THE GREAT NET PANTHEON.

Latex Version 1.0 of the
THE GREAT NET PANTHEON, Ascii Version 3

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1 Introduction.

A word of the compiler : Steve Hamby.

I first started to compile this work in June 1992. At the time I was beginning to put together a new gaming world for my own use. I had written some new deities for this world called Ogygia, but was beginning to run short of inspiritation. Thus, I asked for help from the contributors to the ADND-L (ADND-L@UTARLVM1.UTA.EDU) and Forgotten Realms (FR@CCWF.CC.UTEXAS.EDU) lists. I decided that it would be a good idea to share these new Gods, Goddesses, and Demi-Gods with other list members, and so the Great Net Pantheon came into being.

It has taken almost six months to reach this stage and yet it is still not complete; in fact it will never be complete as long as the creativity and the imagination of other list members continues to create new deities. I hope you enjoy this work, and that it proves uselful and inspirational to you. I will be trying to improve and expand this work in subsequent versions, so if you have any comments, advice, corrections (especially spelling), or contributions, then please send them to me at the following address:

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Steven R. Hamby. 13/12/92

About the Great Net Pantheon.

I have formed this work is into two major parts and an appendix. The first part deals with the new Gods that people have created for use within their games of ADND. Though grouped by author, they will be cross referenced by spheres of control to make choice of deity simple and quick. This section also includes the re-writes of some of the Demons and Devils of the first edition Monster Manual as deities. I did this for those who would like to see these beings "reborn" in the second edition game. In many cases it will not state a power level for a particular deity as I believe it us to the individual GM to decide how strong he/she would be in their world. For instance, in a mainly agricultural society Frethenti would be classed as a Greater Deity, whilst in a war-like society he would only be classed as a Lesser Deity. The second part will consist of existing deities that people have re-written or updated for use in their campaigns. These are again grouped by author, but are not cross referenced as there are in some cases two re-writes of the same deity. Finally, the appendix contains a light-hearted list of Gods who have strange worshippers and followers. This is included for those who wish to try to put some humour into their campaigns; though I'm not guarenteeing that these will work.

A word of the "editor" : Alain Herbelot.

This work is not the exact reflex of the one done by Steve Hamby (May all these Gods bless him and his future generation...). But I have only obmitted some very long descriptions and the appendix...

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2 THE NEW DEITIES.

Adventurers	Lukane
Agriculture	S'yl
Air	Elondar
Animals	Bhon, Geryon
Art	Deneir
Bards	Garjarvan, Rushlyn, Tilvaretu
Beserkers	Frenzick
Birds	Elondar
Chaos	Geryon
Crops	Frethenti
Darkness	Da‘harSu'revar
Dead, the	Eregul
Death	Eregul, Ulbreg
Despair	Dispater
Destruction	Tabrahil
Disease	Aphyx
Drow	Pimpliel
Duty	Ibrahil
Dwarves	Albrecht, Tobrig, Ulbreg
Elves	Elondar, Tilvaretu
Evil	Asmodeus
Exploration	Albrecht
Farming	S'yl
Fate	Lyganver
Fields	Frethenti
Forestry	Orion
Forests	Brogine
Gamblers	Lukane
Harmony	Lisori
Harvests	Frethenti
Healing	Lor, Manitaga, Treaton
Hunting	Orion
Justice	Ibrahil
Knowledge	Nethlar, Vofos
Land, the	S'yl
Lies	Baalzebul
Life	Flor, Treaton
Light	Orin
Love	Lisori
Loyalty	Ibrahil
Luck	Lyganver
Luck, good	Lukane
Mages	Kaeal
Magic	Albrecht, Kaeal
Martyrs	Manitaga
Metalwork	Tobrig
Mining	Tobrig
Mischeif	Azril
Music	Rushlyn, Tilvaretu
Musicians	Rushlyn
Nature	Brogine, Treaton
Night	Da'harSu'revar
Obedience	Ibrahil
Pain	Gilveus
Peace	Lisori
Pestilence	Aphyx
Poetry	Rushlyn
Prophecy	Othmus
Seasons	TheSeasons
seduction	Terra
Shades	Da'harSu'revar
Sky	Elondar
Storms	Tabrahil
Strength	Cyr
Symbols	Deneir
Temptation	Terra
Thieves	Da'harSu'revar, Pimpliel
Torture	Gilveus
Travellers	Garjarvan
Trickery	Azril
Undead	Orcus
War	Creegus, Hubris, Ulbreg
Wanderers	Vofos
Water	kir
Weather	Elondar, Tengri
Writings	Deneir

Albrecht, Dwarven God of Magic

name	Albrecht	fighter	15
title	Dwarven god of magic and exploration	priest	-
armour class	-3	mage	22
hit points	154	rogue	11
attacks	2	str.	23
damage/attack	1d10 +5 + str. bonus	int.	25
move	12	wis.	20
size	M (4')	dex.	21
magic resist.	75	con	24
alignment	NG	cha.	22 (25th Level:
worshippers	unknown		
symbol	8 pointed silver star		
plane	unknown		

Albrecht (in my world) was the original God of the Dwarves, responsible for the creation of the race and the definition of their ethics. He was also the God of dwarven magic, which was totally different from that of the magic of the Elves (which later races such as humans learnt to call their own). Dwarven magic dealt with two principles, those of contagion and sympathy. Simply stated these laws are:

- Contagion :-once together, always together.
- Sympathy :-like objects will always react in a like manner.

Albrecht was also inflicted with wanderlust and loved to explore the known worlds and planes of existance. He was also responsible for the discovery of new planes of existance and it was whilst exploring a new world that he found a gateway through to a new world. Albrecht entered this new world and was never seen again, though it is still beleived that he will return one day. After the loss of Albrecht Dwarven magic went into decline, until in this age it is completely unknown. Albrecht was described as a tall but thin dwarf with silver hair and grey eyes. His favourite weapon was an adamantite and silver club which was equivalent to a +5 defender. Rumours of appearances of Albrecht have been reported many times since his disappearance, but none have been proved. It is said by some that he is still around but has been profoundly changed by his experiences and is now reclusive, only appearing in times of great need.

Asmodeus the Devil Lord

name	Asmodeus	fighter	20
title	the Devil Lord, God of evil	priest	15
armour class	-7	mage	-
hit points	199	rogue	-
attacks	2	str.	24
damage/attack	4-16 +4 + str bonus + special	int.	20
move	12" / 24"	wis.	23
size	M (6'6")	dex.	21
magic resist.	90%	con	24
alignment	Lawful evil	cha.	19
worshippers	Any evil		
symbol	Ruby rod		
plane	Nine hells		

Asmodeus is the leader of the Gods of Evil, a group of evil deities who are constantly trying to take dominion over all the planes of existence. Currently they hold dominion only upon the Nine Hells. Asmodeus appears as a very handsome and charming human male of indeterminate age. He is always sporting the latest fashions for the time and place he appears in. Only at the fruition or the failure of his plans will his true evil be seen. Asmodeus can always see those who are invisible and exudes an aura of fear that causes those of less than 8 hit dice to either flee or pay homage to him, those of or above 8 hit dice must save versus death magic or react similarly. The range of this fear is 25' radius. Once per day he can cast one each of the symbol spells, unholy word, raise dead, and wish. Asmodeus uses a rod of purest ruby as his attack weapon, which acts as a +4 staff and inflicts 4d4 damage. Those struck by the rod must save versus death magic or suffer the effects of a cause serious wounds spell. The rod may also upon command release a cone of frost, a jet of acid, or a bolt of lightning as if it were the breath weapon of a 12 hit dice dragon of the appropriate species. Priests of Asmodeus may wear any armour and shield but can only use staffs and pole arms as weapons, they can however specialise in them as fighters can. Priests of Asmodeus can cast detect invisibility and fear three times per day each, and cause serious wounds once per day. Spheres allowed to priests of Asmodeus are :

- Major - all, charm, healing (reversed), divination, combat.
- Minor - necromantic, protection, animal, sun (reversed).

Baalzebul, Lord of Lies

name	Baalzebul	fighter	10
title	God of lies	priest	-
armour class	-5	mage	12
hit points	166	rogue	17
attacks	3 (fist/fist/bite)	str.	22
damage/attack	3d8 + str bonus/3d8 + str bonus/2d12 + poison	int.	23
move	9" / 24"	wis.	17
size	L (12')	dex.	25
magic resist.	85%	con	20
alignment	Lawful evil	cha.	13
worshippers	Rogues and any evil		
symbol	Black fly		
plane	Nine hells		

Baalzebul appears as a giant sized human, however his head has the horns of a bull and the eyes of a fly, and his neck is segmented like the body of a maggot. His mouth is filled with razor sharp teeth and his fingers end in 8 inch talons. He is a master at the art of subterfuge and his schemes are invariably complex and filled with plans within plans. Though disgusting to look to look upon he is able to charm those who come into contact with him by the lies he tells and the power of his voice, which is rich and melodic. Those who speak with him must make a save versus paralisation or become charmed as if the persons intelligence was half its current level. Baalzebul is a very sadistic and cruel God who delights in making others suffer, even his own priests. It is said that Baalzebul never kills his enemies but holds them on either the fifth or sixth level of the Nine Hells where he constantly tortures them but never allows them to die. The bite of Baalzebul infects his victims with an extremely strong poison. Those bitten must save versus poison (at -3rd Level: or die; those that save, though, suffer 3d10 points of damage and must make a second save at the same penalty or enter a hallucination filled coma-like state for 3d4 turns. Baalzebul can cast the following spells once per day:

- Charm monster
- false seeing
- geas
- mass charm
- unholy word
- symbol of pain
- symbol of insanity

Priests of Baalzebul may wear any armour, shield, or weapon allowable for a normal cleric. They may, however, also use a dagger with which they can backstab their enemies as if they were a thief of the same level, poison is also usable upon this weapon. Priests of Baalzebul have the ability to cast charm person as if they were a magic user, and may cast one such spell per day for every 5 levels of experience. Spheres allowed for priests of Baalzebul:

- Major - All, Charm, Combat, Protection, Animal (insect spells and creeping doom only).
- Minor - Divination, Sun (reversed), Necromantic, Healing.

Brogine, Lord of Forests

name	Brogine	fighter	15
title	God of nature, lord of forests	priest	14
armour class	-5	mage	-
hit points	135	rogue	-
attacks	3	str.	24
damage/attack	d8 +4 + str bonus	int.	19
move	18	wis.	23
size	M (6' 6")	dex.	22
magic resist.	45%	con	24
alignment	CG (N tendencies)	cha.	23
worshippers	Druids, rangers		
symbol	Treant		
plane	Gladsheim		

Brogine is a woodland diety that usually takes the form of a large treant, though on occasion He has taken the form of Satyrs and Centaurs. In treant form he is a 15 hit dice treant with clerical spell abilities. He never takes humanoid form but will aid any creature that respects the woodlands and forests that he protects. Brogine can also cast entangle 3 times per day and always moves as if under a pass without trace spell.When not in treant form Brogine attacks with a +4 club that does d8 damage and with which he gets 3 attacks per round. Brogine has a great fear of fire and will do anything to prevent the spread of fire in his forests. For this reason druids of Brogine may not use any spell that involves the use of fire, either cast, from scroll, or from magic item. However, druids of Brogine receive a 50% bonus to either duration or effect for any spell that protects against heat or flame. Brogine's druids also may use the spell Animate Tree which is similar in effect to animate rock except that the duration is 1 turn/level and it effects 1 tree per three levels of the cleric. It is still a 7th level spell. Brogine has only Druids, rangers,and other woodsmen as His worshippers; though it is rumoured that some wood elves have taken to worshipping Brogine rather than their own Gods of the woods. Druids of Brogine are subject to the arms and armour restrictions of the 1st ed. ADND druid.

Spheres allowed :

- Major - all, divination, healing, plant, protection, summoning, weather.
- Minor - animal, combat, creation, guardian, necromantic, sun

Creegus, hound of Battle

name	Creegus	fighter	20th level fighter
title	Hound of Battle, God of War	priest	-
spheres	Combat	mage	-
armour class	-8	rogue	-
hit points	250	str.	25
attacks	3	int.	16
damage/attack	As weapon + str bonus + 2	wis.	19
move	15	dex.	23
size	M (6'7")	con	24
magic resist.	40%	cha.	21
alignment	CN (with good tendencies)		
worshippers	Warriors		
symbol	Full faced helm in shape of hounds head		
plane	Gladsheim		

Creegus appears as a large powerful human clad in pure silver full plate with a full faced helm in the form of a hounds head. If he pushes the visor back (no other may, if they ever get the chance to try) his face is revealed as that typical of any veteran mercenary warrior, scarred and worn looking, and in Creegus' case sporting a drooping grey moustache reminiscent of a hounds whiskers. Creegus may use any weapon and uses it as if specialised with that weapon, though his favoured weapon is a two-handed sword. Creegus can install a wild beserker-rage in any fighter he chooses (no save) except paladins and Rangers. This rage last for 20 rounds and though Creegus can cast it at will, it will only work on one person at a time. Once a day Creegus may summon the War-pack. This is a horde of huge hounds that look similar to a Great Dane. These are : 5+3 hd, ac 0, Thac0 14, Mv 15, 2 attacks, d8 damage/attack. Their jaws lock on a natural 20 and do an automatic 2d8 damage each following round until the hound or the victim is dead, or ordered to release by Creegus. There are usually 10-60 (10d6th Level: hounds in the pack (but the number may be adjusted by the DM to suit his/her needs). Though Chaotic Neutral creegus does have good tendencies and in a good versus evil battle will favour the good side. Priests of Creegus may wear any armour and use the fighter Thac0 tables. They may also choose one edged weapon and specialise in it. They have no access to the healing sphere and may not pick the healing and herbalism proficiencies. Spheres allowable to priests of Creegus :

- Major - All, Combat, Animal, War, Summoning.
- Minor - Necromantic, Protection, Divination, Guardian.

Da'har Su'revar

name	Da'har Su'revar	fighter	7th level ranger
title	God of darkness, shades, and night.	priest	13
armour class	-4	mage	-
hit points	98	rogue	19
attacks	4	str.	22
damage/attack	d6+2 +3 + str bonus	int.	17
move	18	wis.	24
size	M (5'10")	dex.	25
magic resist.	75%	con	22
alignment	CN (G-E tendencies)	cha.	15
worshippers	thieves and CN		
symbol	Black flame		
plane	Limbo		

Da'har is virtually never seen, either in avatar or God form, prefering to blend into shadows or crowds and is therefore a prime choice for thieves. On the rare occasions that an avatar of da'har is seen it appears as an average human male, slightly stooped and thin, with brown hair and mismatched eyes; the left green and the right brown. He usually wears leather armour and fights with two magical flenches (a broad bladed short sword that does d6+2/d8+1 damage) of +3 enchantment. It is rumoured that Da'har started in life as a normal human but attained Godhood during his career as an adventurer. Da'har's thieving skills are 99% in all things except move silently, hide in shadows, and hear noise. Move silently and hide in shadows are both 100%, whilst hear noise is 80%. Priests of Da'har can wear the armour allowable to any normal cleric but when using leather armour they are able to operate as a thief of the same level (see 2nd ed DMG page 23 for average skills/level table) with repect to hide in shadows, move silently, hear noise, and climb walls. They can also use those weapons available to any normal cleric plus the short sword and the flenche. The spheres allowable to these priests are:

- Major : all, charm, divination, necromantic, summoning, sun (reversed).
- Minor : animal, elemental, guardian, protection.

Delusha, Matron mother of sun and foresight

Delusha is the matron mother of the Sun and foresight. Delusha's symbol is the Sun.

Priests or Priestess' of Delusha cloak themselves from head to toe, they deprive themselves from the sun as a form of patronage. Their rituals are held at dawn and dusk. The strange thing about followers of Delusha is that they must see visions for their Matron to speak to the world. To do this it usually involves a white powder which is absorbed through the nasal passage (usually a hallucinogenic). The holiday's fall on the Soltices. The Spring soltice of the sun is a grand holiday and the Priests disrobe and gather in the fields naked and absorb the Matron's divine light. The Winter soltice is also a holiday but it is one of fear. The Priest hold up in their monasteries and hold vigils until dawn as to count the hours until the Matron brings the sun back. They believe this is the day that the dead may walk the earth.

The preferred weapon of the followers of Delusha is: staff or Scythe The shock factor of a pale white, cloaked figure with a scythe walking through a battle usually strikes fear into enemies mistaking them for DEATH.

The alignment of the Priest of Delusha is normally : Chaotic Neutral This is because after trying to have visions using hallucinogens for so long they tend to go insane.

The Priests upon second level receive a pouch from the church which has been blessed by Delusha herself. The bag produces a handfull of drugs a day and can be only opened by followers. The reason is Delusha has cast a Glyph of Warding on the pouches so that only a true believer can open them, (reason why only second level priests can have one and not first).

Elondar, Elven Goddess of the Sky.

name	Elondar	fighter	-
title	Godess of air, weather, sky, and birds	priest	15
armour class	-2	mage	10
hit points	87	rogue	5
attacks	2	str.	20
damage/attack	d6 +2 + str bonus	int.	24
move	24 (48)	wis.	25
size	M (5' 4")	dex.	21
magic resist.	70%	con	19
alignment	CG	cha.	23
worshippers	Elves		
symbol	Dove		
plane	Happy hunting grounds		

Elondar is the Elven deity that has precedence over the area above the lands. She appears in one of two forms - either as a female white dove or as a female elf. Her elven form has pale ivory skin, white hair, blue eyes, and large dove-like wings upon her back; she only ever wears white and is spotless at all times. Elondar uses an ivory staff as a weapon. Though Goddess of weather she has no power over its destructive elements e.g. storms and hurricanes; these are under the influence of a stronger God. However, it is Elondar who brings the good weather that usually follows such destructive forces. Priests of elondar can not wear armour, though they can use all shields. Weapons are restricted to those normally allowed clerics, except they may choose either the short bow or short sword (not both) at the expense of two weapon slots. At 6th level a priest of Elondar may assume an avian form once per day, which lasts for one hour per level; though they may not choose the form of any bird larger than an albatross and it must be a bird of natural origins. At 9th level priests of Elondar can predict the weather for the next three days with 100% accuracy, and for the following six days with an accuracy of 75%. Spheres allowable for priests of Elondar:-

- Major - All, Animal, Astral, Summoning, Sun, Weather.
- Minor - Healing, Guardian, Divination, Combat, Plant.

Only elves and half-elves may be priests of Elondar

Frenzick the Wild

name	Frenzick	fighter	20
title	the Wild, God of Beserkers	priest	-
armour class	-2	mage	-
hit points	152	rogue	-
attacks	4	str.	18/00
damage/attack	2-20 +6 + str bonus	int.	14
move	15	wis.	17
size	M (6'3")	dex.	17
magic resist.	25%	con.	18
alignment	Chaotic neutral	cha.	7
worshippers	Warriors/beserkers		
symbol	Red whirlwind		
plane	Limbo		

Equipment : Great Axe (2-20) +4 (Allows him twice the normal attacks) (sp +1,+2th Level:. Chain +4. Horn of Summoning (This horn allows him to summon anywhere from 20 to 200 beserkers to join in a battle. The beserekers can arrive within three rounds. The sound carries for about 1 mile and any beseker within this area cannot resist the call of frenzick).

Frenzick the Wild is from my own world. He is the patron of Beserkers and his priests are more warriors than healers. The method of worship is only while in battle. He is typically viewed as a large man who is bare chested with long red hair and a mid chest length beard of the same colour. In battle he weilds a great axe which causes 2-20 pts.

Frenzick is said to have been raised in the wild country by the master of the hunt (Deities and Demi-gods). He is said to have the savagrey of a wolf, the strength of the bear. Those beserkers who die in battle while shouting his name join him to fight in his realm. Priests of Frenzick may use any type of armour and any type of weapon though many prefer to fight without armour when in a beserk frenzy and will use long swords and/or axes to fight with. They may also use two weapons as a ranger would and use the warrior tables for Thac0 and saving throws. Spheres allowed to priests of Frenzick are :

- Major - combat, all, war, guardian, elemental (air only).
- Minor - necromantic, protection, healing, sun, creation.

Frethenti, God of Fields

name	Frethenti	fighter	12
title	God of fields, crops, and harvests	priest	13
armour class	-3	mage	16
hit points	107	rogue	-
attacks	2	str.	20
damage/attack	2d8 +4 + str bonus	int.	25
move	12	wis.	23
size	M (5' 11")	dex.	20
magic resist.	72%	con	23
alignment	LN (G tendencies)	cha.	22
worshippers	Farmers		
symbol	Scythe		
plane	Nirvana		

Frethenti is the Lord of fields, crops, and the harvest. He appears as a ruddy faced, heavily built human typical of any common farmer. He always carries a scythe and this is His preferred weapon in combat. It is a +4 defender with a blade of silver and a haft of ebony. Frethenti is not only the Lord of fields, he is the lord of the creatures that inhabit the fields and will protect them at times of danger i.e. harvest time and ploughing. It is rumoured that at harvest-time Frethenti's avatar will appear, to help any of his worshippers who have difficulty in bringing in the harvest. His scythe and his strength allow him to work at more than four times a normal human's speed and without rest or food. Frethenti's scythe is always sharp and totally silent in both combat and harvesting, and will never break no matter what it hits. It is rumoured that his avatar once came to help an old farmer bring in his crop during a storm, and that during his harvesting of the corn cut clean through an obscured rock, about the size of a medium shield, without even noticing.

Priests of Frethenti are only allowed to use any non-metallic armour and wooden shields. They can use the following weapons - bill, flails, scythe, sickle, fork, and staff.

Spheres allowed are :

- Major - all, creation, divination, plant, wards, elemental (water only), summoning (but can only use wall of thorns, weather summoning, and creeping doom).
- Minor - animal, healing, protection, sun, weather.

Gadraka, True God of the Trolls

name	Gadraka	fighter	18
title	True God of the Trolls	priest	8
armour class	-3	mage	12
hit points	212	rogue	7
attacks	5/round (4 claws, bite)	str.	25
damage/attack	4 * 2d6 +2d12	int.	15
move	18	wis.	16
size	L (12')	dex.	14
magic resist.	60%	con	25
alignment	Chaotic-Evil	cha.	-2
worshippers	Trolls		
symbol	a screaming face		
plane	Abyss		

Gadraka is the brother to Vaprak the Destroyer, and his most hated enemy. Gadraka hates Vaprak as he believes his brother a traitor for accepting the worship of ogres. Gadraka appears as an immense but otherwise normal troll, except for the glint of inteligence which lights his eyes. His skin is rock grey and his hair is jet black.

Gadraka is incredibly fast and agile, having five attacks in a normal round. He attacks twice with each claw and once with a bite; he never uses weapons. A successful hit from Gadraka's claws forces armour to make a saving throw versus crushing blow. Failure means the AC value of the armour is decreased by 1, it does not effect the magical value of the armour. When the armour is equal to AC 10 (not including magic) it is totally destroyed. The bite of Gadraka has a similar ability but also injects the victim with a virulent poison that induces madness. Saves are at -4, failure causes the victim to become violently insane, screaming and attacking beings at random each round. This madness can only be cured by a wish.

Trolls attacked by Gadraka do not regenerate any of the damage he inflicts upon them and gain no saving throws against his poison. Gadraka is only susceptible to damage from +2 or better magical weapons and regenerates at 6 hp per round. However, Gadraka is still susceptible to damage caused by both fire and acid, and also holy water. Gadraka may teleport without error 3 times per day and may also cast unholy word once per day. Troll shaman of Gadraka may attain 7th level and can cast spells from the following spheres:-

- Major: All, Combat, Divination, War.
- Minor: Guardian, Necromantic, Elemental.

Garjarvan, Watcher of the Way

name	Garjarvan	fighter	15
title	Watcher of the Way	priest	25
armour class	-5	mage	20
hit points	132	rogue	25
attacks	2/round	str.	20
damage/attack	3-30/3-30 + special	int.	23
move	unlimited	wis.	23
size	Man-sized	dex.	20
magic resist.	30% (60% when on any road or trail of any kind)	con	19
alignment	Neutral-Good	cha.	24
worshippers	Travelers and bards (because of their wanderings)		
symbol	a crossroads		
plane	Prime Material		

Description: Garjarvan appears as either a gnarled old man, a wandering young warrior or a beautiful maiden who has lost her way. He will most often use his warrior form to fight with if he has to fight. When he attacks he can either cause someone to become lost everytime they go anywhere until an attonement is cast by one of his clerics or he can cause a person to be transported anywhere within the prime material plane. Sometimes he does both. When he is not walking to where he is going he rides a pegasus which can travel anywhere in any plane at will. Garjarvan's temples are a welcome sight to any traveller. They will give a free night's stay and a hot meal to any traveller who asks. It is customary, however, to give the temple a donation if the traveller can afford it.

Champions of Garjarvan

Ability requirements and all restrictions (with alignment altered to NG) are the same. Spell spheres :

- *Major: Travelers (Tome of Magic), Weather, Elemental*
- *Minor: Protection, Healing*

Granted Powers :

- *+2 on all saves*
- *Generate Circle of Power with (NG) Holy sword (see PHB)*
- *Immune to Disease*
- *Protection from Evil, 10' radius*

- *Can walk any where there is earth (mud, dust, sand) as if it is a smooth road*
- *Lay on Hands 1/day*
- *Cure disease 1/week/level*
- *Will never trip or slip due to natural forces (ice, oil) and gains a +2 vs. spells which cause these effects.*
- *Call warsteed at 9th level (5% chance for it to be a pegasus)*

Duties :

- *Protect travelers who cannot protect themselves.*
- *Prevent the destruction or blocking of a road of any kind*
- *Aid those in need of aid*
- *Prevent war if at all possible (threatens travellers everywhere)*
- *End wars quickly if they can't be prevented*

These paladins usually wind up working with the priests of peace until war breaks out, then they can put a priest of the war god to shame.

Gilveus, the Golden Warrior

name	Gilveus	fighter	20 th lvl.
title	The Golden Warrior,God of Pain and Torture	str	18/81
sphere	Combat	int	15
armour class	-3	wis	20
hit points	203	dex	18
attacks	2	con	21
Damage/attacks	As weapon +5 or 1-6 +5	cha	19
str. bonus +5			
move	12		
size	M(6'2")		
magic resistance	50%		
alignment	CE		
worshippers	very few.		
Symbol	A large Black Dragon		

Gilveus appears as a human, large, clad in the blackest, darkest plate armor you can imagine. The face mask is gold colored and is in the shape of a devil. His eyes glow a bright red. Gilveus has the ability to see any invisible objects and people. He has an arsenal of weapons (all of which are at least +1 and of fine quality) and can weild them as if specialized in each. Gilveus had a sword fashioned by his master for his use, it is called Backlash. Backlash is a sword of wounding +4, with the bonus of electrical damage on Gilveus' command. The sword fully charged has 20 charges, but he can only use up to 4 charges at a time. One charge does 1-6 electrical damage. Backlash regains one charge every 6 hrs. Once per day Gilveus can power word blind/stun/kill. He can also produce flame, wall of fire, detect evil/good, detect magic, and charm person or monster once per day. Gilveus is a very young God and when he first journeyed to Mafisto's land he was nearly destroyed. Gilveus was rescued by Pimpliel who immediatly commanded him to serve as his general. Gilveus commands a troop of 100 of Pimpliels Golden Warriors. If Gilveus should ever raise his face mask any one seeing his face must save vs. parolysis or turn to stone. Gilveus is immune to all fire based attacks. He can't be hit by less than a plus 2 weapon. Holy water causes 1-6 points of damage to him unless he saves vs. poison, then it has no effect.

Lyganver the Fickle

name	Lyganver	fighter	10
title	the Fickle, Goddess of luck and fate	priest	12
armour class	-4	mage	12
hit points	120	rogue	18
attacks	2	str.	20
damage/attack	1d10 +5 + str bonus	int.	22
move	18	wis.	21
size	M (5'8")	dex.	25
magic resist.	75%	con	19
alignment	N	cha.	24
worshippers	any		
symbol	imbalanced scales		
plane	concordant opposition		

Lyganver is the Goddess of luck and fate, though she tends to be unreliable hence she is often referred to as Lyganver the Fickle. She appears extremely rarely, but when she does appear it is always as a young female of either human or half-elven aspect. Her favoured weapon is a large staff (6') made from pure mithril silver, which inflicts 1d10 damage plus appropriate bonuses. Her theiving abilities are 95% in each. Priests of Lyganver may alter an attack or save roll by 1 once per day for every four levels, though it is random in effect (01-50 = +1, 51-00 = -1). This can be cummulative by level, but can not be carried over to the next day if not used e.g. either +/- 2 once per day or +/1 twice per day at 5th level. They may wear any armour upto and including chain mail and any shield. Weapons are restricted to those normally allowed a cleric. Any item associated with chance or luck always works at twice its normal value (irrespective of plus or minus) when used by priests of Lyganver. Spells cast by priests of Lyganver will not always work, the chance of them failing is 25% minus 1% per level. However, spells cast at priests of lyganver have a 10% plus 2% per level chance of not affecting them. It is for these reasons that she is refered to as the Fickle. Spheres allowed to priests of Lyganver are :

- Major - All, Divination, Protection, Numbers, Summoning, Healing.
- Minor - Combat, Necromantic, Sun, Weather, Creation.

Manitaga - the child god

name	Manitaga	fighter	-
title	the Child God , God of Martyrs	priest	20th level priest
spheres	Healing	mage	-
armour class	0	rogue	-
hit points	120	str.	20
attacks	1	int.	23
damage/attack	d4 + str bonus	wis.	25
move	24	dex.	21
size	M (4' 9")	con	21
magic resist.	70%	cha.	24
alignment	NG		
worshippers	Martyrs and healers		
symbol	Hand holding bottle		
plane	elysium		

Manitaga was born to humble parents in a small but strategically important border castle. From an early age he was able to cure people at will (equal to a cure light wounds spell) and became reveared as a healer through-out the surrounding area. Manitaga was born during a time of civil war. This was a dangerous time with the whole country in chaos and armies of both sides roaming the countryside fighting and conscripting the serf classes. One day a rebel army approached the castle where Manitaga lived demanding food and warriors to support their cause. However, the Lord of the castle was loyal to the High King and would not grant his aid. The rebel army attacked the castle and bloody battle raged within and around the castle walls for over ten days. Eventually the rebel army was defeated and fled into the countryside to regroup. Manitaga was asked by the Lord to heal the defenders of the castle so that they would be strong if the rebels returned. Manitaga, however, healed the rebel wounded as well as the defenders and unknowingly healed the rebel commander who fled after his army. Several weeks later the rebel commander returned with a force twice the size of his original force and again attacked the castle. This time the battle raged for nearly a month before the rebels were again forced to withdraw. During the battle all three of the Lord's sons were killed and the Lord fell into a mood of black hatred. The army of the Lord was decimated, only a twentieth of its original size remained alive, and nearly three fifths of the common people of the castle had been killed by the fires and siege equipment that had virtually destroyed the castle. When it was discovered that Manitaga had healed the rebels as well as the defenders the Lord ordered him tried for treason. The Jury found him guilty and bound him over to the Lord for sentence. Still in his black mood of grief and hatred the Lord ordered Manitaga to be hung, drawn and quartered for his crimes. Manitaga's parents fled to the High King to plead for their son's life and begged the High King to intercede on their behalf. The High King agreed to do so and they returned to the castle. However, they were too late. The Law stated that a condemned man had seven days in which to appeal for clemency before execution was carried out. The Lord had broken the Law and ordered Manitaga killed the morning after he'd sentenced him to death. The High King pronounced the Lord an exile and stripped him of all lands and title. The High King then ordered a memorial to be built in the memory of Manitaga and his remains were removed from the unconsecrated ground in which they'd been buried and re-intered beneath the memorial in the castle burial grounds. Over the years this memorial became a shrine to those in need of healing or in fear of persecution and in less than a century manitaga came to be reveared as a God.

Manitaga is not an agressive God and has few combat abilities. His avatar fights as a priest of 20th level but uses no weapons. He can charm person and charm monster at will with a -4 to the victims saving throws and elven resistance is reduced to 45% for elves and 15% for half-elves. He will only use this ability to stop his victims attacking someone or to prevent attacks upon himself, he will never use those charmed to attack some other creature. He can only be harmed by magical weapons that are greater than +3 and is able to heal himself at will. He can cast cure light wounds at will on other people but recipients may not receive more than 3 in 24 hours. Manitaga is able to cast cure serious wounds 3/day, cure critical wounds 2/day, and heal 1/day on other people but may only be blessed with one of these spells once per day. He can also teleport without error upon himself or another 3/day cast at 20th level magic use. Manitaga and his avatar appear as a nine year old boy of any humanoid race.

Priests of Manitaga may wear no armour but may use those weapons and shields usable by a normal priest. If using a staff then they use it as if specialised in that weapon as a fighter. However, they must only kill when there is no better alternative. They can not use spells from the combat sphere or any other spells in an offensive manner. Nor can they refuse healing to those that ask for it except if they are evil or harbour evil intent to another. They gain a bonus of +2 to their cure light wounds spells, +3 to their cure serious wounds, and +5 to their cure critical wounds spells. Necessary non-weapon profs are healing and herbalism, though they are treated as being doubly proficient in both. They also gain +1 to saving throws versus any offensive magic, and +4 to the reverse of any healing spells. Spheres allowable are :

- Major - Healing, All, Necromantic, Protection, Charm.
- Minor - Divination, Sun, Guardian, Creation

Orin, Lord of Light

name	Orin	fighter	12
title	the Dawn Bringer, the Lord of Light	priest	25
armour class	-5	mage	25
hit points	150	rogue	20
attacks	1/round	str.	20
damage/attack	1-10 + special	int.	24
move	can teleport anywhere sun shines	wis.	25
size	Man-sized	dex.	21
magic resist.	60% (99% when in sunlight, 40% in darkness)	con	20
alignment	Neutral-Good	cha.	25
worshippers	Everyone. Especially undead'slayers.		
symbol	a rising sun		
plane	Elysium		

Orin's avatar almost always appears as a tall man in shimmering gold robes. He has been known to appear as animals, usually birds (especially eagles). Animal forms will be physically perfect and often have golden eyes. When his avatar strikes someone with the staff that he always carries when in human form, the person is permanently blinded by an intense burst of light. This blindness can only be removed by a priest of a good diety of at least 9th level. Any weapon striking the avatar of less than +2 enchantment is absorbed by the gold robes. The avatar can cast spells relating to light at will, in addition to other actions during the round.

Temples: Temples of Orin are usually refuges for the wounded. However, there are also temples as guardians nearby to strong sources of evil, especially undead.

Champions of Orin

Ability requirements and all restrictions (with alignment altered to NG) are the same.
Spell spheres :

- *Major: Travelers (Tome of Magic), Weather, Elemental*
- *Minor: Protection, Healing*

Granted Powers :

- *+2 on all saves*
- *Generate Circle of Power with (NG) Holy sword (see PHB). (The Holy Sword for paladins of Orin is a long sword of +1 to +5 enchantment. It dispels magic as a holy sword, can generate a sphere of light as a sunblade, and dispels magical darkness 50% of the time if thrust into it.)*
- *Immune to Disease*
- *Protection from Evil, 10' radius*
- *Detect Undead at will*
- *Detect Evil as a basic paladin*
- *Lay on Hands 1/day*
- *Cure disease 1/week/level*
- *Turn undead as a priest 2 levels lower.*
- *Call warsteed at 10th level (5% chance for it to be a pegasus)*

Duties :

- *Destroy all types of undead*
- *Aid those in need of aid*
- *Heal those who require it*
- *Bring the power of light into the dark world*
- *Spread knowledge and culture (enlightenment)*

Pimpliel

name	Pimpliel	Fighter	32
title	Lord	Priest	-
AC	-4, -6, -8 (depending on the form)	Mage	15
HP	308	Rogue	20
Att	Human form: 2	str	23
	Demon form: 4 or 2	Int	21
	Dragon Form: As Dragon age 12	Wis	19
Move	12	Dex	20
	fl 24 Demon form	Con	20
	fl 30 dragon form	Cha	22
size	6', 12', as largest black Dragon		
Magic resistance	60%		
Alignment	C/N		
Worshippers	Thieves and Drow		
Plane	see after		

His plane is a small pocket that can be moved about by Pimpliel's will. It exist outside of another's plane. Pimpliel is good at hiding himself and his plane.

Pimpliel owns a large castle which sits in a pocket of space. The castle actually sits in darkness. It is guarded by Pimpliel's Golden Warriors. HD: 10 Damage: by weapon(weapon +1) Pimpliel's Golden warriors are almost neutral in alignment. They are stupidly brave, and follow orders very well. Gilveus is his supreme general. Also Black Dragons will guard him. Pimpliel's favorite weapon is a military fork +5, it also acts as a sword of wounding. Pimpliel's favorite favorite thing to do is bring people into his service, especially other gods or important/famous people. Besides Gilveus, Pimpliel has another servant, her name is Terra, Goddess of Temptation. She is chained to his throne, the chain is unbreakable.

Terra, Queen of seduction

name	Terra	Fighter	20
title	Goddess of tempatation	Priest	-
AC	-4	Mage	-
HP	78	rogue	-
Att	2(punch or kick)	str	20
damage	1-8	Int	17
Move	15	Wis	14
size	M(5'7")	Dex	22
Magic resistance	50%	Con	18
Alignment	L/E	Cha	24
Worshippers	very few		
Symbol	a large Black Dragon		
Plane	Pimpliel's		

Terra has the Death kiss. Save vs. Poison -4 or die. Terra can use these spell like abilities as if 20th level Magic user. Charm person, Charm monster, Detect magic, Dispel magic, fly, Know align, Polymorph self, Produce Flame, Read languages, Read magic, Teleportation, Wall of Fire, Fireball, Fulfill another's Wish. Special Abilities: Infravision, Trueseeing, and she can give any one being 5% Magic resistance If they already have magic resistance of higher than 5% it has no effect. She can use a gate ability to summon 2-5 Golden Warriors. Terra never uses weapons.

The Seasons

Our world has only five gods, namely Winter, Spring, Summer, Harvest, and Autumn. As you would guess, there are five seasons in the year (named after the gods), and each season is the Time of Power of one god. (The names are translations from my language, Finnish, as I did not want them to have any strange sounding names, but if someone would like to have the original names they are (in order): Talvi, Kevat, Kesa, Sato, Syksy)

- Winter, the Weeper of the Weak, Strengthgiver, is the god of those who believe in might, that with might and power you can bring good into the world, that you should compete, grow in strength, and eliminate the weaknesses so that the world would grow stronger.
- Spring, the Fortune of Lonely Men, Newgiver, is the god of those who believe in individual rights, that everyone has his chance to get happy with his life, and that no rule is fair, if it suppresses the individual, even if it is for the good of the whole. The rights of one surpasses the rights of a community.
- Summer, the Peace of Souls, Friendmaker, is the god of those who believe in helping each other, in compromising with their goals, so that no one is left out.
- Harvest, the Caretaker of Communities, Orderbringer, is the god of those who believe, that teamwork is the key, that a group can achieve better than the sum of individuals, that the members of a community should work towards the good of their group, and that in so doing they are also enchancing their own welfare.
- Autumn, the Closer of the Circle, Harmony, is the god of those who believe in a balance, that no god is better than another, that no one has the right to destroy completely anything, be it a god, religion, race, or species. With as many species and viewpoints as possible, the world is rich.

The alignments of these gods is a bit difficult, for I define them in another way than the ADD-guides (It was sent to the list last spring, if I remember correctly, and it was that post with stated every alignment in a positive way). Anyway, the alignments are:

Winter	Spring	Summer	Harvest	Autumn
evil	chaotic	good	lawful	neutral

The spheres of the gods (and the spells they can give), varies with the culture in which they are revered (There are currently two cultures, flavored among the Europe of the Middle Ages, and the feudal Japan, and they have different spheres for the gods). However the gods should be "independent of each other", and so each should have different spheres (except the general sphere), an equal amount of them, and with a maximum capacity (to the 7th level). Commonly Winter has combat, Spring has weather, Summer has healing, Harvest has protection, and Autumn has the flora and fauna -spheres.

- The priesthood of Winter has an organization much like the military, but the organizations are only local, i.e. they have no far reaching organization like the priests of Harvest. However, they do not commonly fight each other (only as a side-effect of other wars). Winter is the religion of choice of soldiers, and in times of war, almost everyone seeks strength and support from him. At other times people still seek Winter's help for hunting, or even for raiding (common among barbarians).

- The priesthood of Spring, has no organized structure, and it really does not need it. Individual priests travel across the lands, encouraging people to trust themselves, and to try for a better life (much like the "american dream"). Spring is the god of choice of thieves, adventurers, soldiers of fortune, and generally those with an individual mind. Common people turn on Spring when they have problems concerning love, chance and similar matters.

- The priesthood of Summer is organized like the travelling beggar- priests. They have orders of rank among them, but they tend to work alone, because they are not great in number. People turn to the priests of Summer for healing and support. Summer is mostly the god of the poor.

- The priesthood of Harvest is the most organized, and it is the most powerful religion in most civilized countries. It is organized much like the catholic religion of the Middle Ages, with its churches, cathedrals, and monasteries. Only Harvest has paladins among his followers. Common people turn to Harvest in big decisions, for it is he, who gives the community food, and protection. It is also the religion of choice of the nobles, for he gives them the right to rule.

- The priesthood of Autumn are like the druids, wandering in wilderness, and keeping the balance. Common people call on Autumn very seldom, but revere him deeply, because it is believed that without Autumn Time stops and the year cannot begin anew. The ceremony of Autumn is held when the leaves fall from the trees. The people will light several big fires, and join to hear tales and songs of travelling bards.

The priests are not limited with their choices of armor or weapons, BUT they must act like they teach. Most commonly priests of Winter have weapons and armour of war. Priests of Spring use only light armor and usually just one weapon (but they use it well, VERY well). Priests of Summer are happy with their staves and robes. Priests of Harvest have been seen with almost any armor and weapon, but one particular temple or church uses only one type of weapon and armor. Priests of Autumn won't need armor nor weapons, for they have the support of Nature.

The abilities of the gods aren't that necessary, for these gods won't have a physical form, and as such cannot be harmed by physical or normal magical means (the only time that comes to mind would be a battle similar to that of Raistlin and Takhisis in the Dragonlance Legends, a RARE thing, that would most likely destroy the world). Nevertheless, I won't object if someone created them, after all "whose campaign, his rules", as the saying goes.

Tilvaretu, Elven Goddess of Music

name	Tilvaretu	fighter	12
title	Goddess of music and bards	priest	15
armour class	-3	mage	9
hit points	92	rogue	12
attacks	2	str.	21
damage/attack	by weapon +3 + str bonus	int.	22
move	15	wis.	25
size	M (5' 2")	dex.	24
magic resist.	60%	con	20
alignment	NG	cha.	25
worshippers	Elves, bards, musicians, etc.		
symbol	Golden flute		
plane	Elysium		

Tilvaretu, the Elven Goddess of music, appears in many guises; though always as a female elf. She is revered not only by elves but by bards and musicians of many other races. Tilvaretu is said to have provided the inspiration for many of the songs of the elves, and has been reported to "speak" to composers of any race who are in need of inspiration. Priests of tilvaretu must take the Singing and Musical instrument non-weapon proficiencies at first level (singing = 1 slot dex -1, Instrument = 1 slot dex -1). However, they get one of the following as a bonus every 3rd level, starting from 2nd level.

- Etiquette (1 slot cha 0)
- Dancing (1 slot dex 0)
- Ancient history (1 slot int -1)

Priests of Tilvaretu are limited to studded leather armour, but can use any shield and those weapons allowed a bard. They must also have a minimum stat of 14 in both dexterity and charisma. To advance in the hierarchy of their church (i.e. go up a level) priests of Tilvaretu must write a either a song, a piece of music, or a tale of their adventures. Spheres allowed to priests of Tilvaretu are:

- Major - All, Charm, Summoning, Sun, Healing.
- Minor - Combat, Guardian, Numbers, War.

Plus any spell with music or song in the title (priest or mage spells) and Legend lore as a bard of the same level.

Tobrig, God of Dwarves

name	Tobrig	fighter	16
title	God of dwarves, mining, and metalwork	priest	9
armour class	-5	mage	-
hit points	127	rogue	-
attacks	4	str.	25
damage/attack	3d4 +3 +str bonus	int.	19
move	9	wis.	23
size	M (4' 7")	dex.	20
magic resist.	25%	con	24
alignment	NG	cha.	20 (23)
worshippers	Dwarves (esp. miners and smiths)		
symbol	Double headed war hammer		
plane	Elysium		

Leader of the dwarven pantheon, Tobrig is the true essence of all that is considered dwarvish. Short and broad, strong and gruff, He wears both red beard and hair long full bodied. He is war-like and quick to anger, though He is just and fair in His dealings. In battle He wears magical plate armour and fights with a double headed (one at each end of the haft) war hammer that is a +5 weapon. The hammer is called Knee-capper and is similar in effect to a vorpal sword except that it breaks the knee caps of large or greater size creatures rather than severing heads. Tobrig was not always the leader of the pantheon, being merely the God of mining and metalwork. His father Albrecht was the first leader, but disappeared leaving the eldest of His two sons in his position. It is rumoured that Albrecht crossed reality to an obscure universe to found a new race of dwarves but died there in some unknown skirmish. As the God of metalwork He will sometimes instill a particular dwarven smith with the ability to create a weapon or suit of armour with such skill that it can be ensorcelled to aid its wielder/wearer in combat. The God himself will instill the work with the amount of magic He feels is suitable. Priests of Tobrig can wear any armour and use any type of shield but are limited to blunt weapons only, like normal clerics.

They may cast spells from the following spheres :

- Major : all, elemental (fire and earth), creation, combat, protection.
- Minor : healing, divination, sun, elemental (air and water).

Priests of Tobrig can also cast detect precious metals and locate object 1/day each at any level and cast them as if they were 9th level. They may also choose the weaponsmith or armourer proficiency at no extra cost.

Treaton, the Life Giver

name	Treaton	Magic user	20th level
title	God of the living	Priest	32 level
Sphere	Healing and Nature	Fighter	14th level
Armour Class	-10	rogue	-
Hit points	364	str	25
Att. 1/round		int	23
Damage/attack	2-24 or by weapon +14	wis	25
Move	30	dex	16
size	124' tall	con	20
magic resistance	40%	cha	24
Align	L/N		
Worshippers	Elves, woodland beings.		
Symbol	A Golden Acorn and a Tree behind it.		

Treaton is a Treant. He can appear as any form he chooses. His spells consist mostly of healing or nature. Treaton can cause one tree to become a treant one a week. Treaton usually doesn't have weapons but when he does carry one it is a giant sized mace +4 of Disruption. Treaton will appear hostile or grumpy at any time but he is kind and will not attack an unarmed or unthreatening opponent. He will demand respect from everyone. Anyone harming the forest, the animals, or something like that is in for a terrible beating, perhaps to the death, but usually not. If Treaton were ever killed or completely destroyed then nature would be messed up severely for a long time until nature healed itself. For instance the seasons would not change. Or maybe they would change but too quickly. Animals would take on alignments rather than just neutral this does not effect familiars.

Ulbreg, Dwarven God of War and Death

name	Ulbreg	fighter	20
title	Dwarven God of War and Death	priest	12
armour class	-7	mage	-
hit points	152	rogue	-
attacks	4	str.	25
damage/attack	2d8 +4 +str bonus	int.	17
move	6	wis.	19
size	M (4' 5")	dex.	20
magic resist.	20%	con	25
alignment	CG	cha.	17 (19)
worshippers	Dwarven warriors		
symbol	Skull		
plane	Olympus		

Ulbreg is the Dwarven God of War and Death. It is he who calls Dwarves to battle and decides who shall live and who shall die. He appears as a large dwarf with only a short beard, his face is never seen as he always wears a skull-faced horned helm. His pure mithril plate armour is covered by a full length maroon cloak, and he wields a large two-handed mace. This mace is a +4 mace of speed, that gives +4 to initiative, one extra attack per round, and does 2d8 damage per strike. Priests of Ulbreg can use any armour and shield, but are limited to those weapons normally allowed a cleric. However, they use fighter tables for their Thac0 and may specialise in the mace as a fighter. If a magical staff mace is ever used by a priest of Ulbreg it will also gain the benefit of +2 to their initiative and one extra attack every other round. Spheres allowable for Ulbreg's priests are :

- Major - All, Combat, War, Healing, Necromantic (but not raise dead, resurrect, reincarnate, unless reversed)
- Minor - Protection, Guardian, Divination, Summoning.

Vofos, God of Wanderers and Knowledge

name	Vofos	fighter	none
title	God of wanderers and knowledge	priest	7th lvl priest
spheres	travel , divination	mage	18th lvl mage
armour class	0	rogue	none
hit points	100	str.	19
attacks	1	int.	25
damage/attack	d6 + str bonus or as staff carried	wis.	23
move	15	dex.	20
size	5' 7"	con	20
magic resist.	80%	cha.	24
alignment	Neutral Good		
worshippers	travellers , sages		
symbol	maze		
plane	astral plane		

One of our more favorite quasi-god is VOFOS. VOFOS is a wanderer always in search of more knowledge and experiences. He is rumored to have a gigantic complex on the astral plane which consists of a maze so large as to contain micro ecosystems of the creatures which he's found "interesting". Near the center is his palace which supposedly covers a square mile. VOFOS spends his time animating several different mortal forms which he's created from scratch exploring different worlds/planes. No one is sure how many forms he animates and experts put this number between less than a dozen to about a hundred. He does maintain his major part of his mind and power in his true form on the astral plane where he is either in his palace meditating, maintaining the different ecosystems or "walking" through the astral just exploring. Most of his mortal forms are characterized by a simple person that carries a walking staff (usually of some kind of magical nature) and travels from place to place. It is not unknown for him to join an adventuring group but in general he dislikes violence and killing in specific.

3 PANTHEISTIC DEITIES AND THEIR PLAYER CHARACTER PRIESTS

THE PANTHEISTIC VIEW

All Pantheists recognize the existence of all the gods in the Pantheon. The gods of Good, Evil, Law, Chaos and Neutrality all have their functions. Certainly, Humanity cannot begin to understand all the reasons gods do things, but at the very least is vaguely aware of the general spheres of influence of the individual gods. The general World View of Pantheists is that there is too much in the world to be controlled and tended for one entity, no matter how powerful, to handle. They believe in Greater, Intermediate and Lesser Powers, for there are greater, intermediate and lesser forces in the world. It can be assumed that there is general cooperation among denominations (Pantheism is the Religion) that have similar goals. For example, followers of Deneir and Nethlar have much common ground on which to stand. Florians and those that venerate Aphyx, god of Disease, on the other hand, would make strange bedfellows. There is not in recorded history a religious war between Pantheistic denominations.

APHYX

Intermediate Power

Portfolio	Disease and Pestilence
Alignment	Chaotic Evil
Ability Required	Wis 9, Con 12, Cha less than 10.
NWP Required	None
Weapons Allowed	Whip, scourge, staff, any clawing-type weapon
Armor Allowed	None
Major Spheres	All, Creation (in reverse only), Divination, Healing (reverse only), Necromantic, Summoning
Minor Spheres	Sun (reverse only), Combat
Turn Undead	Turn and Command

Granted Powers :

- Summon 2-12 rats (75%) or giant rats (25%) once per day.
- 5th Level: Cause Fear once per day for every two levels above 3rd.
- 7th Level: Cause Disease 1/day; and additional once per day every other level.

Limitations : May not use spells to heal in any circumstance, including self. Priests of Aphyx gather for dark and terrible purposes. It is rumored that they are behind the Plague of 3A62. They wear grayish, tattered robes with deep cowls that are always pulled up. They will pull back the cowls to use the Cause Fear power, revealing their horrible visages. Physical self-deprecation is common among Priests of Aphyx. Many also keep rats and giants rats as pets and servants. Player Characters may not be Priests of Aphyx.

AZRIL

Lesser Power

Portfolio	Mischief, Trickery
Alignment	Chaotic Evil

Azril is called upon by those who wish his aid to nefarious ends. He is popular among assassins, bandits and the like. There are no Priests of Azril. Some say he is just another aspect of Lukane. Azril is said to "visit" those who have bad luck.

BHON, Beast Father

Intermediate Power

Portfolio	Animals
Alignment	Chaotic Good (Neutral)
Ability Required	Str 11, Wis 12, Con 12, Cha 12
NWP Required	Animal Handling (bonus) and Endurance, Riding, Land-based (bonus)
Weapons Allowed	Long/short bow, net, lasso, staff, club, dart, dagger, knife
Armor	Up to studded leather
Major Spheres	All, Animal, Creation, Guardian, Healing, Plant, Protection
Minor Spheres	Combat, Divination, Sun, Travelers
Turn Undead	No

Granted Powers :

- May Heal one animal per day per level.
- 3rd Level: May cast Animal Summoning I once per day.
- 6th Level: Develop followers, as per the Ranger class, but only animals. The DM has a table.
- 9th Level: May cast one additional Animal Summoning of any kind per day. This is cumulative with the 4th level power.

Limitations : May only kill game animals for food for himself or those not able to hunt. Priests of Bhon are called Beastmasters, and have no religious organization. Their primary duty is protection of animals of all kinds, especially in the wild. They are against the domestication of animals as pets, but understand the need for domestication of food animals (cattle, etc.). Beastmasters will sometimes travel with adventuring parties, and almost never with other Beastmasters. Rangers and druids may also venerate Bhon; a PC may be a multi classed warrior/priest of Bhon.

CYR (Mountain Lifter)

Lesser Power

Portfolio	Strength and Might
Alignment	Any
Ability Required	Wis 9, Str 15, Con 13
NWP Required	Endurance
Weapons Allowed	Any weapon that requires strength to wield.
Armor	All
Major Spheres	All, Combat, Healing, Necromantic (in respect to poison only)
Minor Spheres	Elemental, War, choice of either Law or Chaos, based on alignment.
Turn Undead	No

Granted Powers :

- 5th level: Immunity to paralysis.
- 7th Level: Immunity to undead life-draining touch.
- 9th-Level: Immunity to the spells Chill Touch, Energy Drain, Enervation, Ray of Enfeeblement and Vampiric Touch.
- Priests of Cyr may roll for exceptional strength, and are allowed fighter's constitution bonuses.

Limitations: May not gather material wealth of any kind. A Cyrite may have clothing, armor, no more than 3 weapons (may be proficient in more than he owns), a mount (never a pack animal) and a small amount of survival gear (blankets, etc).

Regardless of alignment, Cyrites tend to be loud and aggressive, and either brave or foolish (some say they go hand-in-hand). They love to go on adventures where they will be able to display their personal strength and the abilities of their god. They love competition, and will always take some small token of a victory. They will quickly disassociate themselves from cowards, and will certainly not heal them, though how harsh a judge they are is left up to the individual character. While there are shrines to Cyr, there is no religious hierarchy.

DENEIR (Lord of Glyphs and Images)

Intermediate Power

Portfolio	Written Language, Symbols, Graphic Art
Alignment	Neutral or Lawful Good
Ability Required	Wis 14, Int 14
NWP Required	Read/Write (bonus), Artistic Ability (bonus-at 50%), Ancient Language (written).
Weapons Allowed	One-handed bludgeoning
Armor	To banded, no shield
Major Spheres	All, Astral, Creation, Divination, Guardian, Healing, Protection, Summoning
Minor Spheres	Combat, Sun, Wards
Turn Undead	No

Granted Powers :

- Gain +4 to saving throws against harmful affects of books, scrolls, runes, and other magical writing, including effects of books handled by the wrong class. Where there is no save, a normal saving throw is allowed.
- Basic Identification of Runes: The Priest needs to make two intelligence checks. The first will allow them to identify the types of person who left the rune, (Ranger, Ugoth, Merchant), the second will allow them to determine the general meaning (warning, good food, ambush).
- At7th Level: Gain basic understanding of Caerwyth. The Priest gains the proficiency at a level equal to Intelligence, and will gain an additional 5% per level thereafter. This understanding will not enable them to cast Wizard spells, but it may enable them to read tomes, inscriptions, etc., and know the capabilities of those who inscribed it.

Whereas Priests of Nethlar are interested in the knowledge itself, Deneirians are interested in the forms in which knowledge is recorded. Obviously, the two have a close working relationship.

Deneirians may find dusty old tomes, and instead of paying attention to the content of the book, delight in the strange, heretofore undiscovered language in which it was written. Deneirian Priests also love art, and all have at least a small amount of training in drawing, sketching and painting. Deneirian shrines are unlikely to store books or scrolls. Annually, on 15 January, Priests celebrate the Deneirian Runefest; on this day, they add another tattoo to their collection, as a symbol of both their faith to the deity and ascension of their station. A new 1st-level spell is available for this.

EREGUL (The Dark)

Intermediate Power

Portfolio	Death, the Dead
Alignment	Lawful Evil
Ability Required	Wis 9, Con 15
NWP Required	None
Weapons Allowed	Scythe, sickle
Armor	None
Major Spheres	All, Astral, Divination, Healing (reverse), Necromantic, Time
Minor Spheres	Protection, Sun (reverse)
Turn Undead	Turn normally, but command as Priest two levels higher

Granted Powers :

- 3rd Level: Double the effectiveness of any spell concerning the dead (i.e.-Animate Dead) including range, duration and numbers affected.
- 5th Level: Immunity to the affects of life-draining force (undead, etc.).
- 9th Level: Triple the effectiveness of any spell concerning the dead.
- 12th Level: Quadruple effectiveness of any spell concerning the dead.
- 19th Level: Finger of Death, once per day. May drain all the life energy from a victim (saving throw vs. Death Magic at -1 for every two levels the victim is below the caster to negate) and transfer it to himself. He will temporarily gain those levels, and function effectively at that level for the next 12 hours.

Limitations: Tribute. Must deliver one human/demi-human sacrifice per day or lose spell capabilities until one is delivered.

Priests of Eregul dress in all black at all times. They avoid the sun as much as possible to develop pallid skin, even going to the extent of using paints and dyes to make themselves as pale as they possibly can. They have the single-minded purpose of providing their master's realm with as many souls as is possible. They are particularly fond of "assisting" the injured and dying on their way.

FLOR(Lady Mercy)

Intermediate Power

Portfolio	Healing, Life
Alignment	Any good
Ability Required	Wis 10, Int 10, Con 12
NWP Required	Healing (bonus), Herbalism (bonus), Read/Write and Religion
Weapons Allowed	Lasso, Net, Staff (for Defense only)
Armor	None
Major Spheres	All, Creation, Divination, Healing, Necromantic, Protection, Summoning, Wards, Time, Travelers
Minor Spheres	Charm, Guardian, Plant, Sun
Turn Undead	Yes

Granted Powers :

- +2 to save vs. all poisons and diseases.
- Lay on Hands for 2pts/level once per day
- Soothing Word at will
- 3rd Level: Analysis and Identification (Int check required) of diseases and poisons.
- Starting at 3rd level, and for every 3 levels thereafter, the Florian adds +1 to healing spells (i.e.-Cure Light Wounds heals 1d8+1, etc.). There is no upward limit to this.
- Gains +2 to hit for defensive maneuvers with staff, such as parry, pull/trip, etc.

Limitations: May not take sentient life. If a Florian ever knowingly takes a human or demi-human life, he will utterly and irrevocably lose all powers as a Florian. If he is party to the taking of a life, his powers will remain, but he will lose 3 hit points a day until he finds his own (but acceptable) method of atonement. During this time, his spells and powers will not work on himself. Florian Priests receive 6-sided hit dice.

The Florians are the Bringers of Mercy to the sick and infirm. They will use any means at their disposal to help anyone. They will not "save" their spells for their friends, but use them as needed. If they have the ability to heal someone, they will, even if that person is an enemy. They may, of course, choose to prioritize those to be healed as they see fit. Their responsibilities as healers extend only to humans, demi-humans and humanoids, unless the individual chooses otherwise. Florians are prone to traveling about the countryside, helping whomever they can whenever they can.

HUBRIS (Lord of Battles)

Greater Power

Portfolio	War
Alignment	Lawful Neutral
Ability Required	Wis 9, Str 13
NWP Required	Blind-fighting, endurance
Weapons Allowed	Battle axe, bows, dagger, knife, lance, maul, mace, polearms, spear, swords, warhammer. Specialization in one is required.
Armor	All
Major Spheres	Combat, War, Law
Minor Spheres	Necromantic, Protection, Healing

Granted Powers : At 3rd Level: Incite Berserker Rage, up to 3 times as many people as Priest has level. This gives followers (and only Warriors) +2 to hit and twice as many attacks per round, for two rounds per level of the Priest. The Priest must select beforehand how many rounds the rage will last, but it must be at least three. He cannot control it afterward. The incited will stay conscious up to and including -5 hit points. At -6, however, they will die. If an incited Warrior is between 0 and -5 when the rage wears off, he will die if not immediately tended to (the following round at the latest). If the rage is in effect after all enemies are slain, then the incited will attack any living thing, including their friends, each other, and the Priest until the rage wears off. Berserkers suffer -2 to their Armor Class while enraged.

Hubrians, called Warbringers, exist to promote and participate in battle. They are conquerors, and will lead by power and force, crushing the bodies and spirits of the weak. They do not revel in death and destruction, for they know that the vanquished will better serve them in their armies than in graves. A popular Hubrian saying is "Better served as a slave with a sword than an enemy with a grave." Hubrians respect authority a great deal, but leader must be worthwhile. They will never follow a weak leader. An adventuring Hubrian Priest will always lead a party unless there is someone he recognizes as competent authority. Otherwise, he will leave a party he cannot lead.

IBRAHIL (The True)

Intermediate Power

Portfolio	Duty, Loyalty, Obedience, Justice
Alignment	Lawful Good
Ability Required	Wis 15, Con 12
NWP Required	None
Weapons Allowed	Any two-handed
Armor	Any, no shield
Major Spheres	All, Combat, Creation, Divination, Guardian, Protection, Law
Minor Spheres	Healing, Necromantic
Turn Undead	Yes

Granted Powers :

- Complete Immunity to Charm spells and spell-like effects.
- 3rd Level: Use Command once per week.
- 5th Level: Gain +2 to saving throws against harmful effects of undead. If there is normally no save, one with no bonuses is allowed.
- 9th Level: Ultimate Wisdom. Once per week, may use this ability to make the wisest choice in a dilemma. This option will not necessarily bring boon, for there are sometimes no-win situations. To use this ability, the Priest must spend an entire turn praying for guidance.
- 10th Level: Gain followers, as both a Priest and Warrior, combining the two.

Limitations: Priests of Ibrahil may not break their word. If they do, they will immediately and irrevocably lose all their abilities as a Priest. If they compromise their word, they must seek an Atonement from another, higher-ranking Priest of Ibrahil, who will most likely send them on some quest for penance.

Priests of Ibrahil are not prone to quick decisions, unless the obviously right one presents itself immediately. Truth is exceedingly important to them, as mentioned above. They tend to make poor leaders, for they are unwilling to make the compromises that some leaders tend to. Their organization is much stronger than most of the other Pantheistic orders; they sponsor several select organizations that have been known to foster adventuring.

KAEAL (Of the Weave)

Intermediate Power

Portfolio	Magic, magic-users
Alignment	Any, predominantly chaotic
Ability Required	Wis 12, Int 13
NWP Required	Spellcraft (bonus), Read/write, Ancient Language
Weapons Allowed	Dagger, staff, knife
Armor	None
Major Spheres	All, Astral, Divination, Elemental, Healing, Summoning, Thought, Numbers, Wards
Minor Spheres	Animal, Guardian, Necromantic, Plant, Protection, Sun, Weather

Granted Powers :

- Voice of Command twice per day.
- 3rd Level: Gain Infravision (doubles for demi-humans)
- 5th Level: May substitute Wizard spells from a single school (chosen by the Priest before reaching 5th level) for normal Priest spells. The Priest must have these spells in a spell book and know them, but need not memorize them to be able to cast. Effectively, those Wizard spells become Priest spells.
- 8th Level: Shapechange. By the time he is 5th level, the Priest of Kaeal should have chosen a Heartbeast, an animal with which he has an affinity and or appreciation (approval of DM is required, though it should come out in roleplaying). He may shapechange into that animal at will. He cannot cast spells in that form.
- 10th Level: Ability to change into giant form of the Heartbeast.

Limitations: Priests of Kaeal receive 4-sided hit dice.

There are many names for Priests of Kaeal, not all of them complimentary. The most popular is Weavemasters or Grammarians. There are two schools of thought among Weavemasters. Some worship the deity, while others venerate the spirit of the Weave, thought to be the force from which the power of magic is drawn. There is little structure to the religion, and it's followers are few. A Kaealian shrine is likely to be anywhere, though, as Priests tend to set up holy places on whims rather than with forethought. Most Priests of Kaeal are multi-classed Wizard/Priests (who may be specialists), an option which is open to Humans.

KIR (Spirit of the Fury)

Greater Power

Portfolio	All bodies of water
Alignment	Chaotic Neutral
Ability Required	Wis 9, Con 12
NWP Required	Navigation (bonus)
Weapons Allowed	Trident, net, harpoon
Armor	None
Major Spheres	(With respect to water life/creatures only) All, Animal, Elemental, Plant, Protection, Summoning, Travelers,Weather
Minor Spheres	Creation, Divination
Turn Undead	Only those connected with the water (Lacedon, Sea Zombies, etc)

Granted Powers :

- Make all saves vs. water-based spells and spell-like effects at +4.
- Gain one additional spell per spell-level allowed per day that must come from the Elemental Water sphere.
- 3rd Level: Secure Aquatic Familiar. The Priest is empowered with the ability to Summon a familiar from a body of water with which he is familiar with a 100% chance of success. The exact familiar will vary based on the specific body of water. The Priest will effectively function as a Priest one level higher when in or within 100 yards of the body of water from which is familiar has been summoned. Note that the familiar may not be removed from the water and transported around. If the Priest is more than 100 yards away from his body of water, then he will function at one level lower.
- 9th Level: Call Storm. On a body of water the size of a large lake or greater, the Priest may call a storm into existence. The storm will obscure vision and make movement on the body of water impossible. It will capsize a rowboat or smaller, has a 50% chance of capsizing a boat up to 40 feet long, and a 5% chance of capsizing a larger vessel. The DM should adjudicate instances of people and things being pitched overboard as he sees fit.
- 13th level: Ability to survive on the Elemental Plane of water for 1 hour, and an additional hour for every level over 13th. This ability is not conferred to associates.

Priests of Kir will make every effort to keep themselves within reach of a body of water. It is from water that they draw their power, which makes them particularly powerful in a water-based campaign. Away from water, the powers of the Priest wane. In a desert environment they are totally ineffective. Priests of Kir are called Waterlords, and refer to themselves as Servants of the Sea.

LISORI

Greater Power

Portfolio	Love, Peace, Harmony
Alignment	Any good
Ability Required	Wis 11, Cha 15
NWP Required	Etiquette (bonus)
Weapons Allowed	None
Armor	None
Major Spheres	All, Charm, Creation, Healing, Divination, Protection, Guardian, Sun, Wards, Travelers.
Minor Spheres	Necromantic
Turn Undead	Yes.

Granted Powers :

- Soothing Word at will.
- 3rd Level: Charm/Fascination once per day. Opponent's saving throws suffer a -1 penalty for every three levels of the Priest.
- 5th Level: Aura of Protection, 10' Radius. Receives +1 to natural Armor Class, and an additional +1 for every two levels above 5th (no limit). In addition, should a hostile creature attempt to penetrate the radius, they must make a saving throw vs. paralyzation or be held fast for 5-20 rounds. The Priest may allow anyone or anything inside the radius at will.
- 7th Level: Immunity to Charm spells.
- 9th Level: Gains the knowledge of the brewing of potions similar to the Philter of Love. Must still have the facilities for brewing the potion.
- 11th Level: Aura of Peace. Once per week maycause all hostile activities within their field of vision to come to a cease for one hour per level of the Priest.

Limitations: May not, under any circumstance, attack another sentient being with the purpose of doing harm. This includes weapons and spells. Should a Lisorian do so, they will automatically and irrevocably lose all powers as a Priest of Lisori. There are no exceptions. Peacebringers receive 4-sided hit dice.

The major focus of the religion is Peace, and Love is more a sidelight. The Priests go on many pilgrimages promoting their ideals, and wandering Lisorians, also called Venutians, are a common sight in the Kingdoms. They make wonderful arbiters, and more than one high-ranking Lisorian has used his ability to prevent the onset of war. Due to the limitations placed upon them, Priests of Lisori do not make particularly good adventurers, and do not fit well with adventuring parties, whose lives are often violent. Lisorians will avoid Hubrians and Cyrites at all cost, but will not antagonize them in any way. For all the peace, love and harmony that they bring into the world, Venutians are detested by many, probably out of jealousy for the internal peace they themselves do not have. Hubrians especially will take great measures to destroy anything of Lisorian make, including Priests.

LUKANE (Lady Luck)

Lesser Power

Portfolio	Good Luck, adventurers, gamblers
Alignment	Chaotic Neutral or Chaotic Good
Ability Required	Wis 14, Dex 13
NWP Required	Gaming (bonus)
Weapons Allowed	Any allowed to Rogue
Armor	To studded Leather
Major Spheres	All, Charm, Creation, Divination, Sun, Chaos, Numbers, Time
Minor Spheres	Combat, Protection
Turn Undead	No

Granted Powers : Once per day may influence a single die roll in their favor. This can be one of their own, an ally or an opponent. The change is can be one (plus or minus) per three levels of the Priest.

There are few Priests of Lukane in the Kingdoms, though she is venerated by many, and many live by her graces. It is unclear why she smiles on some and not on others. This is probably due to her fickle and chaotic nature.

NETHlar

Intermediate Power

Portfolio	Knowledge
Alignment	True Neutral or Lawful Neutral
Ability Required	Wis 14, Int 12
NWP Required	Read/Write (bonus), Local History (bonus), Ancient History, Skuldavian
Weapons Proficiency Required	Wrestling. Priests of Nethlar are +2 to hit when using wrestling maneuvers and suffer no penalties when wearing armor.
Weapons allowed	One-handed bludgeoning
Armor	Up to Banded, no shields.
Major Spheres	All, Astral, Divination, Protection, Summoning, Thought, Time, Numbers
Minor Spheres	Combat, Healing, Guardian, Sun

Granted Powers :

- 3rd Level: Cast Identify once per day when within shrine or temple to Nethlar or when within the radius of Protection from Evil.
- 10th Level: May cast Legend Lore once per week when within shrine or temple to Nethlar.

Limitations: Priests of Nethlar receive 6-sided hit dice. Priests of Nethlar, called Lore Bringers, are great collectors and storers of Knowledge. They are adept at storytelling (but not necessarily entertainment) and will freely share most of the less arcane knowledge that they have gained. Their duties include serving for 3 weeks a year at any shrine to temple as a Scribe (this includes adventuring Priests), and is done as a gesture of faith and an act of penance for any sins they may have committed in the past year. Before becoming a Priest of Nethlar, an individual must spend one year as a Temple Scribe in order to show his dedication to the faith and be in an environment of learning. Temples to Nethlar are called Libraries, and are decorated as such, with fewer religious trappings than other temples. Written materials are not collected at shrines.

ORION

Lesser Power

Portfolio	Forestry, Hunting
Alignment	Chaotic or Neutral Good
Ability Required	Wis 10, Dex 12
NWP Requirements	Set Snares (bonus)
Weapons Allowed	Short bow, long bow, net, lasso, spear, javelin
Armor	To Studded Leather
Major Spheres	All, Animal,Elemental, Plant, Sun, Travelers
Minor Spheres	Guardian, Healing, Protection, Weather
Turn Undead	No

Granted Powers :

- When hunting for food, gain +1 to hit for every three levels of the Priest. May be bow specialists if desired.
- 3rd Level: Call Woodland Being once per week.
- 5th Level: Move Silently through woods or forests. If Priest chooses, he may move in the forest without his footfalls making a sound. This extends only to himself; he may not imbue associates with this ability.
- 7th Level: Pass Without a Trace at will in the forest.

Priests of Orion, called simply Huntsmen, are caretakers and protectors of forested lands. They do their best to keep encroaching civilization from destroying their idyllic sylvan lands. They hunt only for food and survival, but venerate the Spirit of the Hunt. They have no religious hierarchy, the spirit being passed down from one Priest to an apprentice of his own choosing. The Priest rarely invokes the name of Orion, instead calling on the spirit of the forest. Warriors and rangers may be multi-classed as Priests of Orion.

OTHMUS (Star Eyes)

Intermediate Power

Portfolio	Prophecy
Alignment	Neutral
Ability Required	Wis 13, Int 13
NWP Requirements	Astrology (bonus)
Weapons Allowed	Dagger
Armor	None
Major Spheres	All, Astral, Charm, Divination, Summoning, Thought, Time, Numbers
Minor Spheres	Guardian, Protection, Sun
Turn Undead	No

Granted Powers :

- True Sight. Once per week for every two levels of the Priest, he may invoke the power of the True Sight, and reveal (to himself) all that is false in a radius of 25 yards. This includes illusions, secret doors, hidden and concealed traps, people and objects. Hidden refers to items that have been deliberately placed to avoid being found. It would not, for example, reveal the contents of a chest, but it would show that the chest had a false bottom.

- 5th Level: Insight. This allows the Priest to cast the equivalent of the Wizard spell ESP, once per day.
- 6th Level (and beyond): For every level hereafter, the Priest gains an additional 5% to the possibility of making a correct prophecy, to a maximum of 99%. This is for any Divination the Priest makes at any time.

Limitations: Priests of Othmus receive 4-sided hit dice.

Priests of Othmus are called Oracles in most of the Kingdoms, but referred to as Stargazers on the island of Kiron. Rarely will they be seen in an adventuring situation, preferring to stay in the relative safety of cities and the courts of kings.

RUSHLYN

Intermediate Power

Portfolio	Music, Musicians, Bards, Poetry
Alignment	Neutral or Chaotic Good
Ability Required	Wis 9, Dex 13, Cha 15
NWP Requirements	Musical Ability (bonus)
Weapons Allowed	Staff, sling
Armor	None
Major Spheres	All, Charm, Creation, Healing, Protection, Sun
Minor Spheres	Combat, Divination, Guardian
Turn Undead	No

Granted Powers :

- Allowed three musical instruments for every Musical Ability slot.
- Soothing Word at will.
- +4 to saves vs. all Charm spells.
- 3rd Level: Charm /Fascination 3 times per day.
- 9th Level: Song of Suggestion (as Wizard spell Suggestion) once per day.

Limitations: Priests of Rushlyn receive 6-sided hit dice

Priests of Rushlyn are few and far between in the Kingdoms. Many venerate his spirit and dedicate their lives to music, but few feel the calling to raise it to the point of religion. There is no organized church, and few shrines to this deity.

S'YL (Earth Father)

Greater Power

Portfolio	Agriculture, Farming, the Land
Alignment	Neutral
Ability Required	Wis 9, Con 14
NWP Requirements	Agriculture (bonus)
Weapons Allowed	Scythe, sickle, flail, hammer
Armor	None
Major Spheres	All, Animal, Combat, Creation, Elemental, Plant, Sun, Weather, Time
Minor Spheres	Divination, Protection
Turn Undead	No

Granted Powers :

- Priests of S'yl receive 10-sided hit dice and are allowed Warrior's constitution bonuses.
- They gain +1 to their saving throws vs. poison for every 3 1/2 points of constitution (similar to dwarves).
- 4th Level: Gain the ability to construct a Scarecrow (see Monstrous Compendium).

Priests of S'yl are leaders in rural communities. They see to the protection of farmers and their crops. They use their powers in an effort to assure good harvests and continuation of the land. Particularly blessed S'ylarites will have abundant crops for years on end. They do not make particularly good adventurers.

TABRAHIL (The Destroyer)

Intermediate Power

Portfolio	Destruction, Storms
Alignment	Chaotic Evil
Ability Required	Wis 9, Str 14
NWP Required	Weather Sense (bonus)
Weapons Allowed	Heavy bludgeoning (mace, maul, etc.)
Armor	To Field Plate
Major Spheres	All, Astral, Combat, Elemental, Summoning, Sun, Weather, Chaos
Minor Spheres	None
Turn Undead	No

Granted Powers :

- Double strength and effectiveness of all Weather spells involving destruction.
- 7th Level: Call Storm. Once per week, the Priest can call down a storm that lasts for a turn per level of the Priest. The storm (type determined by the Priest) obscures all vision beyond 10 feet and reduces a creature's effective movement rate to 1. The storm takes a full turn to call and cannot be called off.

Limitations: Must use powers to destroy things. Spells will not be effective in an effort to create something.

Tabrahilian Priests, known as Hands of Doom, exist solely to be incarnations of their god. They will attempt to lay waste to whatever they can, having little regard for life, human or otherwise. They seek power by destroying what others have. They are rarely subtle. In the

Kingdoms, it is considered back luck to have one cross your path. Wherever there has been some great natural or manufactured disaster, the Hands are likely to be skulking about.

TENGRI

Intermediate Power

Portfolio	Weather
Alignment	Chaotic Neutral
Ability Required	Wis 11, Con 13
NWP Required	Weather Sense, 2 levels (both bonus)
Weapons Allowed	Heavy bludgeoning (maul, mace, etc.) and net
Armor	None
Major Spheres	All, Astral, Combat, Elemental, Summoning, Sun, Weather
Minor Spheres	Charm, Healing
Turn Undead	No

Granted Powers :

- Add 10% per level to effectiveness of all Weather spells.
- Gain +4 to saving throws vs. spells and spell-like effects that duplicate weather or come from weather creatures.
- 7th Level: Call Storm. (see Tabrahil).
- 9th Level: Once per week, Conjure Air Elemental. This Elemental will be 16 hit dice and under the control of the Priest. The chance of the Elemental breaking free is 15% minus half the Priest's Level, to a minimum of 1%.
- 11th Level: Wind Walk once per week.

Priests of Tengri are know as Wind Walkers in the Kingdoms. They tend to dress in blue and yellow flowing robes that always seem to catch the breeze in a way to billow most impressively. Tengrish Priests are normally very arrogant and self-important, but are not necessarily selfish.

4 Various Re-written Deities

Forgotten Realms

Here they are! The Forgotten Realms priesthoods re-done in the style of the CPH! Compatibility ratio 98% and up! Get them while they're hot!

Note : Greater deities (GD) can grant all levels of spells, and Quest spells. Intermediates (ID) can grant all levels, and Quest spells with permission of the highest god in the pantheon. Lessers (LD) can grant up to 6th level spells, inclusive. Demi's (DG) can grant up to 5th level spells, inclusive.

FORGOTTEN REALMS Adventures

AURIL (Frostmaiden) (LD)

Portfolio	cold
Ability Required	CON 13, WIS 12, NE
Weapons	type B, ice axe (hand axe)
Armor	chain, and shield
Major Spheres	All, Animal, Divination, Elemental (wae), Necromantic, Protection, Weather
Minor Spheres	Combat, Creation, Guardian, Healing
MI	as cleric

Granted Powers :

- immune to natural cold and +3 to save vs. cold-based attacks (no damage if save, half if failed)
- 8th Level: ice storm once/week
- 13rd Level: summon ice para-elemental as the conjure fire elemental spell once/week for every level over 12

AZUTH (The High One) (LD)

Portfolio	mages, energy
Ability Required	WIS 14, INT 13, LN
Weapons	type B
Armor	none
Major Spheres	All, Astral, Charm, Combat, Creation, Elemental, Healing, Protection, Summoning
Minor Spheres	Divination, Guardian, Necromantic, Numbers, Sun, Weather
MI	as cleric and mage

Granted Powers :

- can cast wizard spells as a mage half his level but they come from his priestly spell allowance–from one school only
- spellcraft NWP as a bonus

BANE (The Black Lord) (GD)

Portfolio	strife, hatred, tyranny
Ability Required	WIS 10, STR 12, LE
Weapons	non-missile type B, javelins
Armor	any
Major Spheres	All, Combat, Law, Necromantic
Minor Spheres	Healing, Sun (rev), Thought
MI	as cleric

Granted Powers :

- unaffected by fear magic
- 5th Level: aura of fear with a 10' radius/level (those who fail to save run [70%] or attack the source of the fear) once/day

BHAAL (Lord of Murder) (ID)

Portfolio	death
Ability Required	WIS 14, CON 12, LE
Weapons	type B, type P
Armor	chain
Major Spheres	All, Astral, Healing (rev), Necromantic (rev), Summoning
Minor Spheres	Charm, Creation, Combat, Divination, War
MI	as cleric

Granted Powers :

- turn or command undead
- 5th Level: summon aerial servant once/day
- 10th Level: plane skipping (priest and one person for every 2 levels over 10th, travel to Bhaal's area of Gehenna and then back to the Prime Material at their destination, 10' in Gehenna is worth a mile on the Prime Material, it takes the priest a full turn to prepare for the jump in either direction, the travel is 100% reliable but he is not protected while in Gehenna)

BESHABA (Maid of Misfortune) (ID)

Portfolio	mischief, bad luck, accidents
Ability Required	WIS 10, CE
Weapons	type B
Armor	plate, and shield
Major Spheres	All, Chaos, Charm, Protection
Minor Spheres	Summoning, Divination, Numbers
MI	as cleric

Granted Powers :

- once/day can lower another's save or attack roll by one

CHAUNTEA (Great Mother) (GD)

Portfolio	agriculture
Ability Required	WIS 12, CHA 15, NG or TN
Weapons	as druid
Armor	as druid
Major Spheres	All, Animal, Elemental, Healing, Plant, Weather
Minor Spheres	Divination
MI	as druid

Granted Powers :

- as druid

CYRIC (The Dark Sun) (GD)

Portfolio	death, murder, the dead, strife, tyranny, lies
Ability Required	WIS 13, INT 13, NE
Weapons	type B, long sword
Armor	any
Major Spheres	All, Charm, Necromantic, Sun (rev)
Minor Spheres	Divination, Elemental, Healing
MI	as cleric

Granted Powers :

- command undead at +2 levels
- immune to fear and other emotion-controlling spells
- can convert NPC followers of Bhaal and Myrkul and Bane if they fail a save vs. spell (with a +5 if he was a priest, +2 if he was higher level, -2 if he was lower level)
- 5th Level: summon aerial servant (as the spell) once/day

DENEIR (Lord of Glyphs and Images) (LD)

Portfolio	literature, art
Ability Required	WIS 15, INT 15, NG
Weapons	one-handed type B
Armor	banded
Major Spheres	All, Astral, Creation, Divination, Protection, Summoning
Minor Spheres	Animal, Elemental, Guardian, Healing, Plant
MI	as cleric

Granted Powers :

- turn undead
- +4 to save vs. damage and malicious effects from books or scrolls or any magical writing (if no save is usually allowed he gets one anyway with no bonus)
- can speak any language Deneir can speak
- can try to identify wards or runes (first INT check determines what kind of person left it, second INT check determines general nature of the mark)

ELDATH (Goddess of Singing Waters) (LD)

Portfolio	peace, pools, springs, druidic groves
Ability Required	CHA 13, WIS 14, TN
Weapons	staves, clubs, stones, slings, staff slings (with restrictions)
Armor	none
Major Spheres	All, Astral, Charm, Divination, Elemental (w), Healing, Plant, Protection, Sun
Minor Spheres	Animal, Creation, Necromantic, Wards, Weather
MI	as cleric, but none that harm others

Granted Powers :

- can use any E/C spell regardless of sphere or level (must be of sufficient level to cast)
- remove fear once/day
- can parry attacks (subtracting his STR bonus+1d6 points from opponent's attack roll, at 10th level it becomes STR bonus+1d10 points)
- 3rd Level: sleep once/day/3 levels
- 5th Level: silence 15' radius once/day (one more per day for every additional 3 levels)
- 10th Level: breath water automatically
- 15th Level: sanctuary spell in effect on him at all times

Penalty : cannot fight except in defense of himself and comrades–cannot initiate attacks, charges or ambushes

GOND (Wonderbringer) (ID)

Portfolio	artifice, craft, construction
Ability Required	WIS 14, INT 14, DEX 14, TN (can be a gnome, also)
Weapons	type B, firearms
Armor	plate
Major Spheres	All, Divination, Elemental, Protection
Minor Spheres	Guardian, Healing, Thought
MI	as cleric, and magical r/s/w

Granted Powers :

- +2 using these proficiencies: armorer; artistic ability; black- smithing; carpentry; engineering; pottery; weaponsmithing
- open locks as a thief half his level (on average ability table, DMG)

HELM (He of the Unsleeping Eyes) (ID)

Portfolio	guardians, protection
Ability Required	STR 14, WIS 13, LN
Weapons	type B
Armor	full plate, shields
Major Spheres	All, Guardian, Protection, Wards
Minor Spheres	Divination, Healing, Thought
MI	as cleric, and crystal balls

Granted Powers :

- turn undead
- +2 to his surprise roll if alone or +1 with others
- glyph of warding (only one day/level, of any spell of level he can cast but doesn't have to be from a sphere he can cast)

ILMATER (The Crying God) (ID)

Portfolio	endurance, suffering
Ability Required	CON 14, WIS 12, LG
Weapons	type B, scourge
Armor	none
Major Spheres	All, Charm, Creation, Guardian, Healing, Necromantic, Protection, Wards
Minor Spheres	Elemental, Law, Summoning, Sun, Weather
MI	as cleric

Granted Powers :

- +4 to saves involving endurance or resisting pain and +2 to CON checks for similar situations
- endurance NWP as a bonus
- can go without food and water for a number of weeks equal to his level (but has -1 to hit and damage for every 3 weeks without)
- can remove fear and negate baneful emotion-based spells on up to two people/day 12th Level:
- during extreme torture/suffering the character can be possessed by a servant of Ilmater on request of the character (for the duration he endures the pain but takes no damage, he cannot move, and dispel magic drives the servant out)

LATHANDER (Morninglord) (GD)

Portfolio	spring, dawn, birth, renewal
Ability Required	CHA 12, WIS 14, NG
Weapons	type B
Armor	plate, shields
Major Spheres	All, Creation, Elemental, Sun
Minor Spheres	Guardian, Healing, Protection
MI	as cleric

Granted Powers :

- turn undead (at +4 levels if the undead is affected by sunlight)
- +2 when using these proficiencies: appraising; artistic ability; juggling; musical instrument; pottery
- 3rd Level: faerie fire once/day

LEIRA (Lady of the Mists) (LD)

Portfolio	deception, illusion
Ability Required	WIS 14, INT 12, DEX 11, CN
Weapons	type B
Armor	any (but cannot cast their spells or use spell-like powers in armor)
Major Spheres	All, Astral, Chaos, Charm, Divination, Thought
Minor Spheres	Creation, Healing, Summoning
MI	as cleric, and those relating to illusion

Granted Powers :

- can use illusion/phantasm scrolls w/o read magic
- 5th Level: misdirection twice/day/5 levels
- 13rd Level: mislead once/day

Penalty : cannot use true seeing or any device that uses true seeing or they go insane (the can use the reverse, though).
Note : they wear a silvered face mask that reflects gaze attacks and grants them a +3 to their saves vs. gaze attacks, Leirans lie extensively.

LLIIRA (Our Lady of Joy) (LD)

Portfolio	joy, happiness, dance, festivals
Ability Required	CHA 13, WIS 13, CG
Weapons	lasso, net, type B in extreme circumstances
Armor	any
Major Spheres	All, Charm, Creation, Healing, Sun, Thought, Wards
Minor Spheres	Divination, Guardian, Plant, Protection
MI	as cleric

Granted Powers :

- turn undead
- dancing NWP as a bonus
- soothing word once/day (20' radius, 50%+2%/level of removing fear or other harmful emotion-affecting magic)
- +2 to hit when wrestling or using other nonlethal combat

Penalty : all special abilities are revoked if he uses a weapon that causes actual damage (must meditate for a full day to regain them)

LOVIATAR (Maiden of Pain) (LD)

Portfolio	pain, hurt, torture
Ability Required	CON 15, WIS 15, LE
Weapons	type B, whip, scourge
Armor	scale, shields
Major Spheres	All, Charm, Healing, Law, Necromantic, Sun
Minor Spheres	Animal, Divination, Guardian, Summoning, Weather
MI	as cleric

Granted Powers :

- pain touch once/day/3 levels (-4 to hit and -2 to DEX checks, for number of rounds equal to his level)

Note : they wear a special scale mail that is only AC 6, occasionally those who have done well in advancing her cause will be given a white wand that absorbs 1d10 spell levels when it disintegrates (only the one it was given to can use it)

MALAR (The Beastlord) (LD)

Portfolio	hunters, beasts, blood
Ability Required	STR 13, WIS 12, CE
Weapons	type B, claws of Malar, no missile weapons
Armor	any
Major Spheres	All, Animal, Combat, Summoning
Minor Spheres	Healing, Elemental, War
MI	as cleric

Granted Powers :

- hunting NWP as a bonus (with a +2 bonus)
- 3rd Level: can identify plants and animals and pure water with 98% accuracy
- 7th Level: immune to charms of woodland creatures (like druids)

Note : claws of Malar are 1 lb each, size S, type S, speed 2, damage 1d6/1d4 and there is no penalty for fighting with one on each hand–non- believers who use them will be hunted down

MASK (Lord of Shadows) (ID)

Portfolio	thieves, intrigue
Ability Required	WIS 14, DEX 14, NE
Weapons	type B, knife
Armor	leather, studded leather, and padded only
Major Spheres	All, Astral, Charm, Divination, Guardian, Protection, Necromantic, Sun (rev)
Minor Spheres	Combat, Healing, Thought, Travelers
MI	as cleric and thief

Granted Powers :

- have the 8 thief abilities (as thief, 20 discretionary points/ level).
- can use and understand thieves' cant

MIELIKKI (Lady of the Forest) (ID)

Portfolio	forests, rangers, dryads
Ability Required	STR 13, DEX 13, CON 14, WIS 14, NG
Weapons	any
Armor	studded leather
Major Spheres	na
Minor Spheres	na
MI	see below

Note : Mielikki's priests are rangers

MILIL (Lord of All Songs) (LD)

Portfolio	poetry, song
Ability Required	WIS 14, INT 13, CHA 14, NG
Weapons	type B
Armor	any
Major Spheres	All, Charm, Divination, Thought
Minor Spheres	Animal, Guardian, Healing, Summoning
MI	as cleric

Granted Powers :

- turn undead
- singing OR musical instrument NWP as a bonus
- can enthrall (as the spell) an audience with song (except those with higher WIS or level/HD)
- 10th Level : song of suggestion (as spell) once/day

MYRKUL (Lord of Bones) (GD)

Portfolio	the dead, decay, corruption, dusk
Ability Required	WIS 14, INT 14, STR 14, NE
Weapons	type B
Armor	any
Major Spheres	All, Guardian, Healing, Necromantic (rev)
Minor Spheres	Astral, Elemental, Time
MI	as cleric

Granted Powers :

- command undead (can command triple the normal number of skeletons and zombies)
- immune to disease and parasites debilitating game effects (he can still die from something, but it won't affect him until then)
- +1 to save vs. death, feign death once/day
- 10th Level: can summon a minor death once/week for 10 rounds (always initiative 1, THAC0 0, unaffected by cold, fire, electricity, sleep, E/C, AC -4, HD na, hp 33, #AT 1, damage 2d8, MV 12"
- 15th Level: can call up a Hand of Myrkul (his hands flame for 6 rounds, if he touches someone and they fail to save vs. death they crumble to dust but if they save the priest must do the same (no bonuses) or suffer the same fate, if they both save he can try to use the power again up to the 6 round time limit–this power is only useable once in his lifetime)

MYSTRA (Midnight, The Lady of Mysteries) (GD)

Portfolio	magic
Ability Required	WIS 12, INT 14, NG
Weapons	type B
Armor	any
Major Spheres	All, Elemental, Necromantic, Summoning
Minor Spheres	Astral, Charm, Creation, Healing, Wards
MI	as cleric and mage (except magic scrolls)

Granted Powers :

- +2 to save vs. magic
- unaffected by magic-dead or wild magic areas
- detect magic once/day
- spellcraft NWP as a bonus
- turn undead

Note : Mystra is goddess of magic, while Azuth is god of spellcasters

OGHMA (The Binder) (GD)

Portfolio	knowledge, bards
Ability Required	WIS 14, INT 12, TN
Weapons	type B
Armor	banded
Major Spheres	All, Astral, Charm, Divination, Protection, Thought
Minor Spheres	Elemental, Guardian, Healing, Summoning, Time
MI	as cleric

Granted Powers :

- +2 to hit while wrestling and suffer no penalties for wearing armor while wrestling
- turn undead (at +4 levels vs. outer planar creatures)
- 3rd Level: identify once/day when in an Oghman shrine or in a protection from evil spell
- 10th Level: legend lore once/week when in an Oghman shrine

SELUNE (Our Lady of Silver) (ID)

Portfolio	moon, stars, navigation
Ability Required	WIS 14, CON 12, CG
Weapons	type B, prefer the "moon's hand" (smooth-head mace that has a +1 to hit and damage in a priest of Selune's hands)
Armor	any
Major Spheres	All, Divination, Sun, Time
Minor Spheres	Animal, Elemental (wa), Healing, Travelers
MI	as cleric

Granted Powers :

- turn undead
- 30' infravision
- navigation NWP as a bonus
- if infected by a CG lycanthrope they can control it as a natural lycanthrope

SHAR (Mistress of the Night) (GD)

Portfolio	dark, night, loss
Ability Required	STR 14, WIS 12, NE
Weapons	type B
Armor	chain, shields
Major Spheres	All, Charm, Divination, Necromantic, Sun, Time
Minor Spheres	Astral, Animal, Elemental, Guardian, Protection
MI	as cleric

Granted Powers :

- command undead
- darkness once/day (plus once/day for every additional two levels)
- +1 to hit and damage and saves in darkness
- -1 to hit and damage and saves in full moonlight
- 5th Level: continual darkness once/day/5 levels
- 7th Level: forget once/day

SILVANUS (Oak Father) (GD)

Portfolio	nature, druids
Ability Required	WIS 12, CHA 15, TN
Weapons	as druid
Armor	as druid
Major Spheres	All, Animal, Elemental, Healing, Plant, Weather
Minor Spheres	Divination
MI	as druid

Granted Powers : as druid.

SUNE (Firehair) (GD)

Portfolio	beauty, love, passion
Ability Required	WIS 12, CHA 16, CG (elves and half-elves may also be priests of Sune)
Weapons	type B, darts
Armor	any
Major Spheres	All, Charm, Healing, Necromantic, Protection, Thought, Wards
Minor Spheres	Creation, Divination, Guardian, Sun
MI	as cleric

Granted Powers :

- turn undead
- can attempt to charm (as spell) a member of opposite sex once/day (but if it fails must meditate in a holy place before can use it again) and the subject has a -1 to save for every point of CHA the priest has over 16

Penalty : if CHA ever drops below 16 they are cast out of the faith.
Note : those who have done a great service for Sune may be given a draught of Evergold which raises CHA by 2d4 for one day (to any others but priests of Sune it is poisonous), intense rivalry with Hanali Celanil.

TALONA (Lady of Poison) (LD)

Portfolio	disease, poison
Ability Required	WIS 14, CON 14, CHA 12 or less (mandatory, will be reduced by tattoos by others in the priesthood), CE
Weapons	type B, cermonial poison dagger
Armor	any
Major Spheres	All, Astral, Combat, Divination, Healing (rev), Necromantic (rev)
Minor Spheres	Charm
MI	as cleric

Granted Powers :

- +4 to save vs. poison, normal save vs. potions that don't allow saves
- 3rd Level: can identify pure poison by smell
- 5th Level: identify poison in drinks by a single drop (no effect)
- 7th Level: identify poison in food by a single bite (no effect)
- 10th Level: cause disease by touch once/day

TALOS (The Destroyer) (GD)

Portfolio	storms, destruction
Ability Required	STR 13, WIS 14, CE
Weapons	type B, javelin
Armor	any
Major Spheres	All, Combat, Elemental (wea), Sun, Weather
Minor Spheres	Necromantic, Summoning
MI	as cleric, magic javelins

Granted Powers :

- may turn or command undead
- 7th Level: lightning bolt once/day plus once/day for every additional 3 levels (not useable if wearing armor)
- 10th Level: control weather once/day (cannot improve weather conditions)

TEMPUS (Lord of Battles) (GD)

Portfolio	war
Ability Required	STR 14, WIS 12, CN
Weapons	type B, spiked glove, and any ONE weapon of the priest's choice
Armor	any
Major Spheres	All, Chaos, Combat, Healing, War
Minor Spheres	Elemental (fe), Necromantic, Protection
MI	as cleric, plus magical versions of their chosen weapon

Granted Powers :

- can incite berserker rage in themselves and a number of others equal to their level for a full turn and if he runs out of enemies he must attack the closest living thing or suffer five points of damage per round until it wears off (+2 to hit, damage, and saves)
- their special weapon is consecrated to be +1 to hit and damage (if it is destroyed then they may consecrate another which takes a week at a temple)
- can tell if a weapon is magical by handling it and can determine it's exact plusses if it is the same type as their special weapon
- have the following NWP as bonuses: armorer; blind-fighting; charioteering; and weapon-smithing

Penalty : cannot have missile weapon unless they can be used in melee as well.
Note : spiked glove is 10 gp, size S, type P, speed 2, damage 1d4/1d4.

TORM (The True) (LD)

Portfolio	duty, loyalty, obedience
Ability Required	WIS 14, CON 12, LG
Weapons	type B
Armor	any
Major Spheres	All, Combat, Divination, Law
Minor Spheres	Guardian, Healing, Protection
MI	as cleric

Granted Powers :

- can turn undead or command them to perform tasks (such as guarding a passage)
- his henchmen regard him as if he has an 18 CHA
- duration of divination and protection spells are doubled
- command once/day

TYMORA (Lady Luck) (ID)

Portfolio	adventurers, skill, good fortune
Ability Required	WIS 15, DEX 14, CG, (halflings can be priests of Tymora)
Weapons	type B
Armor	any
Major Spheres	All, Charm, Divination, Numbers
Minor Spheres	Creation, Healing, Protection, Travelers
MI	as cleric

Granted Powers :

- can modify one dice roll (declared before it is rolled) by 1 (d20) or 5%

TYR (The Even-Handed) (GD)

Portfolio	justice
Ability Required	WIS 9, LG
Weapons	type B
Armor	any
Major Spheres	All, Combat, Creation, Healing
Minor Spheres	Divination, Necromantic, Protection
MI	as cleric

UMBERLEE (The Bitch Queen) (ID)

Portfolio	oceans, waves, sea winds
Ability Required	WIS 13, CON 15, CE
Weapons	type B, trident, harpoon
Armor	leather, shields
Major Spheres	All, Animal (aquatic and marine animals only), Chaos, Creation, Elemental (wa), Summoning (aquatic and marine animals only)
Minor Spheres	Charm, Combat, Plant, Protection, War
MI	as cleric

Granted Powers :

- command aquatic undead
- swimming NWP as a bonus
- 5th Level: breath water automatically
- 10th Level: move through water as though they had a ring of free action, control weather once/day if by a large body of water (a lake is not good enough)
- 12th Level: summon and control 1d4 sharks which arrive in 1d6 rounds (sharks must live in that area to be summoned)

WAUKEEN (Merchant's Friend) (ID)

Portfolio	trade, money, wealth
Ability Required	WIS 14, INT 12, CHA 12, TN
Weapons	type B
Armor	any
Major Spheres	All, Divination, Numbers, Wards
Minor Spheres	Charm, Guardian, Healing, Necromantic
MI	as cleric

Granted Powers :

- can command and turn undead
- appraising and gem cutting NWP as bonuses
- can discern true metal from false

Note : Waukeen was apparently destroyed in the Time of Troubles, as so his priests cannot receive 3rd or greater level spells

GRUMBAR (Boss of Earth) (DG, elemental cult deity)

Portfolio	earth
Ability Required	?
Weapons	type B
Armor	chain, shields
Major Spheres	All, Elemental (e)
Minor Spheres	two of the following: Divination, Combat, Protection, Time, Weather
MI	?

Granted Powers :

- 5th Level: can summon an earth elemental once/day for one hour (which is under the priest's control) and then it fades

Note : they receive one 1st level follower of the same cult for every level beyond 5th

KOSSUTH (Tyrant Among Fire) (DG, elemental cult deity)

(as Grumbar, but fire aspects)

AKADI (Queen of Air) (DG, elemental cult deity)

(as Grumbar, but air aspects)

ISTISHIA (Water Lord) (DG, elemental cult deity)

(as Grumbar, but water aspects)

BEAST CULTS (DG, beast cult deity)

Portfolio	the animal they represent
Ability Required	WIS 9
Weapons	any two
Armor	none
Major Spheres	All, Animal
Minor Spheres	one of the following: Charm, Combat, Plant, Weather
MI	as cleric

Granted Powers :

- one of the following: summon a number of creatures of the worshipped type (2d6 size S, 1d6 size M, 1d2 size L, 1 size H) which arrive in 1d3 turns once/day, OR transform into the type of beast he worships once/week for 3d6 turns

Note : can choose to worship a monster as well (non-natural animal) but the granted power is not useable until 10th level. They receive one 1st level follower of the same cult for every level beyond 5th.

5 GREEK PRIESTHOODS

ANTEROS (LD)

Portfolio	opposition to love
Ability Required	WIS 10, CHA 12 or lower, non-good
Weapons	any
Armor	shields only
Major Spheres	All, Charm, Healing, Protection, Thought
Minor Spheres	Animal, Divination, Sun (reversed only, where applicable), Weather (reversed only, where applicable)

Granted Powers :

- immune to wizard spells of the Charm school
- emotion (hate) once/ day
- 3rd Level: incite berserker rage
- turn undead as a cleric two levels lower

Note : Anteros is a lesser goddess, and can only grant up to level 6 spells

APHRODITE (ID)

Portfolio	love, beauty
Ability Required	WIS 9, CHA 16, non-evil
Weapons	bow, net, staff
Armor	any
Major Spheres	All, Charm, Guardian, Healing
Minor Spheres	Creation, Protection, Thought, Wards
MI	as cleric

Granted Powers :

- 5th Level: charm person (opposite sex only) 10th Level: CHA increased to 18 15th Level: arouse feelings of love as a philter of love on any intelligent being

Note : must release white doves every 10 days, throw art objects into the sea every new moon

APOLLO (ID)

Portfolio	light, prophecy, music, healing
Ability Required	WIS 9, any good
Weapons	staff, net, bow
Armor	nonmetal
Major Spheres	All, Divination, Healing, Sun, Thought
Minor Spheres	Animal, Charm, Elemental, Necromantic, Plant, Time
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: cure disease
- 10th Level: heal

ARES (ID)

Portfolio	war, killing, strife
Ability Required	STR 9, WIS 9, non-good
Weapons	any
Armor	any
Major Spheres	All, Combat, War, Weather
Minor Spheres	Chaos, Elemental
MI	as cleric

Granted Powers :

- 12th Level: raise dead

Note : must multi-class with fighter (this is an exception to the rule that humans cannot multi-class)

ARTEMIS (ID)

Portfolio	hunting, wild beasts, childbirth
Ability Required	WIS 12, CHA 15, female, TN
Weapons	club, sickle, dart, spear, dagger, scimitar, sling, staff, bows
Armor	nonmetal
Major Spheres	All, Animal, Elemental, Healing, Plant, Weather
Minor Spheres	Combat, Divination
MI	as cleric

Granted Powers :

- 7th Level: ignore range penalties to archery up to 500 yards
- 14th Level: complete control of animals within 1000 yards

Note : must remain chaste and avoid men

ATHENA (ID)

Portfolio	wisdom, crafts, war
Ability Required	WIS 9, LG
Weapons	spear, swords
Armor	any
Major Spheres	All, Combat, Divination, Protection, Thought
Minor Spheres	Charm, Healing, War
MI	as cleric

Granted Powers :

- 5th Level: regenerate 1 hp/turn
- 15th Level: commune with Athena once/week (one question)

Note : must remain chaste

AURORA (LD)

Portfolio	dawn, morning
Ability Required	WIS 10, CHA 13, good alignment
Weapons	bows
Armor	none, no shields
Major Spheres	All, Astral, Charm, Divination, Elemental (a,f), Healing, Summoning, Sun
Minor Spheres	Animal, Creation, Necromantic, Plant, Protection, Time, Weather

Granted Powers :

- suggestion thrice/day in non-combat situations
- immune to level drains from undead
- turn undead as cleric
- 10th Level: chariot of sustarre once/day

Penalty : only get d6 hit dice.
Note : Aurora is a lesser goddess, and can only grant up to level 6 spells

CHAOS (LD)

Portfolio	chaos, creation
Ability Required	WIS 12, INT 12, any chaotic
Weapons	bows, crossbows, polearms, firearms (any that are not 'simple', must have some complexity)
Armor	any
Major Spheres	All, Astral, Chaos, Creation
Minor Spheres	Elemental, Numbers, Time
MI	as cleric

Granted Powers :

- can cast wild magic as a mage half his level (these spells come from his normal priest spell allowance)

Note : Chaos is ultimately the creator of everything, but he is a god in decline

CRONUS (GD)

Portfolio	sinister ambition
Ability Required	WIS 9, non-good
Weapons	sickle
Armor	any
Major Spheres	(Cronus cannot grant spells)
Minor Spheres	(Cronus cannot grant spells)
MI	as cleric

NO Granted Powers :

DEMETER (ID)

Portfolio	agriculture
Ability Required	WIS 9, non-evil
Weapons	sickle, club, flail
Armor	nonmetal
Major Spheres	All, Animal, Elemental, Healing, Plant, Time, Weather
Minor Spheres	Divination, Sun, Wards
MI	as cleric

Granted Powers :

- plant growth
- 5th Level: turn undead at -2 levels
- 10th Level: control weather
- 20th Level create a potion of longevity for the priest's use only

Note : must return to Eleusis every February to help in the Lesser Mysteries (may miss if there is a good reason), must return every fifth year in September for the Greater Mysteries or lose all powers until they attend the next one (in five years)

DIONYSUS (ID)

Portfolio	mirth, madness
Ability Required	WIS 9, non-LG
Weapons	staff, whip, net, may use poison
Armor	any
Major Spheres	All, Chaos, Charm, Healing, Plant
Minor Spheres	Creation, Weather
MI	as cleric

Granted Powers :

- neutralize poison
- 10th Level: CON is raised to 18

Note : must take the brewing NWP at 1st level

ENYO (LD)

Portfolio	war
Ability Required	STR 13, WIS 9, non-lawful
Weapons	battle axe, bows, dagger/dirk, knife, lance, maces, maul, polearms, spear, swords, warhammer
Armor	any, and shields
Major Spheres	All, Combat, Healing, War
Minor Spheres	Chaos, Necromantic, Protection

Granted Powers :

- can specialize in one weapon

- incite berserker rage
- 5th Level: fear twice/day

Note : Enyo is a lesser goddess, and can only grant up to level 6 spells

ERIS (LD)

Portfolio	discord
Ability Required	WIS 9, CHA 12 or less, non-lawful
Weapons	blowgun, bows, crossbows, dagger/dirk, javelin, knife, lasso, net, quarterstaff, spear, stiletto, sword (bastard, long, rapier, sabre, short)
Armor	any, no shields
Major Spheres	All, Chaos, Combat, Necromantic (reversed only where applicable)
Minor Spheres	Animal, Healing (reversed only where applicable), War, Weather

Granted Powers :

- 2th Level: confusion once/day
- 7th Level: chaos once/day
- 9th Level: fear twice/day

Note : Eris is a lesser goddess, and can only grant up to level 6 spells

EROS (LD)

Portfolio	love
Ability Required	WIS 10, CHA 14, non-evil
Weapons	bows, lasso, net
Armor	none
Major Spheres	All, Animal, Charm, Healing, Necromantic, Protection, Summoning, Thought
Minor Spheres	Creation, Divination, Guardian, Plant, Sun, Weather
MI	as cleric

Granted Powers :

- suggestion
- soothing word
- 2th Level: incite berserker rage
- 3rd Level: emotion (friendship, happiness, or hope)

Penalty : d4 hit dice

GAEA (GD)

Portfolio	fertility, health, prophecy
Ability Required	WIS 12, CHA 15, TN
Weapons	club, sickle, quarterstaff, ‘agricultural’ weapons
Armor	nonmetal
Major Spheres	All, Animal, Elemental, Healing, Plant, Weather
Minor Spheres	Divination
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: cure disease
- 15th Level: divination

Note : use druid exp table

HADES (ID)

Portfolio	death, wealth
Ability Required	WIS 9, any evil
Weapons	any
Armor	any
Major Spheres	All, Elemental (e), Necromantic, Wards
Minor Spheres	Charm, Healing, Summoning
MI	as cleric

Granted Powers :

- turn undead
- 3rd Level: see in darkness
- 5th Level: darkness 10' radius
- 10th Level: death touch (save or die)
- 15th Level: raise dead
- 20th Level: regenerate 5 hp/round

Note : they charge for raising dead

HEBE (LD)

Portfolio	youth
Ability Required	CON 12, WIS 12, must be under 25% of maximum base age when entering the priesthood
Weapons	bludgeoning, mancatcher, net
Armor	leather, and shields
Major Spheres	All, Animal, Charm, Healing (normal only), Necromantic (normal only), Plant, Protection, Time
Minor Spheres	Divination, Sun, Wards

Granted Powers :

- immune to aging attacks and powers
- 5th Level: turn undead as a cleric 4 levels lower with a +5 bonus to turn ghosts
- 10th Level: can restore 1d4 years of youth onto a person, a person cannot benefit from this more than once in their lifetime
- 15th Level: does not suffer negative ability modifiers due to aging

Note : Hebe is a lesser goddess, and therefore can only grant up to level 6 spells

HECATE (ID)

Portfolio magic, moon, abundance

(Hecate has no priesthood)

HEPHAESTUS (ID)

Portfolio	smithing, crafts
Ability Required	STR 15, WIS 9, non-evil
Weapons	hammer
Armor	any made by a priest of Hephaestus
Major Spheres	All, Combat, Creation, Elemental, Guardian, Healing
Minor Spheres	Divination, Sun, War, Weather
MI	as cleric

Granted Powers :

- +1/level bonus to blacksmithing checks
- 5th Level: can repair magical weapons and armor on successful proficiency check
- 10th Level: can craft magical weapons and armor with a bonus of +1/3 levels (max of +5)

Note : must be kind to those with deformities, must take the blacksmithing NWP at 1st level

HERA (GD)

Portfolio	marriage
Ability Required	WIS 9, non-LG
Weapons	club, cudgel, staff
Armor	any
Major Spheres	All, Charm, Divination, Healing, Protection
Minor Spheres	Combat
MI	as cleric

Granted Powers :

- 5th Level: detect lie
- 12th Level: clairvoyance centered on any acquantance

HERMES (ID)

Portfolio	travel, trade, thievery, gambling, running
Ability Required	CON 15, WIS 15, non-evil
Weapons	type B
Armor	none
Major Spheres	All, Chaos, Charm, Numbers, Protection, Travelers
Minor Spheres	Divination, Guardian, Healing, Wards, Weather
MI	as cleric

Granted Powers :

- -1 bonus to AC/level up to 10th

- 5th Level: detect lie (no save)
- 10th Level: always move as if hasted (movement and initiative bonuses only)

Note : must take running NWP at 1st level (costs 1 slot), if they take bribe there is a 15% chance Hermes notices and takes offense

HESTIA (ID)

Portfolio	home, hearth
Ability Required	WIS 14, non-evil
Weapons	type B, type P
Armor	leather, padded, shields
Major Spheres	All, Creation, Guardian, Healing, Protection, Wards
Minor Spheres	Animal, Divination, Plant
MI	as cleric

Granted Powers :

- turn undead
- +2 to hit and saves when defending a home

HYPERION (LD)

Portfolio	sun, moon, dawn, light
Ability Required	INT 12, WIS 12
Weapons	any missile or hurled
Armor	metal, and shields
Major Spheres	All, Divination, Plant, Sun
Minor Spheres	Charm, Healing, Elemental (af), Necromantic, Protection
MI	as cleric

Granted Powers :

- 6th Level: starshine
- 10th Level: moonbeam
- 14th Level: sunray

Note : Hyperion is the old god of the sun before Apollo, he is in decline

HYPNOS (LD)

Portfolio	sleep
Ability Required	INT 11, WIS 11, must be partially neutral
Weapons	bows, dagger/dirk, dart, knife, stiletto, rapier, short sword club, sap
Armor	nonmetal only
Major Spheres	All, Astral, Charm, Divination, Healing, Thought, Time
Minor Spheres	Animal, Elemental (a,w,e), Necromantic, Protection

Granted Powers :

- immune to sleep and nightmare
- sleep once/day
- 3rd Level: turn undead as a cleric two levels lower

Note : Hypnos is a lesser god, and can only grant up to level 6 spells

IRIS (LD)

Portfolio	rainbow
Ability Required	WIS 12
Weapons	bows, crossbows, net, sabre, scimitar, sling (curved weapons)
Armor	none
Major Spheres	All, Creation, Divination, Elemental (a,w), Sun, Weather
Minor Spheres	Healing, Numbers, Plant, Protection, Thought, Wards

Granted Powers :

- 60' infravision (double range to those that already have it)
- turn undead as a cleric one level higher
- 6th Level: rainbow once/day
- 10th Level: rainbow twice/day, not cumulative with previous power (does not need to be in sight of a rainbow or have a component to use these powers)

Penalty : uses d6 hit dice.
Note : Iris is a lesser goddess, and can only grant up to level 6 spells

MNEMOSYNE (LD)

Portfolio	memory
Ability Required	16 INT, 9 WIS
Weapons	dagger/dirk, knife, staff, sling, staff sling
Armor	nonmetal
Major Spheres	All, Astral, Charm, Divination, Law, Numbers, Thought, Time
Minor Spheres	Creation, Necromantic, Plant, Protection
MI	as cleric

Granted Powers :

- have total recall
- 5th Level: immune any spell that erases memory or knowledge
- 5th Level: forget once/day
- 7th Level: immune to psionics that erase memory or knowledge

MORPHEUS (LD)

Portfolio	dreams
Ability Required	WIS 14
Weapons	sap, net, lasso, club
Armor	shields only
Major Spheres	All, Charm, Divination, Guardian, Healing, Protection, Thought, Wards
Minor Spheres	Astral, Chaos, Necromantic, Numbers, Sun (reversed only, where applicable), Time, Travelers

Granted Powers :

- immune to nightmare and sleep
- 2th Level: nap once/day
- 3rd Level: dream once/day
- 4th Level: dream interpretation—if a dream has significant meaning a successful WIS check (with bonuses/penalties at DM discretion) means he has translated the dream correctly
- 8th Level: turn undead as a cleric seven levels lower

Note : Morpheus is a lesser god, and can only grant up to level 6 spells

OCEANUS (LD)

Portfolio	ocean
Ability Required	WIS 9
Weapons	bill, club, harpoon, javelin, net, spear, cutlass, short sword, trident
Armor	shields only
Major Spheres	All, Animal, Divination, Elemental (w), Weather
Minor Spheres	Chaos, Charm, Combat, Plant, Protection, War
MI	as cleric

Granted Powers :

- 3rd Level: water walk (double duration)

Note : he is the old god of the ocean before Poseidon, he is in decline

PAN (LD)

Portfolio	music, parties, shepherds
Ability Required	DEX 9, WIS 9, CHA 13
Weapons	any
Armor	leather, padded, studded leather
Major Spheres	All, Animal, Chaos, Charm, Summoning
Minor Spheres	Astral, Divination, Healing, Plant, Protection
MI	as cleric

Granted Powers :

- 2th Level: fear once/day/2 levels

- 3rd Level: turn undead at -2 levels

Note : musical instrument (panpipes) NWP as a bonus

PHOBOS (LD)

Portfolio	fear
Ability Required	9 STR, 9 CON, 9 WIS, must be partially neutral
Weapons	battle axe, bows, lance, mace, spear, stiletto, swords, warhammer
Armor	any and shields
Major Spheres	All, Chaos, Combat, Necromantic
Minor Spheres	Charm, Healing, Protection

Granted Powers :

- immune to all fear-causing spells and powers
- fear 4/day
- can specialize in one weapon

Note : Phobos is a lesser god, and can only grant up to level 6 spells

POSEIDON (ID)

Portfolio	water, earthquakes, creation
Ability Required	WIS 9, non-good
Weapons	trident
Armor	non-metal
Major Spheres	All, Animal, Creation, Elemental (w), Healing, Weather
Minor Spheres	Chaos, Divination, Elemental (ea), Plant
MI	as cleric

Granted Powers :

- 5th Level: water freedom (as ring of swimming, water breathing)
- 10th Level: control winds (direction only) for up to 8 hours
- 15th Level: earthquake

Note : must sacrifice a bull to the sea once a month

RHEA (GD)

Portfolio	fertility, life
Ability Required	WIS 9, non-evil
Weapons	type B
Armor	any
Major Spheres	All, Animal, Healing, Plant, Protection
Minor Spheres	Charm, Creation
MI	as cleric

Granted Powers :

- turn undead
- 8th level, summon rain on 2 mile radius

THANATOS (LD)

Portfolio	death
Ability Required	WIS 9, celibacy, non-good
Weapons	battle axe, dagger/dirk, knife, lasso, scythe, sickle, stiletto, khopesh, short sword
Armor	none
Major Spheres	All, Astral, Charm, Divination, Necromantic, Protection (or Healing, reversed only, where applicable)
Minor Spheres	Chaos, Guardian, Sun, Time, Weather

Granted Powers :

- fear twice/day
- command undead as an evil cleric (need not be evil)

Note : Thanatos is a lesser god, and can only grant up to level 6 spells, he is the god of death as opposed to the god of the underworld (Hades)

THEMIS (LD)

Portfolio	justice
Ability Required	WIS 15, any lawful
Weapons	hammer, spear
Armor	any
Major Spheres	All, Guardian, Healing, Law, Thought
Minor Spheres	Protection, Time
MI	as cleric

Granted Powers :

- detect lie
- 3rd Level: command
- 5th Level: silence 15' radius

URANUS (GD)

Portfolio	sky
Ability Required	STR 13, WIS 9, non-good
Weapons	any
Armor	any
Major Spheres	All, Astral, Combat, Elemental (a)
Minor Spheres	Divination, Healing, Protection
MI	as cleric

Granted Powers :

- turn undead
- 10th Level: cast spells without any components

Note : this is a secret cult, the priests pose as fighters

ZEUS (GD)

Portfolio	heavens, law
Ability Required	STR 14, WIS 9
Weapons	spear
Armor	any
Major Spheres	All, Elemental (af), Protection, Weather
Minor Spheres	Animal, Combat, Divination, Elemental (ew), Healing
MI	as cleric

Granted Powers :

- lightning bolt (1d4/level)
- 15th Level: polymorph self

6 NORSE PRIESTHOODS

AEGIR (ID)

Portfolio	sea
Ability Required	STR 9, WIS 9, ship captain
Weapons	any
Armor	nonmetal
Major Spheres	All, Weather
Minor Spheres	Divination, Guardian
MI	as fighter

Granted Powers :

- 10th Level: can breathe water

Note : they are actually fighters that get spells as a priest (d10 hit dice)

BALDUR (ID)

Portfolio	beauty, charisma
Ability Required	WIS 9, CHA 16, non-evil
Weapons	any
Armor	any
Major Spheres	All, Charm, Divination, Protection
Minor Spheres	Creation, Summoning
MI	as cleric

Granted Powers :

- 5th Level: CHA raised to 18
- 12th Level: members of opposite sex that look upon the priest must save vs spell or be charmed (as spell)

BRAGI (ID)

Portfolio	poetry, music
Ability Required	12 DEX, 13 INT, 9 WIS, 15 CHA, non-evil
Weapons	club, bows
Armor	any
Major Spheres	All, Charm, Divination, Healing, Protection, Thought
Minor Spheres	Astral, Creation, Numbers, Sun
MI	as cleric

Granted Powers :

- 3rd Level: can recall anything ever heard
- 12th Level: dominate (as spell) by song

Note : humans can advance as multi-class priest/bards

FORSETI (ID)

Portfolio	justice
Ability Required	WIS 16, LG
Weapons	swords
Armor	any
Major Spheres	All, Charm, Combat, Divination, Law, Protection
Minor Spheres	Guardian, Healing, Numbers
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: detect lie (no save)
- 12th Level: ask one question/week of Forseti

FREY (ID)

Portfolio	sunshine, rain, fertility, horses
Ability Required	WIS 9, any good
Weapons	swords, club
Armor	any
Major Spheres	All, Animal, Charm, Protection, Sun, Weather
Minor Spheres	Divination, Healing
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: charm horses
- 10th Level: dispel rain or call rain over one acre/level

Note : must keep the peace

FREYA (ID)

Portfolio	love, passion, human fertility
Ability Required	WIS 9, CHA 15, female, any chaotic
Weapons	dagger/dirk
Armor	none
Major Spheres	All, Animal, Charm, Creation, Divination, Healing, Thought, Time
Minor Spheres	Astral, Chaos, Elemental (aw), Necromantic, Time
MI	as cleric

Granted Powers :

- 3rd Level: polymorph self into horse
- 6th Level: predict the future of any individual with 10%/level accuracy (max 95%)
- 9th Level: create a philter of love each time they advance

FRIGGA (ID)

Portfolio	sky, domestic life
Ability Required	WIS 9, any lawful
Weapons	dagger, club
Armor	any
Major Spheres	All, Charm, Creation, Divination, Plant, Sun, Weather
Minor Spheres	Animal, Guardian, Law, Wards
MI	as cleric

Granted Powers :

- detect lie
- 10th Level: summon storm (1d6 damage to all exposed people and structures, 1 turn/level)

Note : must be a married woman (if husband takes a second wife the priestess must divorce him)

HEIMDALL (ID)

Portfolio	light, guardianship
Ability Required	STR 9, WIS 9, any lawful
Weapons	swords, spear
Armor	any
Major Spheres	All, Guardian, Protection, Sun
Minor Spheres	Combat, Divination, Wards
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: see up to 100 yards night or day in any weather
- 10th Level: hear any sound within 500 yards

Note : must never allow someone to pass a post under their guard without their master's permission

HEL (ID)

Portfolio	death, disease
Ability Required	WIS 9, female
Weapons	swords, poison darts
Armor	magical only
Major Spheres	All, Astral, Charm, Divination, Healing, Necromantic
Minor Spheres	Combat, Creation, Sun (rev), Time, War
MI	as cleric

Granted Powers :

- turn undead (command undead if evil)
- 5th Level: immune to disease and poison

- 10th Level: speak with any person dead for ¡ 10 years
- 15th Level: half damage from physical attacks

IDUN (ID)

Portfolio	youth, spring
Ability Required	WIS 9, female, any good
Weapons	staff, sling
Armor	none
Major Spheres	All, Animal, Charm, Healing, Necromantic, Plant, Time, Weather
Minor Spheres	Divination, Elemental, Protection
MI	as cleric

Granted Powers :

- turn undead
- never physically age past 18
- 2th Level: natural AC of 5

LOKI (ID)

Portfolio	mischief, strife
Ability Required	WIS 9, non-lawful
Weapons	any
Armor	any
Major Spheres	All, Chaos, Charm, Plant
Minor Spheres	Creation, Divination, Summoning
MI	as cleric

Granted Powers :

- 5th Level: mass suggestion
- 12th Level: shape change

Note : no real duties except carry out those instructions demanded by Loki himself, if the priest prays for personal gain there is a 1% chance/ level an avatar will appear to help (no more than 3 times in his life)

ODIN (GD)

Portfolio	war, wisdom, poetry, knowledge
Ability Required	STR 9, WIS 9
Weapons	any
Armor	any
Major Spheres	All, Combat, Divination, Protection, War
Minor Spheres	Animal, Elemental, Thought
MI	as cleric

Granted Powers :

- turn undead,

- +1 hp/level
- 10th Level: THAC0 as fighter

Note : must be a chieftain to be a priest of Odin, must not shirk from battle

SIF (ID)

Portfolio	excellence
Ability Required	WIS 9, any good
Weapons	any
Armor	any
Major Spheres	All, Combat, Elemental, Protection
Minor Spheres	Divination, Summoning, Thought
MI	as cleric

Granted Powers :

- 5th Level: raise one ability score of player's choice by one point for one day (renewable each day, or they can switch to a different stat)
- 10th Level: advance directly to 11th level

Note : must try to excel in all things

SURTR (LD)

Portfolio fire giants

(his priests are fire giant shamans and witch doctors)

THOR (ID)

Portfolio	thunder, weather, sky, crops
Ability Required	STR 16, WIS 9, non-evil
Weapons	hammer
Armor	any
Major Spheres	All, Combat, Elemental (aew), Protection, Sun, Weather
Minor Spheres	Charm, Plant
MI	as cleric

Granted Powers :

- turn undead
- 5th Level: summon rain on 1 acre
- 12th Level: lightning strike for 1d4/level

Note : 2%/level he will send an avatar to a priest in dire need

THRYM (LD)

Portfolio cold, ice

(his priests are frost giant shamans and witch doctors)

TYR (ID)

Portfolio	swordsmanship, courage, law
Ability Required	STR 9, WIS 9, LG
Weapons	swords
Armor	non-magical
Major Spheres	All, Combat, Law, Protection
Minor Spheres	Divination, Guardian, Healing
MI	as cleric

Granted Powers :

- hold person
- 10th Level: detect lie (always active)
- 15th Level: detect invisible (always active)

VALKYRIES (LD)

Portfolio	fallen heroes
Ability Required	STR 9, WIS 9, CHA 14, female, non-good
Weapons	any
Armor	any metal
Major Spheres	Combat, Healing (do NOT get All)
Minor Spheres	Charm
MI	as fighter

Granted Powers :

- turn undead

Note : they are actually fighters with some minor spell ability (get d10 hit dice, THAC0 and saves as fighter)

7 Some more Forgotten Realms deities

Lathander (Morninglord)

Greater Power, NG

Portfolio	Spring, dawn, birth, renewal
Requirements	WIS 14, CHA 12
Weapons allowed	Non-edged
Armor allowed	Non-metal
Major spheres	All, Astral, Creation, Healing, Sun
Minor spheres	Animal, Plant, Weather

Granted Powers :

- Turn undead (if affected by sunlight) at +4 levels
- 3rd level, can cast Light once/day
- Highly opposed to undead - will never flee a place with undead still undestroyed
- Always an early (dawn) riser
- At -1 to hits and saves at night (unless illumination is bright as day) or in darkness.
- Shuns underground locations

Societal notes :

Followers of Lathander have great faith in the future; they constantly cite the fact that dawn will always come again, as it has countless times in the past. Their temples usually lock up tight at night, but they are always among the first to emerge in the morning, with clerics singing the praises of the new day and the sun's return.

The spring celebrations held by the temples of Lathander throughout Faerun are very popular parties lasting from dawn to dusk for two weeks. The festivals feature unabashed revelry and free (or very cheap) food and drink, paid for by the proceeds to the temple in the previous year.

Lathander followers are extremely violent against undead, seeing them as horrible aberrations of the day. To a lesser extent, they are also repulsed by nocturnal creatures in general, and are never found in taverns or other familiar night haunting places. See the clerical and paladin special abilities vs. undead.

Midwifes in particular are usually followers of Lathander, and expectant or hopeful mothers are always welcomed in Lathander temples as the blessed of the god. Lathander is also popular among farmers and other workers of the earth, and even pregnant animals are welcome in the temple to be blessed in the hopes of a prosperous birth. Many merchants and businessmen also make offerings to Lathander to receive blessings on a new prospect, alliance, or venture.

Mystra (Midnight, The Lady of Mysteries)

Greater Power, NG

Portfolio	Magic
Requirements	WIS12, INT 14
Weapons allowed	Same as MUsers
Armor allowed	Same as MUsers
Major spheres	All, Astral, Elemental, Summoning, Protection
Minor spheres	Charm, Creation, Necromancy, Sun

Granted Powers :

- +4 on all saves vs. magic
- can cast Detect Magic once/day
- Read Magic available at any time
- Automatic Spellcraft proficiency
- Cannot turn undead

Societal notes :

Mystra is the patron goddess of many magicians and other users of spellcraft. Alchemists, weaponsmiths, and scribes in particular are frequent visitors to Mystran temples. The temples themselves tend to consist mostly of great laboratories and libraries for the study of spellcraft. After a number of temples were partially or completely destroyed by wayward experiments, temples began to be located near the outer edges of their cities, with tight security, usually enforced by Mystran paladins, restricting access to experimental areas.

The perimeter locations suit Mystran clerics just fine, as the temples usually have little to do with the town in general. The temples' service to the city usually comes in the form of advisors to the town leaders. Mystran temples are also popular places for the education of young would-be magicians (usually children of nobles with influence in the temple or exceptionally promising prodigies), and many wanna-bes tend to flock around the temple and blantantly display Mystran symbols in hopes of being mistaken for a real mage.

Oghma (The Binder)

Greater Power, N

Portfolio	Knowledge, bards
Requirements	WIS14, INT 12
Weapons allowed	As bards
Armor allowed	As bards
Major spheres	All, Astral, Divination, Summoning
Minor spheres	Charm, Combat

Granted Powers :

- Cast MU Divination spells at -1 level
- +2 vs. mind-altering spells
- Free local history NWP

Societal notes :

The knowledge of Oghma tends to be interrelated with people, as opposed to the scientific knowledge of mages and the like. Oghma is seen as the keeper of history and local knowledge. Temples specialize in the history of their area, usually including extensive maps of the region, family bloodlines and birth/death records, and ownership and business information. Temple priests are called Loremasters. Temples to Oghma usually contain huge libraries of local history, legend and lore, and maps. Most will have a large common area for anyone who wishes to study (sprinkled liberlly with donation boxes), and small rooms only open to the "faithful." (Of course, how "faithful" is determined will vary from city to city.)

Oghma is the patron diety of bards and inventors. Oghma is also frequently worshipped by town councilmen and other city leaders. Most city halls have an altar to Oghma. Oghma clerics rarely leave their area. They don't tend to leave their home city unless specific knowledge is to be gained by it. The temples keep in touch mostly through extensive letter writing, filling each other in on the events of note in their area. The Oghman temples are a huge network of information that is often used to find missing people or items. Most scribes are trained in Oghman temples.

Sune (Firehair)

Greater Power, CG

Portfolio	Beauty, love, passion
Requirements	WIS 9, CHR 16
Weapons allowed	Any one-handed. Daggers, darts, bows, and thin swords (rapiers) are preferred
Armor allowed	Leather, hide, or partial metal only.
Major spheres	All, Charm, Healing
Minor spheres	Guardian, Protection

Granted Powers :

- Charm (as Wizard spell) once/day
- Does not dwell or (usually) adventure outside of civilized areas
- Turn undead normally
- Free Etiquette proficiency - Checks are +2

Societal notes :

Temples to Sune are amazing sights, constructed of the finest materials and filled with ornate finery. The interiors are lit by hundreds of candles and stocked with magnificent works of art and craftsmanship. Every item in the temple is ornate. Many nobles worship Sune in pursuit of the finer things in life.

Sune temples tend to be connected with the town brothels, and some clerics even serve in them, although 9 out of 10 brothels will claim to be populated only by clerics of the Firehaired one. Rumor has it that Sune clerics learn spells that are only used in the bedroom, but if this is true, no one seems willing to speak officially about it.

Sune is also the patron goddess of artists in their pursuit of beauty and passion. Many craftsmen, too, give offerings to Sune for their work. A common expression of true love in the Realms is to go to a temple of Sune, light a candle from the altar, enter one of the common rooms (some of the larger temples even have rooms solely for this purpose), and proclaim the name of your true love aloud. Clerics are sure to scurry off to find the object of your desire and inform them of your proclamation with great excitement. Such proclamations are considered to be eternal and binding, and "called in the temple of Sune" is often the basis for Bards' stories. Weddings are also commonly held in Sune temples or officiated or attended by Sune clerics, especially among nobles.

Most temples also include counseling rooms for confessions, relationship help, and advice to the lovelorn. Don't expect what you say in a temple of Sune to remain private, though.

Tempus (Lord of Battles)

Greater Power, CN

Portfolio	War
Requirements	STR 13, WIS 10
Weapons allowed	All
Armor allowed	All (Plate mail preferred)
Major spheres	All, Combat, Protection, Healing
Minor spheres	Guardian, Necromantic

Granted Powers :

- Turn undead as normal
- +2 vs all saves in combat
- Receives 1 weapon specialization
- No bonuses or spells ever gained if not in battle

Societal notes :

Temples to Tempus are small fortresses, usually in strategic locations for the defense of their home city. They include large parade grounds and training areas. Regiments frequently demonstrate their abilities in the fields to gain the approval of Tempus. Temples are used as training grounds for generals, militia, and sometimes as quarters for armies in times of emergency.

Courtmartials for cowardice are always held in Tempus temples. Since Tempus hates to lose a soldier but also loathes cowardice, the accused is sure to receive a fair trial. Followers of Tempus have a special hatred of assassins, and will kill any assassin they find on sight.

Part of the temples of Tempus are quarters for grizzled old war veterans, usually covered with battle scars to attest to their service. The veterans receive inexpensive housing and board and care in return for their advice, stories, battle experience, and help in the temple. The temple staff always consist of these veterans.

MORADIN (THE SOUL FORGER)

Greater god, LG - King of the Dwarven Gods

Moradin is the head of a fairly large pantheon of dwarven deities. It is said that Moradin created the race of dwarves from iron and mithral, forging them in the fires at the center of Oerth. The dwarves' souls entered their bodies when Moradin blew on his creations to cool them. Moradin appears as a immense dwarf of old age and great power. His beard is long and gray. His skin is tan and leathery from his fiery forges. Moradin is son to Ulaa, goddess of hills and mountains; and Bleredd, blacksmith of the gods. His younger brother is Fortubo, god of stones and minerals.

Moradin's symbol and weapon, created by Bleredd, is a huge glowing hammer. It has the following powers:

- +5 weapon, strikes for 4-40 points of damage
- Moradin can throw the weapon 200 yards.
- Will return to Moradin's hand upon command.
- A 25 strength is needed to wield it.
- Upon command, Moradin can cause the hammer to glow with a blinding light. All viewers must making a save vs spells at -5 or be blinded.

Moradin wears magic armor and carries a magic shield that was created by Bleredd. This armor gives him an armor class of -9.

Shrines and temples are found wherever dwarves live. The great temples are located deep in mountains of extensive dwarven communities. The center of a shrine or temple of Moradin is always the great ever-burning hearth and forge. Sacrifices be they of common or precious metal, are melted down at the forge and reformed into shapes usable by the clergy of Moradin.

Clerics wear dark grey apparel under their chain mail. A shield is optional to the cleric. Each cleric weilds a hammer. The hammer is always with him and pefectly manitained.

Moradin's major sphere of influence is Necromantic. His minor sphere of influence is Healing.

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