

The Northern Godi

Additional Class for Swords & Wizardry

The Northern Godi

The godi (plural "godar") is a northern cleric and servant of the northern gods. This class is identical to the cleric presented in the Swords & Wizardry Core Rules (S&W p.2-3), with the addition of a few spells and rituals which allow the godi to master the mystical powers of Runes. Although the whole of the nordic pantheon is venerated by the godi, these clerics will usually focus their worship to one particular god. These gods include, but are not limited to, Odin, Thor, Frey, Freyja, Hel, and Loki.

Additional Godi Spells

The following 3 spells are additional spells provided by the northern gods to their priests. These spells are available only to the Godi class, although a GM may allow a cleric converted to the worship of the northern gods to access them.

Berserker (Godi)

Level 2

Range: Touch

Duration: 10 rounds

The recipient of this spell (either the godi, or another) becomes infused with a berserk battle-lust. For the following 10 rounds, those under the influence of a Berserker spell gain an extra attack each round. At the end of the spell's duration, the target is exhausted for 3 turns. During this exhaustion period, all attacks upon the target receive a +2 bonus. The target of the spell is also too exhausted to properly use a shield (adjust AC accordingly). In addition, this exhaustion reduces the target's Move by half.

Odin's Spear (Godi)

Level 2

Range: 150ft

Duration: Immediate

A magical spear flies where the caster directs, with a range of 150ft. There are two versions of this spell, and your GM will specify which version is available in his campaign: in the first version, the godi must roll to hit the target with a +1 bonus to the roll. The divine spear inflicts 1d6+1 points of damage. In the second version of the spell, the spear hits automatically, doing 1d4+1 points of damage.

The godi may cast an additional two spears for every 5 levels of experience. Thus, at fifth level, the godi is able to hurl 3 spears, and 5 spears at 10th level.

Thor's Hammer (Godi)

Level 2

Range: Touch

Duration: 10 rounds

When cast upon a war hammer, this spell adds a +3 bonus to

Hit and damage. If cast on any other weapon (including fists) the bonus is +1. Weapons affected by a Thor's Hammer spell give off a magical glow and may damage creatures only affected by magic weapons.

The Problematic Resurrection

Although godar, like regular clerics, have access to life restoring spells such as Raise Dead and Resurrection, these spells are rarely cast upon valorous heroes.

The godar believe heroic fighters, clerics, and dwarves who die gloriously in combat will be taken by the Valkyries to Valhalla. This is a great honor, and because of this belief, a godi is very particular with regards to who he will bring back to life.

Before casting either Raise Dead or Resurrection, the godi must roll a d20. If the roll is higher than the fallen warrior's level, then the intended target of the Raise Dead or Resurrection spell is seen as too valorous and heroic to bring back. He godi will not rob such a hero of this honor and no godi would ever interfere with the valkyries coming to claim a noble warrior.

If the result of the d20 roll is less than the slain warrior's level then the godi will deem the dead of no consequence to the gods at that moment and may bring him back to life.

The godar believe that non-warriors such as magic-users, halflings, common folks, and elves are never claimed by the valkyries, and thus belong to Hel. Bringing these back to life carries its own dilemma. The godi believes that bringing these non-warriors back to life means stealing them from the Courts of Hel.

Before a Raise Dead or Resurrection spell can be performed on non-combatants, the godi must roll under the deceased subject's CHA score. A success means that the godi deems the deceased worth the risk of attracting Hel's attention. The GM may allow a modifier to this roll to reflect any bond of affection the godi might have towards the deceased (like a fellow adventurer).

Rune Spells

Through the use of Rune Spells, along with the appropriate rituals, Godar may access the powers of divine runes. A godi may use the Inscribe Divine Rune spell to place a divine rune upon an object, thus turning a mundane item into a magical item. To properly inscribe the rune, the godi must have learned the rune through a Learn Divine Rune spell and must have performed the appropriate ritual. An Activate Divine Rune spell will activate the inscribed rune.

The following spells (Rune Spells) are used by godar to learn, harness, and master the powers of the 24 divine runes.

Rune Spells are available only to godar, or clerics converted to the worship of the northern pantheon.

When a godi is created, he does not begin play with any runes known. Knowledge of each divine rune must be acquired through play, in one of two ways. The godi may find

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a fellow godi who knows a rune and is willing to teach the character via the Learn Divine Rune Ritual, or the godi may learn a rune by having an item at the ritual bearing the rune sought already properly inscribed (with the Inscribe Divine Rune spell).

Activate Divine Rune (Godi)

Level 2

Range: Touch

Duration: 10 rounds (unless noted otherwise)

This spell allows the godi to activate 1 divine rune that has been inscribed by a godi (either himself or another) with an Inscribe Divine Rune spell. Activate Divine Rune will activate one of the various powers inherent in a divine rune. The specific power invoked must be specified before casting.

Inscribe Divine Rune (Godi)

Level 3

Range: Touch

Duration: Permanent

This spell will allow the godi to inscribe a learned rune upon an object. The rune inscribed must be one that was previously learned by the godi via a Learn Divine Rune spell. In order for this spell to succeed, the godi must perform the appropriate ritual (see below). Once properly inscribed, the rune may be activated with an Activate Divine Rune spell. The maximum number of divine runes the godi may have inscribed at one time is equal to the number of 3rd level spells he may cast. For example, a seventh level godi may have up to a maximum of 2 divine runes inscribed at one time. Inscribing more runes than the permitted limit will result in all runes currently inscribed to lose their magical properties and the current Inscribe Divine Rune ritual is ruined.

Learn Divine Rune (Godi)

Level 3

Range:

Duration: 7 + 1d4 days.

Through this spell the godi may learn one of the 24 divine runes. This spell must be accompanied by the proper ritual (see below) in order to be effective. Each use of this spell results in a permanent loss of 1 hit point.

Runic Divination (Godi)

Level 2

Range: Touch

Duration: Immediate

In order to use this spell, the godi must possess a set of tiles depicting the 24 divine runes. These tiles must be crafted by the godi on material ranging from wood, stone, bone, or any other appropriate material.

After casting this spell while throwing the tiles, the godi interprets the throw in the hope of finding a divine answer to 1 question. This spell's effect is similar to the clerical Commune spell. Unlike the Commune spell, Runic Divination is limited to 1 question, and does not carry the "once per week" limitation that Commune does.

The GM will determine the effects of this spell. It should be noted that the northern gods are a fickle lot, and will most

likely tire of constant pleading for answers or overly frequent demands on their time. The godi needs to tread lightly when making such demands for information, lest he angers the gods.

Rituals

The following rituals must be performed to ensure the success of their associated runic spells. Failing to perform the rituals, or failing to perform them successfully, will result in negating the effects of the associated rune spells.

Inscribe Divine Rune Ritual

In order to properly inscribe a divine rune, the tools to be used, the object upon which the rune is to be inscribed, as well as the godi himself, must all be ritually purified before the actual inscription. This purifying ritual takes 2d6 hours to perform. Following the purifying ritual, the godi may proceed with the inscription ritual, dedicating the object being inscribed to the god or gods. This inscription ritual takes 3d8 hours to perform, after which, the Inscribe Divine Rune spell is cast.

Both the purifying and inscription rituals must be uninterrupted. Any disturbance during these rituals will disrupt the ritual and render the Inscribe Divine Rune spell ineffective.

Learn Divine Rune Ritual

This ritual requires either an object with the rune sought properly inscribed or the presence of another godi who already knows the rune sought. A godi or common cleric must also be present to reawaken the rune seeker with Neutralize Poison and Cure Serious Wounds. The Learn Divine Rune Ritual calls for the ceremonial death of the godi wishing to learn the new divine rune. This "death" is brought about with the help of a toxin which will paralyze the victim's mind and body, giving the appearance of death. Once in this death-like state, the godi is placed in a coffin buried alive (some godar will instead be lashed to a tree, or walled into a cave, or any other gruesome fate). This death-like state lasts for 7 + 1d4 days, until the godi is awakened, and results in the permanent loss of 1 hit point. After 8 to 11 days, the victim is awakened with a Neutralize Poison spell to negate the toxin ingested, as well as a Cure Serious Wounds spell. Once reawakened, the godi possesses the knowledge of the rune in question. He may now call on the rune's power through the use of the Inscribe Divine Rune and Activate Divine Rune spells.

The 24 Divine Runes

What follows are the 24 divine runes, along with the descriptions of each rune's powers. Each rune may produce multiple effects and the godi must state which of the effects he wishes to activate when casting an Activate Divine Rune spell.



Fehu

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This rune signifies wealth, usually in the form of cattle owned.

Powers

1. Detect treasure within a 90ft radius.
2. Indicates direction to a specific treasure.
3. Shields treasure from magical detection.



Urur

This rune represents strength of wild beasts.

Powers

1. Causes one hostile wild animal to remain immobile.
2. Gives the godi the strength of a bear (STR 18).
3. Causes all attackers within 30ft to attack the godi instead of others.



Thurs

This rune is the symbol of giant-kind.

Powers

1. Causes one giant to remain immobile. Giant may save every round to negate the effect.
2. Giantish creatures will have a favorable reaction towards the godi.
3. The godi grows to the size of a hill giant, acquiring all the giant's abilities. The godi also acquires the giant's stupidity, brutality, and savagery (if alignment is used, the god will treat his alignment as Chaotic).



Ansuz

This rune is associated with the gods.

Powers

1. Grants a +2 to all saves.
2. Acts as a Protection from Demons scroll (S&W p.63).
3. Reveals the true appearance of any supernatural creature or god.



Raido

This rune signifies travel, riding, and the journey.

Powers

1. For 6 hours, the godi may travel hard without being fatigued, and ignores the effects of any adverse weather conditions.
2. Acts as a Protection from Demons scroll (S&W p.63). The godi does not get lost, and ignores any negative effect to his sense of direction brought about by darkness or weather.
3. Any hostile creature coming within 100ft of the sleeping godi will automatically awake the cleric. Duration: 6 hours.



Kenaz

This rune is associated with fire, warmth, torches, and wild-fires.

Powers

1. Causes one hostile wild animal to remain immobile. The rune burns like a torch. Heavy rain will not put it out, but if the rune is totally submerged in water, the torch-like light will be extinguished.
2. The rune will burn intensely. If it strikes an opponent, the rune will inflict 2d4 points of damage.



Gebo

The rune of gifts and giving. It signifies generosity and hospitality.

Powers

1. Will cause intelligent creatures to respond favorably to request for food and shelter.
2. Causes vengeful people to respond positively to offers of compensation or wergild for an offense or injury.



Wunjo

This is the rune of joy.

Powers

1. Causes all intelligent creatures within a 20ft radius to stop fighting. A successful save is required to resist this effect.

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- Causes 1 person to react favorably to a request for aid.



Hagla

This rune embodies the destructive side of nature.

Powers

- Creates a lightning bolt, similar to the magic-user spell, but does a fixed 3d6 of damage. A successful save halves damage.
- Creates a small but violent storm centered around the godi. All within a 20ft radius of the cleric must succeed in a saving throw or be unable to act. The save is made each round, for the duration of the rune's effect.



Naudiz

This rune represents danger, and the fortune to avoid it.

Powers

- Confers a +2 bonus to saving throws.
- Doubles the godi's MOVE, once per 10 round duration of the rune.
- Once during the rune's duration, the godi may delay the effects of a single attack. The results of the delayed attack are applied at the end of the rune's duration. The godi must specify which attack is delayed, and this before the opponent's hit and damage rolls are made.



Isaz

This rune symbolizes ice and cold.

Powers

- Causes 10ft X 10ft of surface water to freeze. The newly formed ice may support the weight of a man. If cast on moving water, the frozen section becomes an ice raft, moving with the current. The ice melts in 2d6 rounds at the end of the rune's duration.
- Creates a small hail storm centered around the godi (10ft radius). All within a 10ft radius of the cleric suffer 2d6 damage (save halves damage) each round they are in the area of effect. The godi suffers no damage from the hail.



Jeran

This rune is associated with harvest time.

Powers

- Will inform the cleric whether or not specified plants and animals are edible or poisonous.
- Within a range of one mile, the rune will direct the godi to plants possessing magical or medical properties.



Ihwaz

This rune is associated with tracking, snaring, and hunters.

Powers

- If inscribed upon a sling or bow, the rune will impart a +2 bonus to hit.
- The godi may track any creature, regardless of terrain or weather conditions (up to the rune's duration).



Pethro

This is the rune of concealment.

Powers

- The cleric is aware of the presence of invisible beings within a 60ft radius, but cannot see them.
- Produces effects identical to a magic-user's invisibility spell. Duration is identical to the Invisibility spell up to 10 rounds. After 10 rounds, the invisibility ceases.



Algiz

This is the symbol of the elk. This rune represents protection.

Powers

- Cleric receives +3 to any saves versus magic or spells.
- If inscribed on a weapon, the weapon may automatically parry 1 attack during the activated rune's duration. The specific attack to be parried must be declared before the opponent rolls to hit or damage.
- If inscribed on a shield, grants a bonus of 1 to AC.

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Sowelo

This rune is associated with the sun and represents healing and good health.

Powers

1. A healing spell cast by the cleric will cure the maximum amount of hit points. This cancels the rune's activation.
2. May be used to identify potions that heal, or those that possess other beneficial medical properties.



Tiwaz

This is the rune of war and might.

Powers

1. If inscribed on a weapon, the rune-inscribed weapon will inflict maximum damage and hit automatically (no roll to hit). May be used once during the rune's 10 round duration.
2. An opponent failing a save will run in fear when confronted with the rune bearers might.



Berkanan

This rune signifies durability and vitality.

Powers

1. If unarmored (shield may still be used), treat the subject's AC as if it were 6[13] (+ shield, if any).
2. The godi is healed of 2d10 damage. May only be used once per 10 round duration.
3. The cleric takes half damage from and magical, damage-inflicting attack.



Ehwaz

This rune is associated with horses and equestrian mastery.

Powers

1. Attacks preformed from horseback receive a +1 bonus.
2. A designated steed may have its MOVE doubled for the duration of the rune (10 rounds).

3. A rider will gain a +1 bonus to AC while on horseback.



Mannaz

This is the rune of knowledge and wisdom.

Powers

1. Produces effects identical to a Read Languages spell (magic-user).
2. The godi may rip the answer to 1 question out of a victim's mind, provided the victim knows the answer to the question. The victim is afforded a saving throw to negate the effects of this runic power.
3. Acts as a Locate Object spell with a fixed duration of 10 rounds (or until the object is located, whichever occurs first).



Laukaz

This rune is associated with water.

Powers

1. Allows the cleric to breath underwater for up to 10 rounds.
2. Allows the cleric to float in water, regardless of weight carried or encumbrance.
3. If carved upon a sailing vessel, the rune will protect the ship from shipwreck for up to 10 turns.



Ingwaz

This rune signifies growth.

Powers

1. Allows 1 animal to double in size. The animal's HP and damage are doubled and its MOVE is halved. After the rune's duration, the targeted animal reverts to its normal size.
2. Causes the surrounding plant-life around the godi to grow to monstrous proportions and encase the godi. Anyone wishing to get to the cleric must first contend with the monstrous plant-barrier (AC 4[15]; HD 5d6).



Dagaz

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This rune is associated with the day.

Powers

1. Illuminates an area of 200ft radius. This effect is unaffected by magical darkness.
2. Acts in a similar manner to a Darkvision spell for up to 10 turns.



Othala

This rune signifies nobility.

Powers

1. Acts in a manner identical to the magic-user's Charm Person spell.
2. Similar to a Suggestion spell, but the duration is only 10 rounds.

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