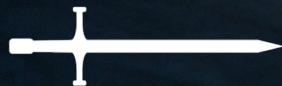


CLERICS OF THE KNOWN REALMS

Supplemental Rules
for Clerics

REALM



15

CLERICS OF THE KNOWN REALMS

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PREFACE



Warriors for their gods, and protectors of their allies, clerics are a staple in any fantasy role playing game. They are often given the requirement of choosing one's god, determined usually by their alignment, as is the case in the DCC RPG. The DCC Core Rulebook suggests that maybe their initial spells are determined by the god they chose and that maybe there are some other unique aspects as well. In the *DCC Annual*, options were given for seven of the gods mentioned in the Core Rulebook, and each option provided special abilities, titles, disapproval, and of course, canticles, spell-like powers granted to them by the gods.

This supplement provides options for the remaining twelve gods in the Core Rulebook, each with their own divine favors, titles, disapproval tables, and canticles. An attempt has been made to retain the flavor, style, and power-level of the options presented in the Annual, but the Judge should feel free to alter any of the options herein or simply use them as inspiration for their own games.

This product is written and offered as free fan made material for the DCC RPG. Realm 15 is not affiliated with Goodman Games. Visit www.realm15.com for more RPG-related material.

KLAZATH



he god of war and subjugation, Klazath of the Crimson Banner is arguably the most fearsome of the lawful gods. Followers of Klazath preach of glory through violent conflict and war for the sake of war. Tyrannical kings and martial rulers often pray to Klazath and use his teachings to justify their means. In the eyes of his followers, war is the only path to glory, and only through armed conflict can peace be truly obtained.

It is not surprising to find that Klazath's rival god is Ulesh, whose teachings of peace and methods of resolving conflict directly oppose that of Klazath. In lands where the clergy of Klazath are more popular, it is common for worshippers of Ulesh to remain secretive, with no open temples or shrine. Despite this, it is rather uncommon to find a church or temple devoted to Klazath, as only the most intolerant and power-hungry of societies generally organize around his teachings. It is more common for soldiers or those forced into armed conflict to pray to Klazath for protection and bravery when on the battlefield. Clerics of Klazath are both feared and valued on the battlefield for their training and boldness.

Clerics of Klazath are fearsome warrior-priests taught in the art of warfare much like the followers of Gorhan, Justicia, and Aristemis. Unlike them, however, Klazath advocates the use of war for resolution of all manner of conflicts. Because of these differences, Gorhan and Justicia are his prime enemies. Klazath's favored weapon is the axe, and his clerics are trained with the use of any axe as well as the other weapons normally wielded by lawful clerics.

As the god of subjugation, Klazath abhors weakness and believes that only the strong survive. He appears in the form of a fearsome black warrior in full plate armor, splattered with blood, and a large, plumed helm. He always wields wicked looking battleaxe. The holy symbol of Klazath resembles the blood-stained double-headed battleaxe that he wields.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Klazath is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the cleric holds an axe over the patient from which blood drips and heals their wounds; (2) A war horn is heard loudly to only the patient, bolstering their will to fight, and healing their wounds; (3) Both the wounded and the patient suddenly have flashbacks of wars that they or their ancestors fought in, as their wounds stitch together; (4) Searing pain shoots in through the patient, as if being slain in a glorious battle, and suddenly vanishes leaving their wounds healed.

DIVINE FAVORS

Inspiring Shout: If a retainer or ally of the cleric ever fails a morale check or saving throw against a fear-inducing effect, the cleric can shout with the power of Klazath behind it, out of initiative order. The retainer or ally that failed the check or saving throw can immediately re-roll with a +1 bonus to the roll but must accept the new result.

Rush into Battle: Followers of Klazath value bold attacks and quick action. They don't care much for long deliberation, and indecision is anathema to them. Once per day followers of Klazath can use an action to call upon his blessing and receive a bonus when using the charge ability (DCC Core Rulebook page 96). When calling upon this favor, the bonus for charging increases to +4 for one charge.

CLERIC OF KLAZATH TITLES

Level	Title
1	Initiate of War
2	Scholar of War
3	Bishop of War
4	Herald of War
5	Warrior-Priest

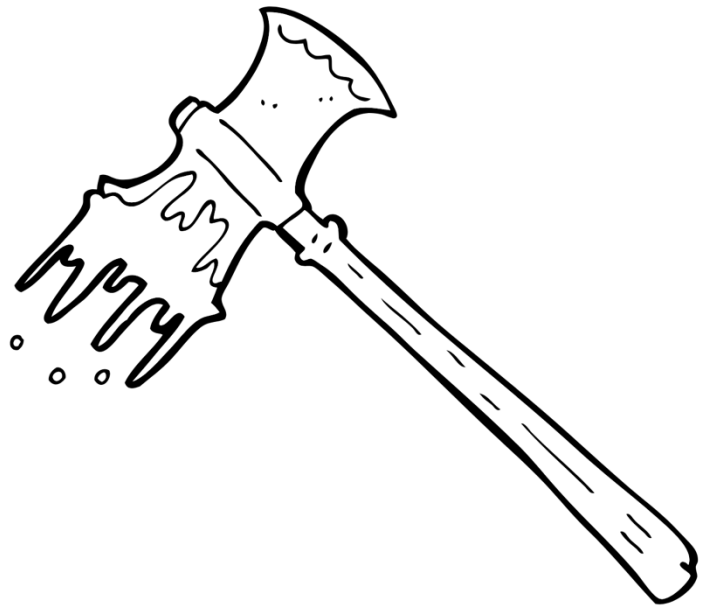
DISAPPROVAL

Clerics and priests of Klazath are expected to uphold his teachings unflinchingly. Mistakes are expensive in war. Mistakes cost lives and can turn the tide of battle, forever binding the fate of an entire people or kingdom to the will of their enemies. If a cleric continues to make one too many mistakes, Klazath makes his disapproval known, hoping that his followers learn from their mistakes before it is too late.

Roll	Disapproval
1	The cleric must spend one hour tonight studying and meditating on the Klazath's Treatise of War.
2	The cleric must recite passages from Klazath's Treatise of War for at least 1 hour as soon as he is able (he can wait until combat is over). Failure to do so within 120 minutes, however, incurs a -1 penalty to all spell checks until he completes the full hour.
3	The cleric must demonstrate his prowess in combat. The cleric incurs a -1 penalty on all spell checks until he scores a critical hit, or until the next day.

Roll	Disapproval
4	The cleric has offended Klazath by his incompetence and must choose to receive either a -1 penalty to all spell checks or a -1 penalty to all attack rolls until the next day
5	The cleric is given one chance to prove his valor in combat. The next time the cleric can attack, he must do so. If he does not score a critical hit, he incurs a -2 penalty to all spell checks until the next day. If he does, Klazath is pleased, and no penalty is incurred.
6	The cleric loses access to one randomly determined canticle until the next day.
7	Klazath is disturbed by the cleric's blatant disregard for one his teachings in the Treatise of War. The cleric immediately incurs a -1 penalty to all spell checks until they score a critical hit on an opponent.
8	The cleric's misuse of his power incurs a -3 penalty to the specific spell check, canticle, or ability that resulted in disapproval for the rest of the day.
9	The cleric must be punished for his disregard of proper combat formations. Any ongoing effects from <i>relentless formation</i> are canceled, and the canticle cannot be used again for 1 turn. In addition, the cleric is incapable of inflicting critical hits during this time.
10	The cleric loses access to one randomly determined level 1 spell until the next day.
11	The cleric loses access to all canticles until the next day, as he is forced to rethink his studies of warfare.
12	The cleric loses access to 1d3 randomly determined level 1 spells until the next day.
13	Klazath has determined that the cleric must spend a longer period reflecting on his studies and his miscalculations of warfare. When the cleric rests for the night, the deity disapproval range is not reduced.
14	Klazath revokes the cleric's ability to <i>turn unholy</i> creatures until the next day, and he urges him to rethink his use of defensive formations.
15	The cleric loses the ability to <i>lay on hands</i> until the next day.
16	Klazath furiously revokes the cleric's ability to <i>turn unholy</i> , <i>lay on hands</i> , and 1d3 randomly determined spells of any level until the next day.

Roll	Disapproval
17	The god of war is embarrassed by the cleric's combat prowess. The cleric is forced to doff all armor for the rest of the day once it is safe to do so. If the cleric attempts to don any armor this day, a loud war horn, blown from the heavens, smites the cleric for 1d10 damage and alerts all enemies to his presence.
18	Klazath weakens the cleric's combat prowess for his malfeasance. All attacks are made with a -2 penalty until the next day.
19	The cleric loses access to all level 1 spells and canticles until the next day.
20+	Klazath saps the cleric's power, forcing him to fend for himself. The cleric cannot cast level 1 spells, cannot use canticles, and all attacks are made at a -1d penalty with no chance for critical hits until the next day.



CANTICLES OF KLAZATH



lazath's Treatise of War is the main text studied by all his followers. It is a massive tome wherein all his holy knowledge is documented on how best to wage war, at least in the eyes of Klazath. A talented cleric can recite passages from this holy text in a hummed fashion, producing a spell-like effect. Though these canticles are not spells themselves, they grant power to the cleric who recites them in this way.

Level 1: *Relentless Formation*

Level 3: *Cadence of Defense*

Level 5: *Victorious Pursuit*

RELENTLESS FORMATION

One of the first methods studied by the clerics of Klazath is the ability to bolster one's offensive strikes with a special formation. At 1st level, all clerics of Klazath can sing the passage titled *relentless formation*, rolling on the table below as a normal spell action with the usual bonuses and penalties.

Spell check	Result
1-11	Failure. Roll disapproval if applicable. Increase disapproval range otherwise.
12-13	The cleric's weapon attacks strike with a threat range of 19-20, as a 1st level warrior would, for 1d4+CL rounds.
14-23	The cleric and all allies within 30' of can make weapon attacks with a threat range of 19-20 for 1d4+CL rounds.
24-31	The cleric and all allies within 30' of him can make weapon attacks with a threat range of 18-20 for 1d4+CL rounds.
32+	The cleric and all allies within 60' of him can make weapon attacks with a threat range of 18-20 for 1d4+CL rounds.

CADENCE OF DEFENSE

The clerics of Klazath sing this canticle in times when a strong defense is more important than an offensive strike. At 3rd level, a cleric can hum this chant to orient himself and his allies in a defensive formation. If the cleric begins this canticle while *relentless formation* is still in effect, the benefits from *relentless formation* end immediately, and vice-versa.

Spell check	Result
1-15	Failure.

Spell check	Result
16-17	The cleric and all allies within 30' orient themselves in a defensive formation granting a +1 bonus to AC for 1d4+CL rounds.
18-23	The cleric and all allies within 30' orient themselves in a defensive formation granting a +2 bonus to AC for 1d4+CL rounds.
24-25	The cleric and all allies within 30' orient themselves in a defensive formation granting a +3 bonus to AC for 1d4+CL rounds.
26+	The cleric and all allies within 30' orient themselves in a defensive formation granting a +4 bonus to AC for 1d4+CL rounds.

VICTORIOUS PURSUIT

Enemies of Klazath flee when they hear this ominous chant from the other side of the battlefield. Clerics of 5th level can sing this song to demoralize his enemies, weakening their combat effectiveness. At the start of an enemy's turn, if they are within range of the cleric per the spell check, they make a Willpower save vs the spell check to resist.

Spell check	Result
1-19	Failure
20-21	Enemies within 30' of the cleric make a Will save vs the spell check on their turn. On a failure, they are demoralized and incur a -2 penalty to all attacks and spell checks for 1d4 rounds.
22-27	Enemies within 60' of the cleric make a Will save vs the spell check on their turn. On a failure, they are demoralized and incur a -4 penalty to all attacks and spell checks for 1d4 rounds.
28-29	Enemies within 60' of the caster make a Will save vs the spell check on their turn. On a failure, they are racked with fear, incurring a -1d penalty to all attacks and spell checks for 1d4+CL rounds.
30+	The cleric's song echoes and thrums in the minds of all enemies within 120'. Each enemy must make a Will save vs the spell check on their turn. On a failure, they incur a -1d penalty on all attacks, spell checks, and saving throws for 1d4+CL rounds.

ULESH



Ulesh the Immobile, the god of peace, is depicted as a very large, bearded man with open palms. The armor clad Ulesh carries all manner of weapons. He values finding a peaceful approach to conflict, and statues are erected in his name on sites where armed conflict was avoided through peaceful means. Followers of Ulesh are famous for their patience and ability to step in resolve conflicts between nations. Despite this, their fury is not to be underestimated, their proficiency with the weapons of war makes them fully capable of defending their holy sites and defending those who cannot defend themselves. When all else fails, clerics of Ulesh will fight to maintain the peace.

Ulesh is a strict god; he maintains that none of his followers shall ever make the first strike. Clerics of Ulesh must always use their powers for defense, and never for attack. They risk the disapproval of their god should they ever make the first strike in combat. He opposes war for the sake of war, and despite being lawfully aligned like Klazath, the two are opposing gods.

Temples to Ulesh are one of the more common religious establishments. Shrines and temples to Ulesh can be found even smaller villages whom, as isolated as they are, rely on the protection of their god. Most large cities always have at least one established place of worship for Ulesh, unless the nation is ruled primarily by worship of Klazath or a chaotic entity.

The holy symbol of Ulesh is the Grasped Hands of Peace, typically worn as a belt buckle, amulet, or engraved into their weapons or armor. Followers wear white or lightly colored vestments so that if blood is spilled, they are reminded of the cost of peace. Since Ulesh's favored weapon is the mace, his clerics generally wield one as well.

SPECIAL TRAITS

LAY ON HANDS

The god of peace provides his clerics with an additional power when they use *lay on hands*. To mediate conflict, the cleric can use this ability to help calm those whom he speaks to, allowing them to work rationally through their differences. Instead of the usual healing ability of *lay on hands*, the cleric can attempt a simple charm effect on a hostile target per the below table.

Note that creatures immune to being charmed are unaffected by this ability. In all cases, the effect ends immediately if the target takes any damage, and the cleric must touch the target prior to using this ability.

Check	Result
1-13	Failure

Check	Result
14-19	The hostile humanoid must succeed on a DC 10 Will save or become charmed. While charmed in this way, the target is unable to attack or cast a harmful spell. The save can be attempted each round.
20-22	The hostile humanoid must succeed on a DC 15 Will save or become charmed. While charmed in this way, the target is unable to attack or cast a harmful spell. The save can be attempted each round.
23-25	The hostile humanoid must succeed on a DC 20 Will save or become charmed. While charmed in this way, the target is unable to attack or cast a harmful spell. The save can be attempted each round.
26-28	The hostile creature must succeed on a DC 20 Will save or become charmed. While charmed in this way, the target is unable to attack or cast a harmful spell. The save can be attempted each round.
29-30	The hostile creature must succeed on a DC 25 Will save or become charmed. While charmed in this way, the target is unable to attack or cast a harmful spell. The save can be attempted each round.
31+	The hostile creature is charmed and incapable of making any attacks or casting harmful spells for 1 turn and receives no save.

When the cleric of Ulesh is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) a warm sensation emanates from the hands of the clerics and relaxes the patient; (2) The cleric glows slightly with a holy aura; (3) Images evocative of peace and relaxation flood the mind of the patient; (4) The cleric clasps hands with the patient, calming them and healing wounds.

DIVINE FAVORS

Defensive Strike: The cleric of Ulesh must never make the first strike in combat. If he does, he receives an immediate +5 to his disapproval range. However, once per encounter the cleric can immediately make a free attack against the first enemy that damages him, outside of initiative order.

Subdue the Violent: Clerics of Ulesh receive no penalty to the amount of damage dealt when using their weapon to deal subdual damage. For example, a club normally deals 1d4 damage and 1d3 subdual damage, but the cleric of Ulesh deals 1d4 damage in both cases.

CLERIC OF ULESH TITLES

Level	Title
1	Diplomat of Ulesh
2	Disciple of Peace
3	Mediator
4	Arbitrator
5	Peace-bringer

DISAPPROVAL

Clerics of Ulesh know that their god is strict in his teachings, thus they fear his punishment for their failings. Clerics of Ulesh roll on the below disapproval table.

Roll	Disapproval
1	The cleric must atone for his sins. They can do nothing but recite the mantras of Ulesh for the next 10 minutes as soon as they are no longer in danger.
2	The cleric has sinned and immediately incurs a -1 penalty to AC due to their remorse and regret. The penalty is only removed once they finish reciting the mantras of Ulesh for 10 minutes. Spell casting is impossible during this time and speaking any other word in between the mantras resets the timer.
3	The cleric incurs a -1 penalty to all spells checks and their AC until the convert a new follower to Ulesh's faith.
4	Ulesh is angered. The cleric incurs a -1 penalty to all spell checks and AC for the next 2 days.
5	The cleric undergoes a test of humility and must treat all friends and allies as their superiors. Failure to do so incurs a -2 penalty to AC and a loss of all spellcasting ability, including <i>lay on hands</i> and canticles, until the next day.
6	Until the end of the next day, the cleric incurs an immediate -1 to all spell checks and AC, which increases by -1 on any aggressive action they take. This penalty is cumulative but does not apply to self-defense.
7	The cleric must endure the test of understanding. They take 1d8 damage, not to drop below 1 hit point. The damage heals at the normal rate and cannot be healed magically until the next day.
8	Until the next day, the cleric incurs a -4 to the specific spell check, canticle, or ability that resulted in disapproval and a -1 penalty to their AC.

Roll	Disapproval
9	The cleric incurs an immediate -2 penalty to all spell checks and a -1 penalty to their AC until the next day.
10	The cleric loses access to one randomly determined level 1 spell until the next day and their AC suffers a -1 penalty for the duration.
11	The cleric is ordered to practice or study the ways of mediation. The cleric incurs a -2 penalty to all spell checks and their AC. They can remove the penalty by either resolving a violent conflict peacefully or by meditating for a full day.
12	The cleric is temporarily disowned by Ulesh. They must gain his favor back for resolving a violent conflict peacefully. Until they do so, they suffer a -2 penalty to their AC.
13	The cleric loses access to two random level 1 spells for the remainder of the day. Also, they must learn the value of sacrifice. Until they've taken damage by an enemy, they suffer a -2 penalty to AC.
14	Ulesh is pained by the cleric's actions. The cleric's disapproval range does not reset at the end of the day.
15	The cleric incurs a -5 penalty to spell checks which persists until they sacrifice at least 50% of all their material wealth.
16	Ulesh withholds the cleric's ability to <i>lay on hands</i> for 1d14 days. Additionally, for the duration of the effect the cleric always acts last in the initiative order.
17	The cleric loses access to 1d4+1 randomly determined spells until the next day and cannot call upon the <i>defensive strike</i> divine favor.
18	The cleric is unable to <i>turn unholy</i> for 1d14 days. For the duration, the cleric also feels compelled to inject herself into any conflict she encounters, in order to try to find a peaceful resolution.
19	The cleric's ability to <i>lay on hands</i> is restricted for 3d7 days. For the duration, they can only deal subdual damage with their attacks (note that their damage does not drop due to their <i>subdue the violent</i> favor).
20+	Ulesh regrets granting the cleric their power. They see a vision of war and violence and how all is ruined for civilization. The cleric must immediately renounce all weapons and armor as and swear peace with open palms. The only way to redeem themselves is to prevent a large conflict or danger without striking a single blow. They can utilize their <i>lay on hands</i> ability, canticles, or non-harmful spells.

CANTICLES OF ULESH



he mantras of Ulesh not only impart the process of peacekeeping but can also be chanted in a song-like fashion, imparting power among Ulesh's most devout followers. Though not spells, canticles are rolled the same way, and can result in disapproval upon failure. These canticles are granted to the clerics of Ulesh at the following levels.

Level 1: *Psalm of Surrender*

Level 3: *Poem of Parting*

Level 5: *Serenade of Peace*

PSALM OF SURRENDER

This song serves as the primary ability in the cleric of Ulesh's toolkit for resolving conflicts. Singing this canticle creates a calming effect on those of the cleric's choosing. By spending an action reciting this canticle, the cleric can daze opponents, possibly causing a surrender. Targets get a Will save versus the spell check to resist the effects, and creatures that are immune to being charmed are not affected by this canticle.

Spell check	Result
1-11	Failure. Roll disapproval if applicable. Increase disapproval range otherwise.
12-13	One target within 60' of the cleric is dazed and unable to take any actions next round except moving at half speed unless they succeed on a Will save vs the spell check. The effect ends early if they take damage.
14-23	1d4+CL targets within 60' of the cleric are dazed and unable to take any actions next round except moving at half speed unless they succeed on a Will save vs the spell check. The effect ends early if they take damage.
24-31	1d12+CL targets within 60' of the cleric are dazed and unable to take any actions next round except moving at half speed unless they succeed on a Will save vs the spell check. The next round, all affected targets must succeed on a second Will save, DC 10, or drop their weapons and surrender. If affected creatures take any damage, they immediately realize they've been charmed, and the effects end.
32+	All targets within 60' of the cleric are dazed and unable to take any actions next round except moving at half speed unless they succeed on a Will save vs the spell check. The next round, all affected targets must succeed on a second Will save, DC 15, or drop their weapons and surrender. If affected creatures take any damage, they immediately realize they've been charmed, and the effects end.

POEM OF PARTING

A 3rd level cleric of Ulesh can sing the *poem of parting* to repel enemies from the cleric and her allies, possibly stalling a conflict or giving his allies the advantage in crushing his enemies.

Spell check	Result
1-15	Failure.
16-17	A wave of force repels enemies within 10' of the cleric, knocking them back 10' unless they succeed of a DC 10 Strength check.
18-23	A wave of force repels enemies within 20' of the cleric, knocking them back 10' unless they succeed of a DC 15 Strength check.
24-25	A wave of force repels enemies within 30' of the cleric, knocking them back 10' unless they succeed of a DC 20 Strength check. Enemies are flung backwards with such force that if they hit a solid object, they are dealt 1d6 damage.
26+	A shield erupts around the caster in a 30' radius. Only those friendly to the caster can cross the shield. All enemies, projectiles, and spells fail to pierce the barrier. The barrier vanishes after 1d4+CL rounds and can be dispelled using <i>dispel magic</i> .

SERENADE OF PEACE

When the clerics of Ulesh reach 5th level, they can sing this peaceful tune as they use *lay on hands* to heal the wounds of an ally. When using *lay on hands* to cause healing, those of opposing alignments are considered as adjacent, those of adjacent alignments are considered lawful, and lawfully aligned creatures are healed by one additional die.

CHORANUS



Choranus, the Seer Father, is the god of creation, magic, and destiny. Many scholars would argue that Choranus is the most powerful of all the deities. He was the leader of the Triad, the three most powerful of the greater deities. It is said that all of creation began with Choranus, and that now he watches from afar, more concerned with the future of the Known Realms than the present.

The Seer Father is most closely allied with Ildavir, whom was also a member of the Triad with him and Choranus's younger brother, Centivus. His rival god is Zhühn, who's empty Void was invaded by Choranus's very presence. Choranus also deeply opposes Cadixtat, who's chaotic followers threaten all of creation.

There are few established worshippers of Choranus, but those that do are typically wizards, scholars, prophets, or any who seek a higher level of knowledge, especially with regards to divination. Small groups of clerics of Choranus might be found as part of a university or library, working as protectors of the knowledge held within.

Choranus's holy symbol varies by culture, and he and his followers have no favored weapon. One such holy symbol, common among his clerics, is a symbol depicting time and infinity as an upright hourglass shape. This symbol is usually worn as an amulet among his worshippers, who typically wear humble brown vestments.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Choranus is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) eldritch energy glows and orbits the patient until they are healed; (2) The patient has a brief vision of the future, though is forgotten upon being healed and only remembered later via *déjà vu*; (3) Time seems to slow and stretch for the patient and cleric; (4) The patient's life thus far flashes before their eyes, as wounds are healed.

DIVINE FAVORS

Foresight: Once per 1d7 days, the cleric can catch a glimpse of the deep knowledge of Choranus turning any failed attack roll, saving throw, or ability check into a success. This does not apply to spell checks or canticles. After using this favor, the cleric rolls 1d7 to determine how many days before it can be used again.

Arcane Secrets: Choranus grants his clerics access to the arcane. His clerics can learn the following spells from the wizard spell list: *comprehend languages*, *mending*, *ESP*, and *shatter*. As arcane spells, corruption and misfires can occur.

CLERIC OF CHORANUS TITLES

Level	Title
1	Scryer
2	Wise Scholar
3	Chaplain of Creation
4	Awakened Seer
5	Farseer

DISAPPROVAL

The all-powerful Seer Father is patient and wise, but he does not suffer lightly those who abuse the knowledge and power he imparts. Clerics of Choranus roll on the following disapproval table.

Roll	Disapproval
1	The cleric must atone for his sins. They can do nothing but meditate on the visions of Choranus for the next 10 minutes, starting as soon as it is safe to do so.
2	The cleric can do nothing but meditate on the visions of Choranus, praying with closed eyes for the next 10 minutes. They must do this as soon as it is safe to do so.
3	Choranus has deemed that the cleric be tested. They suffer a -1 penalty to all spell checks until the next day.
4	The cleric incurs a -4 penalty to the spell, ability, or canticle that caused the disapproval until the next day.
5	The cleric must undergo the test of false visions. The Judge rolls 1d3 in secret. If the player guesses the result incorrectly, they incur a -1 penalty to all spell checks until the next day.
6	The cleric must undergo the test of false destiny. The Judge rolls 1d6 in secret. If the player guesses the result incorrectly, they incur a -1 penalty to all spell checks for the remainder of the day.
7	The cleric becomes unsure of the visions Choranus has granted him. He immediately incurs a -1 penalty to all spell checks until the next day.
8	Choranus revokes access to one randomly determined level 1 spell until the next day.
9	The cleric is sent false visions by Choranus and incurs an immediate -2 penalty to all spell checks until the next day.

Roll	Disapproval
10	The cleric is ordered to meditate on the nature of creation and destiny. They incur a -4 penalty to all spell checks. The only way to lift this penalty is to meditate. Each full day of meditation, the cleric can make DC 15 Will save to remove this penalty.
11	Choranus averts his gaze. The cleric's disapproval rating does not reset the following day. The day after next, it reverts as normal.
12	Choranus penalizes the cleric for his lack of vision. The cleric loses access to two randomly determined level 1 spells until the end of the day.
13	The cleric must pass the of the Seer Father. The Judge rolls 1d12 in secret. If the player guesses the result incorrectly, they incur a -4 penalty to all spell checks until they sacrifice at least 40% of all their worth in gold. Alternatively, the cleric can attempt to guess the rolled number again once per day.
14	The cleric loses access to all canticles until the next day.
15	The cleric's knowledge of the prophecies of Choranus has driven them temporarily insane. They lose access to all canticles and 1d4 randomly determined spells of any level until the next day.
16	The cleric's ability to <i>lay on hands</i> is temporarily revoked for 2d8 days. For the duration, they become obsessively inquisitive about the origins of creation.
17	The cleric's knowledge of Choranus's visions has driven them into a manic state. The cleric loses access to all canticles and 1d4+1 randomly determined spells of any level until the next day.
18	The cleric is unable to <i>turn unholy</i> for 2d8 days. For the duration, they compulsively meditate each night on the future of creation as described by the Holy Prophecies of Choranus.
19	Choranus revokes the cleric's ability to <i>lay on hands</i> for 4d7 days. For the duration, the cleric is possessed with a powerful desire to understand Choranus's plan for the universe.
20+	The cleric has peered past the veil and seen a chaotic destiny, triggering a powerful crisis of faith. The cleric loses access to all canticles, favors, and spells. At next dawn, the cleric can attempt a DC 10 Will save to restore their powers. Failure means the cleric must wait an additional day.

CANTICLES OF CHORANUS



All clerics of Choranus are required to study the Holy Prophecies of the Seer Father, a massive tome detailing creation, the universe, destiny, and fate, yet only represents an inkling of the knowledge and power that he promises his most devout followers. Those who are successful in becoming clerics can learn to sing passages of his prophecies. The ominous, disharmonious tunes produce spell-like effects, and are granted at the following levels. The spell checks for these canticles are done the same way as spells, with the same risk of disapproval on failure.

Level 1: *Song of Scrying*

Level 3: *Rhyme of Creation*

Level 5: *Chorus of Destiny*

SONG OF SCRYING

By singing from this chapter of Choranus's Holy Prophecies, the cleric can replicate the effects of a simple scrying device, seeing for a short period of time at a specific area. The accuracy of the vision is determined by the spell check and how familiar the location is to the cleric. If the location does not exist, the canticle fails outright, as if on a roll of 1. Successive uses of the canticle on the same day have a cumulative 25% of failure, as if the cleric rolled a 1.

Spell check	Result		
	Cleric knows of the location	Cleric has seen the location	Cleric has been to the location
1-11	Failure		

Spell check	Result		
	Cleric knows of the location	Cleric has seen the location	Cleric has been to the location
12-13	The cleric can determine whether any hostile creatures are present within 10' of the location at the exact time the canticle is sung.	The cleric can determine the number of hostile creatures present within 10' of the location at the exact time the canticle is sung.	The cleric can determine the number and general type (e.g., humanoid, un-dead) of hostile creatures present within 10' of the location when the canticle is sung.
14-23	The cleric can determine the number and general type (e.g., humanoid, un-dead) of hostile creatures present within 10' of the location when the canticle is sung.	The cleric can determine the number and general type (e.g., humanoid, un-dead) of hostile creatures present within 30' of the location when the canticle is sung.	The cleric can determine the number, general type (e.g., humanoid, un-dead), and disposition of all creatures present within 30' of the location when the canticle is sung.
24-31	The cleric can determine the number, general type (e.g., humanoid, un-dead), and disposition of all creatures present within 30' of the location when the canticle is sung.	The cleric can determine the number, general type (e.g., humanoid, un-dead), and disposition of all creatures present within 30' of the location when the canticle is sung.	The cleric can determine the number, general type (e.g., humanoid, un-dead), and disposition of all creatures present within 60' of the location when the canticle is sung.
32+	The cleric can determine the number, general type (e.g., humanoid, un-dead), and disposition of all creatures present within 60' of the location when the canticle is sung.	The cleric can see everything going on within 120' of the target location for 1 round. This is enough to get a general glimpse of all creatures in the location, their disposition, and some of the location's features.	The cleric can see everything going on within 120' of the target location for 1 turn. They can view exactly what creatures exist within 120' of the location, their disposition, as well as all the room's features.

RHYME OF CREATION

When the clerics of Choranus reach 3rd level, they may sing the rhyme of creation once per day, generally done as an evening ritual, along with the study of the Holy Prophecies of Choranus. The *rhyme of creation* triggers a resonating affect in all life within 120' feet of the cleric. The cleric, and all those sleeping near him that night, rest easier, as their bodies recover faster from the very essence of creation himself, the power of Choranus. The cleric and all those who sleep within 120' of him recover twice as many hit points or ability score loss that night. This extra healing does not apply to ability score loss as a result of spellburn, however.

CHORUS OF DESTINY

At 5th level, clerics of Choranus can sing the *chorus of destiny*, a mysterious flowing, chanted melody that allows the cleric to have brief glimpses at the many possible threads of destiny. These glimpses allow them a variety of different effects, altering the way they perceive reality. On a successful casting, the cleric may choose to take a lower but potentially for desirable result from the table, however, successful castings will cancel any ongoing effects from a previous casting.

Spell check	Result
1-19	Failure.
20-21	The cleric's vision extends to the ethereal plane. For 1 turn they gain true seeing, granting them the ability to see invisible creatures and in the dark up to 30'.
22-27	The cleric is granted visions of alternate realities all around herself, allowing her to better predict incoming blows or hazards. For 1 hour, the cleric's AC and Reflex saving throw increases by 1.
28-29	The cleric is granted a vision of a possible victory. For the next two hours, the cleric is granted a +2 bonus to all attack rolls and ability checks.
30+	The cleric is granted a vision of their possible doom! For the next two hours, if the cleric drops to 0 hit points, he drops to 1 instead and falls prone, and the effect ends. The canticle must be sung again for this effect to occur more than once in a two-hour timespan.

GORHAN



he Helmed Vengeance, the Brave One, He Who Fights First. These are all titles given to Gorhan, god of valor, chivalry, and honor in combat. He is worshipped by those who fight against the corrupt and lawless, and many of his followers are paladins. Even non-humans have been known to worship Gorhan in their darkest times of need, but usually by a different name. Gorhan values protecting the weak, much in opposition to his rival, Klazath. His desire to thwart evil at all costs often outweighs reason, and as such, followers of Gorhan can often be considered brash or lacking foresight.

Gorhan's avatar is that of a slender knight in shining golden armor. His radiant longsword and shield are always at the ready, and the visor of his helm always hides his face. As husband to Justicia, Gorhan's empathy extends to Justicia's righteous decrees, but when the guilty are beyond forgiveness, Gorhan becomes the executioner.

Clerics of Gorhan are trained in the use of the longsword, Gorhan's favored weapon, in addition to that of other lawful clerics. A bloodstained longsword is the holy symbol of the Helmed Vengeance, and the right to bear this symbol on their armor is reserved to those who have shown courage against evil. His clerics value valor above all else. They generally wear standard vestments in their temples, but on the battlefield, they prefer to wear helms that mask their identity.

Temples to Gorhan are common in larger settlements, especially cities, where often the clerics and paladins of the temple fight alongside armies to defend their nations. It is also common for his temples to also be devoted to Justicia, in which case, the holy symbols of both are joined as one. His domains are associated with Strength, War, and Healing.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Gorhan is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the patient glows with an holy aura as wounds are healed; (2) The patient's morale is boosted with a surge of hope as the cleric lends him his valor and wounds are healed; (3) While the cleric closes his eyes and prays, the patient sees Gorhan's avatar appear behind him, inspiring him while his wounds are healed; (4) The cleric's hands radiate light and warmth as wounds are healed, and the patient's courage is restored.

DIVINE FAVORS

Heroism: Once per day the cleric can inspire his allies with the valor of The Helmed Vengeance. The cleric and all allies within 30' are granted a +1 bonus to all Will saving throws for 1 hour. Additionally, all allies within range gain 1d6

additional hit points above their maximum. After 1 hour, if the loss of these hit points would result in death, they fall unconscious instead.

Smite: Gorhan's clerics are given the ability to smite the unholy with a blast of bright radiant light. If the cleric is successful in striking any creature considered unholy to the cleric in melee combat, he may deal damage 1 die higher on the dice chain. A longsword, for instance, would deal 1d10 damage to un-dead instead of 1d8.

CLERIC OF GORHAN TITLES

Clerics of Gorhan generally affix these titles to their given names. For instance, Jamie, a 2nd level cleric of Gorhan, might be called "Jamie the Steadfast."

Level	Title
1	The Firm
2	The Steadfast
3	The Courageous
4	The Vigorous
5	The Stalwart

DISAPPROVAL

Gorhan is capable of being a very empathic god, thanks to his bond with Justicia, but there are a few mistakes that always warrant punishment in his eyes. Clerics of Gorhan roll on the below disapproval table.

Roll	Disapproval
1	The cleric must atone for his sins. They can do nothing but name the targets of their vengeance for the next 10 minutes, starting immediately when they are no longer in immediate danger.
2	The cleric must atone for his sins. They can do nothing but name the targets of their vengeance for the next 10 minutes, starting immediately, which must be done verbally, preventing spell casting and canticles.
3	The cleric is tested by Gorhan and incurs a -1 penalty to all spell checks until the next day.
4	The cleric's divine favor <i>heroism</i> is revoked until the end of the day.
5	The cleric undergoes the test of humility. For the remainder of the day, they must treat all meek and innocent creatures as their superiors. Failure to do so results in a loss of spellcasting ability, including <i>lay on hands</i> , until the next day.

Roll	Disapproval
6	The cleric loses access to one randomly determined level 1 spell until the next day.
7	The cleric must increase Gorhan's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
8	The cleric has angered Gorhan and incurs a -4 penalty to the spell, canticle, or ability that caused the disapproval until the next day. The cleric must also name the targets of their vengeance for the next 10 minutes, verbally, preventing casting.
9	The cleric's divine favor <i>smite</i> is revoked until the end of the day.
10	The cleric incurs an immediate -1 to all spell checks until they complete a task in the name of chivalry, vengeance, or both. The cleric is very prone to extreme emotion for the duration.
11	The cleric loses access to two randomly determined level 1 spells until the next day.
12	The cleric incurs a -2 penalty to all spell checks until the next day. Also, for the duration their choices are only driven by their desire for righteous vengeance.
13	The cleric's ability to <i>lay on hands</i> is revoked for 1d7 days. For the duration, they are extremely irritable and dangerous.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a -4 penalty to all spell checks and canticles until they have sacrificed 40% of this value. Each 10% increment drops the penalty by -1. The wealth must be used in service of Gorhan.
15	The cleric must endure the test of the meek. Their Strength and Stamina are reduced to 3. The damage heals at the normal rate but cannot be healed by other means. For the duration, they empathically experience the fear in the weak around them.
16	Gorhan is not pleased. The cleric's disapproval rating does not reset the following day. The next day, disapproval resets as normal.
17	Gorhan withholds the cleric's ability to <i>lay on hands</i> and the divine favor <i>heroism</i> for 2d7 days. Also, for the duration, they cannot flee from righteous battle, but retainers gain a +1 to morale checks due to their fearlessness.

Roll	Disapproval
18	The cleric is unable to <i>turn unholy</i> or use any divine favors for 2d14 days. Additionally, for the duration, they are deathly afraid of all creatures they could turn.
19	The cleric loses access to all spells until they complete a major task of service for Gorhan, at the Judge's discretion. Also, they are now more easily prone to anger, and they deal additional damage equal to their caster level for the duration.
20+	Gorhan withholds his power from the unworthy! The cleric loses access to all spells, canticles, and divine favors until they complete a quest for Gorhan. The quest must be one that imparts chivalrous vengeance as part of its success, at the Judge's discretion.

CANTICLES OF GORHAN



he followers of Gorhan are also trained in the art of war for the purpose of protecting the weak and exacting vengeance on the unjust. As part of their training, clerics of Gorhan learn songs that can be sung during battle to aid them in this cause. Though not spells themselves, these songs can achieve spell-like effects and risk the effects of disapproval on failures. The following canticles are granted at the given levels.

Level 1: *Aura of Protection*

Level 3: *Weapon of Valor*

Level 5: *Find Steed*

AURA OF PROTECTION

At 1st level, clerics of Gorhan are trained to sing this near-quiet psalm before entering any combat scenario. For his clerics, it becomes almost second nature to hum to this prayer, granting the cleric and nearby allies minor protection against unholy creatures.

If the cleric is not surprised in combat, he and all nearby allies within 10' gain +1 AC against attacks made by all creatures that the cleric considers unholy. This bonus is not applied when the cleric is surprised by the enemy, as it is assumed he did not have time to perform the psalm prior to the battle

WEAPON OF VALOR

Clerics of Gorhan gain the ability to bless one of their own weapons at 3rd level. After touching the weapon of their choice and singing this canticle, the weapon becomes a holy weapon of valor, blessed by Gorhan himself. The weapon remains blessed until the end of the day when the power fades. Using this canticle on another weapon ends the effects of the previous weapon immediately.

Spell check	Result
1-15	Failure.
16-17	Until the end of the day, a mundane weapon becomes blessed by Gorhan, gaining +1 to all attack and damage rolls to all creatures unholy to the cleric. For the duration, the cleric becomes proficient in the weapon even if he was not before.
18-23	Until the end of the day, a mundane weapon becomes blessed by Gorhan, gaining +1 to all attack and damage rolls. For the duration, the cleric becomes proficient in the weapon even if he was not before.
24-25	Until the end of the day, any weapon becomes blessed by Gorhan, gaining +1 to all attack and damage rolls (this bonus is added to existing bonuses on magical weapons). For the duration, the cleric becomes proficient in the weapon even if he was not before.
26+	Until the end of the day, any weapon becomes blessed by Gorhan, gaining +2 to all attack and damage rolls (this bonus is added to existing bonuses on magical weapons). For the duration, the cleric becomes proficient in the weapon even if he was not before.

FIND STEED

When a cleric of Gorhan achieves 5th level, he is given the ability to summon a chivalrous mount to ride into battle. Higher checks summon stronger or faster mounts, though in each case, the mount vanishes at the end of the day. The cleric can communicate with the steed telepathically, giving it commands which it follows obediently, though it does not communicate back except maybe in the form of imagery. As a celestial being, these steeds do not require food or water, though they will tire as a normal creature would.

Spell check	Result
1-19	Failure.
20-21	A celestial warhorse appears at the command of the cleric. The cleric is considered trained for the purposes of controlling the mount and can ride this steed into battle. It uses the following stat block. Warhorse: Init +1; Atk hoof +5 melee (1d6+3); AC 14; HD 4d8; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.
22-27	A celestial warhorse armored with chain barding appears at the command of the cleric. The cleric is considered trained for the purposes of controlling the mount and can ride this steed into battle. It uses the following stat block. Warhorse, armored (chain): Init +1; Atk hoof +5 melee (1d6+3); AC 17; HD 4d8; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.
28-29	A celestial warhorse armored with plate barding appears at the command of the cleric. The cleric is considered trained for the purposes of controlling the mount. It uses the following stat block. Warhorse, armored (plate): Init +1; Atk hoof +5 melee (1d6+3); AC 20; HD 4d8; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.
30+	A pegasus appears at the command of the cleric. The cleric is considered trained for the purposes of controlling the mount and can fly into battle. It uses the following stat block. Pegasus: Init +2; Atk hoof +6 melee (2d6+4); AC 14; HD 8d8+15; MV 60' or fly 90'; Act 1d20; SV Fort +6, Ref +8, Will +6; AL L.

ARISTEMIS



he Clear Thinker, the Insightful One, the Arrow of Vision, Aristemis is the demi-goddess of true-seeing, strategy and intelligent combat. She is a foil to Klazath, who, despite sharing a domain of war, teaches the importance of tactics, strategy, and patience, rather than reckless warfare. She is the patroness of warriors and generals, though even politicians, traders, and rogues have been known to pray to her for strategy in their dealings.

Aristemis shares many of the values of her lieges, Gorhan and Justicia, but unlike them, she has the wisdom of choosing her battles, knowing when to retreat, use diplomacy, or find resolutions that do not involve violence. Generals often call upon Aristemis when they intend to risk a daring maneuver, or when they know that they must retreat. Clerics of Aristemis often serve as war advisors and are a welcome sight on the battlefield for their blessings and tactical knowledge of war.

When Aristemis visits her followers, she often appears in the form of woman in flowing robes with stern features, dark brown hair cut short, and piercing eyes. She normally carries a great bow but is seldom seen wielding it. In artistic works depicting the goddess, she is often whispering into Gorhan's ear.

Temples devoted to Aristemis are less common than Justicia or Gorhan, but there is usually a shrine for her worshippers within their temples as well. Her clerics are trained in the longbow, the favored weapon of Aristemis, in addition to the other weapons normally wielded by lawful clerics. Her holy symbol is an arrow carefully wrapped in a scroll, usually worn as a small charm or amulet.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Aristemis is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the patient vividly recalls the way in which they were wounded, and suddenly their wounds stitch together; (2) The cleric places the arrow point of his holy symbol to the patient's wounds as they heal; (3) The patient has a moment of clarity in which they learn from past mistakes made, and wounds are healed; (4) The cleric's holy symbol glows as the patient feels warmth, and wounds are healed.

DIVINE FAVORS

Flank the Enemy: A cleric of Aristemis is trained in strategic tactics of war, allowing them and their allies to gain the advantage when flanking an enemy. If the cleric and one ally of the cleric are attacking the same enemy in melee on directly opposite sides, both the cleric and his ally gain a +2 bonus to the attack rolls against that enemy.

Expeditious Retreat: Followers of Aristemis understand that knowing when to retreat is an important strategy of warfare. Once per day followers of Aristemis can use an action to call upon her blessing and receive a bonus to their movement speed. The cleric and all allies within 100' are able to move at a rate equal to double their base speed for 1d4 rounds.

CLERIC OF ARISTEMIS TITLES

Level	Title
1	Envoy
2	Agent
3	Strategist
4	Tactician
5	War-master

DISAPPROVAL

The power of good strategy and proper tactics is not to be underestimated or misused. When the cleric misuses their power or deploys improper tactics in an offending way, they risk the disapproval of Aristemis. Clerics of Aristemis roll on the following disapproval table.

Roll	Disapproval
1	The cleric must meditate on the proper tactics of war for 10 minutes as soon as it is safe to do so.
2	The cleric must atone for his sins. He incurs a -1 penalty to all spell checks until he meditates for at least 10 minutes on the proper tactics of war.
3	The cleric must instruct another on the proper tactics of war for at least 1 hour by the next sunrise or incur a -1 penalty to all spell checks on the following day. This penalty resets after 24 hours.
4	The cleric incurs an immediate -1 penalty to all spell checks that lasts until the next day.
5	The cleric must go back to the fundamentals of tactics. Until he successfully invokes the <i>flank the enemy</i> divine favor, he has a -1 penalty to all spell checks.
6	Aristemis tests the cleric. The cleric incurs a -1 penalty to all <i>lay on hands</i> and <i>turn unholy</i> attempts until the cleric successfully strikes an enemy of Aristemis while invoking <i>flank the enemy</i> .
7	Aristemis is disturbed by the cleric's disregard for one his teachings. On the cleric's next turn in combat, he must invoke the divine favor <i>expeditious retreat</i> (and can even if used or lost) and spend his entire movement fleeing the combat.

CANTICLES OF ARISTEMIS



Aristemis grants her clerics and followers the ability to draw from her power in small amounts through sung canticles much like spells. Though not spells themselves, failure can still produce deity disapproval as it represents a misuse of her divine power. These canticles of Aristemis are typically chanted as a mantra and are used by her clerics to provide her allies with the upper hand in battle.

Level 1: *Focus Fire*

Level 3: *Gather the Troops*

Level 5: *Divide and Conquer*

FOCUS FIRE

At 1st level, clerics of Aristemis can sing the *focus fire* canticle to mark a target on the battlefield and assist her allies in bringing down the foe.

Spell check	Result
1-11	Failure.
12-13	The target emits light out to 10' for 1 turn marking it as the cleric's target, and the cleric can determine the color. All attacks made against the target are made with a +1 bonus to hit.
14-23	The target emits light out to 20' for 1 turn marking it as the cleric's target, and the cleric can determine the color. All attacks made against the target are made with a +2 bonus to hit.
24-31	The target emits light out to 30' for 1 turn marking it as the cleric's target, and the cleric can determine the color. All attacks made against the target are made with a +1d bonus to hit.
32+	The target emits light out to 60' for 1 turn marking it as the cleric's target, and the cleric can determine the color. All attacks made against the target are made with a +2d bonus to hit.

Roll	Disapproval
8	The cleric incurs a -4 penalty to the spell, canticle, or ability that caused the disapproval until the next day. Additionally, the cleric loses access to his <i>expeditious retreat</i> divine favor for the duration.
9	The cleric immediately incurs a -2 penalty to all spell checks that lasts until the next day.
10	Aristemis revokes access to one randomly determined level 1 spell until the next day.
11	Aristemis believes that if the cleric should misuse tactics, he should not employ them. For the remainder of the day, the cleric cannot invoke either of his divine favors. Additionally, he incurs an immediate -2 penalty to all spell checks for the duration.
12	The cleric must undergo a test of her tactical ability. For the next 24 hours the cleric must not use any canticles or divine favors, otherwise, she incurs an immediate -4 penalty to all spell checks until the next day.
13	The cleric loses access to two randomly determined level 1 spells until the next day. Additionally, they lose access to their <i>expeditious retreat</i> divine favor.
14	The cleric's disapproval range does not reset the following day. The day after next, the disapproval range resets as normal.
15	Aristemis is angered by the misuse of her tactics. She revokes the cleric's ability to use all divine favors and canticles until the next day.
16	The cleric's ability to <i>lay on hands</i> is revoked for 2d8 days. While this penalty is in effect, if they invoke the <i>expeditious retreat</i> divine favor, the duration is increased by 1 day.
17	The cleric's ability to <i>turn unholy</i> is revoked for 2d8 days, as well as the ability to invoke the <i>flank the enemy</i> divine favor.
18	Aristemis revokes the cleric's ability to <i>turn unholy</i> and <i>lay on hands</i> for 2d8 days. Invoking any divine favor will increase the penalty by 1 day.
19	Aristemis temporarily disowns the cleric for their disobedience. The cleric loses access to all spells, canticles, and divine favors until the end of the day.
20+	Aristemis turns their back on the cleric and revokes all spells, canticles, and divine favors. The cleric must study the basics of combat tactics at the end of the day. If he does so for at least 1 hour, he can make a DC 10 Will save. On a success, the cleric's powers return the following morning.

GATHER THE TROOPS

At 3rd level, Clerics of Aristedis have learned how to best position troops on the battlefield for optimal advantage. This sung mantra produces an aura on the cleric that bolsters him and his allies with a bonus to their ability to hit with all weapons. Higher rolls on the spell check increase the range of the aura and the bonuses.

Spell check	Result
1-15	Failure.
16-17	For 1d4+CL rounds, the cleric and all allies within 10' gain a +1 bonus to their ability to hit with all weapons.
18-23	For 1d4+CL rounds, the cleric and all allies within 30' gain a +1 bonus to their ability to hit with all weapons.
24-25	For 1d4+CL rounds, the cleric and all allies within 30' gain a +2 bonus to their ability to hit with all weapons.
26+	For 1d4+CL rounds, the cleric and all allies within 60' gain a +2 bonus to their ability to hit with all weapons.

DIVIDE AND CONQUER

When a cleric of Aristedis reaches 5th level, they can achieve mastery of the battlefield by using this canticle to perform a strategic strike against their enemies. By singing this song on the battlefield, the cleric can designate a group of enemies to be affected. No more than half of the enemies in the radius, per the spell check, can be affected, but the cleric can choose which targets are affected, and they received a Will save to resist the effects.

Spell check	Result
1-19	Failure.
20-21	The cleric chooses up to half of all enemies visible within 30'. Each enemy must make a Will save vs the spell check. On a failed save, the enemies are stunned, and unable to move or take any action for 1 turn, or until they take damage, whichever occurs first.
22-27	The cleric chooses up to half of all enemies visible within 60'. Each enemy must make a Will save vs the spell check. On a failed save, the enemies are stunned, and unable to move or take any action for 1 turn, or until they take damage, whichever occurs first.
28-29	The cleric chooses up to half of all enemies visible within 100'. Each enemy must make a Will save vs the spell check. On a failed save, the enemies are stunned, and unable to move or take any action for 1 turn, or until they take damage, whichever occurs first.
30+	The cleric chooses up to half of all enemies they can see. Each enemy must make a Will save vs the spell check. On a failed save, the enemies are stunned, and unable to move or take any action for 1 turn, or until they take damage, whichever occurs first.



AMUN TOR



Amun Tor is the god of mysteries and riddles. Among the other deities of the Known Realms, he is considered the keeper of all mysteries, and the primary god of knowledge, the known and unknown. Amun Tor was once charged by the Triad (Choranus, Ildavir, and Centivus) to oversee the realm now known as the Lostlands. He watches over this land, its winds, hills, and deserts, as the unseen lord of the cities and desolation within.

Though the god of mysteries has many followers, few clerics exist in his name. To devote one's life to his dogma is a riddle in and of itself and requires the long study of the hieroglyphs found inside his labyrinthine temples. Achieving a level of understanding can take many years before Amun Tor grants his worshipper the full power and rights as a cleric. His primary tenet is that of understanding riddles, as in his eyes, true power can only be attained with the careful search for the truth. Amun Tor's greatest of temples are vast pyramids half-hidden beneath the wastes of the Lostlands. Adventurers often risk the known perils that await them below for the promise of great treasure within his arcane libraries and reliquaries.

Depictions of Amun Tor vary from culture to culture. Most often he is shown as a great androsphinx, but some depict him as a tall elf dressed as a noble servant. In some cultures, he is merely represented as a single eye-shaped glyph. His holy symbol varies by culture as well but is most often depicted as an eye. The favored weapon of the Father of Riddles is the quarterstaff, and is typically used by his followers, often with his holy symbol carved on one end.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Amun Tor is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the eye of Amun Tor appears on the cleric's palms as he places them on the patient and wounds are healed; (2) The patient enters a dream-like trance in which he wanders a small labyrinth, and upon finding the exit, he is healed; (3) A large third eye appears on the cleric's forehead, visible only to the patient, as wounds are healed; (4) Arcane symbols and words appear and float around the patient's body as wounds are healed.

DIVINE FAVORS

Augury: The cleric can tap into Amun Tor's knowledge to cast the spell *second sight* once per 1d10 days even if he does not know the spell. If the cleric does know the spell, but has lost his daily access, he can use this favor to cast it again.

Minor Riddle: Clerics of the Amun Tor know a handful of riddles from their studies within his temples. Some of these

riddles impart power to the clerics who understand them. Once per month, the cleric can draw from their understanding of a riddle of Amun Tor to gain a +1d bonus to one spell check.

CLERIC OF AMUN TOR TITLES

Clerics of Amun Tor generally affix these titles to their given names. For instance, Anita, a 4th level cleric of Amun Tor, might be called "Anita the Learned."

Level	Title
1	The Riddler
2	The Curiosity
3	The Wise
4	The Learned
5	The Enigma

DISAPPROVAL

Amun Tor does not look kindly on those who abuse his knowledge. When a cleric of Amun Tor incurs deity disapproval, they roll on the following table.

Roll	Disapproval
1	The cleric must immediately recite and recall the answers to several riddles from Amun Tor's wealth of knowledge for 10 minutes. He can wait until it is safe to do so.
2	The cleric must immediately begin reciting riddles, facts about the Known Realms, and mysterious paradoxes for the next 10 minutes out loud and verbally, preventing spellcasting and the use of canticles for the duration.
3	The cleric is given a minor test of knowledge by the Father of Riddles himself. He must make an immediate DC 10 Intelligence check. On a failure, he incurs a -1 penalty to all spell checks until the next day.
4	The cleric's ability to use the <i>augury</i> divine favor is revoked for 1d10 days. If it was already lost, this duration is added to the remaining duration until he can use it again.

Roll	Disapproval
5	The cleric undergoes a major test of knowledge by the Father of Riddles. He must make an immediate DC 15 Intelligence check. On a failure, he incurs a -2 penalty to all spell checks. On a success, he only incurs a -1 penalty to all spell checks. This penalty lasts until the next day.
6	The cleric's ability to invoke the <i>minor riddle</i> divine favor is restricted for a month, or for an additional month if used recently.
7	Amun Tor revokes the cleric's ability to use one randomly determined level 1 spell.
8	The cleric incurs a -4 penalty to the specific spell check, canticle, or ability that resulted in the disapproval until the next day.
9	The cleric incurs a -2 penalty to all spells checks that lasts until the next day.
10	The cleric loses some clarity and knowledge. Until the next day, the cleric cannot use any canticles or divine favors, if able.
11	Amun Tor clouds the mind of the cleric; the cleric's disapproval rating does not reset the following day. The day after next, it resets as normal.
12	The cleric undergoes a greater test of knowledge. He must make an immediate DC 20 Intelligence check. On a failure, 1d4+1 randomly determined level 1 spells are revoked until the next day. On a success, only 1d3 level 1 spells are revoked.
13	The cleric's use of <i>turn unholy</i> is revoked until the next day unless the cleric succeeds on a greater test of knowledge by making a DC 20 Intelligence check.
14	The cleric's use of <i>lay on hands</i> is restricted to only neutrally aligned creatures or followers of Amun Tor for 2d3 days.
15	The cleric must succeed on a greater tester of knowledge by making a DC 20 Intelligence check or lose access to all canticles and 2d6 randomly determined spells of any level until the next day. On a success, only 1d4 randomly determined spells are lost, in addition to all canticles.
16	The cleric's use of <i>lay on hands</i> is revoked immediately for 2d8 days. Each day, the cleric can attempt a greater test of knowledge by making a DC 20 Intelligence check. On a success, the penalty is reduced by 1 day.
17	Amun Tor is embarrassed by the cleric's misuse of power. He revokes the cleric's ability to use <i>lay on hands</i> and all canticles until the next day. No tests of knowledge can reduce this penalty.

Roll	Disapproval
18	Amun Tor revokes the cleric's ability to use <i>lay on hands</i> and <i>turn unholy</i> for 2d8 days, in addition, the divine favor <i>augury</i> is revoked for an additional 10 days, and the divine favor <i>minor riddle</i> is revoked for an additional month.
19	The cleric has made a mockery of Amun Tor's knowledge! All spells, canticles, and divine favors are revoked until the next day.
20+	The cleric is sent a wave of nausea by Amun Tor, which clouds his mind and sends him into a stupor. His Intelligence is immediately reduced by 3 and can only be healed naturally. In addition, all spells, canticles, and divine favors are revoked until the next day.

CANTICLES OF AMUN TOR

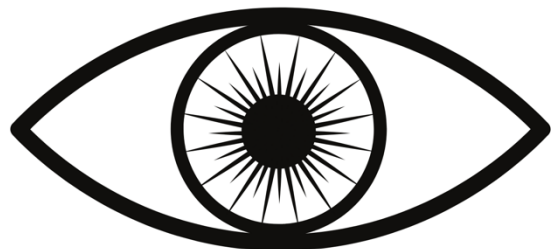


The riddles and mysteries known and studied by clerics of Amun Tor can impart a power only usable by his clerics. Some of the greater riddles are also referred to as canticles for the singsong way they are recited. These canticles produce spell-like effects that empower the cleric. Though not spells themselves, failures still come at the risk of deity disapproval. Clerics of Amun Tor are granted canticles at the following levels.

Level 1: *Legend Lore*

Level 3: *Game of Riddles*

Level 5: *Mysterious Melody*



LEGEND LORE

With this canticle, clerics of Amun Tor can tap into his holy knowledge of the Known Realms. At 1st level, when a cleric sings this canticle, they can gain knowledge on one subject of legendary importance. The amount of knowledge gained is determined by the spell check, and the response from their god is typically in a mysterious or cryptic form. For instance, this canticle could be used to assist in identification of magic items. An item that curses lawfully aligned users might return the answer, "Woe be to the one who wields this for good, and weal to those of chaotic intent."

Spell check	Result
1-11	Failure.
12-13	The cleric learns one minor fact about a given object of legendary importance. The object must be on the cleric's possession at the time of using this canticle.
14-23	The cleric learns up to two facts about a given object of legendary importance, or location within the Known Realms. The object must be on the cleric's possession at the time of using this canticle. If inquiring about a location, the cleric must be within 100 miles.
24-31	The cleric learns up to two facts about a given object of legendary importance, or location within the Known Realms. The cleric can simply know of the existence of such an object or location.
32+	The cleric learns up to two facts about a given object, creature, or location of legendary importance within the Known Realms. The cleric can simply know of the existence of such an object, creature, or location.

GAME OF RIDDLES

Clerics of Amun Tor master the ability to recall riddles at 3rd level. By drawing from the pool of knowledge granted to them by the god of mysteries, a cleric can use an action to sing this canticle, directing a major riddle of power at one creature within 60'. The creature and the cleric both make a contested Intelligence check. If the cleric wins the check, the creature is immediately stunned for 1 round. At 5th level, the cleric gains a +1 bonus to this Intelligence check and the creature is stunned for 1d4 rounds. The effects last for the duration or until the creature takes damage.

MYSTERIOUS MELODY

When a cleric of Amun Tor reaches 5th level, they can draw from their knowledge of the Realms to sing this strange melancholic melody. All creature within a given range of the cleric that can hear this melody must make Will saves to resist being charmed. Creatures charmed in this manner begin to question reality and will attack targets at random, friends included.

Spell check	Result
1-19	Failure.
20-21	The cleric can target creatures up to 60' away in a 20' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are charmed and attack the closest target, randomly determined, for 1d4 rounds.
22-27	The cleric can target creatures up to 60' away in a 20' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are charmed and attack the closest target, randomly determined, for 2d4 rounds.
28-29	The cleric can target creatures up to 60' away in a 30' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are charmed and attack the closest target, randomly determined, for 2d4 rounds.
30+	The cleric can target creatures up to 120' away in a 40' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are charmed and attack the closest target, randomly determined, for 1 turn.

ILDAVIR



Ildavir is known as the Giver of Form and the Mother of Essence. Though often overlooked, she is no less powerful than her other companion gods in the Triad, Choranus and Centivus. As the goddess of nature, it was Ildavir who first shaped and gave form to the creatures of the Known Realms and granted them the ability to procreate. As a goddess of nature, creation, and life, she prefers to watch the world from afar, seeing only that balance is upheld on a global scale.

Worship of Ildavir is commonly called the Old Faith, and she is worshipped primarily by druids as the foremost god of nature. Clerics and druids of the Old Faith place great value in physical creatures, objects, and places. They are both materialistic and humble and preach the value of the world and all of creation, striving always to protect nature. Besides druids, farmers, woodsmen, and hunters have also been known to pray to Ildavir and offer tribute to the Mother of Essence.

Ildavir is often depicted as a winged dryad or sylph with the antlers of a gazelle or caribou. She is seen standing apart from the world yet providing nourishment to it. Her favored weapon is a scythe, and her holy symbol is a leaf, frond, or tree.

Gods who despoil nature are in direct opposition to Ildavir. The chaotic gods Malotoch and Nimlurun are often targets of her anger.

SPECIAL TRAITS

LAY ON HANDS

As clerics of the Giver of Form, their ability to *lay on hands* is extended to flora. Whenever using *lay on hands*, the cleric can choose to instead heal a dying tree, a withering vine, or a blighted field. Additionally, clerics of Ildavir can use *lay on hands* to create life itself, forming and creating the seed of a tree of their choosing, which they can then plant in 1 turn. Success or failure is based on the same table for *lay on hands* as if healing a neutrally aligned patient.

When the cleric of Ildavir is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) vines sprout from the ground and wrap the patient, then recede once wounds are healed; (2) A cool breeze heavy with the smell of oak trees washes over the patient as wounds are healed; (3) A small cyclone of leaves dance around the patient while their wounds are healed; (4) A tree bark like substance coats the patient's wounds and falls off once wounds are healed

DIVINE FAVORS

Barkskin: Clerics of Ildavir can use this divine favor to coat their skin with the bark of trees. Once per day, the cleric can invoke the Giver of Form to gain a +1 bonus to their AC that

lasts for 1 hour. At 5th level, the bonus to AC lasts up to 2 hours, and at 10th level, the bonus lasts for the entire day.

Druidcraft: Once per 1d3 days, a cleric of Ildavir can invoke this favor to predict the weather for the next 24 hours or produce a harmless sensory effect such as a light breeze, or the faint scent or sound of small animal.

Nature's Wrath: When the cleric gains new spells, they can also learn *animal summoning*, *spider web*, and *water breathing* from the wizard spell list, though they cannot use spellburn. Since these are arcane spells, they come at the risk of corruption and misfires in addition to deity disapproval.

CLERIC OF ILDAVIR TITLES

Level	Title
1	Sapling
2	Protector
3	Guardian
4	Oakheart
5	Druid

DISAPPROVAL

Ildavir can be a very gentle god who loves all her creations, but when a cleric does something to anger her, nature's wrath is not to be underestimated. When a cleric of Ildavir incurs deity disapproval, they roll on the below table.

Roll	Disapproval
1	The cleric must spend a full turn planting a small tree as soon as he is able, and it is safe to do so.
2	The cleric must spend an hour in worship, tending to any naturally occurring fauna or flora if any are nearby. They must do this as soon as it is safe to do so (e.g., at the end of combat). Failure to do so within 2 hours incurs a -1 spell check penalty until the full hour is complete.
3	The cleric incurs a -1 penalty to all spell checks until the next day unless they immediately spend 2 hours planting the seeds for a new forest.
4	The cleric incurs an immediate -1 penalty to all spell checks until the next day.
5	The cleric undergoes the test of humility. Until the next day, the cleric must treat all mundane beasts and animals as her superiors. If she fails to do so, she loses access to all spells and <i>lay on hands</i> until the next day.

Roll	Disapproval
6	The cleric loses his ability to invoke the <i>barkskin</i> divine favor until the next day. If already used this day, the effects immediately end and the cleric's skin becomes tender, imposing a -1 penalty to AC until the next day.
7	All divine favors are revoked until the cleric spends at least 8 hours tending to the local wilderness flora and fauna.
8	Ildavir revokes access to one randomly determined level 1 spell until the next day.
9	The cleric incurs a -4 penalty to the specific spell, canticle, or ability that incurred the disapproval that lasts until the next day.
10	The cleric incurs an immediate -1 penalty to all spell checks until the next day.
11	Ildavir revokes the cleric's access to all divine favors and canticles until the next day.
12	The cleric has angered Ildavir. They incur a -2 penalty to all spell checks until they perform an act of great service to nature such as 8 hours of tending to and blessing the local wildlife, or the restoration of a dying forest.
13	The cleric loses access to two randomly determined level 1 spells and all divine favors until the next day.
14	Ildavir turns her back on the cleric. The cleric's disapproval range does not reset the following day. The day after next, the disapproval range resets as normal.
15	The cleric has insulted Ildavir. His <i>lay on hands</i> ability and all divine favors are revoked for 1d7 days.
16	The cleric's misuse of power costs him his ability to use <i>lay on hands</i> , <i>turn unholy</i> , divine favors, and all canticles until the next day. If the <i>barkskin</i> divine favor was invoked, the effects vanish, and the cleric's skin burns and itches, resulting in a -1 penalty to AC until the next day.
17	The cleric's ability to <i>turn unholy</i> and all divine favors are revoked for 1d7 days.
18	Ildavir revokes the cleric's ability to use 4 randomly determined spells of any level until the next day.
19	Ildavir is so angered by the cleric's misuse of power that she revokes all abilities, canticles, divine favors, and spells until the next day.

Roll	Disapproval
20+	Ildavir is furious and deems that the cleric is an affront to nature. A bolt of lightning strikes the cleric from the sky (or the ceiling) dealing 1d10 damage to the cleric, who gets no saving throw to avoid it. All creatures within 5' of the cleric get a DC 20 Reflex save to avoid the bolt or take half the damage received by the cleric. Additionally, all spells, canticles, abilities, and divine favors are revoked until the cleric spends an entire day performing an act of great service to nature.

CANTICLES OF ILDAVIR



The Mother of Essence teaches her clerics simple harmonic melodies that resonate within all life and nature itself. These canticles produce spell like effects for the cleric when sung. Though not spells themselves, they can still come at the risk of deity disapproval on a failure. Clerics of Ildavir receive the following canticles at the indicated level.

Level 1: *Wind Whisper*

Level 3: *Thunderstrike*

Level 5: *Reincarnate*



WIND WHISPER

A 1st level, clerics of Ildavir hum this soft canticle that allows them to listen to the wind of the wilderness around them. Generally, this canticle can only be used outdoors in a wilderness environment, such as a forest, a mountain, plains, or a swamp. By listening to the voices of nature carried by the wind, the cleric can glean information about the environment.

Spell check	Result
1-11	Failure.
12-13	The cleric can learn about the kinds of mundane beasts present in the region up to 500 yards away. The information is general, such as the presence of black bears, gazelle, and wolves, and a general number, but nothing exact.
14-23	The cleric can learn about the various kinds of wildlife present in the region up to 500 yards away including flora and mundane beasts. Most notably, any hazards (such as grasping vines, poisonous fungi, etc.) can be detected in this way. The information is general, such as the presence of ravenous hyenas, or patches of quicksand, with no exact numbers.
24-31	The cleric can learn about all the various kinds of wildlife present in the region up to 1 mile away including flora and fauna. Hazardous flora, terrain, and hostile mundane beasts can be detected in this way. The information is general with no exact numbers, but the cleric can determine the direction they are in.
32+	The cleric can learn about all the various kinds of wildlife present in the region up to 5 miles away including flora and fauna. Hazardous flora, terrain, and hostile mundane beasts can be detected in this way. The information is general with no exact numbers, but the cleric can determine roughly how far away each are.

THUNDERSTRIKE

A 3rd level cleric of Ildavir can sing this canticle to conjure a minor bolt of lightning, striking a nearby enemy and possibly hurting those around his foe as well. Regardless of the roll on the below table, all affected creatures receive a Reflex save vs the spell check, taking half damage on a success, and this canticle can only be used outdoors.

Spell check	Result
1-15	Failure.
16-17	The cleric conjures a small bolt of lightning from sky, targeting one creature within 30'. The creature receives a Reflex save vs spell check, taking 1d6 damage on a failure and half on success.
18-23	The cleric conjures a bolt of lightning from sky, targeting one creature within 60'. The creature and any within 5' receive a Reflex save vs spell check, taking 1d6 damage on a failure and half on success.
24-25	The cleric conjures a great bolt of lightning from sky, targeting one creature within 120'. The creature and any within 5' receive a Reflex save vs spell check, taking 1d10 damage on a failure and half on success.
26+	The cleric conjures a massive bolt of lightning from sky, targeting one creature within 300'. The creature and any within 5' receive a Reflex save vs spell check, taking 1d12+CL damage on a failure and half on success.

REINCARNATE

As Druids of Ildavir, a 5th level cleric in worship of nature can sing this canticle each day to connect his spirit directly to the goddess. By singing this song each morning as part of his daily worship, he is granted a chance to become reborn by the forces of nature should he ever perish in combat. If the cleric is ever killed, Ildavir judges his service to nature. Assuming he died in her service, there is a 25% that the druid is instead reincarnated into an entirely new body, as a cleric of the same level with the same Personality, Intelligence, Luck, and spells. If this happens, Strength, Agility, and Stamina, are all rerolled, 3d6 down the line. Hit points are also re-rolled as a 5th level cleric. Should the cleric die again, however, there is only a 12% percent chance of reincarnation. After a third death, the cleric's soul is whisked away to join with Ildavir, and a mighty tree grows near where he died.

CTHULHU



thulhu is Dread Sleeper Below, the Priest of the Old Ones, and an ancient deity. His designs and goals are esoteric, and no man can truly claim to understand his aims. Those that do claim to understand Cthulhu are likely insane, driven to madness by exposure to the unknown elements of the Far Plane from which he dwells.

What few scholars can agree on about Cthulhu is that he silently waits for the awakening moment when the stars align, and the Old Ones return. Such an event would be an apocalyptic one on a cosmic scale, possibly putting an end to the war of Law and Chaos and destroying the Balance by awesome eldritch forces.

Cthulhu's temples can be found almost anywhere in the Known Realms, built by unknowable ancient races, precursors of the demi-humans and humans alike. Most are labyrinthine stone ruins with walls covered in glyphs depicting the ancient past. Attempts to decipher the secrets within have been known to cause madness in even the sturdiest of minds.

The Priest of the Old Ones is a god of madmen, cultists, dreamers, and nihilists. It is rare to find a devoted temple organized in his worship, and more likely to find them as small cults organized beneath cities or in the shadows. His clerics possess the holy symbol of Cthulhu, the Face of the One Sleeping God, usually as a scar branded into their skin. It is a symbol of the Coming Age, and the end of all things.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Cthulhu is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) eldritch energy circles around the patient and heals wounds; (2) The cleric's hands glow a purplish hue as energy is transferred to the patient; (3) Stars and galaxies swirl about the cleric's head while wounds are healed; (4) The patient has a vision of indecipherable runes and glyphs and suddenly wounds are healed.

DIVINE FAVORS

Eldritch Forces: When clerics of Cthulhu learn new spells, they can choose from the following wizard spells: *sleep*, *scare*, *phantasm*, and *Emirikol's entropic maelstrom*. They cannot use *spellburn* and casting these arcane spells risks corruption and misfires in addition to deity disapproval.

Arcane Lore: At the Judge's discretion, the cleric of Cthulhu can receive a +1d bonus to all skill checks pertaining to strange lore such as aberrations, paranormal events, or other entities of the Far Realm.

CLERIC OF CTHULHU TITLES

Level	Title
1	Seeker
2	Thinker
3	Stargazer
4	Philosopher
5	Dreamer

DISAPPROVAL

Cthulhu may be the Sleeping God, but he is not completely blind the wrongdoings of his followers. When a cleric of Cthulhu incurs deity disapproval, they roll on the below table.

Roll	Disapproval
1	The cleric must ululate the known phrases of the ancient tongues for 1 turn, starting immediately. This prevents spellcasting and canticles.
2	The cleric must spend a full hour in prayer and madness. Failure to start the repentance immediately incurs a -1 penalty to all spell checks until the prayer is complete.
3	The cleric draws Cthulhu's ire. They incur a -1 spell check penalty until the next day. Additionally, they must roll a DC 10 Will save. On a failure, the cleric loses their grip on reality. For 1d4 rounds they can only move at half speed, taking no actions.
4	The cleric must increase Cthulhu's power with a new follower. They incur a -1 penalty to all spell checks until they convert a new follower to the faith.
5	The cleric undergoes the test of manifest destiny. For the remainder of the day, they must treat all characters and creatures apart from Cthulhu's own as their servants. Failure to do so results in a loss of all spell casting, canticles, and ability to <i>lay on hands</i> for the remainder of the day.
6	The cleric incurs an immediate -1 to all spell checks until they carve the symbol of Cthulhu into one's flesh (either theirs or another's) dealing 1d4 damage in the process.
7	The cleric must endure the test of cosmic understanding. They lose 1 point from all of their attributes (except Luck) which heals at the normal rate and cannot be healed by magical means.

Roll	Disapproval
8	The cleric immediately incurs a -4 penalty to the spell, canticle, or ability that resulted in disapproval. Also, their rest is spent in a comatose state. When they next fall asleep, they cannot be roused for 1d6+8 hours as their spirit is stuck in a demi-plane.
9	The cleric incurs an immediate -2 penalty to all spell checks until they pronounce the end of all times to a small crowd of at least twenty people.
10	The cleric loses access to 1 randomly determined level 1 spell for the remainder of the day. Additionally, they have drawn the attention of forces who wish to prevent the rise of Cthulhu (at the Judge's discretion).
11	The cleric is ordered to meditate on the Awakening. The cleric incurs a -2 penalty to all spell checks until they complete the Elder Ritual. This ritual takes 2 hours and requires a DC 15 Will save. On a failure, they go temporarily insane. The penalty is removed, but their disapproval range does not reset the following day. The day after next, it resets as normal.
12	The cleric is temporarily disowned by Cthulhu. Until the next day, they cleric cannot use any canticles or spells learned via the <i>eldritch forces</i> divine favor.
13	The cleric loses access to two randomly determined level 1 spells and all canticles until the next day.
14	Cthulhu decides not to let his sleep be disturbed by the cleric. The cleric's disapproval range does not reset the following day. The day after next, it resets as normal.
15	Cthulhu is not pleased. The cleric's disapproval rating does not reset for the next 1d4 days. After this period, it returns to normal. Worse yet, agents in opposition to Cthulhu hunt the cleric.
16	Cthulhu withholds healing powers for 2d5 days. Also, the cleric must roll a DC 10 Will save when they attempt to rest tonight. On a failure, they are exhausted by a restless night wandering a demi-plane and incur a -1d penalty to all rolls the following day. If this happens, the penalty goes away after a full night's proper rest.
17	The cleric loses access to 2d3+1 randomly determined spells of any level until the next day. Also, they cannot sleep at all this night and are exhausted the next day incurring a -1d penalty to all rolls. From now on, their thoughts are constantly haunted by the return of the Old Ones.
18	The cleric is temporarily unable to <i>turn unholy</i> for 5d5 days. For the duration, they are unable to invoke their divine favors (including spells learned from the <i>eldritch forces</i> divine favor).
19	The cleric's ability to <i>lay on hands</i> and all canticles are revoked for 2d6 days. Additionally, an assassin devoted to stopping the rise of Cthulhu tracks down the cleric and his companions.
20+	The cleric's spirit is whisked away to R'lyeh and his body becomes a lifeless husk. He cannot be revived or returned by any means.

CANTICLES OF CTHULHU



he priest of the Old Ones passes down strange arcane knowledge and the power to command otherworldly eldritch forces to his clerics. Those who have the willpower required to sustain this power, without succumbing to madness, can acquire additional abilities in the form of sung songs. Cthulhu's priests can ululate haunting melodies of power in the name of their god. These "canticles" are not spells, but they produce similar effects, and can result in disapproval on failures. Clerics of Cthulhu gain these canticles at the following levels.

Level 1: *Requiem of Remorse*

Level 3: *Dirge of Minor Drain*

Level 5: *Weird Intonation*

REQUIEM OF REMORSE

Clerics of Cthulhu can perform this ritual at 1st level to drain the willpower of his enemies, possibly resulting in his enemies fleeing sooner due to morale failures. The targets get a Willpower save to resist versus the spell check.

Spell check	Result
1-11	Failure.
12-13	The cleric creates mournful tones heard by the targets at a range of 30' in a 10' radius. On a failed Will save vs the spell check, the targets all receive a -2 penalty to future Willpower saving throws for 1 turn.

Spell check	Result
14-23	The cleric creates mournful tones heard by the targets at a range of 60' in a 20' radius. On a failed Will save vs the spell check, the targets all receive a -2 penalty to future Willpower saving throws for 1 turn.
24-31	The cleric creates mournful tones heard by the targets at a range of 60' in a 20' radius. On a failed Will save vs the spell check, the targets all receive a -1d penalty to future Willpower saving throws for 1 turn.
32+	The cleric creates mournful tones heard by the targets at a range of 60' in a 20' radius. On a failed Will save vs the spell check, the targets all receive a -2d penalty to future Willpower saving throws for 1 turn.

DIRGE OF MINOR DRAIN

A 3rd level cleric of Cthulhu can sing this dooming dirge that drains the life force of his enemies, possibly bolstering his own on higher spell checks.

Spell check	Result
1-15	Failure.
16-17	The cleric targets one creature within 60' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d4 life drain damage.
18-23	The cleric targets one creature within 60' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d4 life drain damage. The cleric gains hit points equal to half the damage dealt rounded down.
24-25	The cleric targets one creature within 60' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d6 life drain damage. The cleric gains hit points equal to half the damage dealt rounded down.
26+	The cleric targets one creature within 60' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d6 life drain damage. The cleric gains hit points equal to the damage dealt.

WEIRD INTONATION

A 5th level cleric of Cthulhu can ululate a strange intonation that sends images of their enemies' deepest fears. These illusions cause fear in the hearts of their foes and can even deal damage at higher spell checks. Enemies such as undead that are immune to mental effects are unaffected.

Spell check	Result
1-19	Failure.
20-21	The cleric can target creatures up to 60' away in a 20' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are frightened of the cleric for 1d4 rounds and cannot willingly move in his direction. They receive a -1 penalty on all attacks and spell checks while within line of sight to the cleric.
22-27	The cleric can target creatures up to 60' away in a 20' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are frightened of the cleric for 2d4 rounds and cannot willingly move in his direction. They receive a -2 penalty on all attacks and spell checks while within line of sight to the cleric.
28-29	The cleric can target creatures up to 60' away in a 30' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are frightened of the cleric for 2d4 rounds and cannot willingly move in his direction. They receive a -1d penalty on all attacks and spell checks while within line of sight to the cleric.
30+	The cleric can target creatures up to 60' away in a 30' radius. All creatures are given a Will save vs the spell check to resist. On a failed save, affected creatures are frightened of the cleric for 1 turn and cannot willingly move in his direction. They receive a -1d penalty on all attacks and spell checks while within line of sight to the cleric. Additionally, affected creatures are dealt 2d4 damage as their deepest fears manifest inside their minds.

AHRIMAN



hriman, also known as the Fiendish Sprit and the Deathbringer, is the god of death and disease. He is an ancient entity representing darkness, desolation, and suffering. Some scholars even believe that he is source of evil itself. Ahriman is said to have observed the Triad, as they worked their powers to form all of creation, so that he could learn how to destroy it once again and reforge the world in his own nightmarish image. Ahriman seeks destruction for its own sake.

The Fiendish Spirit's meddling in the material plane has led to the rise of many infernal beings and corrupt individuals. Now, the faith of the Ahriman has dwindled, but a few remaining followers remain, usually as cults. In dark places of the world, they wait patiently, clinging to the dark prophecies of his return.

Ahriman generally takes the form of a massive demon with black horns wielding a giant kukri, and his symbol is a demonic visage with similar black horns. Many evil factions of the Known Realms forge secret alliances with his clerics wreaking havoc from the shadows. There are not many of his clerics left, but those that remain are hateful individuals, typically corrupt in one way or another.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Ahriman is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the cleric's eyes glow a demonic red as wounds are healed; (2) A ghostly image of a demonic spirit enters the patient who convulses violently as wounds are healed; (3) The cleric's eyes turn to black pools as darkness swirls about his hands; (4) The patient has a terrible vision of destruction and suddenly wounds are healed.

DIVINE FAVORS

Divine Fortitude: When the cleric of Ahriman makes a Fortitude saving throw to resist the effects of poison, disease, or some effect that results in death, he does so with a +1d bonus.

Prophetic Destruction: As followers of Ahriman, all his clerics know the spell *tear* (reverse of *mending*) and it does not count against their number of spells known. Since this spell is an arcane spell, its casting comes at the risk of misfire and corruption, and clerics cannot use spellburn in its casting.

CLERIC OF AHRIMAN TITLES

Level	Title
1	Omen
2	Plague-bearer
3	Blight-walker
4	Scourge
5	Reaper

DISAPPROVAL

Ahriman is a strict god who expects that his clerics show no mercy in the enemies of the faith. When a cleric of Ahriman incurs deity disapproval, they roll on the below table.

Roll	Disapproval
1	The cleric must atone for his sins. He must spend 1 turn in worship of Ahriman as soon as he is able, and it is safe to do so.
2	The cleric must spend 1 hour begging Ahriman for forgiveness as soon as it is safe to do so, however, if he does not do so within 2 hours, he incurs a -1 penalty to all spell checks until the next day.
3	The cleric has angered the Deathbringer and incurs a -1 spell check penalty until the next day.
4	The cleric must undergo the test of the ill. Their divine favor <i>divine fortitude</i> is revoked until the next day and they must make an immediate DC 10 Fort save. On a failed save, nausea washes over them incurring a -1 penalty to spell checks until the next day.
5	The cleric loses access to all divine favors until the next day, i.e., they cannot cast <i>tear</i> or gain the bonus from <i>divine fortitude</i> for the duration.
6	The cleric must endure the test of the plague. They must make an immediate DC 12 Fort save. On a failed save, the cleric takes 1d3 damage from the nausea that washes over them, and they incur a -1 spell check penalty for the remainder of the day.
7	The cleric incurs a -1 spell check penalty until they bolster the ranks of Ahriman with one new follower. Failure to do so covertly draws the ire of local authorities or opposed clergies.
8	The cleric incurs a -4 penalty to the specific spell, canticle, or ability that resulted in disapproval until the next day.
9	The cleric immediately incurs a -2 penalty to all spell checks that lasts until the next day.

Roll	Disapproval
10	The cleric loses access to one randomly determined level 1 spell until the next day.
11	Ahriman revokes the cleric's access to all divine favors <i>and</i> canticles until the next day. Additionally, the cleric is sent a wave of nausea and makes a DC 10 Fort save. On a failure, a minor illness plagues the cleric, and he incurs a -1 penalty to all spell checks for the duration.
12	The cleric has angered Ahriman and immediately incurs a -2 penalty to all spell checks until they kill, or inflict disease on, one of Ahriman's enemies. This can be done with a canticle or other spell. The enemy could be a naturally opposed entity or a priest of an opposing faith.
13	Ahriman revokes the cleric's access to two randomly determined level 1 spells until the next day.
14	The cleric must endure the test of the greater plague. They must make an immediate DC 15 Fort save. On a failed save, the cleric takes 1d5 damage from the illness that sweeps over them, and they incur a -4 penalty to all spell checks until the next day. On a success, they take no damage, but the nausea incurs a -2 penalty to all spell checks until the next day.
15	The Fiendish Spirit temporarily disowns the cleric. The cleric's disapproval range does not reset the following day. The day after next, it resets as normal.
16	Ahriman revokes the cleric's access to 1d4 randomly spells of any level until the next day. Additionally, he revokes access to all divine favors and canticles for the duration.
17	The Deathbringer punishes the cleric, revoking his ability to <i>lay on hands</i> for 2d8 days. If the cleric wishes, he can willingly undergo the test of the greater plague once per day. If they choose to do so, they must make a DC 15 Fort save. On a failed save, the cleric takes 1d5 damage from the illness that sweeps over them, and they incur a -4 penalty to all spell checks until the next day. On a success, the penalty is reduced by 1 day.
18	The cleric has angered Ahriman, who revokes the cleric's ability to <i>turn unholy</i> for 2d8 days. Nothing he can do can lower the duration of this penalty.
19	Ahriman disowns the cleric for a day. The cleric immediately loses access to all spells, canticles, divine favors, and abilities for the remainder of the day.
20+	The cleric has brought the Deathbringer's wrath with his folly! The cleric immediately loses access to all spells, canticles, divine favors, and abilities for the remainder of the day and must make an immediate DC 20 Fort save. On a failure the cleric is sent an incurable disease, his body starts to waste away he must make another DC 20 Fort save at the end of the day, if he fails the second save, he dies, and his spirit joins Ahriman in his plane in the Abyss. Success on the second save grants him a chance to earn back Ahriman's favor, and for the entirety of the next day, the cleric suffers a -4 penalty to all spell checks.

CANTICLES OF AHRIMAN



he Fiendish Spirit grants his clerics additional powers in the form of song. By singing these mournful canticles, the cleric can invoke spell like effects in service of Ahriman's cause. Though not spells themselves, these songs of power still come at the risk of deity disapproval on failure. The clerics of Ahriman acquire these canticles at the following levels.

Level 1: *Psalm of Petulance*

Level 3: *Toll the Dead*

Level 5: *Portend Doom*

PSALM OF PETULENCE

By singing this eerie tune, clerics of Ahriman can perform a vile ritual at 1st level to bring pestilence and disease to his enemies. Targets get a Fortitude save to resist versus the spell check.

Spell check	Result
1-11	Failure.
12-13	The cleric targets one foe within 60' sending a wave of disease. The target receives a Fort save vs the spell check to resist, and creatures immune to disease succeed automatically. On a failed save, the creature incurs an immediate -1d4 to Stamina. The saving throw is repeated each day, ending the disease on a success, and suffering additional stamina loss on a failure.

Spell check	Result
14-23	At a range of 60', the cleric can target enemies in a 10' radius with a wave of disease. The targets receive a Fort save vs the spell check to resist, and creatures immune to disease succeed automatically. On a failed save, creatures incur an immediate -1d4 to Stamina. The saving throw is repeated each day, ending the disease on a success, and suffering additional stamina loss on a failure.
24-31	At a range of 60', the cleric can target enemies in a 10' radius with a wave of disease. The targets receive a Fort save vs the spell check to resist, and creatures immune to disease succeed automatically. On a failed save, creatures incur an immediate -2d4 to Stamina. The saving throw is repeated each day, ending the disease on a success, and suffering additional stamina loss on a failure.
32+	At a range of 60', the cleric can target enemies in a 20' radius with a wave of disease. The targets receive a Fort save vs the spell check to resist, and creatures immune to disease succeed automatically. On a failed save, creatures incur an immediate -2d4 to Stamina. The saving throw is repeated each day, ending the disease on a success, and suffering additional stamina loss on a failure.

TOLL THE DEAD

At 3rd level, clerics of Ahriman can sing this ominous chant to cause the flesh of their enemies to rot and fall away. The targets get a Fortitude save to resist versus the spell check, and creatures who are normally immune to disease succeed automatically.

Spell check	Result
1-15	Failure.
16-17	The cleric targets one creature within 30' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 1d4 damage. If they have already taken any damage, they take 1d8 damage.
18-23	The cleric targets one creature within 30' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 1d4+CL damage. If they have already taken any damage, they take 1d8+CL damage.
24-25	The cleric targets one creature within 60' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d4+CL damage. If they have already taken any damage, they take 2d8+CL damage.
26+	The cleric targets one creature within 120' who gets a Fort save to resist vs the spell check. On a failed save, the target takes 2d8+CL damage. If they have already taken any damage, they take 2d10+CL damage.

PORTEND DOOM

A 5th level cleric of Ahriman learns a wicked dirge chanted in barely audible whispers. Enemies of the caster have visions of destruction and doom. If the cleric is successful in the use of this canticle, his enemies are debilitated by the visions of doom and suffer penalties to their saving throws, potentially making them easier targets for other canticles or spells.

Spell check	Result
1-19	Failure.
20-21	At a range of 15', the cleric targets one humanoid creature who must immediately make a Will save vs the spell check. On a failure, the enemy incurs a -2 penalty to all saving throws for 1d4 rounds.
22-27	At a range of 30', the cleric targets all humanoid creatures in a 10' radius who must immediately make a Will save vs the spell check. On a failure, the enemies incur a -2 penalty to all saving throws for 1d4 rounds.
28-29	At a range of 30', the cleric targets all humanoid creatures in a 20' radius who must immediately make a Will save vs the spell check. On a failure, the enemies incur a -3 penalty to all saving throws for 1d4+CL rounds.
30+	At a range of 60', the cleric targets all humanoid creatures in a 20' radius who must immediately make a Will save vs the spell check. On a failure, the enemies incur a -1d penalty to all saving throws for 1d4+CL rounds.

AZI DAHAKA



zi Dahaka, the demon prince of storms and wastes, is a bestial demon lord of the Abyss spawned by the god of death, Ahriman. The Deathbringer unleashed Azi Dahaka on the world to bring about its destruction. Azi Dahaka's mission was foiled long ago when his physical manifestation was imprisoned beneath the wastes within a dome of enchanted glass.

Azi Dahaka is considered the spiritual inspiration of the hydra, and much like a hydra, it is said that if one his physical manifestations is slain on the Material Plane, two more spawn in its place, with each new body reformed in the Abyss. Once all his forms are brought back, Azi Dahaka intends to set out on his personal goal of returning to the Material Plane to bring about its complete destruction.

Azi Dahaka is not subtle as demon princes go. He cares not for deception of cunning but rather prefers brute force tactics displayed in the open. He lives only to destroy and only aids mortals who vow to carry out his schemes of bringing ruin and waste to civilization. The few clerics of Azi Dahaka that exist are usually little more than cultists, convinced that by helping the demon prince, they will be rewarded a place at his side. Those whom the prince elevates to full status as his clerics are even more rare, as few are deemed worthy of his power. His clerics typically bear a fiendish hydra as their holy symbol and devote themselves to sowing chaos, aspiring to aid in Azi Dahaka's return.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Azi Dahaka is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the cleric sprouts multiple illusory heads much like a hydra; (2) The cleric hands temporarily resemble the lizard-like claws of a hydra and heal wounds; (3) Visions of fire and destruction are reflected in the eyes of the cleric as wounds are healed; (4) A demonic aura wraps around the patient who experiences brief fevers while wounds are healed.

DIVINE FAVORS

Minor Dust Storm: Once per day, clerics of Azi Dahaka can invoke this divine favor to summon a swirling cloud of dust. Winds swirl in a 20' radius kicking up dust and dirt making it harder for casters to focus on spells. All spell casters in the radius incur a -2 spell check penalty and the Will save DC to retain concentration increases to 15.

Abyssal Flight: Azi Dahaka's powers of the storm can grant his clerics flight. His clerics can choose to learn the wizard spells *feather fall*, *levitate*, or *fly* at the eligible levels. Casting these arcane spells comes at the risk of corruption and misfires in addition to deity disapproval.

CLERIC OF AZI DAHAKA TITLES

Level	Title
1	Spark
2	Storm-herald
3	Hurricane
4	Destroyer
5	Hydra

DISAPPROVAL

Azi Dahaka does not suffer mortals who disobey his wishes. When a cleric of Azi Dahaka incurs deity disapproval, they roll on the below table.

Roll	Disapproval
1	The cleric must atone for his sins. For the next 10 minutes he can do nothing but meditate on the ways in which he can wreak havoc and destruction. He can do so when he is no longer in immediate danger (e.g., at the end of combat).
2	The cleric must spend an hour meditating on how he might free Azi Dahaka from his prison beneath the wastes. If he fails to do so within 2 hours, he incurs a -1 spell check penalty until the next day.
3	The cleric is punished by Azi Dahaka and incurs a -1 penalty to all spell checks until the next day.
4	If the cleric's <i>minor dust storm</i> divine favor was not used this day, it is immediately revoked until the next day. If it was previously used or revoked, a dust storm per the description forms, centered on the caster, the next time he is in combat (or immediately).
5	The cleric's ability to use divine favors (including spells learned by the <i>abyssal flight</i> divine favor) are revoked until the next day.
6	The cleric incurs an immediate -1 penalty to all spell checks until they destroy a creature considered unholy to Azi Dahaka or sacrifice at least 10% of their net worth in gold pieces.
7	The cleric incurs a -1 spell check penalty until they bolster the ranks of Azi Dahaka with one new follower.
8	The cleric incurs a -4 penalty to the specific spell, canticle, or ability that resulted in disapproval until the next day.

Roll	Disapproval
9	The cleric immediately incurs a -2 penalty to all spell checks that lasts until the next day.
10	The cleric loses access to one randomly determined level 1 spell until the next day.
11	Azi Dahaka revokes all access to divine favors and canticles until the next day. Additionally, he sends bad weather to torment the cleric and his adventuring party. A 5-mile radius storm follows the cleric until the next day bringing heavy rain, hindering travel.
12	Azi Dahaka is angered. The cleric loses access to two randomly determined level 1 spells until the next day.
13	The cleric's use of <i>turn unholy</i> is revoked until the next day.
14	The cleric incurs an immediate -2 penalty to all spell checks until the next day. Additionally, Azi Dahaka sends a massive storm to torment the cleric and his adventuring party. A 5-mile radius storm follows the cleric until the next day bringing torrential rain, hindering travel, and obscuring vision. Areas near rivers, lakes, and ponds flood, as well as canyons and valleys.
15	The demon prince of storms temporarily disowns the cleric. The cleric's disapproval range does not reset the following day. The day after next, it resets as normal.
16	Azi Dahaka revokes the cleric's access to 1d4 randomly spells of any level until the next day. Additionally, he revokes access to all divine favors and canticles for the duration.
17	Azi Dahaka turns his back on the cleric, revoking his ability to <i>lay on hands</i> for 2d5 days.
18	Azi Dahaka temporarily disowns the cleric, revoking his ability to <i>lay on hands</i> and <i>turn unholy</i> for 2d5 days.
19	Azi Dahaka furiously revokes all the cleric's access to spells, canticles, divine favors, and abilities until the next day.
20+	The cleric doth test the demon prince of storms. Azi Dahaka revokes all the cleric's access to spells, canticles, divine favors, and abilities until the next day and sends his wrath to plague the cleric and his companions. A 10-mile radius storm follows the cleric until the next day bringing torrential rain, hindering travel, and obscuring vision. Areas near rivers, lakes, and ponds flood, as well as canyons and valleys. Additionally, while traveling in the storm, there is a 10% chance that the party is struck by thunder during the night, unless they find adequate shelter. If a strike hits, the cleric and each character within 5' must make a DC 20 Reflex save, taking 1d16 damage on failure and half on success.

CANTICLES OF AZI DAHAKA



he demon prince of storms teaches his clerics the ability to chant in a strange Abyssal tongue. These song-like chants provide limited powers that resemble the abilities of Azi Dahaka himself. Though not spells themselves, these songs of power still come at the risk of deity disapproval on failure. The clerics of Azi Dahaka acquire these canticles at the following levels.

Level 1: *Disorienting Fog*

Level 3: *Horrid Wilting*

Level 5: *Call Minor Storm*

DISORIENTING FOG

A 1st level cleric of Azi Dahaka can sing an abyssal tune that brings in a rolling fog to an area within range. The fog makes vision difficult past a certain amount of feet, depending on the spell check, possibly allowing the cleric to sneak past enemies, or plan an ambush. In each case, the fog lasts for one hour, and using the canticle again dismisses any ongoing fog.

Spell check	Result
1-11	Failure.
12-13	The cleric creates a large cloud of fog within 120' at a radius of 40'. Creatures in the fog are effectively blind beyond 30', unless they have infravision.
14-23	The cleric creates a large cloud of fog within 200' at a radius of 60'. Creatures in the fog are effectively blind beyond 15', unless they have infravision.
24-31	The cleric creates a large cloud of fog within 300' at a radius of 80'. Creatures in the fog are effectively blind beyond 30'. The fog is so thick that even infravision only works to a radius of 30'.

Spell check	Result
32+	The cleric creates a large cloud of fog at any spot he can see. The fog has a radius of 120'. Creatures in the fog are effectively blind beyond 10'. The fog is so thick that even infravision only works to a radius of 30'.

HORRID WILTING

The clerics of the demon prince of wastes learn the ability to destroy water, potentially even harming creatures, at 3rd level. This ominous canticle, sung in two different tones at once, creates a harmonic frequency that evaporates water, and at higher rolls, kills living things.

Spell check	Result
1-15	Failure.
16-17	The cleric targets one body of water within 60'. The cleric can turn a 5-foot cube of this water source into gas, effectively up to 40 gallons of water. The cleric cannot target creatures.
18-23	The cleric targets one body of water within 60'. The cleric can turn a 10-foot cube of this water source into gas, effectively up to 75 gallons of water. The cleric cannot target creatures.
24-25	The cleric targets one body of water within 60'. The cleric can turn a 10-foot cube of this water source into gas, effectively up to 75 gallons of water. Additionally, the cleric can target one creature within 60'. The creature must make a Fort saving throw vs the spell check to resist, taking 1d10 damage on a failure and half as much on a success, as its body's water is evaporated from within.
26+	The cleric targets one body of water within 60'. The cleric can turn a 10-foot cube of this water source into gas, effectively up to 75 gallons of water. Additionally, the cleric can target one creature within 60'. The creature must make a Fort saving throw vs the spell check to resist, taking 2d10 damage on a failure and half as much on a success, as its body's water is evaporated from within. If the cleric targets a plant, the plant wilts and dies, but fauna larger than 10' roll Fort saves as a creature would.

CALL MINOR STORM

Clerics of Azi Dahaka learn a small semblance of his power at 5th level. By singing this menacing canticle, the cleric can call in a storm to hinder his foes. The cleric can end the storm early at any time, and, at higher rolls, the storm can even be used to damage his foes. This canticle cannot be attempted on the same target more than once per day.

Spell check	Result
1-19	Failure, and the canticle cannot be used on the named foe for another 24 hours.
20-21	The cleric can call a storm centered on one of his enemies so long as he has at least one item that belongs to his foe (a lock of hair, a torn piece of clothing, etc.), and the cleric does not require line of sight. The storm swirls around the enemy in a 5-mile radius bringing heavy rain and wind and making travel twice as slow, lasting up to 2 hours. The canticle cannot be used on the named foe for another 24 hours.
22-27	The cleric can call a storm centered on one of his enemies so long as he has at least one item that belongs to his foe (a lock of hair, a torn piece of clothing, etc.), and the cleric does not require line of sight. The storm swirls around the enemy in a 10-mile radius bringing heavy rain and wind and making travel twice as slow, lasting up to 4 hours. The canticle cannot be used on the named foe for another 24 hours.
28-29	The cleric can call a storm centered on one of his enemies so long as he has at least one item that belongs to his foe (a lock of hair, a torn piece of clothing, etc.), and the cleric does not require line of sight. The storm swirls around the enemy in a 20-mile radius bringing heavy rain and wind and making travel twice as slow, lasting up to 8 hours. Once per hour, there is a 15% change of a lightning bolt striking the target (DC 15 Reflex save or half damage) dealing 1d10 damage. The canticle cannot be used on the named foe for another 24 hours.
30+	The cleric can call a storm centered on one of his enemies so long as he has at least one item that belongs to his foe (a lock of hair, a torn piece of clothing, etc.), and the cleric does not require line of sight. The storm swirls around the enemy in a 20-mile radius bringing heavy rain and wind and making travel twice as slow, lasting up to 12 hours. Once per hour, there is a 15% change of a lightning bolt striking the target (DC 20 Reflex save or half damage) dealing 1d12 damage. The canticle cannot be used on the named foe for another 24 hours.

BOBUGBUBILZ



Bobugbubilz, the Toadfiend God, is the demon lord of amphibians. He is a slimy god of evil amphibians and foul places such as swamps or anywhere amphibians make their home in murky waters. Bobugbubilz is a chaotic entity content in letting his putrid offspring multiply and run amuck in the world, spreading discord and despair. He focuses such efforts on the Material Plane where he delights in watching his clergy garner disgust among the more civilized parts of the world.

Though the Toadfiend has no connection to Pelagia, many of his servants dwell in her oceans and seas. His followers are primarily composed of the more amphibious races. Sahuagin in particular are known for having clerics devoted to Bobugbubilz. Despite this, human cults have been known to crop up throughout the Known Realms, spreading filth and slime in their wake. Occasionally, those cultists who show true devotion to his cause are granted the rites as one of his clerics.

Bobugbubilz's physical manifestation is that of a gargantuan bloated monstrosity resembling a toad. Usually, his rancid odor can be smelt even before his arrival. The holy symbol of Bobugbubilz is the leering head of a toad, and his favored weapon is the whip. His clerics are usually trained in this weapon as well (1d4 damage, with an extended range of 10', worth around 5 gp).

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Bobugbubilz is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) slime coats the cleric's wounds, hardening, and then falling off once healed; (2) The cleric wretches a putrid smelling slime with regenerative properties; (3) The cleric's tongue changes to resemble a toad's and heals the wounds of the patient; (4) Tiny toads with healing properties crawl forth from the cleric's sleeves and up onto the patient's wounds.

DIVINE FAVORS

Amphibious: Once per 1d4 days, clerics of Bobugbubilz can breathe naturally underwater for 1d3 turns.

Minor Bog: Bobugbubilz is pleased when his clerics make the Material Plane resemble his plane on the Abyss. Once per day, a cleric of Bobugbubilz can create a small swampy patch of slime, turbid water, and the like, taking up a 10' by 10' area. The movement speed of all creatures except amphibians and demons of Bobugbubilz are slowed by half in this area, and the effects lasts for 24 hours.

CLERIC OF BOBUGBUBILZ TITLES

Level	Title
1	Tadpole
2	Swamp Hermit
3	Slime-essence
4	Bogmaster
5	Toadfather (or Toadmother)

DISAPPROVAL

Bobugbubilz demands much of his servants. If they do adequately spread chaos, or if they blaspheme against the swamplands, they are punished. Clerics of Bobugbubilz roll on the following disapproval table.

Roll	Disapproval
1	The cleric must atone for his sins. For the next 10 minutes the cleric must bath in swampy water or pray to Bobugbubilz. He can wait to do so until he is no longer in immediate danger.
2	The cleric must spend an hour undergoing the ceremony of the putrid toad. For one hour, the cleric must meditate in turbid water, mud, or slime, while praying to the Toadfiend. If he does not do so within 2 hours, he incurs a -1 penalty to all spells checks until the hour is complete.
3	The Toadfiend God punishes the cleric with a -1 penalty to all spell checks until the next day.
4	The cleric's use of the <i>amphibious</i> divine favor is revoked for an additional 1d4 days immediately.
5	The cleric must undergo the test of the bog. For the remainder of the day, swampy water follows the cleric in his wake. Everywhere the cleric steps turns into a 5' patch of swamp-like terrain, similar to the <i>minor bog</i> divine favor, effectively slowing the cleric's movement speed (and all who follow in their path) by half. The effected ground returns to normal in 24 hours.
6	The cleric loses his ability to invoke all divine favors until the next day.
7	The cleric incurs an immediate -1 penalty to all spell checks that lasts until they convert a follower to ways of the Toadfiend or baptize another in swamp water.

Roll	Disapproval
8	The cleric incurs a -4 penalty to the specific spell check, canticle, or ability that resulted in the disapproval.
9	The cleric incurs a -2 penalty to all spell checks until the next day.
10	The cleric loses access to one randomly determined level 1 spell until the next day.
11	Bobugbubilz tests the cleric's fortitude. The cleric must pass a DC 15 Fort save or immediately vomit up toads and slime preventing any other actions for one round. Additionally, the cleric takes 1d8 damage from the ordeal.
12	The cleric's access to two randomly determined level 1 spells is revoked until the next day.
13	The Toadfiend is enraged by the cleric's disobedience. The cleric's use of all canticles and divine favors is revoked until the next day.
14	Bobugbubilz revokes access to the cleric's ability to <i>turn unholy</i> until the next day.
15	The cleric's access to 1d4 randomly determined spells of any level is revoked until the next day. Additionally, all access to canticles and divine favors are revoked for the duration.
16	The Toadfiend is so enraged with the cleric that the cleric's disapproval rating does not reset the next day. The day after next it resets as normal.
17	Bobugbubilz revokes the cleric's access to <i>lay on hands</i> for 2d5 days.
18	Bobugbubilz revokes the cleric's access to <i>turn unholy</i> for 2d8 days. Additionally, the cleric must make an immediate DC 15 Fort save. On a failure, the cleric spends one round retching as turbid water erupts from his esophagus, dealing 1d8 damage to the cleric.
19	Bobugbubilz disowns the cleric temporarily, revoking access to all spells, canticles, divine favors, and abilities until the next day.
20+	The Toadfiend sends his wrath upon the blasphemer! The cleric must immediately make a DC 20 Fort save or spend 1d4 rounds violently retching acidic slime. At the end of the cleric's turn each round, he takes 1d8 damage. Each round the cleric can attempt the Fort save again at the beginning of his turn to end the ordeal. Additionally, the cleric's access to all spells, canticles, divine favors, and abilities is revoked until the next day.

CANTICLES OF BOBUGBUBILZ



The Toadfiend God grants great power to his most loyal of followers. Those who claim Bobugbubilz as their patron may gain access to his more powerful spells, but his clerics automatically learn canticles at the following levels. These canticles are not spells themselves but do have similar effects and can result in disapproval on failures.

Level 1: *Speak to Amphibians*

Level 3: *Swim with Frogs*

Level 5: *Summon Minor Devil Frog*

SPEAK TO AMPHIBIANS

This strange tune sounds like a demonic chorus of croaking toads to most people. Clerics of Bobugbubilz are granted this canticle at 1st level, allowing them to empower themselves with limited ability to converse with amphibians and possibly even other swamp denizens.

Spell check	Result
1-11	Failure.
12-13	The cleric can ask a mundane amphibian (a frog, toad, salamander, etc.) a simple question, which it responds in the best way it knows how.
14-23	The cleric can converse with mundane amphibians (frogs, toads, salamanders, etc.) for up to 5 minutes. The amphibians respond in the best way they know how.
24-31	The cleric can converse with mundane amphibians (frogs, toads, salamanders, etc.) for up to 1 turn. Additionally, this communication can be done with telepathy, allowing the creatures to respond with more meaningful thoughts and imagery.
32+	The cleric can converse with all amphibians, and reptiles (frogs, toads, salamanders, geckos, iguanas, crocodiles, snakes, etc.) including demons of Bobugbubilz, for up to 1 turn. Additionally, this communication can be done with telepathy, allowing the creatures to respond with more meaningful thoughts and imagery.

SWIM WITH FROGS

At 3rd level, the cleric of Bobugbubilz can sing a soft demonic melody that alters their physique to resemble a frog's, allowing them to swim more skillfully than before. At any time, the cleric can dismiss any ongoing effects from this canticle.

Spell check	Result
1-15	Failure.
16-17	The cleric's feet morph ever-so-slightly to resemble frogs. Their footwear morphs as part of this transformation. The transformation lasts for 1 turn and allows the cleric to swim unhindered in deep water, at a speed of 30'.
18-23	The cleric's feet and hands morph ever-so-slightly to resemble frogs. Any worn gear also morphs as part of this transformation. The transformation lasts for 1 turn and allows the cleric to swim unhindered in deep water, at a speed of 35'.
24-25	The cleric's feet and hands morph ever-so-slightly to resemble frogs. Any worn gear also morphs as part of this transformation. The transformation lasts for 1 turn and allows the cleric to swim unhindered in deep water, at a speed of 40'.
26+	The cleric's feet, legs, hands, and arms morph ever-so-slightly to resemble frogs. Any worn gear also morphs as part of this transformation. The transformation lasts for 1 hour and allows the cleric to swim unhindered in deep water, at a speed of 45'.

SUMMON MINOR DEVIL FROG

Clerics of Bobugbubilz can sing this canticle at 5th level to summon a devil frog spirit (stat block below.) The check determines the power of the spirit, which comes from the Abyss in the form of a smaller (dog-sized) devil frog. When the devil frog is defeated in combat, or the time expires, it disappears in a pool of putrid slime. Singing this canticle a second time dismisses any previous devil frog spirits back to the Abyss. When summoned, the devil frog spirit takes the cleric's initiative and moves after him. The cleric can command the devil frog spirit telepathically; no action required.

Devil frog spirit (demon, Bobugbubilz): Init +1; Atk bite (per spellcheck) melee (1d8+2); AC (per spellcheck). HD (per spellcheck); MV 20' or swim 10'; Act 1d20; SP telepathy, infravision, half damage from non-magical weapons and fire; SV Fort +4, Ref +2, Will +0; AL C.

Spell check	Result
1-19	Failure.
20-21	The cleric summons a devil frog spirit that fights by his side for 1 turn. The devil frog spirit has an attack of +3, AC 10, and 2d12 HD.
22-27	The cleric summons a devil frog spirit that fights by his side for 1 turn. The devil frog spirit has an attack of +4, AC 11, and 2d12 HD.
28-29	The cleric summons a devil frog spirit that fights by his side for 1 hour. The devil frog spirit has an attack of +5, AC 12, and 2d12 HD.
30+	The cleric summons a devil frog spirit that fights by his side for 1 hour. The devil frog spirit has an attack of +6, AC 13, and 3d12 HD.



NIMLURUN



he Lord of Filth, the Unclean One, the Holy Defiler, these are the names given to Nimlurun, the god of filth, pollution, refuse, and all things unclean. Only the truly mad or destitute seek to become one of Nimlurun's clerics. Those of sane mind, however, will sometimes pray to the Lord of Filth to divert his attention and remain pure themselves.

The clerics and cultists of Nimlurun make it their primary objective to spread filth, fouling the world around them, polluting the waters, and desecrating nature. It is no surprise then that Ildavir is a direct opponent of Nimlurun, who seeks only to destroy what she considers holy. Clerics of Nimlurun have also been known to ally themselves closely with the faith of Malotoch, whom Nimlurun regards as his equal.

In art forms of The Unclean One, he is depicted as a half-man, half-rat monstrosity. His mangy fur is always covered in slimy filth. The holy symbol of Nimlurun is the dung fly, and his favored weapon is a mace. As such, clerics of Nimlurun are trained in the use of the mace as well as the usual weapons used by those of chaotic alignment.

SPECIAL TRAITS

LAY ON HANDS

When the cleric of Nimlurun is successful in casting *lay on hands* roll 1d4 to determine its unique manifestation: (1) the cleric douses the patient's wounds in despoiled water causing an intense burning itch and healing the wounds; (2) The cleric spreads holy filth over the patient's wounds, causing them to heal; (3) A swarm of flies surround the patient, when they leave, their wounds are healed; (4) A foul smelling but harmless cloud of gas with healing properties surrounds the patient.

DIVINE FAVORS

Pollute Water: Once per 1d10 days, clerics of Nimlurun can despoil up to 60 gallons, or one barrel, of water, wine, or other drinkable fluid. Any creature that drinks from this source must make DC 15 Fort save or contract sewer plague.

Once sewer plague is contracted, the infected creature can no longer heal lost hit points until the disease is cured. If the creature rests for 24 hours, it can make a DC 20 Fort save to overcome the disease. After three failures of this save, however, the creature dies.

Filth Immunity: Nimlurun's clerics are immune to sewer plague and have a +2 bonus on all Fortitude saving throws to avoid diseases. This bonus does not apply to poisons and only works so long as divine favors are not revoked.

CLERIC OF NIMLURUN TITLES

Level	Title
1	Dirt Brother (or Dirt Sister)
2	Filth Ovate
3	Grime Vicar
4	Spoiler
5	Defiler

DISAPPROVAL

Nimlurun detests the pure and those who blaspheme in his name. When a cleric of Nimlurun incurs deity disapproval, they roll on the below table.

Roll	Disapproval
1	The cleric must atone for his sins. For the next 10 minutes he can do nothing but cover himself in mud, slime, dirt, or whatever filth he can find nearby. He can wait to do so until he is no longer in immediate danger.
2	The cleric must spend at least one hour despoiling or polluting anything natural nearby. If the cleric does not do so within two hours, they incur an immediate -1 penalty to all spell checks until the next day.
3	The cleric must undergo the test of a minor filth. A small portion of Nimlurun's own filth is inflicted upon the cleric who must make an immediate DC 10 Fort save. On a failure, the cleric retches green slime for 1 round and can take no other actions.
4	The cleric incurs an immediate -1 penalty to all spell checks until the next day.
5	The cleric must undergo the test of the weak. Their <i>filth immunity</i> divine favor is revoked for 1d5 days.
6	Nimlurun wishes that the cleric undergoes the test of greater filth. A portion of Nimlurun's own filth is inflicted upon the cleric who must make an immediate DC 15 Fort save. On a failure, the cleric retches green slime for 1d4 round and can take no other actions during this time. Additionally, they incur a -1 penalty to all spell checks until the next day, unless they succeed on the saving throw.
7	The cleric incurs a -1 penalty to all spell checks until they recruit one follower to worship of Nimlurun.

Roll	Disapproval
8	The cleric incurs a -4 penalty to the specific spell, canticle, or ability that resulted in the disapproval.
9	The cleric incurs a -2 penalty to all spell checks until the next day.
10	The cleric loses access to 1 randomly determined level 1 spell until the next day.
11	The cleric incurs a -2 penalty to all spell checks until they complete a putrid 4-hour ritual of pollution and filth. This ritual must be done in the nearby wilderness, despoiling the creeks, rivers, forests, etc.
12	The cleric loses access to two randomly determined level 1 spells until the next day. Additionally, the cleric gives off a putrid scent making it harder to remain hidden from the enemies of Nimlurun.
13	Nimlurun revoke the cleric's access to all canticles and divine favors until the next day.
14	The cleric's access to <i>turn unholy</i> is revoked for 2d5 days.
15	The cleric loses access to all divine favors, canticles, and 1d4 randomly determined spells of any level until the next day.
16	The Holy Defiler disowns the cleric for a day. At the end of the day, the cleric's disapproval range does not reset. The day after next, it resets as normal.
17	The cleric's access to <i>lay on hands</i> is revoked for 2d5 days.
18	The cleric's access to four randomly determined spells of any level is revoked until the next day.
19	Nimlurun is not happy. All spells, canticles, divine favors, and abilities are revoked until the next day. Additionally, the cleric gives off a putrid scent making it harder to remain hidden from the enemies of Nimlurun.
20+	Nimlurun believes the cleric is too pure and must be defiled by his touch. All spells, canticles, divine favors, and abilities are revoked until the next day. Additionally, Nimlurun sends a great portion of his holy filth upon the cleric. The cleric must make an immediate DC 20 Fort save. On a failure, the cleric contracts <i>sewer plague</i> (per the <i>pollute water</i> divine favor).

CANTICLES OF NIMLURUN



The Lord of Filth bestows special songs upon his clerics. These canticles are sung in low monotone voices giving them an eerie cult-like chant quality, and the clerics that sing them can create spell-like effects. They receive the following canticles at the indicated level. Though not spells themselves, these canticles can still result in deity disapproval.

Level 1: *Song of the Sewer*

Level 3: *Fortitude of the Filthy*

Level 5: *Call Rodents*

SONG OF THE SEWER

The initiates into the clergy of Nimlurun are taught a simple chant that allows them to defile the land. At 1st level, clerics of Nimlurun can sing this canticle to summon filth and despoil an area of their choosing, pleasing Nimlurun and granting benefits to the cleric. This canticle can be used in conjunction with the spell *sanctify/desecrate*.

Spell check	Result
1-11	Failure.
12-13	The cleric creates a 10' by 10' area of filth. Followers of Nimlurun who sleep in this area recover hit points at twice the normal rate.
14-23	The cleric creates a 20' by 20' area of filth. Followers of Nimlurun who sleep in this area recover hit points at twice the normal rate.
24-31	The cleric creates a 30' by 30' filthy area as a shrine to Nimlurun. Followers of Nimlurun who sleep in this area recover hit points at twice the normal rate, and the area can be used to induct new followers as well. Additionally, those of opposing alignments or gods must make a DC 15 Fort save or be unable to set foot into the area without taking 1d3 damage.
32+	The cleric creates a 40' by 40' filthy area as a shrine to Nimlurun. Followers of Nimlurun who sleep in this area recover hit points at twice the normal rate, and the area can be used to induct new followers as well. Additionally, all considered unholy to Nimlurun must make a DC 15 Fort save or be unable to set foot into the area without taking 1d6 damage.

FORTITUDE OF THE FILTHY

At 3rd level, the clerics of Nimlurun are granted a canticle that increases their Fortitude so they can better spread the filth of their god. By singing this canticle each morning, clerics of Nimlurun gain an automatic bonus to all Fortitude saves per the table below, which also stacks with their divine favor *filth immunity* with regards to diseases. Note that if canticles are revoked, the cleric loses this bonus. This bonus is added to their existing Fortitude save per their level of cleric.

Level	Fortitude Save Bonus
3	+1
4	+1
5	+1
6	+1
7	+2
8	+2
9	+2
10	+3

CALL RODENTS

At 5th level, a cleric of Nimlurun can sing this sub-sonic canticle that can call rats to him and aid him with simple tasks or in combat. The cleric can issue commands to the rats verbally without using an action. The rats do their best to obey the commands of the cleric. If the cleric attempts to use this canticle more than once, the cleric loses control of the rats under the effect of the previous use, and the rats scurry off as if the duration ended.

Spell check	Result
1-19	Failure.
20-21	The cleric summons a mundane rat for 1 turn per the stat block below. After 1 turn, the rat scurries off, ignoring all commands and disengaging. Rat: Init +1; Atk bite +0 melee (1 plus disease); AC 9; HD 1d4; MV 40' or climb 20'; Act 1d20; SP disease (DC 5 Fort save or additional 1d3 damage); SV Fort +1, Ref, +1, Will -2; AL N.
22-27	The cleric summons a rat swarm (DCC Core Rulebook page 424) for 1 turn. After 1 turn, the rats scurry off, ignoring all commands and disengaging.
28-29	The cleric summons 1d3 giant rats (DCC Core Rulebook page 424) for 1 turn. After 1 turn, the rats scurry off, ignoring all commands and disengaging.
30+	The cleric summons 1d4 giant rats (DCC Core Rulebook page 424) for 1 hour. After 1 hour, the rats scurry off, ignoring all commands and disengaging.

