations, but may, for example, include missing a name on a guest list, miscounting coins, not spotting someone in a crowd etc.
<b>Symbol</b>	A facepalm carving or figurine	
<b>Description</b>	OOF lurks in the shadows, ready to nudge an elbow, stick out a foot to trip the unwary, or whisper the wrong answer into an ear. Followers of OOF especially target those who pride themselves on their accuracy and infallibility.	



# 70 OOK Patron of Bent Objects

*(CROOK, HOOK, NOOK)*

<b>Portfolio</b>	Hooks and crooks,	
<b>Worshippers</b>	Shepherds, smiths	
<b>Granted Power</b>	<b>BENT OUTTA SHAPE</b>	This power allows the cleric to bend or straighten any object (LDA times daily or success, if beyond a normal man). They may wield any bent object as an effective weapon without penalty.
<b>Symbol</b>	A grapnel	
<b>Description</b>	OOK despises straight rigid lines, but grudgingly accepts his granted power allows his followers to unbend objects too. For this reason, he favours some of his more savage followers, and has been known to direct more opportunities to bend 10 ft poles towards their lairs.	



# OOM Patron of Impending Disaster

# 71

*(DOOM, GLOOM, LOOM)*

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<b>Portfolio</b>	Dread, ominous portent
<b>Worshippers</b>	Doomsayers, the paranoid
<b>Granted Power</b>	<b>THE END IS NIGH</b> The cleric receives visions of future doom (LDA accuracy). They are unable to distinguish between the real and false visions they receive, and their certainty and madness grants them a LDA bonus against any attempts to magically control their minds.
<b>Symbol</b>	A sandwich board
<b>Description</b>	Maybe one day OOM will be right. He told them so.

# OOL Patron of Idiocy

# 72

*(DROOL, FOOL)*

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<b>Portfolio</b>	Maniacs, idiocy, sanatoriums
<b>Worshippers</b>	Fools, the dim-witted
<b>Granted Power</b>	<b>IGNORANCE IS BLISS</b> Clerics are able to cause an LDA of targets to become largely oblivious to what happens around them, caught in their own childish thoughts and daydreams. They are unable to take further actions on their own for a LDA period.
<b>Symbol</b>	A child's rattle
<b>Description</b>	OOL is the voice that the insane hear in their heads. OOL draws his power from those driven mad. Some scholars fear that these are in truth his soldiers for a future gambit, although few credit OOL with the intelligence for such a plan.

# OON Patron of Lunacy and Lycanthropy

# 73

*(DUFFOON, LOON, MOON)*

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<b>Portfolio</b>	Werewolves and other lycanthropes, lunar madness
<b>Worshippers</b>	Were-creatures, moon worshippers
<b>Granted Power</b>	<b>THRILLER NIGHT</b> Once per day, the cultist can turn into an animal hybrid, similar to a lycanthrope or werewolf. This form increases in power by LDA. They also have the ability to compel lycanthropes to adopt their animal forms by forcefully presenting their holy symbol
<b>Symbol</b>	A bone carving of the moon
<b>Description</b>	OON was the first werewolf who relished in his curse; a spontaneous mutation that hid a beast within himself, controlled by the moon. He began studying ways to create different breeds of lycanthrope like him, and his followers continue his research to this day.



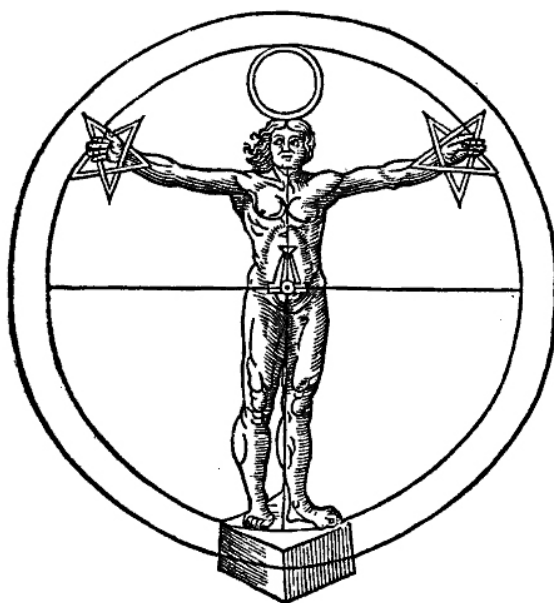
# 74

# OOP

# PATRON OF WILTING

*(droop, stoop)*

<b>Portfolio</b>	Dying plants and old age	
<b>Worshippers</b>	Gardeners, the aged	
<b>Granted Power</b>	<b>SPINA BIFIDA</b>	The cultist can curse a LDA number of living creatures to stoop and bend double, making them easier to strike in combat and granting a penalty to their attacks or spellcasting ability.
<b>Symbol</b>	Lumbago, or a wilting flower	
<b>Description</b>	OOP is cursed more than revered, but many gardeners have been known to go to great lengths to make the right sacrifice or offering to ensure their plants survive a harsh summer (or that their rivals' do not).	



# 75

# OOP

# PATRON OF CIRCLES

*(hoop, loop)*

<b>Portfolio</b>	Circles, circular objects, geometry	
<b>Worshippers</b>	Mathematicians, artists	
<b>Granted Power</b>	<b>THROW FOR A LOOP</b>	The priest can conjure a perfectly circular disc or chakram of pure divine force, which they can throw as a deadly weapon, its power determined by LDA. They may only wear chainmail armour, or robes with a circular motif.
<b>Symbol</b>	A hand-drawn perfect circle	
<b>Description</b>	OOP was once an artist who, when asked by his ruler to demonstrate his skill above all other artists, took a bush and painted a perfect circle by hand. The rulers were less than impressed, but other gods admired his work and granted him immortality for his deeds. His followers construct circular temples, and the circular motif is repeated in all their architecture and decor.	



# OOT Patron of Footwear

# 76

*(boot, foot)*

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<b>Portfolio</b>	Shoes, boots, clogs and slippers	
<b>Worshippers</b>	Cobblers, women	
<b>Granted Power</b>	<b>NEVER ENOUGH SHOES</b>	A follower can alter their footwear at will depending on the terrain they are in to ensure safe footing. At lower levels this may be to prevent sinking into snow or to help climbing, but at higher levels might include walking on water or even lava.
<b>Symbol</b>	Finely carved clogs, or embroidered slippers	
<b>Description</b>	OOT was the finest shoemaker in the land, until a jealous female deity decided to bestow godhood upon him so he could only make shoes for her. OOT has followers in all cities, but is also said to be worshipped by a strange race of pixie that wear oversized boots to lure trackers into the depths of the forest	



# OP Patron of Beer

# 77

*(hop, crop, sop)*

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<b>Portfolio</b>	Brewing, alehouses, drinking festivals	
<b>Worshippers</b>	Brewers, drunkards, dwarves	
<b>Granted Power</b>	<b>BEER BELLY</b>	The inebriated brethren of OP suffer no penalties for being drunk when performing a task that does not involve raw intelligence or fine diplomacy, and instead gain a LDA bonus. All followers are able brewers, and know how to produce fermented drinks with even the simplest resources and ingredients.
<b>Symbol</b>	A half-drunk stein of ale	
<b>Description</b>	OP ish the besht god dere is, amirite laddie? 'E dinnae have nae truck wit dem tha' cannae hold their booze an' get all violent. Jus' sit wit yer pint, an' enjoy the gifts o' the Innkeeper! Hey! Ye spill me drink, ye flumpf?! I'll 'ave ye fer that!	



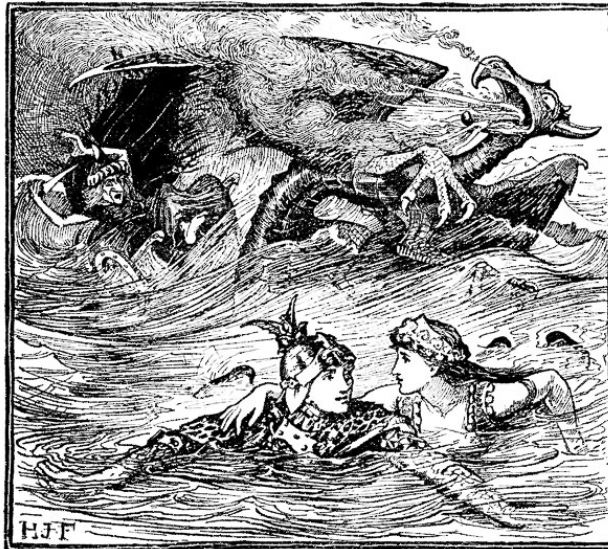
## 78

## OP

## Patron of Spillages

*(drop, mop, plop, sop)*

<b>Portfolio</b>	Puddles, spills, leaks, floods
<b>Worshippers</b>	Cleaners, innkeepers, those who work with liquids
<b>Granted Power</b>	<b>THERE'S A HOLE IN MY BUCKET</b> There is a LDA percentage chance that any liquid container in the presence of a cleric of OP will spontaneously leak or spill its contents. Clerics also have the LDA ability to mop up these spills with the wave of hand, even mixtures of different liquids which can be separated if desired.
<b>Symbol</b>	A small mop and bucket
<b>Description</b>	Some say that the cruellest trick ever played by the gods was in giving OP responsibility for beer ( <i>vide supra</i> ) and for spillages. After centuries of infighting with much collateral damage, the two aspects of the cult stay out of each other's way where possible.



## 79

## ORE

## Patron of Days Gone By

*(afore, before, lore, yore)*

<b>Portfolio</b>	History, legends, memories
<b>Worshippers</b>	Sages, historians and archaeologists, the elderly, ancient creatures
<b>Granted Power</b>	<b>WHEN I WERE A LAD...</b> Followers have a strong interest in history, and there is a LDA chance that they can recall a fact or anecdote about a place, person or object of local or national historical significance. No cleric can use any 'modern', recently-invented or foreign/exotic objects, and are restricted items considered traditional
<b>Symbol</b>	A aged yellowing scroll covered in spidery writing
<b>Description</b>	Most followers of ORE are the elderly curmudgeons of their race, but he is also well respected by ancient dragons and sphinxes. ORE teaches that we have a lot to learn from history, if only we pay attention to what it has to say.



# ORE Patron of Tedium

# 80

(BORE, CHORE)

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<b>Portfolio</b>	Boredom, dull and uninspiring work, sleeping-on-the-job
<b>Worshippers</b>	All
<b>Granted Power</b>	<b>I'M SO BORED...</b> This ability allows the cleric to cause any target engaged in some slow or officious duty (e.g. a guard) to lose all interest in their task for a moment. This grants the cleric a LDA bonus to an action taken against the target (e.g. not being spotted).
<b>Symbol</b>	A yo-yo
<b>Description</b>	Followers of ORE have much in common with those of OOF and IT ( <i>vide supra</i> ) with regards to boring tasks that nobody enjoys or can find the enthusiasm to do well. ORE teaches that these things must be done, and everyone must experience boredom, to enjoy the excitement the rest of life has to offer.



# ORN Patron of New Beginnings

# 81

(BORN, MORN)

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<b>Portfolio</b>	Births, mornings, starting things afresh
<b>Worshippers</b>	All, midwives, early risers
<b>Granted Power</b>	<b>BORN AGAIN</b> With a touch, the cleric can cause any person or intelligent creature to re-evaluate its life and priorities. This has an LDA chance of bringing about a change in their morality, class, specialisation or outlook, determined randomly by the DM.
<b>Symbol</b>	A bar of soap
<b>Description</b>	ORN teaches that we should not be too harsh a judge of anyone's character, for all can change and start anew. Great each new day with a readiness to experience a new outlook on life. Her cult often seek out rulers who have grown settled in their ways with the goal of bringing about a fresh change of regime.



# 82

# ORN

## PATRON OF WOOLLEN CLOTHING

*(SHORN, WORN)*

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<b>Portfolio</b>	Wool, knitted items, scarves and jumpers
<b>Worshippers</b>	Clothiers, those who feel the cold
<b>Granted Power</b>	<b>WOOLY PULLY</b> All faithful of ORN are skilled at knitting and all they knit is exceptionally strong. They wear a specially ordained jumper, cardigan or cloak over any other clothing or armour, which protects from all non-magical cold, and will resist a LDA of cold damage from magical or supernatural sources.
<b>Symbol</b>	A knitted jumper bearing an eye-catching pattern
<b>Description</b>	ORN appears as an elderly member of the worshipper's race, knitting a scarf that falls in bundles at her feet. Her cult has been known to leave knitted items around villages for the poor, particularly in northern climes. Humanoid tribes leave knitted items in the wilderness as lures for the unwary.

# 83

# OT

## PATRON OF SPECKLES

*(blot, dot, spot)*

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<b>Portfolio</b>	Spotted patterns, leopards and Dalmatians, moles and freckles
<b>Worshippers</b>	Animal lovers, clothing designers
<b>Granted Power</b>	<b>DOT TO DOT</b> The cleric has the power to turn any object or creature's skin spotted or speckled with a touch. At lower levels, this merely rearranges the natural colours of the object, but at higher levels can introduce new colours. Where applicable this may give a LDA bonus to hiding, disguises or distracting targets.
<b>Symbol</b>	A spotted handkerchief
<b>Description</b>	The followers of OT wear special glasses with holes punched in the lenses so that only spots of their view are clear. They abhor uniformity in colour or texture, and will often target objects they find particularly insulting.

# 84

# OT

## PATRON OF SENILITY

*(FORGOT, ROT)*

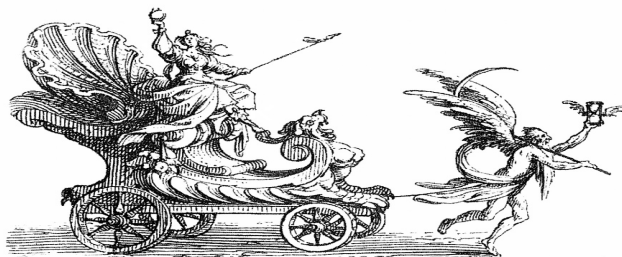
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<b>Portfolio</b>	Forgetfulness that comes with age, ruins and lost civilisations
<b>Worshippers</b>	The elderly, those with poor memories, archaeologists and historians
<b>Granted Power</b>	<b>WHO IN THE WHAT NOW?</b> This power allows the cleric to cause a victim to forget a memory, its strength determined by LDA. For example, at lower levels a target might forget the name of someone they've just met, but at higher levels forget their job or family. On rare occasions, with appropriate donations to their deity, clerics can invoke this power to retrieve forgotten information.





<b>Symbol</b>	A badge reading 'My name is _____. If lost, please return to _____'.
<b>Description</b>	Followers of OT do not have a rigid church structure, and are more often historians who can never quite recall why it was they became a cleric. Rumours are that OT himself forgot he was a god, and can be found on the mortal plane, in a dusty library somewhere, surrounded by texts on ancient civilisations.



## OULD Patron of Missed Opportunities

# 85

*(could, should, would)*

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<b>Portfolio</b>	Regret or remorse, ruing lost chances, lamentation
<b>Worshippers</b>	The regretful
<b>Granted Power</b>	<b>COULDA</b> <b>WOULDA</b> <b>SHOULDDA</b> This power gives the priest a glimpse into a future of how things may have been if he had made any particular choice differently, with LDA accuracy. This may be enough to make them retrace their steps at low levels, but at high it is rumoured that some priests can even go back in time and undo mistakes.
<b>Symbol</b>	A spinning coin
<b>Description</b>	The cult of OULD like to find out about a prominent person's life, and then show them how things might have been if only they had made different choice or taken another path long ago. Then for a fee, they promise to help realise this change – but whether the angry clients are due to the inability of the clerics to bring about the change or merely because they didn't realise what they had lost until it had gone is unclear

## OUSE Patron of Home AND Hearth

# 86

*(house, spouse)*

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<b>Portfolio</b>	The family home, marriage
<b>Worshippers</b>	Couples, those who preside over weddings
<b>Granted Power</b>	<b>HOME IS</b> <b>WHERE THE</b> <b>HEART IS</b> Permanent residences of married couples blessed by the cleric are warded from harm by LDA. This may include penalties against breaking into or theft from the property, and/or defensive bonuses to those that live there.
<b>Symbol</b>	A fireplace
<b>Description</b>	OUSE is popular not just amongst the civilised races but also amongst the humanoids that mate for life. She appears as a matronly member of the race, offering guidance and protection for young couples in their marriage.



# 87

# OUSE

# PATRON OF SCURRYING CREATURES

*(GROUSE, LOUSE, MOUSE)*

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<b>Portfolio</b>	Rodents and insects
<b>Worshippers</b>	Ratcatchers, pest controllers, vermin friends
<b>Granted Power</b>	<b>PIED PIPER</b> This ability grants the followers the power to control a LDA number of normal rodents or insects, who will follow the cleric and obey simple commands. Unusually large or powerful vermin can only be controlled by more powerful clerics.
<b>Symbol</b>	A mousetrap
<b>Description</b>	OUSE has two guises – both the cause of any infestation of vermin, and the removal of the same. He finds the scurrying creatures fascinating on an academic level, but cares little for their welfare or what is done to them.

# 88

# OUT

# PATRON OF FISTICUFFS

*(bout, clout, lout)*

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<b>Portfolio</b>	Boxing, unarmed martial arts
<b>Worshippers</b>	Boxers, pugilists, fighters
<b>Granted Power</b>	<b>PUT YOUR DUKES UP</b> All followers of OUT are skilled pugilists and gain a LDA bonus to attack/damage when using only their fists, with an LDA chance that any blow will knock out a target. Damage they take from an unarmed opponent is also reduced by a LDA amount.
<b>Symbol</b>	Boxing gloves
<b>Description</b>	OUT and his followers love nothing more than a good scrap, be it a drunken brawl where untrained fists are flying everywhere, or a skilful match between two martial artists where mind is as important as might.

# 89

# OW

# PATRON OF FARMERS

*(cow, sow, plow)*

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<b>Portfolio</b>	Animal husbandry, farming
<b>Worshippers</b>	Farmers, ploughmen
<b>Granted Power</b>	<b>LIVE STOCK</b> All farmyard animals blessed by the cleric will be free from illness and ailment for the year, and will produce an excellent quantity and quality of meat and dairy produce. Clerics are able to calm other domesticated animals with LDA success.
<b>Symbol</b>	A milk churn
<b>Description</b>	OW, a comrade and counterpart to ILL in many ways, is concerned for the farm animals rather than the agricultural aspects of farming. Much like ILL, his cult have been known to charge exorbitant fees for their services.



# OW

# PATRON OF GRASSLANDS

# 90

(GROW, MOW, SOW)

<b>Portfolio</b>	Plains, tundra, savannahs
<b>Worshippers</b>	Outdoorsmen, nomads, tribes
<b>Granted Power</b>	<b>MANUAL OF THE PLAINS</b> All faithful of OW are skilled outdoorsmen, with LDA abilities in stealth, hunting, tracking, and survival, especially on grassy terrain, and cannot become lost or lose their bearings. They have good knowledge of other inhabitants of the plains, and can advise on how best to combat them.
<b>Symbol</b>	Tufts of grass
<b>Description</b>	OW's clergy wander the wild tundra in ad hoc itinerant groups, offering aid to those they encounter. In her mortal life, she was a nomadic barbarian warrior, who led her tribe for many years, amassing a large tribal warband the like of which had never been seen before or since.



# OWN

# PATRON OF POMP AND CEREMONY

# 91

(CROWN, GOWN, TOWN)

<b>Portfolio</b>	Public ceremonies, coronations, weddings
<b>Worshippers</b>	Nobility, religious leaders
<b>Granted Power</b>	<b>IN FULL REGALIA</b> A follower has the power to summon the finest regalia, be it shining golden battle armour or crimson ceremonial robes, which makes their appearance imposing and awe-inspiring. This grants an LDA bonus diplomacy or intimidation, even causing some to cower in awe or fear.
<b>Symbol</b>	A sceptre and orb
<b>Description</b>	OWN was in her mortal life a young princess thrust into the glare of public life early when her parents died in an unfortunate accident. Her subjects so loved the girl queen, they held the most lavish coronation ever seen, and the good queen rewarded their affection with generous gifts. After a prosperous reign, a similar spectacle was held at her funeral, at which she ascended to godhood.



## 92

## OWN

## PATRON OF DROWNING

*(DOWN, DOWN)*

<b>Portfolio</b>	Drowning, shipwrecks, things that lurk in the depths of the oceans
<b>Worshippers</b>	Sailors, aquatic creatures, dwellers in underground lakes
<b>Granted Power</b>	<b>NOT ANY DROP TO DRINK</b> The cultist can cause LDA of targets' lungs to fill with sea water, cursing them to only be able to breathe whilst underwater. This can be useful if exploring under the waves, but will cause a LDA of damage to those on dry land, as they drown. Undersea races can use the reverse of this ability.
<b>Symbol</b>	Vial of water, often carried on a necklace
<b>Description</b>	OWN delights in seeing the desperate struggle then fatal resignation of a helpless drowning soul, and wages a long battle with ANK ( <i>q.v.</i> ), who has the same portfolio. There is talk that the two deities were once as one, but some dark event caused a schism that separated the two. Whatever the cause, the two cults are bitter rivals, which can sometimes play into a potential victim's hands.



## 93

## UCK

## PATRON OF QUAGMIRE

*(MUCK, STUCK, YUCK)*

<b>Portfolio</b>	Mud, quicksand, bogs, landslides
<b>Worshippers</b>	Travellers, fenland dwellers
<b>Granted Power</b>	<b>STICK IN THE MUD</b> Priests have the ability to turn an LDA area of rock or hard ground into a soupy, syrupy muddy quagmire which will slow movement and may even swallow up those caught within. They can safely walk on such quagmires unhindered, and may share this ability with an LDA number of companions
<b>Symbol</b>	A muddy handprint
<b>Description</b>	A kindred spirit with OG, UCK is more the messy, dirty distant cousin, who teaches his followers to revel in the mud-splattering mess his creations can bring. His cults hold the pig as a sacred animal, and will often wallow in mud baths with the animal when communing with their god.



# UCK Patron of Good Fortune

# 94

*(luck, pluck)*

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<b>Portfolio</b>	Serendipity, making one's own luck
<b>Worshippers</b>	All, gamblers
<b>Granted Power</b>	<b>FORTUNE FAVOURS THE BRAVE</b> Followers of UCK are blessed by extraordinary good fortune, and things have a knack of going their way. A LDA number of times per day, the player can elect to have any player or GM die roll rerolled, up to the number of times per day allowed, and chose which result they wish to keep.
<b>Symbol</b>	A pair of dice
<b>Description</b>	UCK started life as one of the fairy folk, an impish trickster who pulled one prank too many. In a moment's desperation, to flee an angry mob it is said he drank an unknown potion and leapt through a fifth storey window. The potion happened to turn him invisible, and a laden hay wain happened to passing under the window at the time. This fortune continued, even resulting in attaining godhood when another deity lost it in a wager, against all odds.



# UG Patron of Liquid Vessels

# 95

*(jug, mug, plug)*

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<b>Portfolio</b>	Cups, tankards, basins, barrels, reservoirs and containers
<b>Worshippers</b>	Innkeepers, smiths and glassblowers
<b>Granted Power</b>	<b>TOBY JUG</b> All clerics carry a blessed magic tankard which can hold a LDA of liquid yet remain the same size and weight, and will not spill. The tankard can be filled with a mental command when dipped in a source of liquid. Many also use the stein as a makeshift weapon, gaining a bonus to damage based on its capacity and contents.
<b>Symbol</b>	A tankard or Toby jug
<b>Description</b>	UG is the cupbearer of the gods, always ready to fill their goblets when needed. Her clergy find positions as serving wenches or cooperers, and take a great pride in their service. Humanoid followers have been known to empty underground lakes to then cause floods on the surface lands.



# 96

## UG

### PATRON OF BURDENS

*(lug, shrug, tug)*

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<b>Portfolio</b>	Heavy loads, large burdens
<b>Worshippers</b>	Labourers, miners, quartermasters and warehouse managers, giants
<b>Granted Power</b>	<b>SHRUG IT OFF</b> The carrying capacity which can be borne without encumbrance to a cleric of UG is increased by LDA. This is not limited to objects in a backpack, but may also include carried people, or even propping up structures and buildings.
<b>Symbol</b>	A figurine of Atlas
<b>Description</b>	Followers of UG are often found carrying large boulders up mountains in honour of their god. These are then placed in cairns at the peak, and replenished with pilgrimages each year.

# 97

## UMP

### PATRON OF UNEVENNESS

*(bump, hump, lump, plump)*

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<b>Portfolio</b>	Heterogeneity, lumpiness, texture
<b>Worshippers</b>	The pimpled, pockmarked, disfigured and rotund
<b>Granted Power</b>	<b>ROUGH IT UP</b> This ability causes a touched flat surface or object of up to LDA size to become uneven and lumpy. This may have several effects including hampering movement, disguising terrain, or defacing buildings or artwork.
<b>Symbol</b>	A bowl of lumpy porridge, gravy or custard
<b>Description</b>	UMP was a acne and pustule-ridden gremlin before attaining godhood. His followers seek to surround themselves with as little smooth surfaces as possible and will even go out of their way to contract mumps so each cult member looks suitably lumpy.

# 98

## UN

### PATRON OF RAPID MOVEMENT

*(run, spun)*

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<b>Portfolio</b>	Running, fast animals, marathons
<b>Worshippers</b>	Athletes and runners
<b>Granted Power</b>	<b>FLEET OF FOOT</b> Clerics are naturally gifted with increased movement, and will be LDA faster than other members of their race. This ability can be shared with LDA companions for brief periods.
<b>Symbol</b>	A pair of running shoes
<b>Description</b>	UN was the unfortunate victim of a cursed pair of shoes that cause her only to be able to run, and never stand still. Rather than have the curse removed, she adapted to it, and used the powers to help others on her path to godhood.



# ? OR ' Patron of Elocution

# 99

*(glottal stop, as in uh-oh or Hawai'i)*

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<b>Portfolio</b>	Pauses, staccato, proper pronunciation
<b>Worshippers</b>	Elocutionists, orators
<b>Granted Power</b>	<b>HOW NOW BROWN COW</b> Priests are skilled speakers, and can bestow proper pronunciation and correct enunciation on a target with LDA success. This may improve their bearing in polite society, but has been known to interfere with or improve casting spells with verbal components too. Humanoids, such as orcs, taught to speak thus may find it difficult to be taken seriously by their own kind, despite the benefit in civilised, educated company.
<b>Symbol</b>	A tongue depressor
<b>Description</b>	The rise of ?'s power and prevalence amongst the pantheon of deities is much to the annoyances of those taught to speak correctly. As language is used more widely, the dropped 'h' and 't' in the parlance of the common man became an entity of its own, and acquired sentience and eventually godhood. Cults of ? are split in their goals, seeking both to encourage and forbid use of the glottal stop.

# ... Patron of Silence

# 100

*(...)*

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<b>Portfolio</b>	Peace and quiet, annihilation of all things
<b>Worshippers</b>	Librarians, researchers, those tired of the bustle of cities and life
<b>Granted Power</b>	<b>SHH! IT'S ON THE Q.T.!</b> This power allows the cleric to create an area of LDA size in and through which no sound can pass. This can be centred on a person or an object. They are also skilled at moving quietly, and will wear and carry objects that cause the least noise possible.
<b>Symbol</b>	A finger to the lips
<b>Description</b>	Cults of ... come in varying guises; from those who promote the occasional quiet moment in otherwise hectic noisy lives, to those who take vows of silence and strive to make as little noise as possible themselves, and finally to those who see existence itself as the source of all hateful noise and seek apocalyptic ways to end the Infernal Racket.

