

Gods and Demons

From the World of Necromancer Games

By Clark Peterson and Bill Webb

Though **Necromancer Games** products are set in a generic fantasy world to make it easier to place our products in your home campaign, there are a number of deities that are unique to our world and our products. They are detailed below. Of course it is only a coincidence that there are more evil gods than good ones...or is it?

Gods of Good

Thyr, God of Law and Justice

Alignment: Lawful Good

Domains: Law, Good, Healing, Knowledge, Protection

Typical Worshipers: Humans, Royalty

Favored Weapons: Light or Heavy Mace

Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one hand and a chalice of peace in the other hand. His principles are Justice, Order and Peace. He represents proper and traditional rule and as such was once worshiped (at least with lip service) by all human royalty. He is the embodiment of the enlightened human caste system where each person fairly has their place in a lawfully ordered society aimed at the good of all people. His priests wear white robes trimmed with silver, purple or gold, the colors of kingship. His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister's sword, which he thrust into the earth to end the god's war. Upon seeing the blood of so many gods shed, Thyr foreswore the use of swords and his priests, for this reason, may not use bladed weapons. Many favor reinforced rods, similar to light maces, modeled after Thyr's own rod of kingship. The noble eagle and lion are his sacred creatures. The Burial Halls of Thyr and Muir are also known as the Stoneheart Mountain Dungeon and are detailed in the **Necromancer Games** module *The Tomb of Abysthor*. Clerics of Thyr have access to the *chant* spell provided in the sidebar.

Chant

Conjuration (Creation)

Level: Clr2, Pal2

Components: V, S, DF

Casting Time: 1 action

Range: 30 ft.

Area: All allies and foes within a 30-ft. radius centered on you

Duration: Time of chanting; max. 5 minutes per level

Saving Throw: None

Spell Resistance: No

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves and skill checks while your foes suffer a -1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed Concentration check, a *silence* spell or your speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of the same deity and alignment during your

Muir, Goddess of Virtue and Paladinhood

Alignment: Lawful Good

Domains: Law, Good, Protection, War

Typical Worshipers: Humans, Paladins

Favored Weapons: Longswords or Bastardswords

Muir is the sister of Thyr. Where he represents Law and Peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an up-raised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include Honor, Truth and Courage. A great order of paladins, known as the Justicars, are sworn to her service. She expects self-sacrifice, humility and



charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars—a prestige class of paladins imbued with even greater holiness. Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. Her worshipers must be lawful good, and only clerics of Muir may ordain Justicars. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons and devils in particular are her sworn enemy. The Burial Halls of Thyr and Muir are also known as the Stoneheart Mountain Dungeon and are detailed in the **Necromancer Games** module *The Tomb of Abysthor*. Clerics and paladins of Muir have access to the *chant* spell provided in the sidebar.

Freya, Goddess of Love and Fertility

Alignment: Neutral Good

Domains: Good, Healing, War, Animal

Typical Worshipers: Human females

Favored Weapons: Longsword, longbow

Freya is a lesser goddess of love and fertility. Freya is also the leader of a great band of women warriors—known as Valkyries on some planes of existence. Freya represents fertility in all its forms. On this plane, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest as well as a goddess of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and the stag. She appears most frequently to her worshipers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a hunter in leather armor with sword and bow, or as a warrior in shining mail and glowing sword. She can take the form of a falcon—or any other bird—at will, as well as the form of a huge winter wolf.

Arden, God of the Sun

Alignment: Neutral Good

Domains: Air, Good, Sun, War

Typical Worshipers: Of old he was worshiped by humans, though Arden is not currently worshiped on this plane

Favored Weapons: Sun staff, short sword

Arden is a lesser avatar of the sun god Ra, as worshiped on this plane of existence. He is depicted as a hawk-headed, muscular man wearing a short skirt of precious metals and jewels. His eyes have the power to shoot searing beams of sunlight. He carries a staff tipped on one end with a bronze sphere representing the sun containing an ankh and on the other end with

a bronze hawk head. This staff is known as a sun staff and is carried by his worshipers. They are treated as quarterstaves. He also wields a bronze short sword. His worshipers who select the War domain are proficient with the short sword in addition to their normal proficiencies. Arden was long ago destroyed by evil deities, including Tsathogga, the frog-demon. His remains were gathered and treasured by his worshipers as relics. However, it has been ages since Arden has been worshiped on this plane.

Gods of Evil

Orcus, Demon-Lord of the Undead

Alignment: Chaotic Evil

Domains: Chaos, Evil, Death, Destruction

Typical Worshipers: Monsters, Undead and Evil Humanoids

Favored Weapons: Ornamental Heavy Mace (spiked or skull-tipped)

Orcus is a demon prince, who, for some reason, has many human worshipers. He has a strange fascination with the will of men and their desire for power, possibly because it is this very flaw that causes them so frequently to seek that which he controls: power over death. He is the lord of all undead and he resides in the Abyss in his Palace of Bones surrounded by a legion of vampires and liches. Evil, ruination and wanton destruction are his only goals. He is most often depicted as a bloated ram-headed, bat-winged monstrosity with cloven-hooved goat legs. He wields the “wand of Orcus,” a legendary skull-tipped obsidian rod which is rumored to slay any living thing it touches. Though mostly worshiped by the monstrous races, the ranks of his human worshipers are swelling, as Orcus is very liberal with his grants of power. It is not uncommon for Orcus to give relatively low-level priests command of vast numbers of undead to do his bidding. His symbol is either a demonic ram-headed skull (the most common), a representation of himself seated on his throne, or a depiction of his skull-tipped wand. His priests favor heavy, dark hooded robes and ornamental maces stylized to represent his skull-tipped wand. He is present in most **Necromancer Games** products.

Tsathogga, Demon Frog God

Alignment: Chaotic Evil

Domains: Chaos, Evil, Water, Destruction

Typical Worshipers: Tsathar, Sentient Frogs, Evil Slaad, Evil Water Monsters

Favored Weapons: Any that slash, cut and are wickedly curved, as well as ropes or nets



This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with the slow oozing sickness and decay that he represents. He is the viscous dark evil bubbling up from beneath the surface; the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the river Styx as it flows out of the Abyss, Tsathogga's main form is of a colossally-bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul oils and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the river Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga thoughtlessly commands a host of evil creatures—notably evil Slaad and his own vile frog race, the tsathar (detailed in the **Necromancer Games** module *The Tomb of Abysthor*). Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshipers (though there are a few notable exceptions) mean that he is little known to surface races. He has few organized centers of worship and no standardized holy symbol—each worshiper choosing their own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on this plane sculpt a small likeness of him out of foul chunks of solid waste from Tarterus that harden into a vile green substance similar to soapstone when taken from that plane. Such items are prized as holy relics.

Hecate, Goddess of Evil Magic

Alignment: Lawful Evil

Domains: Law, Evil, Magic, Knowledge

Typical Worshipers: Wizards, Women

Favored Weapons: None.

Hecate is the goddess of evil magic. She appears as a beautiful woman flanked by numerous hell hounds, her favored creature. The setting moon is her symbol. She requires sacrifices on the full moon. Her priests are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to control them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. One of her greatest priestesses, Akbeth, is imprisoned in the **Necromancer Games** dungeon module *Rappan Athuk—The Middle Levels*. The **Necromancer Games** module *The Quest for the Sword of Air* is set in a hidden temple dedicated to Hecate. She resides in a floating castle

in the Nine Hells.

Set, God of Evil and the Night

Alignment: Lawful Evil

Domains: Law, Evil, Knowledge, Death

Typical Worshipers: Evil power-seeking humanoids, evil monks, assassins

Favored Weapons: Cobra staff, Spear of Darkness, poisoned weapons

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra. The cobra head is normally tipped with steel fangs coated with poison. His clerics also often carry a stylized black spear, representing the *Spear of Darkness* he carries. Many of his worshipers tattoo themselves with serpents or cobras. An evil sect of monks dedicated to Set and led by a vampire is detailed in the **Necromancer Games** module *Vampires and Liches*. He, too, makes his home in the Nine Hells.

Hel, Goddess of Death, Lady of Pestilence

Alignment: Neutral Evil

Domains: Evil, Death, Plant, Animal

Typical Worshipers: Diseased and disease-causing creatures, evil humanoids, evil druids, women, bards

Favored Weapons: Poisoned Dagger or Sword

Hel is known to spread disease, pestilence and plague with the wave of her hand. Any living thing in her presence withers and dies. She appears as a strange gaunt woman of both jet black and blankest white. Diseased creatures worship her. It is said a strange cult of druidic ghouls and mummies worship her in a secret temple hidden from the knowledge of mortals, spreading their foul diseases in secrecy. Several sects of evil druids dedicated to Hel plague the land, summoning swarms of vermin and causing disease in living things. She cares for nothing other than the spread of death. Oddly, some evil bards worship her. She resides on a plague ridden plane in Hades.

Feel free to use these gods in your campaigns or when running modules from **Necromancer Games**. We think they have "First Edition Feel." Enjoy!

Clark Peterson and Bill Webb

Necromancer Games

