



The Lesser Key

TO THE
CELESTIAL
LEGION

COMPATIBLE WITH
DCC
RPG

STROUD · POZENEL

Psychoda



Press

The Lesser Key

TO THE
CELESTIAL
LEGION

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FORWARD

Lve known Donn Stroud for a few years now and I owe him every bit of praise I can muster. First of all the man is a beast, standing at some crazy height, like 6'2" or 6'4". He makes me feel like a tiny homunculus. Second, he's sexy and smells like cotton candy! Third, he has been a presence in the Dungeon Crawl Classics and other RPG communities with the Drink Spin Run Podcast, his own writing, and engaging in discussions, etc. for years. Fourth- he likes beer! Good beer! Fifth- Donn has been supportive of my projects and work for years (thanks for all the Hubris plugs, dude!) and we have developed a great friendship, I feel- he may say differently and tell me to fuck off, but whatever.

Anyways I digress- Let's talk about the subject at hand. You know, the one you are reading right now, The Lesser Key to the Celestial Legion, and how awesome it is. Let me put this plainly: I'm not a huge fan of the divine in games; I like my shit more Sword and Sorcery and metal than standard medieval-fare. Deities in most settings are boring, bland or too full of fluff for me (or the players) to care about. When I do have deities in my games, I want them primordial, savage, and petty. I don't want players to frolic in the flowers and praying for healing... I want them terrified. I want them to ponder what talking to a deity (and potentially asking for a favor) is going to cost. And what horrible events will befall them should they fail.

I'm happy to say this book gives you the tools to do that. Table after glorious table to roll and build a whole religion that is both primal and very heavy metal. It even includes a whole section on generating a Herald of the deity- how fucking cool is that?! Donn has done the heavy-lifting for you and written a book that, with a few rolls, creates a religion for your game that is interesting, unique, and, as religions should be, fucked up.

This is a book I will be happy to have near me when I need to generate some crazy religions or deities on the fly and hopefully you will be too.

"Keep rollin"

Mike Evans

Publisher, DIY RPG Productions

THANK YOU

This book is dedicated to my father. He would not have approved of the content, but he was instrumental in having the Old Testament blasted into a young mind making it hungry for the fantastic and fascinated by mythology. I miss you so very much, Dad.

Rachel, my rock, refuge, and muse.

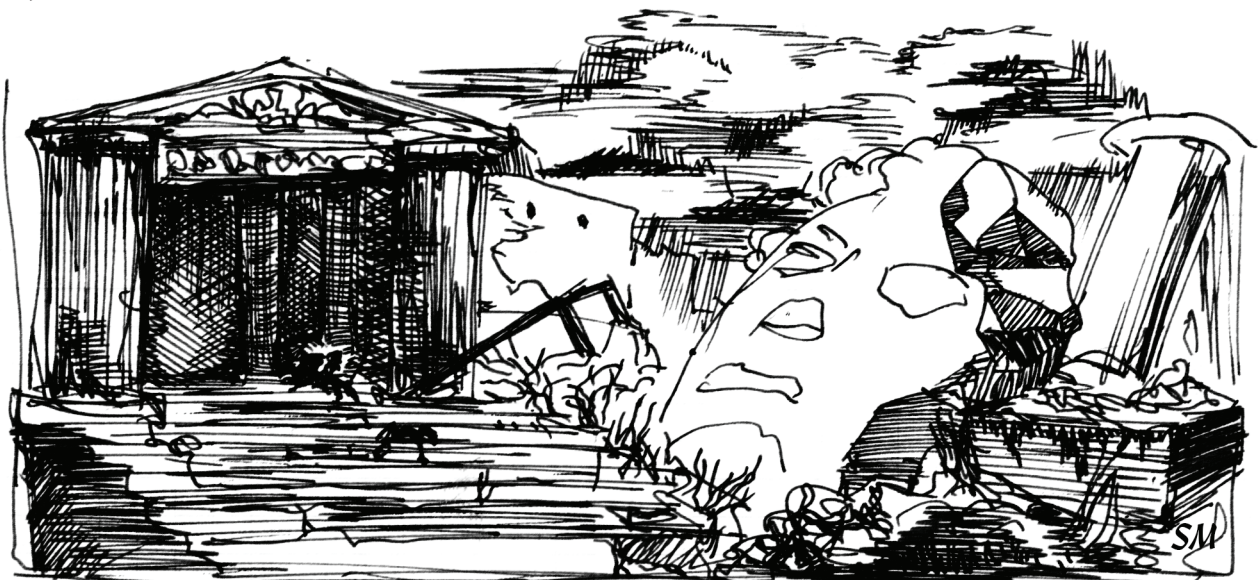
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Thanks James Pozenel, Sean McCoy, and Jarrett Crader for helping beat this ugly piece of text and rampant tables into a book.

Donn Stroud

Publisher, Psychoda Press



INTRODUCTION



ave you ever wanted to add weird religious elements to your game? Have you wanted to add strange heralds of the gods who appear dramatically to guide and boss your PCs around? Have you wished for more gods than presented in other books, wanted to create your own, or just add a little flourish to the gods you already know? This book can help with all this and more.

Creating Herald

The very heralds of the gods can be generated using Chapter One. Roll on these tables to determine their appearance from size and substance, animal horns, wings, and other appendages, to the weird warping of reality as these beings come to the mortal realms. There is also a table of boons that can be granted to a cleric searching the divine for assistance.

Adding Religious Elements and Fleshing out a Religion

In *Observance of Religions* a multitude of tables are waiting for you and your players to roll on and ascertain all manner of minutiae followers of a religion might need to know: when are the holy days, why are there holy days, where do we celebrate, what vestments does a proper priest or priestess wear, and even what materials to use to scribe the holy writings of your god. Need a holy symbol or which objects one can sacrifice for the glory of their god? There's a table for that.

Cleric's Duties

Chapter Five offers guidelines for clerics who want to do more than just swing a mace and cast some spells. There are rules for converting and building a congregation, preaching, exorcisms, hecklers for a bumbling young priest to overcome and more. Wondering about disciples, shrines, or churches? Wonder no more.

Creating or Embellishing Gods and Goddesses

If you're looking for complete goddess and god creation for your campaign world these tables can be used for that. The tables used for creating heralds merely reflect the glory of the one they serve. Throw in some other Weird signs of divinity. Sacred number? Roll on the Shapes column of Holy Symbols. Sacred animal? Use the animal chart. Just find a table and start rolling. You should be able to answer any questions you might have. The Appendices are filled with other tables to help with goddess and god creation.



CHAPTER ONE: THE CELESTIAL LEGION

The Truth of the Believer

Many people believe a cleric chooses the god they worship. The truth is quite the opposite. Whatever purity of belief or ardent soul a person possesses shines like a beacon through the darkness of time and space and attracts any manner of god-things. Whether it's a bright light or dark glow only matters to the being who observes this hallowed or unhallowed vessel. Like moths drawn to a candle flame these gods, demons, and spirits flutter and flit about this person until they've attracted his or her attention. These outer-worldly creatures guide, divulge secrets, and share their power for one purpose: so this new devotee can attract more followers. These Powers need disciples to spread belief in them. Belief gives them strength. Belief gives them physical form. Belief sculpts them as much as they sculpt their believers.

The Truth of the Gods

These entities are multitudinous in form and origin. They are alien, they are transcended mortals, they are spirits, they are shards of energy, they are anima. Their stratagems and maneuverings are more convoluted and expansive than mortal mind can comprehend. However, they need the mortals and common creatures of all the many dimensions and realms to manifest their plans and fuel their ascent.

Some of these powers are embryonic and have just enough power to attract their first follower. Others have been annihilated, their essence disseminated, and they're attempting to resurrect themselves and clamber back into the spheres. Even gods who have numberless followers, temples, and prophets and still yearn for more believers.

The Truth of Heralds, Mouths, and Messengers

Even with the seemingly boundless powers some of these god-things exhibit adhering to certain dictates is compulsory. Physical contact with many of the worlds is prohibited. These beings reach a point in their ascension when they are constructed out of pure godstuff and any mingling of mortal actuality and their transcendent substances would have unimaginable consequences. It would rip mortals apart spiritually, mentally, and physically. It would unravel reality. Many gods overcome these limitations by sending heralds to speak with their disciples.

A deity's intermediaries are sent in many forms and with powers to guide, send aid, or even exact revenge upon an errant priest. Some of the smaller gods have a mere handful of these intermediaries, while others possess a vast host of heralds.



Using Heralds



heralds can function as guardian angels for clerics or demi-patrons for wizards. The enterprising Judge could make *Divine Aid* tables for each herald or provide *Invoke Patron* spell check results to either clerics or divinely inspired wizards. Both volumes of *Angels, Daemons and Beings Between* have several patrons with religious angles to them (e.g. - Lavarial, Trisdeus, Lumgolit, etc.). Their *Invoke Patron* results could be leveraged as the Judge sees fit to flavor the cleric's relationship with their guardian angel and god.

Heralds can be rewards if a cleric has done something meaningful in the eyes of their god. Use them to give clues or provide adventure hooks. Perhaps they answer the cleric's requests for *Divine Aid*, appearing from nowhere to mete out the god's response. They can be companions and spirit guides to the your players' clerics. They provide a way for the Judge to interact with a cleric yet maintain a level of aloofness by the gods.

Creating Heralds

To create a herald roll 2d20 to get the Shape, 2d20 for Size, 2d20 for Bulk. A herald can either be formed out of divine flesh or roll 1d20 on the Substance column.

TABLE 1-1 APPEARANCE

2d20	Shape	Size	Bulk	1d20	Substance			
2.	Puddle/Pool	6 inches	Impossibly Thin	1.	Leafy Plants/Flowers/Fruit			
3.	Cloud	1 foot		2.	Roots/Branches/Vines/Bark			
4.				3.	Hairs/Feathers/Fur			
5.	Pillar/Column			4.	Veins/Nerves/Organs			
6.				5.	Dirt/Mud			
7.				6.	Solid stone/pebbles/rocks			
8.	Tree/Hydra			4 feet	Slender	7.	Slime	
9.	Animal Roll on <i>Table 1-3: Animals</i>		6 feet	8.		Metal		
10.		9.		Liquid Metal				
11.		10.		Smoke				
12.		11.		Mycelium/Mushrooms				
13.	Humanoid with Animal Head Roll on <i>Table 1-3: Animals</i>	12.		Fire				
14.		13.		Air				
15.		Roughly Humanoid		14.		Bones		
16.				15.	Flayed flesh			
17.			16.	Decayed flesh				
18.			17.	Water				
19.	Sphere		200 feet	Immensely Fat	18.	Light/Darkness		
20.		19.			Dung			
21.		20.			Vermin			
22.	Cube	30 feet	Thick		15.	Flayed flesh		
23.				16.	Decayed flesh			
24.	Rings/Wheels	60 feet		17.	Water			
25.				Shifting Form Roll again d4 times	18.	Light/Darkness		
26.					19.	Dung		
27.	Polyhedral	500 feet	Immensely Fat	20.	Vermin			
28-29.				Just mouth(s)	200 feet	Immensely Fat	18.	Light/Darkness
30-32.							Just head(s)	200 feet
33.	20.	Vermin						
34.	Rings/Wheels	30 feet	Thick	15.	Flayed flesh			
35.				Shifting Form Roll again d4 times	60 feet	Immensely Fat	16.	Decayed flesh
36.							Polyhedral	500 feet
37.	Just mouth(s)	200 feet	Immensely Fat	18.	Light/Darkness			
38.				Just head(s)	200 feet	Immensely Fat	19.	Dung
39.							20.	Vermin
40.	Just eye(s)	500 feet	Immensely Fat	20.	Vermin			



Elaboration on Appearance

At the minimum roll 1d10 for Eyes, 1d10 for Extra Features*, and 1d10 for Appendages. If there are wings or horns roll 1d10 for the appropriate column. If desired, roll several times for Extra Features, and on Wings and Horns.

TABLE 1-2 FEATURES

1d10	Eyes	Extra Features*	Appendages	Wings	Horns
1.	Radiant light. Roll on <i>Table 1-4: Colors</i>	Wings (2d5), roll on <i>Wings</i> column of this table	Short	Dragonfly	Goat or sheep
2.	Flames. Roll on <i>Table 1-4: Colors</i>	Eyes (1d20)	Flames. Roll on <i>Table 1-4: Colors</i>	Flames. Roll on <i>Table 1-4: Colors</i>	Flames. Roll on <i>Table 1-4: Colors</i>
3.	Stars/nebula	Arms/hands (2d6)	Very Long	Metallic and sharp	Antelope
4.	Eyes of animal. Roll on <i>Table 1-3: Animals</i>	Legs/feet (2d6)	Tattooed or scarred with runes	Rune covered scrolls	Bull or bison
5.	Empty pits of darkness	Faces/heads (1d6)	Mechanical/robotic	Membranous like a bat	Metal spines/spikes/blades
6.	Blood	Mouths (1d10)	Spiked/blade limbs	Feathered	Elk/deer
7.	Metallic	Horns/antlers (2d6), roll on <i>Horns</i>	Roll on <i>Table 1-3: Animals</i>	Whirling blades	Moose
8.	Shining runes	Tentacles (1d12)	Roll on the <i>Substance</i> column in <i>Table 1-1: Appearance</i>	Finned	Elephantine tusks
9.	Multiple pupils (roll 1d4 times)	Tails (1d6)	Roll on <i>Table 1-3: Animals</i> for each head and pair of limbs	Butterfly. Roll 1d4 times on <i>Table 1-4: Colors</i>	Rhinoceros
10.	No pupils	Roll 1d4 times	Roll 1d4 times	Roll 1d3 times	Roll 1d4 times

* Roll on *Animals* for any result in *Extra Features* you wish.

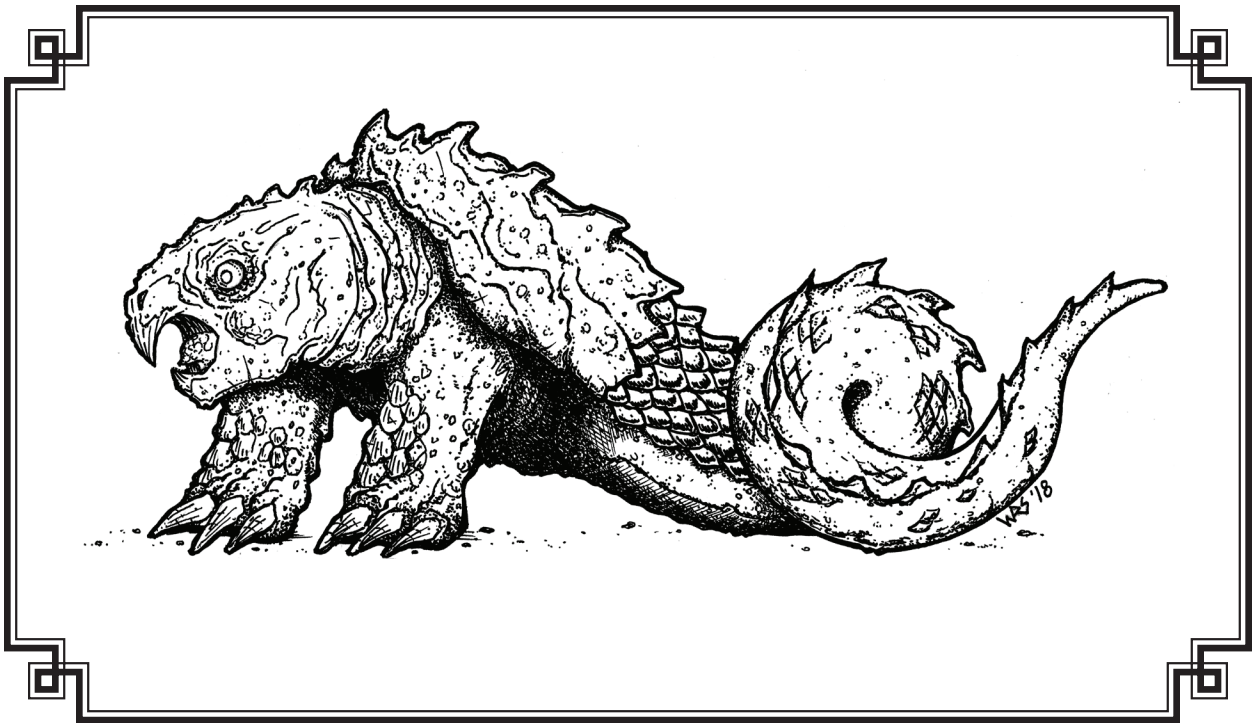


TABLE 1-3 ANIMALS

<i>1d5</i>	1.	2.	3.	4.	5.
<i>1d10</i>	<i>Arthropods</i>	<i>Herps/Fish</i>	<i>Mammal</i>	<i>Bird/Bat</i>	<i>Invertebrates</i>
1.	Centipede	Snake	Deer/Elk/Moose	Raptor	Octopus/Squid
2.	Spider	Turtle/Tortoise	Dog/Wolf	Vulture	Worm
3.	Fly	Lizard	Feline	Crow/Raven	Leach
4.	Wasp/Bee	Crocodilian	Bear	Heron/Stork	Jellyfish
5.	Beetle	Frog/Toad	Cow/Bison/Horse	Chicken/Turkey	Starfish
6.	Butterfly	Salamander	Rodent/Skunk/Weasel	Peacock	Slug/Snail
7.	Mantis	Caecilian	Primate/Ape	Emu/Ostrich	Sea Anemone
8.	Scorpion	Shark	Elephant/Rhino	Gull/Penguin	Sponge
9.	Crab/Shrimp	Fish	Goat/Antelope	Bat	Spiny Urchin
10.	Mantis	Skate/Ray	Whale/Manatee	Owl	Nudibranch



Colors and Patterns

This table is referenced by other tables to obtain color. If a random color is needed roll 1d16. Patterns should only be applied to clothing or objects that can be painted or dyed.

TABLE 1-4 COLORS & PATTERNS

1d12	Colors	Patterns
1.	Black	Spirals
2.	Red	Vertical Stripes
3.	Blue	Horizontal Stripes
4.	Green	Diagonal Stripes
5.	Yellow	Runes
6.	Orange	Geometric Shapes
7.	Purple	Plain/Checkered
8.	White	Blotches/Smears
9.	Jale	Gyronny
10.	Ulfire	Quartered
11.	Dolm	Arabesque/Foliage Ornamentation/ Knotwork
12.	Pink or Brown	Particolored/Motley

EXAMPLE HERALD

Korpuz appears to mortals as a sphinx (human head with a lion body) comprised of dried dung. It stands 4' high at the shoulder with its great rotund bulk brushing the floor. From its head two great antelope horns protrude and its eyes are stark white with no pupil.

From its chest four arms of smoke writhe. As the arms move, a din of battle emanates from the smoky tendrils. Those encircled by its smoky arms must make a DC 16 Will save or be mentally trapped in a battlefield realm where the skies are choked with foul smelling smoke and the cries of the dying fill the air. The ground is wet with blood and littered with arms and the broken, twisted bodies of the dead.

As it moves Korpuz's outer skin cracks, ejecting superheated dung in splatterings that extend out up to 20' radius. There is a 20% chance of the molten excrement striking anyone within the area of effect. If someone is struck, they must make a DC 17 Fort save or suffer a major corruption.



Other Weird Signs of Divinity

Heralds hail from places outside the cleric's universe. They appear in the strangest of ways, affecting the surroundings and warping the mind, body and soul of even the most devout. Roll 1d30 four times to discover the effects of contact with these Heralds.

TABLE 1-5 OTHER SIGNS OF DIVINITY

<i>1d30</i>	<i>Incarnation</i>	<i>Presence</i>
1.	Herald grows from a small bud on a sprout and blossoms into shape and size.	Earth groans when Herald walks on it.
2.	Herald starts as a worm and expands into shape and size.	Flowers grow in the footsteps of Herald.
3.	Blood wells up from the ground, grows into a pillar and fills out to form Herald.	Any water within 300' moves toward Herald.
4.	A comet plunges to the earth, explodes into pieces and then they join up to form Herald.	Liquids boil when within 90' of Herald but people feel nothing.
5.	A crack appears, splits open and Herald crawls from it.	Liquids float when within 60' of Herald.
6.	Herald starts as a spore, sprouts mycelium, blooms as a mushroom, and expands into full shape and size.	Dead animals/meat return to life when near Herald.
7.	Large drop of water forms and expands then pops leaving Herald in its place.	Miniature tornadoes form underneath Herald.
8.	Smoky tendrils rush in from multiple points and combine to form Herald.	Liquids freeze when within 90' of Herald but people feel no change in temperature.
9.	Heart and vessels, nerves, skeleton, muscles, and then skin grow to form Herald.	Liquids turn into mead/wine/ale when near Herald.
10.	Herald pulls itself from the body of the cleric who summoned it.	Mortals witnessing the Herald, except the cleric, become sycophantic bootlickers until the Herald withdraws.
11.	Cleric vomits the Herald.	Mortals succumb to avarice and fight over treasures when Herald leaves.
12.	Herald coalesces out of thin air.	Birds and insects frozen in air as if time were frozen around Herald.
13.	Herald emerges from a pillar of flames or a fire.	Mortals bleed from orifices and lose 1d6 hp when within 30' of Herald.
14.	Herald rises from the ground.	Worms, insects, and arachnids flee the soil underneath Herald.
15.	Herald arrives in a flash of light (roll on <i>Table 1-4: Colors</i>).	Viscera drips off the hands of any mortal who has killed another mortal and is in the eyesight of Herald.
16.	Herald coalesces out of insect cloud.	Fear caused when Herald speaks.
17.	A door of pure light (roll on <i>Table 1-4: Colors</i>) appears and opens and Herald steps out.	Mortals dance when Herald speaks.
18.	The air shudders for a moment and the Herald blinks into existence.	Mortals other than cleric fall asleep when Herald speaks.
19.	Herald appears suddenly amidst a clap of thunder which knocks all the but cleric down.	Mortals cannot speak for 1d3 hours after Herald speaks.
20.	A mote of colored light (roll on <i>Table 1-4: Colors</i>) descend from the heavens enlarging itself until an image of the Herald can be seen within.	Mortals drained of 1d12 hp when Herald speaks. 1d6 hp come back after a 10 minute rest. This loss will not cause death.
21.	The Herald walks out from behind a tree, wall or other large object.	Mortals succumb to gluttony and eat 1d8 rations when Herald leaves.
22.	A ball of coruscating, sparking lightning appears and explodes into the Herald.	Mortals forced to kneel when Herald speaks.
23.	A small dust storm arises and deposits sand that takes on shape of the Herald from their feet up to the top of their head.	Mortals weep when Herald speaks.
24.	The sky darkens unnaturally. At the point where the Herald appears, a 200' diameter sphere of night emanates until it withdraws.	Mortals other than cleric go deaf for 1d6 hours when Herald speaks.
25.	Herald soars down from on high on wings (Roll on the Wings column of <i>Table 1-2: Features</i> if it didn't have them before).	Mortals succumb to lust and find it hard to stop from acting on desires when hearing Herald speak.
26.	Arms, head, body, and legs fly in from the cardinal directions and assemble.	Magic items rendered useless for 1d4 hours after Herald leaves.
27.	Pouring rain fills in the shape of Herald.	Spells lost for 1d4 hours after Herald speaks.
28.	Herald floats gently to the ground like a leaf.	Minor Corruption.
29.	A giant egg drops to the ground, cracks, and Herald unfurls from fetal position.	Major Corruption.
30.	A holy book appears on the ground and the pages rip out, circle around, and Herald emerges from the tornado of paper and ink.	Greater Corruption.

TABLE 1-5 OTHER SIGNS OF DIVINITY

<i>1d30</i>	<i>Beholding</i>	<i>Impression</i>
1.	Limbs are tucked tightly against body and unfold in slow and complicated increments.	Herald speaks 1d4: (1) in your head; (2) through the nearest animal; (3) all around you; (4) in multiple languages at once.
2.	Body is bent and twisted impossibly.	Mortals see colors when Herald speaks.
3.	Shadow moves when Herald doesn't.	Smell of salt water comes off Herald.
4.	Head/Limbs aren't attached but float in place and move as if they were attached.	A charnel odor oozes from Herald.
5.	Head(s) has a crown(s) (roll on the Substance column in <i>Table 1-1: Appearance</i>).	A sulfurous odor wafts from Herald.
6.	Head(s) has a halo (roll on <i>Table 1-4: Colors</i> and/or the Substance column in <i>Table 1-1: Appearance</i>).	Sultry scent of exotic spices blows off Herald.
7.	Body is orbited by floating pieces of Substance (roll on the Substance column in <i>Table 1-1: Appearance</i>).	Crash of waves is heard when Herald speaks.
8.	1d6 sacred runes float above Herald.	The crackling of a low fire is heard when Herald speaks.
9.	Herald floats and never touches the ground.	The roar of a blazing fire heard around Herald.
10.	Shadow is wrong shape and wrong size.	Soft chimes heard around Herald.
11.	Ruined cyclopean city appears in a cloud behind Herald.	Laughing children heard around Herald.
12.	Black hole or nebula hangs behind Herald.	Clashing of battles heard around Herald.
13.	4d4 stars make up a constellation behind Herald.	Swish of leaves in wind heard around Herald.
14.	Herald wavers between actual form and looking like the PCs.	Sound of pages being turned when Herald speaks.
15.	Herald's limbs appear to evaporate into wisps and then reform with every breath.	Music of the spheres heard around Herald.
16.	Herald ages during the visit with PC and crumbles into dust when done conversing.	The fresh smell of rain comes from Herald.
17.	A luminous aureola surrounds the Herald (roll on <i>Table 1-4: Colors</i>).	Smell of flowers is present when Herald appears.
18.	A galaxy spins behind Herald.	Metallic odor of blood oozes from Herald.
19.	Herald fluctuates in size from a rabbit to a giant.	Screams heard in background when Herald moves.
20.	Herald slowly turns into a solid statue during conversation with PC and remains in that place until worn away by time and the elements.	The hair of all who view the Herald stand on end.
21.	Smokes coils and rolls off Herald.	Cracking and groaning of glaciers heard when Herald moves.
22.	Body distends and shifts as if something is moving around inside it.	Booms and explosions heard around Herald.
23.	The herald slowly melts into a puddle while present.	Dripping of a wet cave heard when Herald speaks.
24.	Herald stands on two winged animals (roll on Size and Bulk columns in <i>Table 1-1: Appearance</i> , <i>Table 1-3: Animals & Wings</i> column in <i>Table 1-2: Details</i>).	Gurgle of a brook heard when Herald speaks.
25.	Light (roll on <i>Table 1-4: Colors</i>) comes out of cracks in surface of Herald.	Flapping of wings heard when Herald speaks.
26.	Molten metal/rock drips off Herald.	Many voices chanting/singing heard around Herald.
27.	Herald impossibly elongates and then slowly returns to normal shape.	Feelings of intense vertigo washes over those mortals viewing the Herald.
28.	A colored mandala appears behind the Herald; its patterns constantly shift.	The taste of sour bile invades the throats of all viewing the Herald.
29.	Limbs bud from body, grow, wither, fall off, and grow anew.	Roars/howls of animals heard when Herald moves.
30.	Herald is wreathed in flames (roll on <i>Table 1-4: Colors</i>).	A tingling sensation envelops the bodies of all who are in the Herald's presence.

Level of Herald and Hierarchy of the Host

A Judge may decide the herald's level based upon the origin and power of the god worshiped by the cleric. If the god is at the height of its power it will have a large chorus of heralds with the full gamut of levels to do its bidding. If it's a fledgling god it may only be represented by a small hierarchy of lower level heralds. If randomness is desired roll percentile dice to determine the Herald's level.

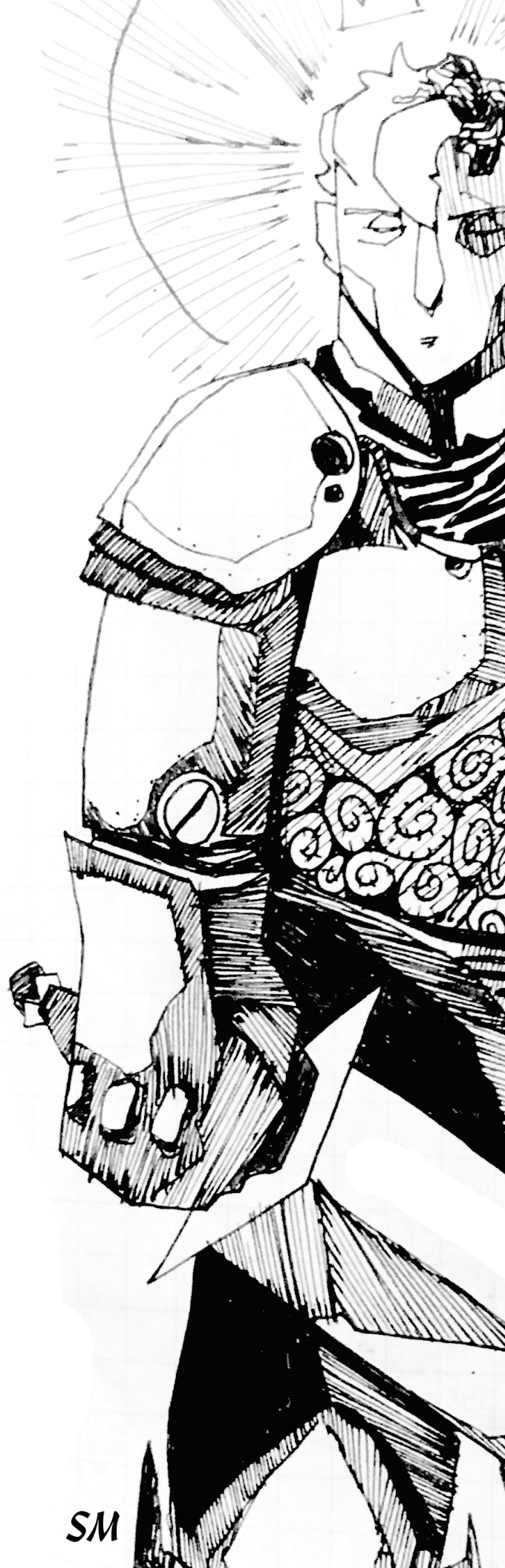
A herald has a basic stat line but differs from usual monsters or NPCs by rolling a level die referred to as "n" in the stat line. Roll the Die Type of the herald's corresponding Level.

Each particular herald should have a fixed level every time it is encountered, but if the Judge chooses, the "n" variable can be rerolled each time the herald appears. Spell lists and immunities could also be fixed, fluid or random each time the herald manifests.

TABLE 1-6 LEVEL OF HERALD

d100	Level	Die Type
01-30.	1st	1d3
31-54.	2nd	1d4
55-74.	3rd	1d6
75-85.	4th	2d4
86-94.	5th	2d5
95-00.	6th	3d4

Init +2+n; Atk +2+n melee (1d6+n); AC 13+n; HD 3+nd10; MV 60' (Flying if winged); Act 2d20; SP n Cleric spells, n Wizard spells, n immunities to energy types or weapon types (non-magical, blunt, edged, etc.) or magical effects (charm, paralysis, etc.); SV Fort +n, Ref +n, Will +n



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CHAPTER TWO: BOONS

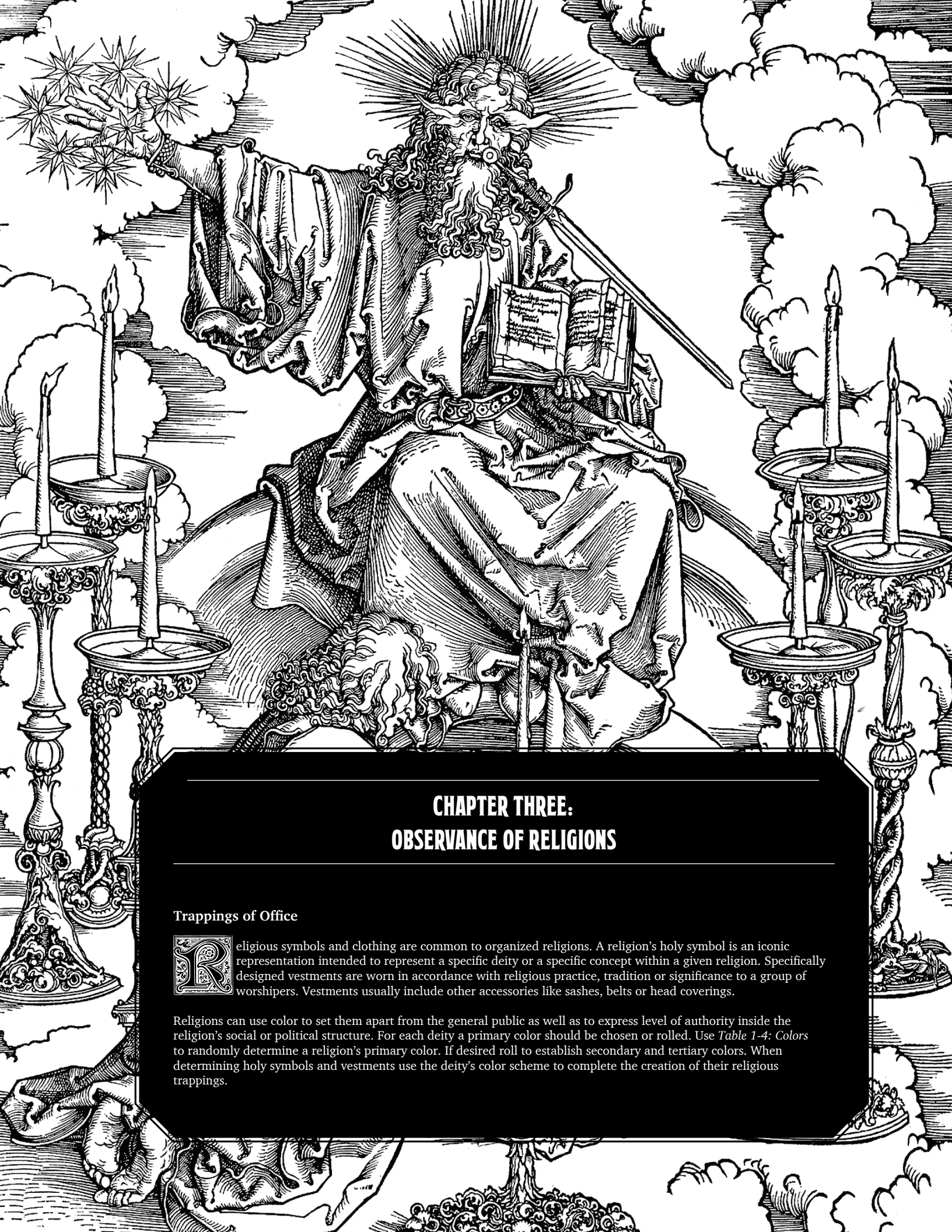
If the herald has appeared of its own volition or at the command of a god or goddess, and at the Judge's discretion, clerics may request a boon directly from a herald. Roll a d20 and add the cleric's Personality modifier to the result. If the result is a 15 or higher the boon will be granted. The herald will mostly likely request the cleric perform a holy quest (see Holy Quest section below) for the granting of the boon.

A cleric may also request a boon with the *Divine Aid* class feature per the DCC RPG rulebook. The boon request should be a DC 18 check. If successful the cleric may receive a boon from

Table 2-1: Boons Granted, request aid in combat from the herald, receive knowledge, or even transportation.

TABLE 2-1 BOONS GRANTED

1d12	Patterns
1.	Herald grants +1d3 on attack and damage for 1d24 hours against, roll 1d6: (1) opposed alignment (lawful or chaotic); (2) unholy creatures; (3) adherents and/or creatures of a rival god; (4-6) creature or creature type of the Judge's choosing.
2.	Herald grants +1d3 caster levels for 1d12 hours.
3.	Herald grants +1d6 bonus on Will saving throws for 1d12 hours.
4.	Herald grants 1d4 Luck to be used within 1d12 hours.
5.	Herald grants 1d6 Luck to be used within 24 hours.
6.	Herald grants 1d4 bonus to turn unholy checks for 1d24 hours.
7.	Herald grants 1d4 bonus to lay on hands or any cure spell.
8.	Herald grants invisibility vs unholy creatures for 1d8 hours.
9.	Herald grants a protective ward that halves all damage from non-magical weapons for 2d10 turns.
10.	Herald grants a protective ward that causes all spells cast directly at the cleric to suffer a -2 penalty to their spell checks for 2d10 turns.
11.	Herald causes wings to grow from cleric (roll on the Wings column in <i>Table 1-2: Details</i>), the cleric gains flight movement speed of 30' for 1d12 hours.
12.	Herald grants a boon created by the Judge.



CHAPTER THREE: OBSERVANCE OF RELIGIONS

Trappings of Office

Religious symbols and clothing are common to organized religions. A religion's holy symbol is an iconic representation intended to represent a specific deity or a specific concept within a given religion. Specifically designed vestments are worn in accordance with religious practice, tradition or significance to a group of worshippers. Vestments usually include other accessories like sashes, belts or head coverings.

Religions can use color to set them apart from the general public as well as to express level of authority inside the religion's social or political structure. For each deity a primary color should be chosen or rolled. Use *Table 1-4: Colors* to randomly determine a religion's primary color. If desired roll to establish secondary and tertiary colors. When determining holy symbols and vestments use the deity's color scheme to complete the creation of their religious trappings.

Making a Holy Symbol

To determine the appearance of a holy symbol roll 1d20 for the shape of the base. This number can also represent a deity's sacred number. Roll as desired for Objects and Symbols. The results can be used to both fill in the holy symbol, denote what is holy to the deity, and can even be assumed to represent domains the deity presides over.

**TABLE 3-1
HOLY SYMBOLS**

1d20	Base	Objects	Symbols
1.	Circle	Shovel	Sun
2.	Square	Sword	Moon
3.	Ring	Club	Alignment
4.	Star, 3d4 points	Spear	Animal. Roll on Table 1-3: Animals
5.	Triangle	Knife	Mountain
6.	Rectangle	Wheel	Lake
7.	Cross	Brick	River
8.	Pentagon	Mace	Gravestone/Tomb
9.	Hexagon	Flail	Image of the God
10.	Septagon	Scythe	Valley
11.	Octagon	Axe	Mountain
12.	Nonagon	Fruit	Vines
13.	Decagon	Vegetables	Trees
14.	Shield	Grain	Plants
15.	Irregular Blob	Hearth	Stone
16.	Crescent	Hammer	Flame
17.	Diamond	Arrows	Constellation
18.	Oval	Bellows	Waterfall
19.	Trapezoid	Scroll	Wind
20.	Roll twice	Book	Lightning

**TABLE 3-3
HOLY VESTMENTS**

1d12	Vestment
1.	Naked
2.	Topless
3.	Fancy robe
4.	Hairshirt
5.	Furs
6.	Leather
7.	Modest robe
8.	Flimsy robe
9.	Ornamental armor
10.	Actual armor
11.	No special garb
12.	Rags

Holy Symbol Material

The material used to craft a holy symbol is designated by the religion's dictates and should be rolled on Table 3-2: *Holy Symbol Material*. A holy symbol must be blessed after it is made.

**TABLE 3-2
HOLY SYMBOL MATERIAL**

1d14	Material
1.	Plant(s)
2.	Copper
3.	Silver
4.	Gold
5.	Wood
6.	Clay
7.	Stone
8.	Semi-precious stone
9.	Iron
10.	Bronze
11.	Ivory/bone
12.	Glass/crystal
13.	Animal skin/teeth/husks/shells. Roll on Table 1-3: Animals
14.	Painted, apply deity's color scheme, or roll on Table 1-4: Colors

Accessories & Ornaments

No matter which accessories and ornamentation is called for, most will be painted with prayers, holy symbols, and sacred writings.

**TABLE 3-4
ACCESSORIES & ORNAMENTS**

1d16	Accessories
1.	Veil/Mask
2.	Hat
3.	Hood
4.	Ribbons
5.	Sash/Belt
6.	Cloak/Cape
7.	Ornamental blade
8.	Rod
9.	Necklace/amulet
10.	Bells
11.	Scrolls of prayers
12.	Ornamental Staff/Crozier
13.	Glass/Crystals/Gems
14.	Face/body paint
15.	Fetish/Talisman
16.	Bracelets/Rings

Worship



orship is an act of religious devotion usually directed towards a deity. An act of worship may be performed individually, in an informal or formal group, or by a designated leader. Roll 1d6 times on

Table 3-5: *Worship Practices* to determine religion's routine worship practices.

TABLE 3-5 WORSHIP PRACTICES

1d24	Accessories
1.	Guttural noises
2.	Whispers
3.	Screaming
4.	Droning noises. Roll on Table 3-6: <i>Worship Accompaniment</i>
5.	Congregation uses musical instruments/noisemakers
6.	Horrible noises
7.	Throat singing
8.	Speaking in tongues
9.	Quiet prayer
10.	Chanting
11.	Singing. Roll on Table 3-6: <i>Worship Accompaniment</i>
12.	Meditation
13.	Reading from sacred texts, Roll on Table 3-8: <i>Sacred Text Format</i>
14.	Sign language
15.	Dance. Roll on Table 3-6: <i>Worship Accompaniment</i>
16.	Flagellation
17.	Ritualistic scarring
18.	Tattoos, permanent or temporary
19.	Prostration
20.	Olfactory alteration (incense, rotten flesh, burning dung, oils, etc.)
21.	Ululation
22.	Sacrifice. Roll on Table 3-7: <i>Sacrifice</i>
23.	Contortion
24.	Ancestor veneration

TABLE 3-6 WORSHIP ACCOMPANIMENT

1d10	Accompaniment
1.	Bowed stringed instrument
2.	Brass horns
3.	Conch shells
4.	Pipe organ
5.	Plucked stringed instrument
6.	Percussion
7.	Acapella/None
8.-10.	Roll twice

Sacrifice is an important component of many religions. Use this table to find a deity's preferred form of sacrifice. To determine what a cleric might use to decrease deity disapproval roll 1d20.

TABLE 3-7 SACRIFICE

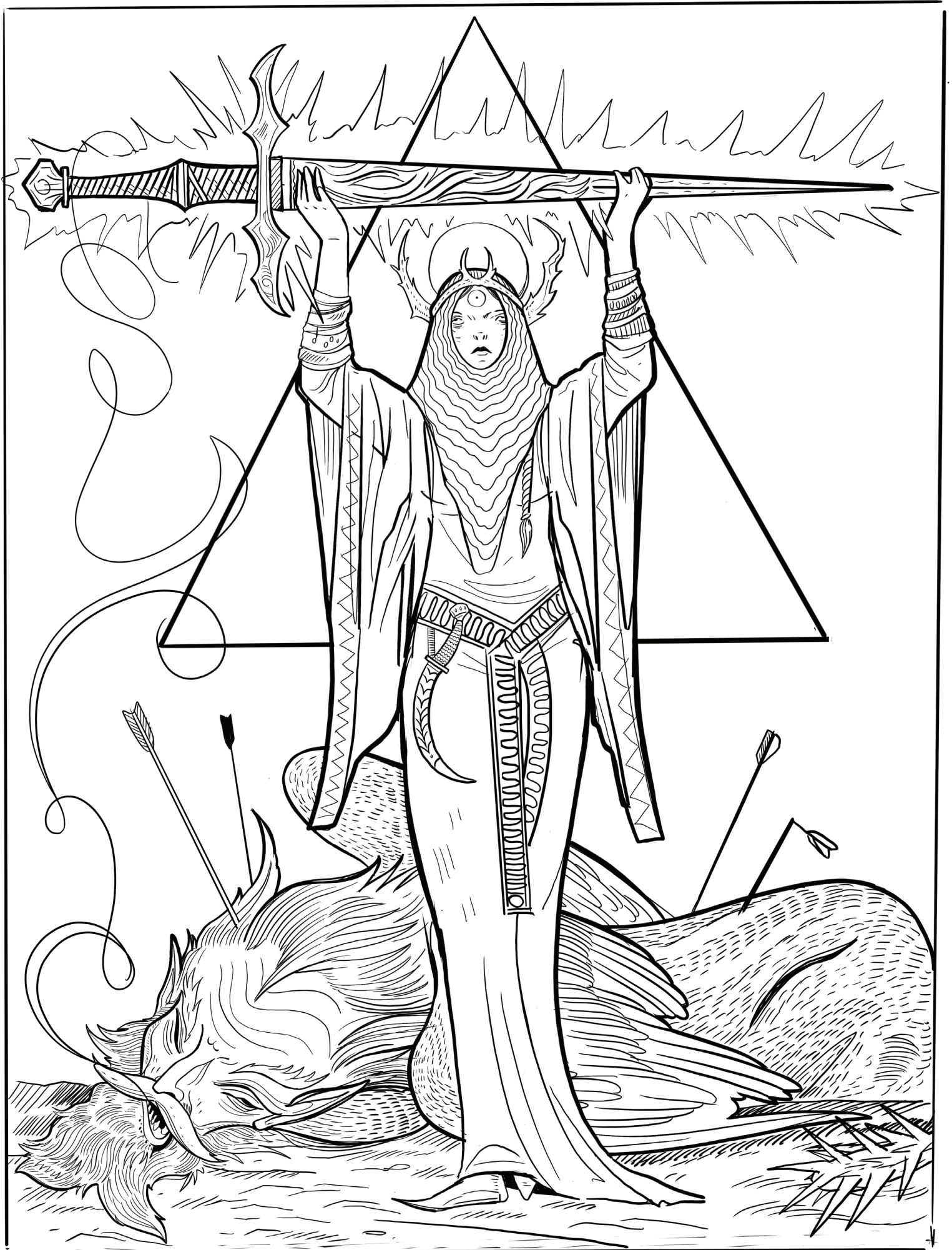
1d20	Sacrifice
1-2.	Wine/Ale/Mead/Alcohol
3.	Extravagant meal
4.	Copper
5.	Silver
6.	Gold
7.	Gems
8.	Fine cloth
9.	Furs
10.	Weapons
11.	Armor
12.	Grain/agricultural produce
13-16.	Animals
17-18.	People*
19.	Magical scrolls/spell books
20.	Relics of opposite alignment

* Using members of the adherents' community might be considered taboo in many religions. Instead of actual people, sacrifices could be sympathetic in nature and utilize effigies, strawmen or other such foci to represent the sacrifice.

Use this table to determine how clerics keep and transmit religious doctrine and holy texts.

TABLE 3-8 SACRED TEXTS

1d12	Format
1.	Inked on linen
2.	Inked on paper
3.	Burned on bark
4.	Dyed on tanned skins
5.	Carved in stone tablets
6.	Inked on cloth
7.	Scratched on boiled leather
8.	Etched on metal plates
9.	Strings of runic beads
10.	Secretly knotted string
11.	Carved into skulls/bones
12.	Pressed into clay tablets



Holy Days, Celebrations, and Festivals



oly days, celebrations, and festivals are times of special importance marked by adherents. They are often celebrated on recurring cycles in a calendar year or lunar calendar. In many cases agricultural and/or celestial cycles influence the nature of a religious festival.

Roll once to find why the holy event is celebrated.

<i>1d20</i>	<i>Event/Observance</i>
1.	Planting of crops.
2.	Harvesting of crops.
3.	Deity's rival was defeated.
4.	Birth of a prophet.
5.	Birth of a saint.
6.	Death of a prophet.
7.	Death of saint.
8.	Miracle performed.
9.	Message revealed.
10.	God ascended.
11.	Reincarnation.
12.	Prophecy fulfilled.
13.	Deed performed by the god.
14.	End/start of the world.
15.	Proximity to the Otherworld/Land of the Dead.
16.	Martyrdom of a holy figure.
17.	Renewing protection of a community.
18.	Veneration of a sacred animal.
19.	Veneration of ancestors.
20.	Veneration of a sacred plant/tree.



Roll 1d4 times to discover how a religious holiday is celebrated.

TABLE 3-10 HOLY ACTIVITIES

<i>1d20</i>	<i>Activity</i>
1.	Fasting.
2.	Feasting.
3.	Gift giving/exchange.
4.	Boon granting.
5.	Pledging of service.
6.	Prayers.
7.	Psychedelics.
8.	Dancing.
9.	Singing. Roll on <i>Table 3-6: Accompaniment</i>
10-14.	Sacrifice. Roll on <i>Table 3-7: Sacrifice</i> .
15.	Drinking.
16.	Costumes/Masks.
17.	Shaving head/face.
18.	Fighting.
19.	Orgiastic debauchery.
20.	Symbol(s) drawn on bodies/buildings.

Roll once for the most powerful location of your rituals.

TABLE 3-11 HOLY EVENT LOCATION

<i>1d24</i>	<i>Activity</i>
1.	Under the stars
2.	At a menhir
3.	At a fresh spring
4.	At the bottom of a mine/cave system
5.	At the site of a holy battle
6.	Under an arch of vines and flowers
7.	In a grove of trees or a sacred tree
8-9.	In a church/temple
10-11.	In a circle of stone
12-14.	Before an altar
15.	At water's edge
16.	Upon a giant slab of stone
17.	In consecrated space
18.	In or on the water
19.	At the entrance of a cave
20.	At the edge of a volcano
21.	In a cemetery/lichyard
22.	At the tomb of a holy figure
23.	Traveling pilgrimage. Roll again on this table for the destination
24.	At the site of a martyrdom

Roll once for season unless it is implied in *Table 3-9: Holy Event/Observance*.

TABLE 3-12 OBSERVENCE SEASON

1d4	Season
1.	Spring
2.	Summer
3.	Fall
4.	Winter

Roll once for length of observence.

TABLE 3-13 LENGTH OF OBSERVENCE

1d6	Activity
1-2.	1d6 hours, assuming a 24 hour day, roll 1d24 to determine starting time or roll on <i>Table 3-14: Time Observance Begins/Most Holy Time</i>
3-5.	1d8 days, assuming a 7 day week, roll 1d7 to determine day of the observance commencement
6.	1d4 weeks, assuming 4 week month, roll 1d4 to determine where in the month the celebration begins

Roll for the time the event begins, its most holy moment, and/or its conclusion.

TABLE 3-14 TIME OF DAY OBSERVANCE BEGINS / MOST HOLY TIME

1d10	Time of Day
1.	Dawn
2.	Dusk/Sunset
3.	Noon
4.	Midnight
5.	During daylight
6.	During night
7.	Solstice
8.	Lunar/Solar Eclipse
9.	New Moon
10.	Full Moon



CHAPTER FOUR: RELICS, RELIQUARIES AND SAINTS



ften when a saint dies some of their holiness and piety lingers on in part of their body. Relics are used like a holy symbol in that they must be held or in contact with person using them. They are often carried in reliquaries but may be placed into pommels of a favored weapon, worked into a shield or armor and even attached to necklaces or other jewelry. All relics can radiate a 10ft sphere of light on command with the color depending on the alignment of the saint from whom the part comes. Lawful = white or yellow, Neutral = blue or green, Chaotic = red or purple. A cleric would consider it extremely gauche to use a relic belonging to a differently aligned sect but will use relics of saints of the same alignment.

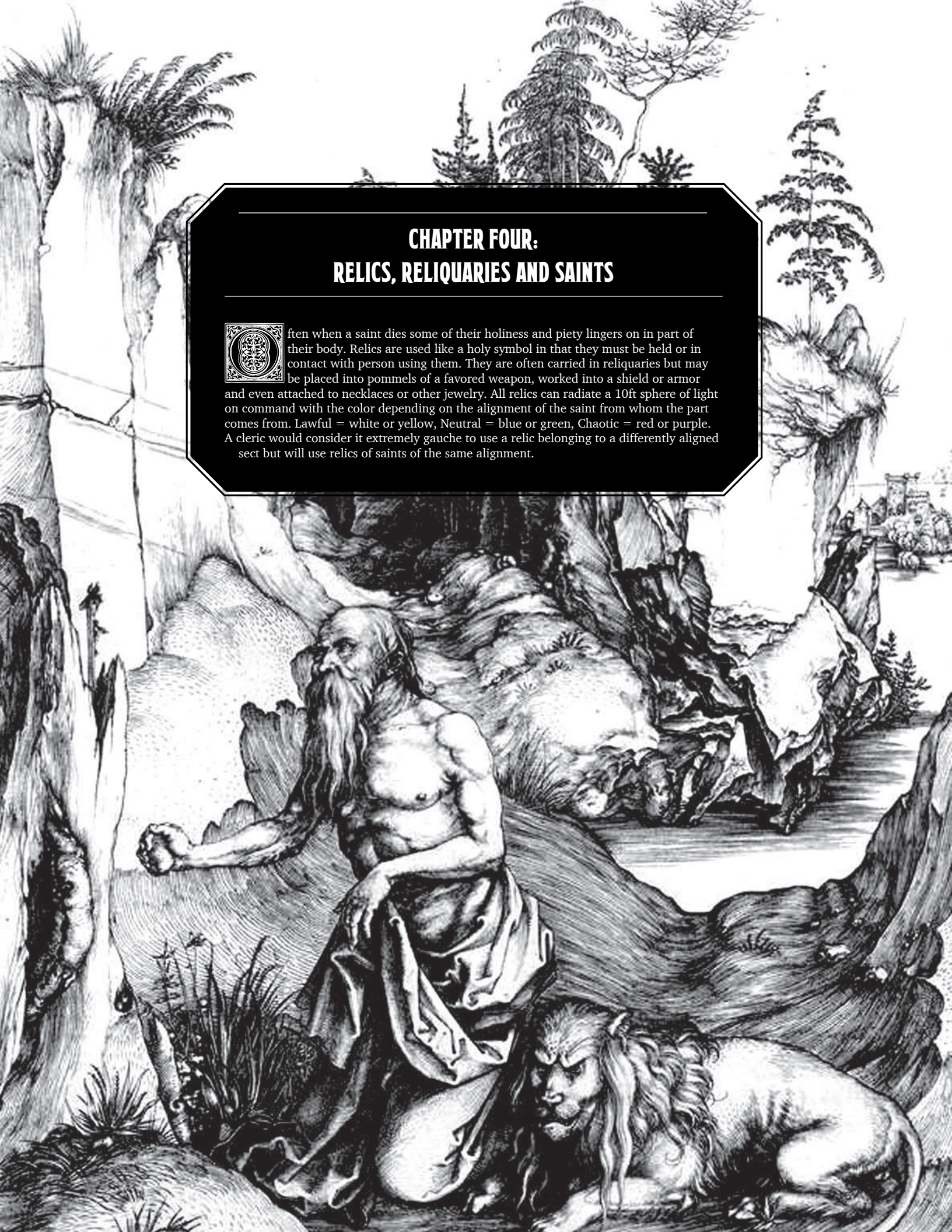


TABLE 4-1 RELICS

<i>1d20</i>	<i>Body Part</i>	<i>Format</i>	<i>Power</i>
1.	Tooth/teeth.	Bone/dried.	+1 to CL for Lay on Hands.*
2.	Head.		+1 to CL for Turning.*
3.	Vertebra/ae.	Charred bone/ash.	+1 to CL for one cleric spell.*
4.	Lower arm (with or without hand).		+1d3 to Fort save against Disease.
5.	Hand.	Mummified/dried.	+1d3 to Fort save against Poison.
6.	Finger(s).		+1d3 to divine aid check.
7.	Upper leg.	Petrified, like a stone.	+1 AC against Unholy.
8.	Toe(s).		+1d3 attack against Unholy.
9.	Foot.	Fleshy/liquid (could be in a decayed, oxidized or discolored state).	+1d3 damage against Unholy.
10.	Lower leg (with or without foot).		+1 to Ref saves vs traps.
11.	Hair.		+1 to Ref saves vs falls.
12.	Skin.	Transformed into another substance (roll on Substance column on <i>Table 1-1: Appearance</i> and roll d16 on this column again for its format).	+1 to Will saves vs spells.
13.	Jaw (with or without teeth).		May converse with beasts of the land.
14.	Ear.		May converse with beasts of the water.
15.	Tongue		May converse with beasts of the air.
16.	Upper Arm	1d12 times per year, the relic miraculously transforms to an unspoiled state. Roll 1d14 on this column again for its format the rest of the year. Roll on the Effect column for additional power granted by relic during the transformed state. If desired, create a holy day using Holy Days, Celebrations, and Festivals section above.	Can calm animals within 30'. Will DC 10 to resist.
17.	Eyeball.		Can attempt to control insects within 60'. Will DC 10 to resist.
18.	Heart or other viscera.		Allows an extra language to be learned.**
19.	Blood, breast milk, spittle, ichor, or other bodily fluid.		Allows casting of an extra Wizard spell.**
20.	Entire body, roll on Saint in Repose below.		Allows casting of an extra cleric spell.**

* If the possibility of higher powered relics is desired roll a d6 and count results of 6 as +2, and 4 and 5 as +2.

** Roll on appropriate tables in the DCC RPG rulebook.

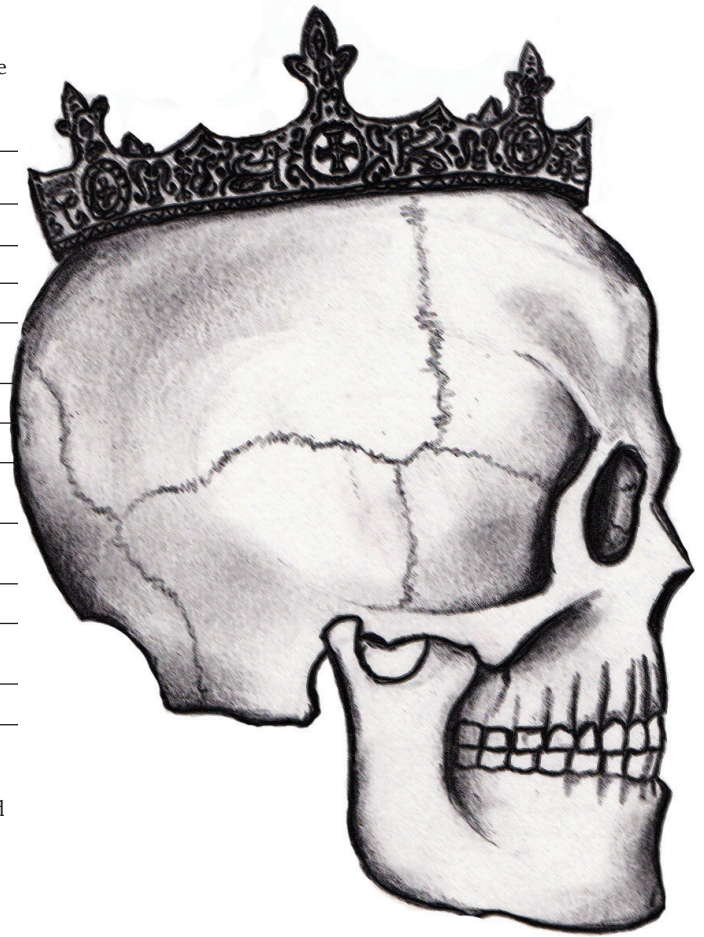


Reliquaries

Roll 1d10 to establish format of Reliquary. Also roll on *Table 3-2: Holy Symbol Material* to determine material from which the reliquary is fashioned (Obviously if the relic is too big to make sense choose a format that makes the most sense).

TABLE 4-2 RELIQUARY FORMAT

1d10	Format
1.	Building sculpture (i.e. - church, pagoda, etc.).
2.	Moveable shrine.
3.	Speaking reliquary (three dimensional sculpture of the relic housed within).
4.	Holy symbol.
5.	Box/pyramid/cylinder.
6.	Bust of the relic's source (bust of the deity if the relic's source is not associated with a mortal).
7.	Philatory (transparent glass or crystal showing relic set into a sculpture).
8.	Vial.
9.	Sculpture of an object, animal, or symbol important to the relic's source.
10.	Hidden within a cutout holy book.



Unusual Relics

Relics don't have to be a body part of a saint. A campaign world could have less obvious relics if the players and Judge prefer. Anything infused with the power of an immortal, god, or saint is fair game. If deemed appropriate, the item may be placed in a reliquary. Roll on *Table 4-1 Effect* column for entries without obvious powers.

TABLE 4-3 UNUSUAL RELICS

1d24	Relic
1.	A flower that never loses its vitality.
2.	A mushroom that never rots.
3.	A nail that never rusts.
4.	A gem that can never be destroyed.
5.	A coin that never tarnishes.
6.	A book or sacred text (roll on <i>Table 3-8: Sacred Text Format</i>) that cannot be destroyed.
7.	A quill that is always inked.
8.	A vial of water from a sacred and magical source (Judge should determine what happens if it is drank).
9.	A verdant sapling of a sacred tree that does not need water, sunlight or soil to live.
10.	A flame that cannot be extinguished.
11.	A tool that cannot be broken.
12.	A smooth piece of petrified blood or tears from a god or intermediary.
13-15.	An article of clothing worn by the a saint or immortal.
16-17.	A piece of cloth (i.e. - shroud, towel, flag) used by the saint or immortal.
18.	A piece of stone from a church built by a saint.
19.	A piece of the implement(s) or weapon used to martyr a saint.
20.	A splinter of wood from a sacred tree or from an implement used by a saint or immortal.
21.	Carbonized remains of an army of the unholy that the god destroyed with holy fire.
22.	A begging bowl that always garners alms.
23.	A sliver of a weapon or other implement broken while (victoriously?) combating the unholy.
24.	Dust or mold that has collected on the remains of a saint or immortal.

Saints in Repose



any holy people choose the life of calm reflection and solitude to better commune with their god. Oftimes this higher state of enlightenment allows them to transition into saints. When a saint's mission is complete and they have lived a full life, their spirit can transcend to the next level of existence, leaving the mortal remains behind. These corporeal remains can be found in the wilderness within caves, lean-to's or huts, smelling wholesome and appearing uncorrupted by putrefaction. These holy sites are watched over by guardians and visited by pilgrims delivering offerings. The guardians will let clerics of the same alignment visit the resting place. It is an unholy act to desecrate a site or the saint's remains if they're the same alignment as the cleric.

Roll a 1d10 for Position, Placement of Hands/Arms, Attire, and Offerings. Roll 1d3 d10s for Guardians.

TABLE 4-4 SAINTS IN REPOSE

1d20	Position	Placement of Hands/Arms	Attire/ Decoration	Guardians	Offerings
1.	Reclining	Resting at side	Painted/dyed (roll on <i>Table 1-4: Colors/Patterns</i> for color & design)	1 type of 1d6 animals	Bowls of spices
2.	Seated	Curled into fists	Armored	2 types 1d4 animals	Gems
3.	Lotus	Folded over breast	Gem encrusted	Traps/Puzzles	Map/spells/holy writings
4.	Kneeling	Holding weapon/holy symbol	Wrapped in a shroud	1d8 Human soldiers	Rare oils
5.	Standing	Behind back	Loincloth	1d6 Human clerics/monks	Coins
6.	Prostrate	Praying	Wrapped in animal skins (roll on <i>Table 1-3: Animals</i>) or leaves/plants	1d10 skeletons/zombies	Skulls of many different monsters/animals
7.	Bowing	Outstretched	Religious vestments & ornamentation (roll on <i>Table 3-3: Vestments & Table 3-4: Accessories & Ornaments</i>)	1d4 Human wizards	Leaves, flowers
8.	Contorted	Clasped at navel	None/Naked	1d8 Monsters	Bowls of grain
9.	On all fours	Making sacred/esoteric gestures	Simple robe/cassock	Herald	Holy symbol
10.	Squatting	Giving benediction	Wrapped in strips of linen	2 Heralds	Weapon(s)





CHAPTER FIVE: A CLERIC'S MISSION



lerics have clear responsibilities to convert followers and maintain or increase congregations. Gods frequently make demands of more followers from their worldly representative as a result of improper use of their powers. The deities are also hungry for more believers because of the power it unlocks.

The list of duties for a holy person provides many role playing opportunities for a cleric when entering villages and towns. Why should a priest carouse when they can perform a more fitting role (and then carouse)? The following sections provide the Judges some house rules that may be utilized to make clerics more than just holy warriors and reaver healers.

Displays of the Divine & Conversion

A cleric will quite possibly be mobbed upon entering a village or town, especially in a low magic campaign world. The mob wants healing of their maladies. The mob wants spectacle and amazing displays of power. The mob wants to believe in something other than their daily toil.

Healing, oratory, exorcism and miracles are some ways of impressing and inspiring people to embrace the religion of the cleric. The following sections highlight tasks the clerics can perform to convert followers and gain experience points when staying in a settlement.

It should be noted that polytheistic believers tend to keep their old gods even when converted to a new one. Pragmatism often trumps dogma for the average adherent; another avenue for succor is always welcome. Conversion checks where a Disciple is gained represent a more powerful conversion that changes the converted's view on cosmology, religion, and life itself.

Conversion Checks

Conversion checks are made by clerics when they make public displays in reverence to their god. During a Conversion check the PC rolls 1d20 and adds their Personality modifier. The Judge is free to apply any other modifiers they see fit for a given scenario. Any check result over 5 is a success. Consult *Table 5-1: Conversion Checks* for specific details. Check results under 5 may subject the cleric to ridicule by hecklers (*Table 5-5: Hecklers*).

TABLE 5-1 CONVERSION CHECKS

DC Roll	Result
1. (Fumble)	Gaffes, bumbling, or worse! Consult <i>Table 5-5: Hecklers</i> .
< 5.	Failure. 50% consult <i>Table 5-5: Hecklers</i> .
5.	Gain 1 + Personality modifier new converts.
10.	Gain 2 + Personality modifier new converts.
15.+	Gain 3 + Personality modifier new converts, 10% chance that one will become a Disciple.
20. (Natural)	Gain 3 + Personality modifier new converts, one who will become a Disciple.

Officiate

Clerics are often called upon to perform common duties such as weddings, blessings, and funerals. Officiating these events can provide experience and payment for the cleric. It is also a good time to perform miracles and oration to the captive audience (see sections below). The vestments and sacred garb, holy writings, and holy symbol of the faith should be worn for any officiation.

Oration

Holy men or women know their god's teachings and are often called upon to spread that knowledge. This is probably the best, if less spectacular, way to convert followers. Crowds are impressed most by the duration of the sermon. Roll a d8 and add the priest's Stamina bonus. The result is how many turns the PC can orate. The longer the sermon, the more impressive and likely to yield more converts. Consult *Table 5-2: Oration* for the die type to roll for number of followers gained while preaching.

TABLE 5-2 ORATION

1d8	Result
0.	Consult <i>Table 5-5: Hecklers</i>
1.	1d2 + Stamina modifier
2-3.	1d3 + Stamina modifier
4-5.	1d4 + Stamina modifier
6-7.	1d6 + Stamina modifier
8-9.	1d8 + Stamina modifier
10-11.	1d10 + Stamina modifier

Healing

There are always a number of wounded, sick or maimed people in every settlement. Assume 30% of the population has some sort of affliction whether it's a virus, recent wound, disease or simple infirmity (i.e. poor eyesight, a limp, arthritis, etc.). 5% of a population could be imagined to have a crippling disability or life threatening ailment. A Judge may also roll percentage dice to give a random number of how many afflicted residents are present in a village. A town comprised of an unusually high percentage of diseased or injured townsfolk would most likely have an interesting story behind it and provide some roleplaying or adventuring possibilities.

On a successful healing (*Cure Wounds, Lay On Hands, Cure Disease, Restoration*, etc.) the patient will be converted as well as healed. If the healing is viewed by a crowd, the cleric can make a Conversion check.

Miracles

A priest can impress an audience by casting the spells granted by their deity. It doesn't take much to impress the common folk of most villages. If the general public view the successful casting of a spell the cleric may make a Conversion check.

Exorcism



Exorcisms are necessary whenever a disembodied spirit possesses a mortal. Different types of spirits may be inhabiting a person, animal, or even an everyday object. Exorcisms are rigorous and dangerous affairs. A priest must be girded in their best vestments and ready for the arduous task of wresting the spirit out of whatever it is possessing. They will need their deity's prayer book or scrolls, holy water, oils and incense, and assistants to restrain the possessed.

Some priests are powerful enough to capture the spirit once it is removed from its host and force it into another object. If this attempt is successful the weapon or item would be considered a magical weapon, and gain a modest bonus against the same type of spirit as was captured.

Spirits can be any alignment and the difficulty check will be modified by +4 if it's the same alignment as the cleric and +2 if an adjacent alignment. It's typically not a Lawful act to seize control of a body. Sometimes the spirit accidentally becomes trapped in a mortal or object and sometimes it's the malicious act of a chaotic being.

These invading spirits can also be reasoned with instead of exorcising. Ghosts may want revenge for their murder or for help righting a wrong and could volunteer to come out of the possessed if cleric agrees to help. Nature spirits may release their host if a grove or other sacred natural site is consecrated or protected. Spirits may also try to tempt the priest or priestess to allow them continued possession. Ghosts could reveal the location of treasure. Demons can bribe with powerful spells. Heralds may have esoteric secrets to give up.

Roll 1d20 and add the cleric's level in an attempt to beat the Exorcism Difficulty Check. If the cleric can get the number of successes needed the spirit will release the possessed and leave the mortal realm unless the cleric attempts to hold it and force it into an object or weapon. A cleric will not usually try to force a spirit of the same alignment into a weapon unless the spirit has agreed to help create a holy weapon of their mutual alignment. Roll 1d20 and add the cleric's level in an attempt to Force Spirit into another object.

When rolling a 1 on any Exorcism attempt roll a d12 plus the cleric's Luck modifier on *Table 5-4: Exorcism Fumbles*. This can affect anyone in the room and a randomized roll should be made. Unless noted otherwise, each result modifies Personality by -2 and is considered a curse. The curse remains until *Remove Curse* or another applicable spell is successfully cast. If the result is "Possessed", that PC or NPC must be cleansed of the invading spirit, but the original subject is now free of the entity's control.

TABLE 5-4 EXORCISM FUMBLES

1d12	Fumble Result
1. or Less	Possessed! The spirit has moved into a new subject, and they are now under the control of the entity. There's also a 30% the original subject is now dead (or dying if 1st level or higher).
2.	Ears fill with blood and subject rendered deaf. Cannot be healed by restoration or Lay on Hands until remove curse is cast.
3.	1d6 teeth permanently fall out. Cannot be healed by restoration or Lay on Hands until remove curse is cast.
4.	Hair falls out and scalp blisters
5.	Horrid smell
6.	Multiple pupils (roll on <i>Table 1-3: Animals</i>)
7.	Fingernails turn into claws
8.	Voice changes to growl/scream
9.	Holy writing is scarred on skin
10.	Eyes grow bloodshot and leak blood
11.	Hair and skin turn white
12. or More	No curse. Cleric is nauseated and helpless for 1d4 rounds.

TABLE 5-3 EXORCISM

d20	Type of Spirit	Exorcism DC	# of Successes Needed	Force Spirit	# of Vials/Unholy Water*	Value of Vials/Incense*
1-5.	Ghost	15	1	18	1	50 gp
6-14.	Nature Spirit	15	2	18	1	100 gp
15-18.	Demon	16	3	19	3	300 gp
19-20.	Herald	18	2	20	2	400 gp

*The number allotted is for an hour of exorcism. Each attempt lasts 15 minutes.

Hecklers

His nemesis of young and inexperienced clergy, the heckler can wrest control of an audience away from a cleric. Sometimes a heckler is nothing more than a loud-mouthed braggart, but sometimes they are much more sinister. To determine the nature of the Heckler, roll a d10, add the cleric's Luck modifier, and consult *Table 5-5: Hecklers*. To refocus the audience back to the cleric and his message, roll a d20 + the cleric's Personality modifier against the DC of the Heckler.



TABLE 5-5 HECKLERS

d10	Type of Heckler	Heckler DC	On Failure	On Success
1. or Less	Cleric with inimical intentions	20	Crowd turns on cleric; staying in town could be a risk to life and limb	Convert listener into a Disciple. Inimical Heckler continues to foment hate for the cleric's religion and could have cleric assassinated, imprisoned, fined, or take other legal/governmental action.
2.	Cleric of another alignment	18	Crowd disperses; no further attempts in town; possible heresy forms	Convert Heckler to Disciple
3-4.	Follower of other religion	15	Crowd disperses; no further attempts in this town	Convert Heckler + d4 listening
5-6.	Bully	13	Crowd disperses	Convert Heckler + d3 listening
7.	Disbeliever	10	Lose half of crowd	Convert Heckler + 1 other listening
8.	Attention seeker	5	Crowd stays, -2 on further Conversion attempts	Heckler remains silent; 50% chance to convert a listener
9. or More	Possible convert with questions	15	Crowd stays, -1 on further Conversion attempts	Convert Heckler to Disciple

CHAPTER FIVE: MAINTAINING THE MINISTRY

A cleric's work is not solely adventuring and conversion. Their congregation must be cared for over the long term as well.

Size of the Flock

At a Judge's discretion, a cleric may not receive the next level of spells or abilities granted by their god until they have converted enough followers. However, they still receive their normal increase of HD, save progressions, and attack bonus per level when they've acquired enough experience.

**TABLE 6-1 CLERICAL
INFLUENCE & WORKS**

Cleric Level	Number of...			
	Converts	Shrines/ Altars	Churches/ Holy Sites/ Holy Buildings	Disciples
1.	0	0	0	0
2.	20	1	0	0
3.	40	2	0	1
4.	80	3	1	2
5.	140	5	1	3
6.	220	10	1	4
7.	320	10	2	5
8.	600	15	2	6
9.	1200	20	2	8
10.	2000	20	3	10

Disciples

Sometimes while a cleric is performing their duties, they are able to convert a follower who is a step up from a common believer. This disciple may have a little bit of the spark god-things are drawn to and become another vessel for to be filled and used in the common pursuit, or maybe they're just really good at spreading the holy word.

A cleric needs to recruit a small number of devoted helpers to help manage the flock while they're away. Most important to managing a cleric's flock are beades. They are representatives of the cleric and maintain churches and other religious edifices. They are capable of officiating and oratory but lack the full spark and deep interest of god-things. They are either developing towards the role of cleric (if they have higher than average Personality) or are religious people that assist those who have full communion with god-things.

Healers and mendicants preach the word through acts and vows. They do not typically assist in maintaining flocks, but do assist in enlarging a cleric's overall number of converts. These wandering disciples increase a cleric's flock by 1 plus their Personality modifier (minimum 1) each month.

Disciples who take on the mantle of cleric become acolytes and serve the converting cleric. They can be used in whatever manner the converting cleric chooses. They can fill the role of a beadle, wander the countryside making new converts, or complete holy quests.

Roll on this table to determine the type of Disciple the cleric has recruited. Add the Disciple's Personality modifier to the roll.

TABLE 6-2 DISCIPLE ROLE

1d8	Disciple Role
5 or Less	Beadle
6	Healer
7	Mendicant
8+	Cleric

Absence

If a cleric is away from their flock with no one overseeing the congregation they may return home to a host of problems. If performing the role of a beadle, a disciple can keep trouble at bay for their congregation. If the cleric has developed multiple edifices, congregations or religious communities, each religious community that the cleric is away from should be rolled for when they visit one of them. There is a chance they might hear of trouble in other locations.

For each month away assume there is a 20% chance of a possible problem. For each disciple on watch subtract 10%. Roll d% and if the result is under the target there has been a calamity and 1d8 must be rolled and the following table consulted.

TABLE 6-3 ABSENCE

1d8	What happened while you were away...
1.	Shrines toppled.
2.	Heresy spreading.
3.	Church destroyed.
4.	Church desecrated.
5.	Followers imprisoned.
6.	Followers killed.
7.	Followers converted by other cleric.
8.	Disease outbreak.

Shrines and Churches

Shrines are placed along roadsides, near oases, in villages and poorer towns, or even the wilderness. Often times a cleric will be moved to create shrines as a testament to their god while they travel. They are intended for religious use by the public. They may or may not have a clerical representative in regular attendance. They are typically made of simple materials located near the building site. In some cases, shrines house relics of holy beings and can grant benefits to those who pray at the altars.

Churches are permanent structures usually located in a town or city for communal worship by a congregation. They always have at least one cleric and may have additional lesser religious officials attached to the church. Churches are often constructed as part of a mission with participation and/or donation coming from the community who will ultimately benefit from the church's erection.

An optional awarding of 2 xp per shrine and 50 xp per church can be awarded.

TABLE 6-4 MATERIALS/COST OF SHRINES & CHURCHES

1d6	Shrines	GP	Churches*	GP
1.	Simple pebbles/rocks and mortar	0	Rough Logs	400
2.	Branches and Rope	0	Hewn Lumber	800
3.	Bones/Shells/Skins/Furs	0	Field stone	500
4.	Logs	0	Bricks	700
5.	Mud/Bricks	0	Marble	1000
6.	Straw	0	Gargantuan rocks	1200

*Assumes a single room 50x50. More rooms can be added to the church per room cost.

Consecration of Locations, Buildings, and Rooms

To worship in a church, at an altar, or in a cave, it must be consecrated to the cleric's alignment and god. This can be accomplished by performing a consecration ritual. (This is a minor ritual that can be easily cancelled by the DCC RPG sanctify or bless cleric spells).

Objects needed for such a ritual are the cleric's holy symbol, 50 gp worth of incense and oils, and an item holy to the cleric's faith. Consult *Table 6-5: Holy Item* to randomly determine an item, or choose your own. Much like the holy symbol, the holy item is not typically consumed in the ritual.

TABLE 6-5 HOLY ITEMS

1d14	Holy Item
1.	Blood of the holy or unholy.
2.	Ashes from burned bones of opposite alignment creature.
3.	Night soil of a rare beast of the same alignment.
4.	Dirt from an appropriately blessed location.
5.	Crushed gem dust.
6.	Drops of a melted precious metal.
7.	Holy water.
8.	A relic of a saint of same alignment.
9.	Feathers or other pieces of an Intermediary of your god.
10.	Burnt page of a holy book of opposite alignment.
11.	Charred flesh of animal (roll on <i>Table 1-3: Animals</i>).
12.	Runic stones.
13.	Magical scroll.
14.	Anointed branch/vine/leaf/seed.



Holy Quests



hen a Judge needs a fast and loose holy quest on the fly this table can be used. Often this may result in an obtuse quest in need of translation. Such is the way of the divine heralds of the fickle gods. A more in depth Holy Quest table can be found in the appendices.

TABLE 6-6 HOLY QUESTS

<i>1d6</i>	<i>1d10</i>	<i>1d6</i>	<i>1d4</i>
1. Transport/Guard	1. The person of	1. The Disciple of	1. God of Opposing Alignment
2. Rescue/Recover	2. The bones of	2. The cleric of	2. God of Same Alignment
3. Consecrate/Defile	3. The Relic of	3. The Saint of	
	4. The Writings of		
4. Assassinate/Destroy	5. The Prophecy of	4. The Prophet of	3. Your god
	6. The Congregation of		
5. Convert/Study	7. The shrine of	5. An angel of	4. The enemy of your god
	8. The Church of		
6. Build/Create/Aid	9. The Heresy of	6. The Reincarnation of	
	10. The Village of		



APPENDIX



Roll 2d10 and find the result. Roll as many times as wished. If the column result is an odd number use result as is but if it's even then reverse the result.

TABLE X-1 NAME GENERATOR

1d10	1-2	3-4	5-6	7-8	9-10
1.	Pe	Ap	Eld	Bai	Gro
2.	Be	It	Unt	Bil	Nir
3.	Da	Er	Har	Oer	Hy
4.	Zi	Ol	Terv	Ji	Po
5.	Ye	Yka	Fle	Are	Ri
6.	No	Ugi	Thi	Kan	Ra
7.	Ue	Uh	Sur	Zin	Ia
8.	Ta	Ije	Siy	Fo	Le
9.	Fo	Y	Lor	Kla	Ya
10.	a	e	i	o	u



Domains

Roll 1d100 or choose a god's domain. These can also be generated using the the holy symbol table or based upon a character's beginning occupation.

TABLE X-2 DOMAINS

1d100									
1.	<i>Dream</i>	21.	<i>Sleep</i>	41.	<i>Undeath</i>	61.	<i>Farming</i>	81.	<i>Stories</i>
2.	<i>Knowledge</i>	22.	<i>Alphabets</i>	42.	<i>Mathematics</i>	62.	<i>Teaching</i>	82.	<i>Lowly Things</i>
3.	<i>Secrets</i>	23.	<i>Moon(s)</i>	43.	<i>Feast</i>	63.	<i>Books</i>	83.	<i>Flames/Fire</i>
4.	<i>Darkness</i>	24.	<i>Light</i>	44.	<i>Water</i>	64.	<i>Harvest</i>	84.	<i>Air/Winds</i>
5.	<i>Valleys</i>	25.	<i>Ice</i>	45.	<i>Trees</i>	65.	<i>Craft/Forging</i>	85.	<i>Vengeance</i>
6.	<i>Rivers</i>	26.	<i>Death</i>	46.	<i>Fasting</i>	66.	<i>Destruction</i>	86.	<i>War</i>
7.	<i>Healing/ Medicine</i>	27.	<i>Animals/ Beasts</i>	47.	<i>Portals/Doors</i>	67.	<i>Constellations/ Stars/Planets</i>	87.	<i>Travel/Roads</i>
8.	<i>Charity</i>	28.	<i>Friendship</i>	48.	<i>Toil</i>	68.	<i>Nature</i>	88.	<i>Oceans</i>
9.	<i>Lava/ Volcanoes</i>	29.	<i>Architecture/ Engineering</i>	49.	<i>Rot/ Decomposition</i>	69.	<i>Monsters/ Abominations</i>	89.	<i>Underground/ Caves</i>
10.	<i>Magic</i>	30.	<i>Spells</i>	50.	<i>Weapons</i>	70.	<i>Swamp</i>	90.	<i>Hearths</i>
11.	<i>Puzzles</i>	31.	<i>Riddles</i>	51.	<i>Acting</i>	71.	<i>Art</i>	91.	<i>Poetry</i>
12.	<i>Song</i>	32.	<i>Music</i>	52.	<i>Fog</i>	72.	<i>Silence</i>	92.	<i>Echoes</i>
13.	<i>Stillness</i>	33.	<i>Love</i>	53.	<i>Solitude</i>	73.	<i>Sex</i>	93.	<i>Sky</i>
14.	<i>Sickness/ Pestilence</i>	34.	<i>Sport/ Competition</i>	54.	<i>Cities/Towns/ Settlements</i>	74.	<i>Herding/Animal Husbandry</i>	94.	<i>Dust/Sand/ Wastes</i>
15.	<i>Fungus</i>	35.	<i>Drugs</i>	55.	<i>Hunting</i>	75.	<i>Meditation</i>	95.	<i>Mining</i>
16.	<i>Wisdom</i>	36.	<i>Wealth</i>	56.	<i>Stone/Earth</i>	76.	<i>Illusion</i>	96.	<i>Joy</i>
17.	<i>Storms</i>	37.	<i>Reflections</i>	57.	<i>Rain</i>	77.	<i>Luck</i>	97.	<i>Lies</i>
18.	<i>Madness</i>	38.	<i>Mazes</i>	58.	<i>Forest</i>	78.	<i>Sun</i>	98.	<i>Famine</i>
19.	<i>Time</i>	39.	<i>Progress</i>	59.	<i>Jungle</i>	79.	<i>History</i>	99.	<i>Wine</i>
20.	<i>Blood</i>	40.	<i>Beauty</i>	60.	<i>Treasure</i>	80.	<i>Organization</i>	100.	<i>Mountains</i>

TITLES

Heralds should have titles as well as a name. Roll a 1d4 (tens place) and 1d10 (ones place) on this table to find the title. Format either as The ____ of the god's name or the god's name's _____. (Example: The Apocalypse of Shul or Shul's Destroyer)

TABLE X-3 TITLES

1d50			
1.	Messenger	26.	Courier
2.	Shadow	27.	Prophet
3.	Angel	28.	Executioner
4.	Whisperer	29.	Scourge
5.	Envoy	30.	Warrior
6.	Beloved	31.	Guardian
7.	Champion	32.	Sentinel
8.	Instrument	33.	Archivist
9.	Apocalypse	34.	Judge
10.	Hand	35.	Speaker
11.	Archangel	36.	Emissary
12.	Wrath	37.	Spirit
13.	Calamity	38.	Harbinger
14.	Weapon	39.	Intermediary
15.	Most High	40.	Curse
16.	Defender	41.	Precursor
17.	Proclamation	42.	Avatar
18.	Mouth	42.	Destroyer
19.	Light	44.	Oracle
20.	Consul	45.	Voice
21.	Secret	46.	Eye(s)
22.	Herald	47.	Revelation
23.	Blessed	48.	Protector
24.	Ambassador	49.	Conservator
25.	Blight	50.	Roll d7: (1) Primus; (2) Secundus; (3) Tertius; (4) Quartus; (5) Quintus; (6) Sextus; (7) Septimus.*

HOLY QUESTS

TABLE X-4 HOLY QUEST FOCUS

Lawful	Neutral	Chaotic	Focus
1-10.	1-15.	1-10.	Roll on Table X-11: Divine Research/Discovery.
11-25.	16-30.	11-15.	Roll on Table X-12: Missionary/Administrative Activities.
26-40.	31-45.	16-25.	Building, Roll on Table X-8: Places.
41-50.	46-55.	26-55.	Religious Conflict (Roll on Adversarial Actions, Subject, Place, or Object as deemed appropriate).
51-70.	56-75.	56-70.	Holy Missions (Roll on Beneficial Actions, Subject, Place, or Object as deemed appropriate).
71-80.	76-85.	71-75.	Roll on Table X-13: Devotional Activities.
81-98.	86-99.	76-99.	Religious Commission, Roll on Table X-9: Object.
99-100.	100.	100.	Crusade!

Holy Missions/Religious Conflict

TABLE X-5 BENEFICIAL ACTIONS

1d12	Action
1.	Guard.
2.	Anoint. Roll on Table X-7: Subject.
3.	Consecrate. Roll on Table X-8: Place.
4.	Summon.
5.	Aid.
6.	Rescue.
7.	Purify. Roll on Table X-7: Subject, or Table X-9: Object.
8.	Exorcise.
9.	Transport.
10.	Heal.
11.	Recover. Roll on Table X-9: Object.
12.	Liberate. Roll on Table X-8: Place.

**TABLE X-6
ADVERSARIAL ACTIONS**

<i>1d10</i>	<i>Action</i>
1.	Disrupt
2.	Assassinate
3.	Destroy
4.	Steal
5.	Deceive
6.	Betray
7.	Defile
8.	Spread Discord/Heresy
9.	Convert
10.	Curse

Holy Missions/Religious Conflict

Roll a d14 if a purely religious subject is needed. Roll a d10+14 if a secular subject is needed.

In many cases it can be assumed that the Subject's relationship is with your god or its rival. Rolling on *Table X-10: Relationships* can provide more interesting results

TABLE X-7 SUBJECT

<i>1d24</i>	<i>Action</i>
1.	Saint
2.	Monk/Nun
3.	God
4.	Avatar/Reincarnation
5.	Herald/Angel/Demon
6.	Disciple
7.	Priest
8.	Beadle
9.	Mendicant
10.	Healer
11.	Guru/Seer
12.	High Priest
13.	Prophet
14.	Heretic/Schismatic
15.	Mayor/Judge/Bureaucrat
16.	Villager/Peasant
17.	Warrior/Guard/Mercenary
18.	Merchant/Artisan
19.	Thief
20.	Whore
21.	Beggar
22.	Wizard
23.	King/Queen/Baron/Lord
24.	Abomination/Infidel/Beast

TABLE X-8 PLACE

<i>1d20</i>	<i>Result</i>
1.	Cemetery
2.	Altar
3.	Church
4.	Holy Site
5.	Sepulcre
6.	Nunnery
7.	Cathedral/Basilica
8.	Monastery
9.	Village
10.	Temple
11.	Chapel
12.	City
13.	Shrine
14.	Catacombs
15.	Pagoda
16.	Pyramid
17.	Castle
18.	Tomb
19.	Sanctuary
20.	Ziggurat

TABLE X-9 OBJECTS

<i>1d10</i>	<i>Result</i>
1.	Holy/Unholy Writings
2.	Painting/Fresco/Mosaic/Bas Relief
3.	Altar/Altarpiece
4.	Holy/Unholy Relic
5.	Statue/Idol
6.	Holy/Unholy Symbol
7.	Shrine
8.	Monument
9.	Sarcophagus/Ossuary
10.	Reliquary

TABLE X-10 RELATIONSHIPS

<i>1d10</i>	<i>Result</i>
1.	God of same/opposing alignment
2.	Diminished/no longer worshipped god-thing
3-5.	Your/rival god
6.	Relative of your/rival god (Demi-god, spouse, uncle)
7.	Ally of your/rival god
8.	Outlawed/suppressed god
9.	Outré horror
10.	Nature spirit

**TABLE X-11
DIVINE RESEARCH/DISCOVERY**

<i>1d6</i>	<i>Result</i>
1.	After a d4 day vision quest, the cleric feels holy purpose. 1d3 Holy Missions must be undertaken towards an overall divine goal. While actively pursuing those missions, the cleric receives +1 die step to class abilities and spell checks and a +1 bonus to other actions, saves, or skill checks. If the cleric is not actively pursuing the missions, he receives -1 die step to class abilities and spell checks and a -1 penalty to other actions, saves, or skill checks.
2.	Inquisition! Bring your comfy chairs and soft cushions; things are going to get unexpected!
3.	Divine secrets from another era must be translated from a long dead language and verified.
4.	In a dream you are visited by a herald of your god. He mentions "The Others" in the "Time Before." Upon awakening, the cleric is compelled to research the vague references.
5.	A child has been born. Weird signs of divinity are manifesting. Is this child possibly a reincarnation of a god, saint, or prophet?
6.	A new sect of the cleric's god has developed. The cleric must go and analyze the group's teachings for any heretical beliefs.

**TABLE X-12 MISSIONARY/
ADMINISTRATIVE ACTIVITIES**

<i>1d6</i>	<i>Result</i>
1.	A local ruler has embraced your god and requests religious outreach for their more obstinate communities.
2.	A village of cannibals sincerely(?) requests religious guidance to change their wicked ways.
3.	One of your beadles or disciples has been accused of a crime.
4.	A religious tome must be copied and delivered to 1d4 other religious communities associated with your god. Each book will cost 2d6x10gp and take 1d6 months of a disciple's time. During this time, they are unavailable to oversee your congregation.
5.	Have you heard the good word? A missionary fervor overtakes you. You must spend 1d3 months talking about your god and attempting conversions.
6.	A local lord/ruler has assaulted/murdered one of your disciples.

**TABLE X-13
DEVOTIONAL ACTIVITIES**

<i>1d10</i>	<i>Result</i>
1.	The cleric has been chosen to lead this year's high holy day. During the height of the ceremony an Oration check is required. A particularly good or bad oration roll will affect him sometime in the future.
2.	The cleric must participate in a 1d3+1 day fast/prayer vigil.
3.	An evil spirit has possessed a person in the next village/town over and an exorcism must be performed. Roll on <i>Table X-7: Subject</i> .
4.	The cleric must attend the funeral of a powerful person in your community. The ceremony will take 2d6 days at the end of which an Oration check is required. A particularly good or bad oration roll may affect him sometime in the future.
5.	A crisis of faith has befallen a fellow cleric or one of the cleric's disciples. The cleric must help them find god once more.
6.	A wedding of political/social import is announced. The cleric must spend 2d3 days attending the ceremony at the end of which an Oration check is required. A particularly good or bad oration roll may affect him sometime in the future.



Form of the Vanquished

Heralds, avatars, and reincarnated gods are all constructed of the raw energies of creation. When their vessel is destroyed, that spark often lurks on the mortal plane. A cleric or wizard may be able to draw power from these divine remnants. A cleric may keep them as a relic (roll on the Powers column of Table 4-1: Relics). A wizard could use these to boost their spell check result, re-roll a botched result, or avoid a corruption result. A character could even start collecting these powerful remains to fuel their own ascent to godhood.

TABLE X-14 FORM

<i>1d16 Form</i>	
1.	Perfectly conical pile of pebbles or dust
2.	Crystal
3.	Pool/Puddle
4.	Cloud of mist that cannot be dispersed
5.	Sparkling glimmer
6.	Chunk of dense metallic ore
7.	Tadpole/flatworm/worm/larvae
8.	Seed or nut
9.	Scroll or book
10.	Miniscule black hole
11.	Plant Sprout
12.	Small Egg
13.	An exotically hued and patterned feather
14.	Petrified blood/tears
15.	An iridescent scale/husk/claw
16.	A stone that constantly radiates heat or cold

A God's Origin

If your campaign world has gods, you can decide if they've always been there or if they had an origin. Many of Earth's religions begin with a being creating the gods or producing them as offspring. If you'd like your world's gods to attain godhood a different way, roll or choose something from this table. Knowing the background of a god may also inform something of the religion they create or the desires they impart upon their followers via their heralds.

TABLE X-15 BENEFICIAL ACTIONS

<i>1d12 Origin of God</i>	
1.	Ascended human/demihuman
2.	Ascended herald
3.	Ascended animal
4.	Nature Spirit
5.	Ghost
6.	Alien intelligence to this dimension
7.	Entanglement of ley lines or other mysterious place of power
8.	Ascended Monster
9.	Sentient Spell
10.	Ancient power
11.	Sentient planet, star, nebula, black hole, or quasar
12.	Artificial Intelligence

Other Goals of a God

Of course the first and foremost want of a god is to convert followers to give them power. Other goals can be ascertained based upon the random results provided for origin, holy symbol, and mostly the domain they preside over. If you wanted more ideas here's a table to roll upon.

TABLE X-16 SECONDARY GOALS

<i>1d20</i>	<i>Result</i>
1.	Spreading their alignment
2.	Spreading general knowledge
3.	Building militant might
4.	Building cathedrals, churches, and shrines
5.	Exploring and mapping old ruins
6.	Taming the wilds
7.	Creating works of art
8.	Building libraries and museums
9.	Destroying monstrosities
10.	Spreading magical knowledge
11.	Healing the sick
12.	Exterminating worshipers of opposing alignments
13.	Taming wild beasts
14.	Ridding the world of possessing spirits
15.	Spreading wealth
16.	Feeding the poor
17.	Ridding the world of heralds of opposing alignments
18.	Cultivating gardens/crops/growth
19.	Destroying concentrated civilization
20.	Uncovering forgotten treasure/knowledge

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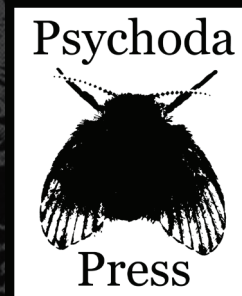
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