

DIVINITIES & CULTS



Volume III: Mesopotamian & Egyptian

Dan Osarchuk

OSRDAN games

COMPATIBLE WITH
**DCC
RPG**

DIVINITIES & CULTS: VOLUME III



BEING A JUDGE & PLAYER RESOURCE FOR THE DUNGEON CRAWL CLASSICS ROLEPLAYING GAME

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HOW TO USE THIS BOOK

1. Special

Though 'cleric' is the default term for most divinities' mortal servants in this work, they can also be served by priests, mystics, and the like. See Volume II for details on these subclasses.

2. Tenets

Clerics are expected to follow these in the name of their divinity. Major transgressions often result in an immediate roll on the divinity's Divine Test table (see below) in order to bring the cleric back onto the path.

3. Allowed Weapons and Armor

Clerics bear protection in specific ways as per their divinity, marking them apart from clerics of other divinities. As a result, they can use only what is allowed in their divinity's description. Clerics who use disallowed weapons or armor suffer spell check penalties, like a wizard or elf would, or even divine tests (see below).

4. Holy Symbol

This is the representation of the cleric's faith in the divinity. Various symbols may emphasize various aspects of that divinity and may represent distinct sects, denominations, and even cults thereof.

5. Unholy Creatures

The cleric turns those beings listed in their divinity's individual entry, rather than those listed for his alignment in the DCC RPG book.

6. Mysteries

Clerics may gain special bonuses or abilities, often usable up to once per day per level, based on their divinity. Mysteries not only add an additional level of strategy to gameplay, but also reiterate a cleric's place within the cosmos.

7. Magical Side-Effects

Something that matches the deity's purview may also occur along with a spell that a cleric casts. Depending on the d12 result, the cleric or the recipient may need to fulfill a special requirement first, experience something unfortunate, or even gain a special benefit. This is the divine equivalent to 'Mercurial Magic' (even though that divinity is covered in Volume II and provides his own side-effects). In any case, using magical side-effects will make casting spells even more gritty, interesting, unique, and exciting in your game.

As an option, the target of the spell's Luck modifier can be applied to the d12 roll, making all totals of less than 1 be counted as result #1 and all totals over 12 be counted as result #12.

8. Divine Tests (Replaces Disapproval)

Instead of rolling on the standard Disapproval Table in the DCC RPG book, use the Divine Test table in each god or goddess's description in this book. Such tests may be used as much to punish clerics as to bring them back into their own beneficial connection with the divine. Otherwise, follow the standard rules for disapproval. Note that clerics may wish to actually engage in some of the listed activities out of their own free will and devotion to their deity, but the divine test result itself usually compels the cleric to engage in such activities *right away*.

For Judges who wish to have their clerics work to learn new spells when gaining a new level (in a manner akin to wizards), they can have the cleric suffer a more potent form of divine test (1d8+10) in return for learning the spell, ruling it as a form of initiation. In addition, some divine tests can even affect those who are nearby the cleric when they occur- an excellent avenue to work in some cleric-specific campaign hooks! Finally, when it comes to curses or blessings, those affected might experience the divine test of the cleric's divinity rather than the usual results. Whether it turns out to actually be a blessing or a curse for the recipient would then be a matter of perspective.

9. Custom Spell Lists

Clerics have access to different spells based on which god or goddess they follow. Judges and Players are encouraged to develop additional spells that match a particular deity's purview.

10. Miscellany

Divinities & Cults also offers a number of optional rules and random tables, organized by divinity of course, for use in your DCC RPG game. Feel free to use whichever parts you wish!

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ENKI

Neutral God of Deep Water, Magic, Fertility, & Creation



Tenets of Enki

- * Create new things and beings, helping them
- * Use nourishing waters (and other life fluids) to do this
- * Foster the crafts of civilization, the Mes, too

Clerics of Enki

Special: Enki is served by clerics, priests, and mystics.

Allowed Weapons: Staff, harpoon (as spear), dart, dagger

Allowed Armor: Reed armor (as padded) or lighter

Holy Symbol: Ram, Fish, Goat-Fish, Life Fluid, The Number 40

Unholy Creatures: Demons, Undead

Mysteries of Enki: Clerics of Enki can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round, up to once per day per level, when within 30' of water.

Magical Side-Effects

The spells of Enki harness the power of life fluids. Roll 1d12.

1. Let the Waters Flow. Enki requires at least 1 ounce of water or other life fluid per spell level in order for the magic to work.

2. From Clay and Blood: The cleric must lie with a mate within 1d6 hours of its casting in order to properly conceive the life of the spell.

3. On the Need to Rest: After it's cast, the cleric or the target of the spell falls asleep (equal chance of each). In either case, a Will save DC 15 negates. If not, then it lasts for 1d3 turns and the one affected cannot be awakened early nor physically harmed.

4. Essence of Dilmun: A 1d3 x 10' area around the spell's casting becomes quite clean, bright, and fertile, causing +1 to all related rolls, -1 to all opposed. The effects last until dispelled

5-9. No Side-Effect: The magic occurs normally.

10. Deep Water Concubine: The spell works normally. If the cleric would like it to also have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god by sunset- double if she is 'mountainous'.

11-12. Flow of Enki: The spell works automatically for double the effect, range, or duration. In addition, if the spell involves life fluid, then it gains a +2 bonus to its spell check.

Divine Tests

Life comes in many forms and it is time for the cleric to experience their creation.

1-4. Dilmun might be clean and bright, but Enki has not received enough water! The cleric takes a -1 penalty per divine test result to all rolls (-1 to -4). The penalties last for 1d6 hours.

5-10. How much has the cleric helped to foster? He loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d6 for each to determine what he must do in order to regain it:

- [1] Visit an abzu, a place of underground waters.
- [2] Fashion something out of reeds, requiring 2d6 rounds and an INT check DC 15. If failed, he can try again the following day.
- [3] Foster new life, whether planting seed in the soil or in a mate. In either case, the offspring has a 5% chance of being divine.
- [4] Find and consume 2d6 pounds of fish.
- [5] Bathe for at least 2d6 turns.
- [6] Assist someone who is engaged in a craft for at least 2d6 turns.

11-14. The nature of Enki still needs to be understood. The cleric must complete one of the following tasks and can only use his powers to help do so. Roll 1d6.

- [1] If male, become pregnant until a woman agrees to take the child (a base 10% chance per woman encountered). If female, carry the child to term.
- [2] Help the next person who asks, no matter what it is.
- [3] Assist a follower of Ishtar for the next 3d6 hours.
- [4] Become stinking drunk for an evening, giving away any valuables and information to those who ask during that time.
- [5] Work for 4d6 hours on building, stocking, and populating a massive reed arc.
- [6] Treat the next structure he sees as if it were a river vessel, requiring him staying on board it, shouting out 'ahoy', and keeping watch. He remains for the next 4d6 hours.

15-17. The cleric is transformed into the ideal servant of Lord Enki, all effects lasting for the next 24 hours. Roll 1d3.

- [1] As with Isimud, the cleric gains a face on either side of his head. This allows him to never be surprised, but also prevents him from making a two-choice decision unless instructed by someone else.
- [2] Like some sort of master of beasts, the cleric changes into an Enkidu (see next page). He gains the ability to 'speak with humans' (or animals, if he hasn't lain with a woman yet), though he also loses access to all spells that don't involve animals or plants.
- [3] The cleric takes 4d6 rounds to mold a statue from clay and it animates to follow him around. Treat as a 3 HD clay golem that only does 1d10 damage per hit. Unfortunately, it also has a 50% chance of being hostile to the cleric instead of serving him.

18+ The peace of Enki's land, Dilmun, fills a 1 mile radius, making all pure, clean, and bright, preventing any form of violence from occurring. This situation lasts for 1 day, plus one additional day per divine test result over 18. Fans of war, conquest, or even the balance of nature will likely take a dim view of this and seek to make up for any lost violence by taking it out on the cleric! Unless roleplayed, he will then take 1d12 damage, plus 1d12 additional damage for each day that the test lasted. The cleric might certainly need some water then.

Cleric Spells (Enki)

Clerics of Enki have access to the following spells:

1st Level (d14): Blessing, Detect Evil, Detect Magic, Food of the Gods (can also create double the amount of water), **Holy Sanctuary, Paralysis, Protection from Evil, Second Sight, Animal Summoning*, Charm Person*, Comprehend Languages*, Life Missile** (as Magic Missile*, but is made of *life fluid*, knocking targets back 10' for no damage, 75% chance of conception if compatible), **Ropework*, Sleep***

2nd Level (d11): Cure Paralysis, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, Snake Charm, Wood Wyrding, Fire Resistance*, Enlarge* (plants or animals), **Forget*, Locate Object*, Monster Summoning*** (enkidu or apkallu)

3rd Level (d10): Exorcise, Remove Curse, True Name, Breathe Life*, Consult Spirit*, Dispel Magic*, Lifebolt (as Lightning Bolt*, but is made of life fluid, knocking targets back 60' for no damage, 100% chance of conception if compatible), **Planar Step*, Runic Alphabet (Fey), Water Breathing***

4th Level (d3): Sanctify, Control Fresh Water (as Control Ice*, but works with fresh water instead, causing 1/2 damage), **Polymorph*** (self only)

5th Level (d4): Summon Avatar (Enki), Weather Control (rain only), **Riverdweller Bond*** (as Bottomfeeder Bond, but works with river creatures instead), **The Dreaming***

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Enkidu

Init +2
 Atk sling or club +2 (1d4+1)
 AC 12
 HD 1d8
 MV 40'
 Act 1d20
 SP Speak with Animals or Detect Lie at will, depending on whether they've lain with a woman or not
 Fort +4
 Ref +4
 Will +1
 AL N

Related to the actual companion of Gilgamesh, these satyr-looking wild men are Enki's creations, formed of clay and saliva. Enkidus use their affinity with nature to speak with and befriend all manner of beast; that is, until they lie with a woman. If this happens, they lose that ability and are able to 'speak with humans' instead (being able to detect lies at will).

APSU (DEEP WATER) ENCOUNTERS

d30 (x3)	Type	Quality	Encounter
1-8	Drips	None	None
8-14	Puddle	Cloudy	Vermin*
14-19	Pool	Odorous*	Fish*
20-24	Pond	Strange color*	Monster*
27-29	Lake	Enchanted*	Spirit*
30	Undersea*	Enchanted*	Avatar*

Undersea: part of a nearly endless subterranean ocean

Strange color (roll 1d8): [1] red, [2] orange, [3] yellow, [4] green, [4] blue, [6] indigo, [7] violet, or [8] chartreuse

Odorous (roll 1d4): [1] rotting, [2] sulfurous, [3] sweet, or [4] salty

Enchanted: Provides a random Enki spell or Tiamat spell to those who drink from it.

Vermin: rodents or bugs- 50% chance of being large and/or dangerous

Fish: blind variety of an actual fish, crustacean, or mollusk- 30% chance of being large and/or dangerous

Monster (roll 1d6): [1] enkidu, [2] fish man (kulullu), [3] gallu demon, [4] bird sage (apkallu), [5] sirrush, [6] other

Spirit: 30% chance of animating the water itself

Avatar: A physical representation of (roll 1d10): [1] Enki, [2-4] Enlil, [5] Ereshkigal, [6] Ishtar, [7] Marduk, [8] Nanna, [9] Utu, [10] other



Avatar of Enki

Init +10
 Atk staff +25 (5d8+6)
 AC 24
 HD 20d10
 MV 40' (swim 80')
 Act 2d20
 SP Enki cleric spells/abilities (+24 spell check), immune to harmful water effects, -7 to saves vs. charm from attractive females
 Fort +17
 Ref +17
 Will +17
 AL N

A generally pleasant fellow (unless one is a demon or undead), an Avatar of Enki appears fertile and pleasantly dripping. Quite fond of seeing what his life waters can create, he is also quite prone to the allure of the fairer sex (females with 14+ Personality). In fact, those so inclined to lie with him have a high chance of conceiving, especially if he casts a Life Missile or Lifebolt!



ENLIL

Lawful God of the Air, Storms, & Rulership



Tenets of Enlil

- * Subjugate the world in Enlil's name
- * Foster civilization with your seed
- * Invoke vengeance upon those who defy you

Clerics of Enlil

Special: Enlil is served by clerics and priests.

Allowed Weapons: Mattock (pickaxe), staff, sword (any), mace

Allowed Armor: Scale mail or lighter; very fond of horned helmets

Holy Symbol: Horned Cap, Ziggurat, The Number 50, Mattock

Unholy Creatures: Slaves, Humans

Mysteries of Enlil: Clerics of Enlil can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round, up to once per day per level, when on a throne or from a higher vantage point than others.

Magical Side-Effects

The magic of Enlil is mighty, but can demand a high price! Roll 1d12.

- 1. Insolence!** The cleric may have angered Great Enlil. He must make a Personality check DC 15 or take 1d4 damage!
- 2. Sacrifice:** 1 HD of slaves or 2d6 gold pieces (or its equivalent) per spell level is needed for the magic to work. How else can one build a civilization?
- 3. Sky Idolatry:** A representation of Enlil or a view of the open sky must be available for the spell to work. If not, then the spell only has 50% of its normal power.

4. On the Right of Kingship: It is written that all must bow before the Great Mountain that is Enlil. If beneficial, then the recipient of the spell must do so or only receive 50% of its effect. If not, then the spell's wrath will cause them to bow anyway!

5-9. Standard Casting: The magic occurs without side-effect.

10. Air God Concubine: The spell works normally and if the cleric would like it to also have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god by sunset- double if she is fooled by Enlil's disguise (a failed INT check DC 15).

11-12. Might of Enlil: The spell works automatically for double the effect, range, or duration. In addition, if the cleric is currently in Enlil's good graces (a base 50% chance), then it gains a +2 bonus to its spell check.

Divine Tests

To follow Enlil is truly a kingly pursuit and not for the soft-hearted.

1-4. You are being too loud! Enlil will quiet the cleric, causing a -1 penalty per divine test result to all rolls (-1 to -4), double if they would make any noise (-2 to -8). These penalties last for 1d6 hours.

5-9. Perhaps one day the cleric will become a true king? Until then, he has been found wanting by Enlil. The cleric loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d7 for each to determine what he must do in order to use it again:

- [1] Chop down at least 1d6 trees, preferably cedar.
- [2] Bed down a woman with at least 14 + 1d4 Personality.
- [3] Stand at a height at least 2d6 x 10' above the ground.
- [4] Wrestle a wild man, enkidu, or the like... and win!
- [5] Give at least 1d6 x 50 gold pieces to a temple of Enlil.
- [6] Administer to a flock from 2d6 turns, whether animal or human.
- [7] Silence some noise by punishing those who make it.

10-14. Now the cleric must perform a more epic task to appease King Enlil. Until it is completed, he cannot use any of his powers unless they are directly related to the task. Roll 1d4.

- [1] Attack and destroy a tower that is at least 1d6 x 10' tall.
- [2] Slay 1d6 users of more than 1 language, for they 'babble' too much.
- [3] Subjugate a nearby revolt of 5d4 HD of slaves.
- [4] Slay a monster of 2d6 HD or more.

15-17. And what fate will befall you next? Enlil unleashes a great trial upon the cleric (and those around him). Roll 1d4.

- [1] Drought, famine, and plague! No rain will fall within 1 mile of where this test occurs, leading to starvation and disease for a month's time. All who remain risk death (Will save DC 10 negates).
- [2] Enlil shows his rulership by demolishing the nearest building with his holy winds. All within must make a Reflex save DC 15 or be crushed.
- [3] Humbaba: One arrives to terrorize the land (see p.34).
- [4] Banishment! The cleric must wander the wilderness alone for 1d6 days as Gilgamesh did, taking 1d20 damage and 1% additional experience per day gone.

18+ Enlil has had enough of noisy humanity! Within 1d4 turns, a 1-mile radius area becomes inundated, drowning all that cannot escape in time. For every divine test result over 18, the area affected increases by 1 additional mile. What is more, any characters affected by the flood have a 1% chance of being drawn up to Enlil's realm of Nabiru and granted Ziusudra-style immortality.

Cleric Spells (Enlil)

Clerics of Enlil have access to the following spells:

1st Level (d8): Blessing, Holy Sanctuary, Paralysis, Second Sight, Word of Command, Feather Fall*, Force Manipulation* (appears as a cloud), **Wind Missile** (as Magic Missile*, but pushes target back 5', causing only collision damage)

2nd Level (d14): Banish, Binding, Cure Paralysis, Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Enlarge* (livestock or crops), **ESP***, **Invisible Companion***, **Knock***, **Levitate***, **Locate Object***, **Strength***

3rd Level (d12): Bolt from the Blue (can appear as fire or a tornado), **Exorcise, Remove Curse, Spiritual Weapon, True Name, Consult Spirit*** (ancestral, angelic, or fair maiden only), **Dispel Magic***, **Eternal Champion***, **Fly*** (gains bird wings for the duration), **Gust of Wind***, **Planar Step*** (requires a view of the sky), **Runic Alphabet (Mortal)***

4th Level (d4): Affliction of the Gods, Sanctify, Lightning Bolt*, Windball (as Fireball*, but pushes those inside 1d6 x 5' away from the center, only causing collision damage)

5th Level (d5): Righteous Fire, Summon Avatar (Enlil), Weather Control (wind only), **Whirling Doom, Reap the Whirlwind***

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Avatar of Enlil

Init +7
Atk mattock +29 (6d10+7)
AC 26
HD 24d10
MV 60' (fly 120')
Act 2d20
SP Enlil cleric spells/abilities at will (+23 spell check), immune to harmful air effects
Fort +20
Ref +14
Will +18
AL L

Winged and kingly, Avatars of Enlil appear as men who hold accomplishment and proper respect in the highest regard. Those who impress them with both (per Judge) will also receive a gift of gold equal to 100 times their character level. Those who don't will receive instead his dim view and likely be enslaved (a base 75% chance), facing the wrath of his mattock and magic if refused.

ANU

Beyond all the Mesopotamian Gods is Anu. Though he could be a dethroned, Cronus-type proto-divinity, he can also serve as more of a Supreme Being instead, God-consciousness itself, beyond normal understanding, as well as further commentary in this work.

ZIGGURAT ENCOUNTERS

Essentially 'great mountains' like Enlil, ziggurats are massive, tiered structures with buttressed walls for avatars and priests to walk upon. The base tier is usually at least 30' tall and up to 200' long x 150' wide. Subsequent levels are necessarily smaller in size. Roll or select from the following table to generate one. Note that the lower portions of the ziggurat are also cleverly found near the bottom of the table.

d8	Location	d16	Features			d8	Encounter*
1	Shrine	1	Bed	9	Treasure	1	Avatar (5%)
2	Walkway, ledged	2	Idol	10	Excellent View	2	Grants +2 bonus to spell effects
3	Walkway, open	3	Offerings	11	Stand (for holding aloft)	3	1d6 Priests or Priestesses (55%)
4	Open Area/ Platform	4	Seat	12	Statue	4	2d6 Guards (50%)
5	New Level (typically a total of 1d4+1)	5	Garden	13	Precarious location	5	Spirit or Secret Passage (10%)
6	Gateway/ Gatehouse	6	Engraving	14	Vantage point	6	Grants +2 bonus to all rolls
7	Stairs (1d4 per Level)	7	Painted stone	15	Fertility Act	7	1d4 Monsters or Animals (30%)
8	Entrance/ Courtyard	8	Unpainted stone	16	Item(s) left behind	8	1d12 Pilgrims (75%)

* Chance of encounter actually occurring (if not 100%). Otherwise, no encounter occurs.

Avatar: A physical representation of (roll 1d10): [1] Enki, [2-4] Enlil, [5] Ereshkigal, [6] Ishtar, [7] Marduk, [8] Nanna, [9] Utu, [10] other

Grants bonus... lasts only while at that location

Priests or Priestesses: 1d8th level Mesopotamian clerics

Guards: 1d6th level Mesopotamian warriors

Spirit: (roll 1d6): [1-2] helpful, [3] harmful, [4-6] indifferent

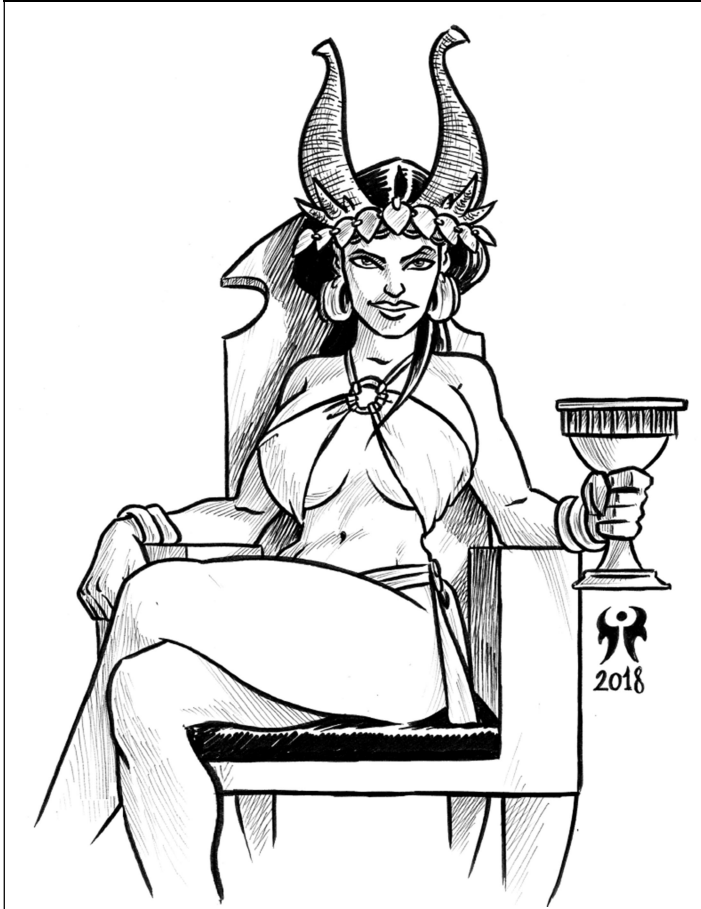
Secret Passage: Leads to a hidden chamber within

Monster or Animals: (roll 1d20) bull lammasu, enkidu, gallu demon, lammasu, lion, sirrush,

Pilgrims: base 50% chance of being friendly

ERESHKIGAL

Neutral Goddess of the Great Earth, Life, & Death



Tenets of Ereshkigal

- * Dwell deep below
- * Ensure that the dead remain in Irkalla (the Underworld) for eternity
- * Enjoy love and other pleasures

Priestesses of Ereshkigal

Special: Ereshkigal is served by priestesses and witches.

Allowed Weapons: Dagger, mace, staff, club

Allowed Armor: None

Holy Symbols: Throne, Horned Woman's Head, Chalice

Unholy Creatures: Undead, Those who've been or can raise the dead

Ereshkigal Mysteries: Priestesses of Ereshkigal can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when underground, up to once per day per level.

Magical Side-Effects

The spells of Ereshkigal are deep, yet no less final. Roll 1d12.

1. Someone to take your place: Like Tammuz did for Ishtar, another must pay the debt for the magic to work. A willing someone must take 1d4 damage or other ill effect.

2. For the Great Lady. Ereshkigal's potency can be found in the earth. As such, the magic requires a short ritual and offering for 1 round along with 1d6 gold pieces per spell level. Still, she requires no time or amount if the offering is a gem or soil from a special place though.

3. Final Judgment: Ereshkigal assesses the living and the dead. If the spell would benefit a good person or harm a bad one, then it works normally. If not, then it only has 1/2 its usual power.

4. Darkened Ways: The flows of the underworld come forth, granting weal or woe, a +2 or -2 to all rolls (an equal chance of either) to those within 1d6 x 10' for the next 1d6 rounds.

5-9. No Side-Effect: The magic functions normally.

10. Deep Goddess Concubine The spell works normally and if the priestess would like it to have a 50% bonus to its effect, range, or duration, she can have someone lay with her goddess by midnight- double if they have a dark or fiery personality.

11-12. Certainty of Ereshkigal: The spell works automatically for double the effect, range, or duration. In addition, if it would help to end or save a life, then it gains a +2 bonus to its spell check.

Divine Tests

Be it joy or loss, Ereshkigal would have her priestess understand that both only lead closer to her final reward.

1-4. Life and death intertwine and the priestess must reflect. She takes a -1d4 penalty to all rolls. It is reduced by 1 for every hour she spends either loving or brooding.

5-9. Until death comes (and even after), there are things to be done. The priestess loses access to some of her spells (50% chance for each one) including possibly her turn unholy ability. Roll 1d6 for each to determine what she need do in order to regain it:

- [1] Receive an unclad friend for at least 2d6 turns, as with Ishtar.
- [2] Bathe for at least 2d6 turns, awaiting Nergal.
- [3] Help another for at least 2d6 turns, as did Ninazu.
- [4] Spread disease to 1d6 people, as would Namtar.
- [5] Put at least 1d4 HD of undead to rest, sent to Nungal.
- [6] Lose a husband or other lover, as was Gugalanna.

10-13. The priestess becomes forevermore like great Ereshkigal. Roll 1d6:

- [1] Horned: Grows ceremonial horns, gaining a +1 bonus to all spell rolls, but also a base 25% chance of being confused for a demon by those of other faiths.
- [2] Deep Goddess: Becomes more like earth, stone, and gems, allowing her to ignore up to 2 damage per round, but also penalizing her by -2 to all rolls when in direct sunlight.
- [3] Queen of the Dead: Unquiet spirits circle, causing all mortals who first encounter her to make a Will save DC 10 or flee for 1d6 rounds. The faithful, as well as supernatural beings, are immune.
- [4] Unseen in Her Dark Realm: Eye contact becomes uncomfortable now, causing a -4 penalty to all her rolls when forced to give someone her full attention, though she can also notice spirits and those in ethereal form at will.
- [5] Dim Eyes: Can see in the dark and detect undead, though bright light causes a -1 penalty to all her rolls. As a result, the priestess is likely only happy when it's raining.
- [6] Great Mother: Becomes rubenesque, gaining 1 Personality and the ability to provide food and drink from her great mounds and chalice.

14-17. Something livelier is required of the priestess. Until completed, she can only use her powers for that task. Roll 1d4.

- [1] Become abducted by a Kur (q.v.), taken 1d6 miles away.
- [2] Remain married to Gugalanna for 1d6 days. He causes 3d6 damage to any possible rivals as he tramples them from heaven.
- [3] Make love for 1d6 days in a row, requiring a successful Stamina check DC 10 each day.
- [4] All plants, animals, and humans within 1 mile of her become infertile until she works with a cleric of Ishtar for at least 1d6 days.

18+ Die with Her. The priestess passes away to enjoy eternity with her goddess. If pressing matters require her return, then she may do so, but only for up to 1d6 days minus each divine test result over 18 (-1 for 19, -2 for 20, etc.). Then, unless someone else is willing to take her place in Irkalla, she will return there forever.

Spells (Ereshkigal)

Priestesses of Ereshkigal have access to the following spells:

1st Level (d13): **Blessing, Darkness, Detect Evil, Detect Magic, Holy Sanctuary, Paralysis, Protection from Evil, Resist Cold** (but not heat), **Second Sight, Charm Person*, Magic Shield*, Sleep*, Ward Portal***

2nd Level (d14): **Banish, Binding, Cure Paralysis, Curse, Neutralize Poison or Disease, Restore Vitality, Snake Charm, ESP*, Forget*, Invisibility*, Invisible Companion*, Levitate*, Locate Object*, Monster Summoning* (gallu demon), Scare***

3rd Level (d10): **Animate Dead, Exorcise, Remove Curse, Speak with the Dead, Breathe Life*, Consult Spirit*** (+2 when dealing with ancestral, demonic, or undead), **Dispel Magic*, Make Potion*, Planar Step*** (destination must be on same plane), **Turn to Stone***

4th Level (d6): **Affliction of the Gods, Cause Earthquake, Sanctify, Vermin Blight, Transmute Earth*, Wizard Sense*** (auditory only)

5th Level (d3): **Summon Avatar (Ereshkigal), Mind Purge*, Warp & Weft***

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Gallu Demon

Init +6
Atk claws +1 per HD (1d3 + 1 per HD)
AC 15
HD 1d10 to 10d10
MV 50'
Act 2d20
SP Both claws haul victim to underworld or cause 1d2 STA drain, demon traits, cause fear
Fort +5
Ref +7
Will +6
AL C

Intersex beings, gallu serve Ereshkigal, her priestesses, and other netherworldly entities. Though they can vary greatly in power, all those hit with both claw attacks by such demons must make a Will save DC 10 or be hauled to Irkalla, the underworld, to face the judgment of Ereshkigal! Otherwise, they cause 1d2 Stamina drain to those who save.

In addition, gallu have the general powers of other demons, though they can't help but spare those who offer them lamb, invitations to attend festivals, or other entertainment.

NEAR DEATH EXPERIENCES

Peril is the most profound of experiences, often affecting mortals in deep ways as they themselves come close to the portal of Irkalla or even past it. Roll whenever a character nearly dies, a close ally perishes, or another traumatic event occurs.

d10	RESULT
1	Passes Out: the strain is too much and the character falls unconscious
2	Memory Loss: character forgets what has happened to them
3	Life Passes Before Eyes: character becomes unsure of his or her current class or path in life
4	Slow Recovery: healing takes a longer time, even with magical assistance
5	General Malaise: character suffers a -1d6 penalty to all mental rolls
6	Soreness: character takes a -1d6 penalty to all physical rolls
7	Illness: character gets sick, taking a -1d6 penalty to all rolls
8	Hallucinations: character sees things that aren't apparently real
9	Crippling: one of character's body parts becomes unusable
10	Sucked into a dark realm: character experiences a shadowy reflection of Irkalla and the mortal world

Duration for these results is 1d10 (then roll 1d12):

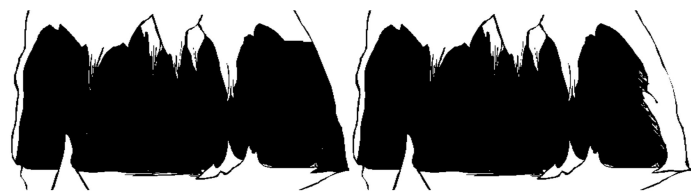
[1-3] rounds, [4-5] minutes, [6-7] hours, [8-9] days, [10-11] months, [12] years



Avatar of Ereshkigal

Init +3
Atk none
AC 29
HD 20d10
MV 30'
Act 2d20
SP Ereshkigal priestess spells/abilities (+24 spell check), immune to harmful earth effects, horned (40% chance)
Fort +20
Ref +11
Will +14
AL N

An Ereshkigal Avatar is chthonic but enticing, and will be present to bring life or death, a beginning or an end (equal chance of each). Despite their beautiful, though darkly pale and sometimes horned appearance, those affected by them may either gain a new beginning of some sort (a quest, a love, a child) or instead lose something, possibly even their life (Will save DC 10 negates)!



ISHTAR

Neutral Goddess of Love, War, & Magic



Tenets of Ishtar

- * Dominate others
- * Harness the magic of power, passion, and fertility
- * Smash whatever gates are in the way

Clerics of Ishtar

Special: Ishtar is served by clerics, priests (known as gala priests), and witches.

Allowed Weapons: Rod (as mace), sword (any), whip, spear

Allowed Armor: Scale mail or lighter

Holy Symbols: 8-pointed star, Lion, Knotted Hook, Ringed Rod

Unholy Creatures: Those with a Personality score of 13 or less

Ishtar Mysteries: Clerics of Ishtar can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when in a dominant position of love or war, up to once per day per level.

Magical Side-Effects

The magic of Ishtar is potent, but can make one submit. Roll 1d12.

1. Sacrifice: Ishtar demands subservience for 1 round and 1d6 gold pieces per spell level for the magic to work. She requires no time and any price will do though if it's an offering of a slave or item of love.

2. Ishtaritum: The cleric must conjoin with the spell's target for at least 1d6 turns first. If not appropriate or if the target is a foe, then she must conjoin with an appropriate partner before the next dawn.

3. Star Idolatry: An image of Ishtar, view of an actual star, or dressing in an erotic way is required for the spell to work. If not, then it only has 50% of its normal effect.

4. Bested: The spell's target is stripped nude (Will save DC 15 negates) and must be 'finished off' one way or another (via love or war) by the cleric sometime before the next dawn. If an innocent or if already slain though, then this requirement need not be met.

5-9. Standard Casting: The magic functions without side-effect.

10. Star Goddess Concubine: The spell works normally. If the cleric would like it to have a 50% bonus to its effect, range, or duration, she can have someone lay with her goddess by the next dawn- double if they're fully subservient to her.

11-12. Power of Ishtar: The spell works automatically for double the effect, range, or duration. In addition, if cast from a position of dominance, then it gains a +2 bonus to its spell check.

Divine Tests

Whether in passion or battle, clerics of Ishtar must be victorious, subjugating others with their power.

1-4. Have enough sacred fluids flowed? Ishtar sees fit to punish the cleric, bestowing a -1d4 penalty to all her rolls, -2d4 for those unrelated to war or passion. They last for 1d6 hours.

5-9. Love and war are battlefields! The cleric of Ishtar must do one of the following by the next dawn or else lose access to some of her spells (50% chance for each one) including possibly her turn unholy ability as she will surely see. Roll 1d7 to determine what tasks she must perform for each in order to regain it:

- [1] Defeat a foe of equal HD or higher.
- [2] Act or have another act like the opposite gender for 1d3 hours.
- [3] Be unclad for at least 2d6 hours.
- [4] Completely dictate another's actions for at least 2d6 turns.
- [5] Punish one who has defied her or another follower of Ishtar.
- [6] Lie with the next remotely appropriate partner she encounters.
- [7] Destroy the next gate or doorway she comes to.

10-13. Will you be like me? The cleric does so, becoming forevermore great-hearted, exalted, and fearsome like potent Ishtar. Roll 1d5.

[1] Winged: Can now fly at a rate of 70', though she can no longer don armor, capes, or cloaks.

[2] Qadishtu (sacred prostitute): Gains a +4 bonus to all lovemaking rolls, but now also experiences the Ishtaritum magical side-effect for results #5 & 6 (along with #2), rather than Standard Casting.

[3] Unclad One: Gains 2 Personality, but she may no longer don garments or armor unless compelled to by a divine test.

[4] Star Lady: Gains 15% magic resistance, but also a base 25% chance of being confused for an otherworldly being or devil, since her eyes and/or skin now look pure white or red.

[5] Doom Lover: Those who lie with her must make a Will save DC 10 or die within 1d20 hours. Survivors gain 5% additional experience.

14-17. Beings sacred to Ishtar arrive and test the cleric by attacking anyone at random within 120' of where this test occurs (including possibly her and her companions) for 4d6 rounds! Roll 1d5:

- [1] 1 lammasu (very angry)
- [2] 1d3 lions (50% chance of being winged)
- [3] 4d4 zombies (animated from spirits escaping the Underworld)
- [4] 1 gallu demon with a HD of 2d3 (see p.6)
- [5] Gugalanna, who automatically causes 3d6 damage with his bull hooves from heaven each round to all within a 10' radius

18+ Into the Underworld! The cleric must reenact Ishtar's journey to find Ereshkigal. She will be gone for 1 day, plus 1 additional day per divine test result over 18, during which time she will pass through gateways, stripping nude, smashing doors, creating intersex beings, and the like. Upon her return, it is shown that she has taken 1d20 damage per day gone. She also gains 5% additional experience points and the ability to go into a rage at will whenever unclad, gaining a +2 to attack and damage rolls in melee, but also a -4 AC penalty; that is, if she is even still alive!

Cleric Spells (Ishtar)

Clerics of Ishtar have access to the following spells:

1st Level (d12): **Blessing**, **Detect Magic**, **Food of the Gods**, **Holy Sanctuary**, **Paralysis**, **Second Sight**, **Word of Command**, **Charm Person***, **Feather Fall***, **Star Missile** (as Magic Missile*, but only harms those who have wronged the cleric), **Magic Shield***, **Ward Portal***

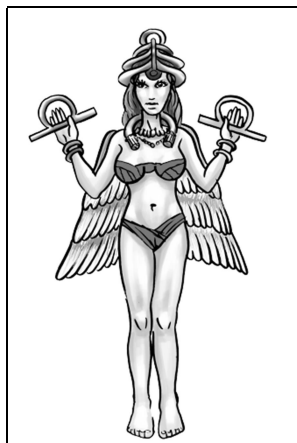
2nd Level (d15): **Banish**, **Binding**, **Cure Paralysis**, **Curse**, **Lotus Stare**, **Neutralize Poison or Disease**, **Restore Vitality**, **ESP***, **Fire Resistance***, **Forget***, **Knock***, **Levitate***, **Mirror Image***, **Monster Summoning*** (zombie, lion, gallu demon, or leonine lammasu), **Star Ray** (as Ray of Enfeeblement*, but drains a spell from the target and allows cleric to cast it once instead), **Shatter***

3rd Level (d11): **Animate Dead**, **Bolt from the Blue** (appears as starlight striking or a giant bull hoof), **Remove Curse**, **Spiritual Weapon** (held by a phantom), **True Name**, **Consult Spirit***, **Dispel Magic***, **Eternal Champion***, **Planar Step*** (must have a view of a star), **Runic Alphabet (Mortal or Fey)***, **Sword Magic***

4th Level (d7): **Affliction of the Gods**, **Cause Earthquake**, **Sanctify**, **Ishtar's Orderly Assistance** (as Lokerimon's Orderly Assistance*, but requires cooperating spellcasters to be unclad), **Polymorph*** (others only), **Control Starfire** (as Control Fire*, but only harms those who have wronged the cleric), **Wizard Sense*** (visual only)

5th Level: **Righteous Fire**, **Summon Avatar** (Ishtar), **Whirling Doom**, **Curse of Moirae***, **Magic Bulwark***

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Avatar of Ishtar

Init +6
Atk war rod +26 (6d10+6)
AC 22
HD 20d10
MV 40' (fly 100')
Act 2d20
SP Ishtar cleric spells/abilities at will, twice per round (+25 spell check), immune to harm from any who find her beautiful (PER 25)
Fort +16
Ref +16
Will +17
AL N

Stunningly nude and winged, an Ishtar Avatar appears as a beautiful, perfectly-proportioned woman and will either be on a mission of love or war. In any case, those who survive her attentions will gain 5% additional experience, though the heart attack she would cause from her incredible lovemaking can be no less fatal than those who would submit to her war rod.

VICTORY IN LOVE & WAR

Whether dueling on the battlefield or in the bedchamber, Ishtar would deem who is the victor. To do so, have each participant make an Agility, Stamina, and Personality check DC 15.

Check	Agility (positioning)	Stamina (duration)	Personality (awe)
Fail by 10+	Take 1d3 damage	Unable to act for 1d3 rounds	Automatically fail next save
Fail by 1-9	-3 to next roll	-1 to all rolls for 1d3 rounds	-1 to all saves for 3d3 rounds
Succeed by 0-9	+3 to next roll	+1 to all rolls for 1d3 rounds	+1 to all saves for 3d3 rounds
Succeed by 10+	+3 to all rolls for 1d2 rounds	+1 to all rolls for 3d3 rounds	+3 to all saves for 3d3 rounds

In the case of Love, one can be considered victorious if both participants are successful. Still, if one lover does better than the other, the victor may be *charmed* by the loser, as the spell (Will save DC 10 negates).

In the case of War, there can only be one true Victor. Use this table along with the usual attack and damage rolls. The victor may still be respected by the loser, though the loser might also be dead...



MESOPOTAMIAN MAGIC

Mesopotamian clerics and the like can use the following to improve their magical effects.

City Deity: Described under Avatars: Gods Incarnate (p.12), clerics gain a +1 bonus to their spell effects when in a city where their god or goddess is the patron, but a -1 when in a city sacred to another.

Dominant Faith: Owing to the more competitive nature of their religion, whenever a Mesopotamian cleric defeats a cleric of another deity, he or she gains a +1d6 all rolls for the next 1d3 hours, and vice versa if they lose.

Mesopotamian Divination: Studying livers and the stars for 2d3 rounds, the cleric can make an INT check DC 15 to gain a 50% bonus to one aspect of his or her next spell.

Mesopotamian Temple Magic: When at a temple of their god or goddess, Mesopotamian clerics can reroll their magical side-effects and pick which result they wish to use.

Sacred Marriage: Unlike Egyptian divinities, Mesopotamian gods and goddesses often lay with mortals. While this blessing may usually only be available when magical side-effect #10 occurs, clerics can lay together or with a sacred prostitute (if available) for 3d6 turns and have a 50% chance of creating the same effect by channeling their god or goddess through a mortal partner. Whatever the result, an individual may only attempt such a sacred marriage up to once each day, so they should make the most of it!

MARDUK

Lawful God of Usurpation, Empire, Storms, & Growth



Tenets of Marduk

- * Marduk must rule supreme- usurp those who stand in his way
- * Protect your people from monsters, chaos, & other gods
- * Propagate the gardens and growing things too

Clerics of Marduk

Special: Marduk is served by clerics, priests, monks, and paladins.

Allowed Weapons: Scepter (as mace), spear, short bow, net

Allowed Armor: Scale mail or lighter

Holy Symbol: Triangular Spade, Stars, Sirmush, Net

Unholy Creatures: Clerics of other gods

Marduk Mysteries: Up to once per day per level, clerics of Marduk can ignore a spell, other effect, or even attack from a cleric or devout follower of another god or goddess.

Magical Side-Effects

Marduk's magic would supplant that of other gods. Roll 1d12.

1. Sacrifice: Marduk requires a 1 round ritual and offering worth 1d6 gold pieces per spell level for the magic to work. Any item will do though if taken from a follower of another god.

2. Only Marduk: Clerics of other gods within 120' of the spell's casting must make a Reflex save DC 15 or suffer a -3 penalty to all of their spell rolls for the next 1d6 turns.

3. Babylon Idolatry: Marduk likes to be where the action is or at least rule supreme. As a result, either a representation of him must be present or the spell must be cast in a land claimed by those who follow him. If not, then it only has 50% of its normal effect.

4. Zigguratia: A 1d3 x 10' area around where the spell is cast becomes terraced in a way similar to a ziggurat. All those who remain there suffer a -2 to all rolls if not familiar with such things (if they are not Mesopotamian).

5-9. Standard Casting: The magic functions without side-effect.

10. Usurper's Concubine: The spell works normally. If the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god before the next sunrise-double if the act takes place near one of his idols, if she is 'shining', or if she is a follower of another god or goddess.

11-12. Marduk's Vengeance: The spell works automatically for double the effect, range, or duration. In addition, if it would also harm a cleric of another god or goddess, then it gains a +2 bonus to its spell check.

Divine Tests

Servants of Marduk must be ever-ready to protect their people from chaotic, monstrous, and even divine perils!

1-4. Hammurabi encoded the rules for 'an eye for an eye' and now the cleric must suffer for his transgressions. He takes a -1 penalty to all rolls per divine test result (-1 to -4), double (-2 to -8) if this test was triggered by him violating one or more of Marduk's tenets. In any case, these penalties last for 1d6 hours.

5-9. Does the cleric have what it takes to truly serve the Great Usurper? Marduk shall see, causing the cleric to lose access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d5 for each to determine what tasks he must perform in order to regain it:

- [1] One-up at least 1d4+1 followers of another god, preferably Tiamat or Enlil!
- [2] Slay (or help slay) a monster or a non-human being that talks.
- [3] Retrieve a magic item to be given to Marduk's temple, even if it's not Imhullu (Marduk's divine wind weapon).
- [4] Bring a life-size idol of Marduk on an adventure with him for 2d4 hours. It slows movement and must remain unharmed, though it also has a 50% chance of being able to animate briefly each hour!
- [5] Attend to a garden for 2d3 hours, 1d3 hours if it is Hanging or involves separating saltwater from fresh.
- [6] Destroy a symbol or idol of another god or goddess.

10-14. Now the cleric becomes more like his god, permanently. Roll 1d4. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks.

- [1] Becomes green and gain nourishment now as a plant would.
- [2] Gains bird wings, allowing flight at a rate of 50'.
- [3] Gains bull legs, granting a +4 bonus vs. push attempts.
- [4] Gains another set of eyes, ears, or another mouth, doubling his visual, auditory, or gustatory senses.

15-17. Do you know what is written on the Tablets of Destiny? Marduk tasks the cleric to find out, preventing him from using his powers for any other matter until the test is done. Roll 1d4.

- [1] Survive an assassination attempt. It occurs within 1d100 hours' time and causes 3d20 damage. It could be anyone, even the cleric's son- just ask Sennacherib.
- [2] Build or protect a tower or ziggurat for 1 day that is at least 4d6 x 10' tall, encouraging the use of many languages by all within.
- [3] Slay a cleric of another god that is of higher level.
- [4] Outwit Kingu by guessing correctly on a 1 in 5 chance. If the cleric fails, then he can try again the following day.

18+ Down with Tiamat! The cleric may not have to face the demon queen himself, but he does battle one of her abominations alone. The battle lasts for one round per divine test result over 17 and the cleric takes 1d20 damage per round. If he survives, then he gains +5% experience and great respect.

Cleric Spells (Marduk)

Clerics of Marduk have access to the following spells:

1st Level (d8): Blessing, Detect Evil, Food of the Gods, Holy Sanctuary, Paralysis, Word of Command, Comprehend Languages*, Flaming Hands*

2nd Level (d12): Banish, Cure Paralysis, Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Detect Invisible*, Enlarge* (plants), Fire Resistance*, Magic Mouth*, Monster Summoning* (sirrush), Strength*

3rd Level (d8): Imhullu (as Bolt from the Blue, but appears as a tornado), Exorcise, Remove Curse, Spiritual Weapon, Breathe Life*, Consult Spirit* (ancestral or fair maiden only), Dispel Magic*, Gust of Wind*

4th Level (d4): Cause Earthquake, Sanctify, Lightning Bolt*, Marduk's Garden Growths* (as Hepsoj's Fecund Fungi, but all effects appear as plants instead)

5th Level (d4): Righteous Fire, Summon Avatar (Marduk), Weather Control, Whirling Doom

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Avatar of Marduk

Init +5
Atk scepter +29 (5d10+7; +5 vs. other Avatars)
AC 26
HD 22d10
MV 30'
Act 2d20
SP Marduk cleric spells/ abilities (+21 spell check), immune to harmful cleric effects, may exhibit Divine Test results 10-14 (10% chance for each)
Fort +21
Ref +12
Will +17
AL L

Avatars of Marduk often appear as strong men, though some are green, winged, bull-legged, or even bear extra eyes, ears, and mouth (10% chance of each). However they look, they are hostile to monsters and those who follow other gods. Still, they are friendly to followers of Marduk, even granting them the use of an Imhullu spell (see above) if they will soon face followers of Tiamat, chaos, or any other gods really.



Anzu

Init +9
Atk claws +11 (1d8+6)
AC 17
HD 8d12
MV 20' (110' fly)
Act 2d20
SP Breathe fire or water for 2d6 damage, pick pockets as 12th level thief, cause fear
Fort +10
Ref +6
Will +9
AL C!

With dead eyes, these winged fiends are the bane to all that's good and holy. Whether it has the head of an eagle, a lion, or a hound- who cares? It can breathe both fire and water! Anzuz particularly enjoy stealing precious items from people and hiding them. Their sire, the original and enormous Anzu, even stole the

Tablet of Destinies and stripped the father of the gods of his ideal creative organ, an incredible example of picking pockets indeed!



Apkallu

Init +3
Atk none
AC 14
HD 7d10
MV 30' (90' fly)
Act 2d20
SP Enki cleric spells/abilities (+12 spell check), wise, half-fish form
Fort +8
Ref +7
Will +12
AL N

Sagely bird men, they are servants of Enki, but rivals of Marduk. Apkallu bring civilization and moral code, advising those who will listen, holding buckets and pineal gland-shaped objects to prove their points. They have great clerical power and can also take on half-fish form, allowing them to breathe water and swim instead.



Sirrush

Init +7
Atk gore +6 (2d8+4), claws +3 (1d4+2), bite +4 (1d6+3)
AC 15
HD 4d12
MV 50'
Act 3d20
SP poison (50% chance), detect invisible, cause fear
Fort +7
Ref +6
Will +2
AL N

These dragon-eagle-lion-snake hybrids are especially sacred to Marduk. They come in various combinations of head shapes, horns, and even neck lengths, but all are dangerous to those who antagonize them and the ones they protect. Depending on the variety, a sirrush can attack with horns, claws, teeth, or a combination of them. 50% are also poisonous (Fortitude save DC 12 or take 1d6 additional damage), while all can see invisible foes.



Mesopotamian Warrior

Init +0
Atk weapon +1 (1d6+1)
AC 14
HD 1d10
MV 30'
Act 1d20
SP +1 to damage and improve AC by 1 per odd level when next to an ally
Fort +1
Ref +1
Will +0
AL varies

Bearing shields and medium armor, Mesopotamian warriors are skilled with axe, short sword, spear, and mace*. They thrive on close organization to both ensure victory and avoid the vultures, gaining a +1 to damage and improving their AC by 1 per odd level (1st, 3rd, 5th, etc.) when at least 1 ally is adjacent to them.

*Note that their maces do -2 damage to foes with helmets; +2 damage to those without.

NANNA

Lawful God of the Moon & Wisdom (Enzu)



Tenets of Nanna

- * Be just and follow wise counsel
- * Harness the deep phases and feeling of the moon
- * Foretell the future, but accept one's destiny

Clerics of Nanna

Special: Nanna is served by clerics, priests, monks, and mystics.

Allowed Weapons: Staff, club

Allowed Armor: None

Holy Symbol: Crescent Moon, Bull, Lampstand, The Number 30

Unholy Creatures: Chaotic beings

Nanna Mysteries: Clerics of Nanna can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when the moon is visible (a base 50% chance per hour), up to once per day per level.

Magical Side-Effects

Potent and deep like the moon, Nanna's magic is best used by the wise. Roll 1d12.

1. Sacrifice: A ritual and offering are required by Nanna for the spell to work: 1 round and 1d6 gold pieces per spell level. Still, he requires no time and accepts any amount if the offering is of silver, cattle, or beer.

2. Nanna-mantra: Proper intonations must be done for the magic to function, taking 1d3 turns before the spell is cast or soon after.

3. Moon Idolatry: Nanna's glow need be in an auspicious phase for the spell to work normally, otherwise it only functions at 50% strength. If not known whether the phase of the moon is conducive to the spell or not, there is a base 50% chance of it being so.

4. Lunar Shifts: A 1d6 x 10' area around the target of the spell appears as if lit by moonlight, even distorting the size of various individuals and objects therein. The effects last for 1d6 rounds, causing those so lit to suffer either a +2 bonus or a -2 penalty to all rolls (equal chance of each; reroll every round).

5-9. Standard Casting: The magic functions without side-effect.

10. Lunar Concubine: The spell works normally and if the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god before the moon sets again-double if she is of royal blood or is 'great'.

11-12. Wisdom of Nanna: The spell works automatically for double the effect, range, or duration. In addition, if it would coincide very well with the phase of the moon (a base 25% chance), then it gains a +2 bonus to its spell check.

Divine Tests

Sometimes clerics of Nanna need to undergo trials in order to better understand phases and the divine celestial synchronicity.

1-4. For those who lack sufficient wisdom, the moon can have an imbalancing effect. The cleric takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if the moon is full (a 1 in 8 chance). They are reduced by 1 for every hour he spends in meditation.

5-9. Bright order governs the cosmos and also the cleric. He loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability for the next month. Roll 1d6 for each to determine what he must do in order to regain it before then:

- [1] Chant and meditate at a ziggurat or temple for 2d6 hours.
- [2] Assist a follower of Enlil, Ishtar, or Utu, or even a cattle herder.
- [3] Compose a skillful poem to the moon.
- [4] Inspire someone to do a good and righteous deed.
- [5] Observe the moon and/or stars for 1d6 hours.
- [6] Predict a future event (guess a d4 roll- can be retried each hour)

10-14. The light of the moon now shines on you. The cleric permanently becomes a more fitting servant of Nanna. Roll 1d4.

- [1] Gains a beard of lapis lazuli, along with 1 Luck, but it's also quite valuable and may be stolen by thieves.
- [2] Gains 1 Luck, but must always answer everyone honestly.
- [3] Gains 1 Luck and apparent age, taking 1d6 extra rounds to explain anything to anyone who will listen.
- [4] May summon a bull lammasu (q.v.) to serve for up to 1 hour per day, but it will trample anyone it notices doing anything chaotic.

15-17. An even greater task is required, further expounding the wisdom of Nanna. The cleric takes a -2 to all rolls until either the task is completed or a month passes. Roll 1d5.

- [1] Marry (or at least try to marry) a member of royalty.
- [2] Uncover a new piece of wisdom, currently unknown to most.
- [3] Help defeat an Anzu (q.v.), as Nanna's brother Ninurta did.
- [4] Undergo vivid dreams that he must correctly interpret 3 days in a row, requiring a spell check DC 15 each day.
- [5] Become hard to remember by those who fail to make a Will save DC 15. As the man in the moon, this task will always last a month.

18+ An eclipse occurs and the cleric and his companions are sent to a Lunar Realm. The nature of this parallel world is up to the Judge, though the Otherworlds table in Volume II can be used. Upon arriving, they experience a -1 penalty to all rolls per divine test total over 17 due to the change, though the change itself can have far greater consequences. Note that the travelers may not even be aware that they are in a Lunar Realm at first; that is, until they notice the differences. It takes the cleric and his companions 1d6 days to acclimate to the change, at which time the penalty ends. They may also attempt to return to their home Realm through other means before then and be free of the penalty. Of course, if they stay, any attempts they make to point out to the natives how strange the Lunar Realm is will only be labeled as 'lunacy'.

Cleric Spells (Nanna)

Clerics of Nanna have access to the following spells:

1st Level (d12): Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Second Sight (requires a specially prepared animal liver), **Word of Command, Comprehend Languages*, Force Manipulation*** (appears made of moonlight), **Ventriloquism***

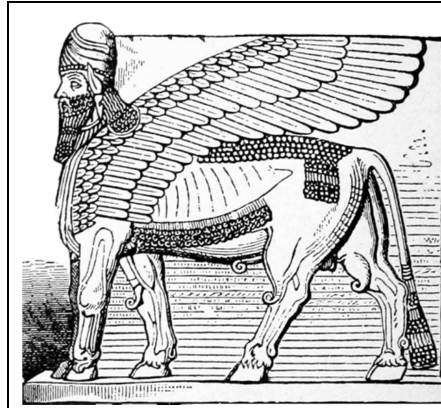
2nd Level (d8): Banish, Cure Paralysis, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, Levitate*, Locate Object*, Phantasm*

3rd Level (d7): Remove Curse, True Name, Breathe Life*, Consult Spirit*, Dispel Magic*, ESP*, Fly* (gains bird wings for the duration), **Planar Step*** (requires moonlight or an eclipse to enter another plane)

4th Level (d2): Sanctify, Wizard Sense*

5th Level (d2): Summon Avatar (Nanna), Mind Purge*

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Lammasu, Bull

Init +1
Atk trample +10
(2d8+8)
AC 14
HD 8d12
MV 50' (fly 70')
Act 2d20
SP Nanna cleric spells/ abilities (+6 spellcheck)
Fort +12
Ref -2
Will +12
AL N

Unlike leonine lammasu, bull lammasu (aka shedu) have the bodies of winged bulls and bearded, male heads. Still, they are very protective, being especially fond of guarding gateways and the goodly. Though they would prefer to dispense wisdom, bull lammasu will bring their formidable strength and clerical abilities to bear as needed.

AVATARS: GODS INCARNATE

Not only do Mesopotamian gods and goddesses often dwell in temples where they are actually washed, fed, and clothed each day by their worshippers, but they are also quite fond of taking mortal mates. Such interactions will grant mortals a +1d6 to all their rolls for the rest of the day (or week if they actually lay with such a divinity). In addition, any offspring will have a +2 bonus to certain ability scores. Such are the benefits of close contact.

Of course, Mesopotamian divinities have their own (divine) spouses and are really only present in avatar form, mainly at their holy cities. In fact, Mesopotamian clerics experience a +1 bonus to their spell rolls when in a city sacred to their god or goddess, though they suffer the inverse when in a city sacred to another divinity.

Divinity	Other Name	Spouse	Holy City	Offspring
Enki ¹	Ea ²	Ninhursag	Eridu	+2 LUCK & PER
Enlil ¹	Ellil ² Ashur ³	Ninlil	Nippur	+2 STR & PER
Ereshkigal ²	Ninkigal ¹	Gugalanna, Nergal	Kutha	+2 LUCK & STA
Ishtar ²	Inanna ¹	Dumuzi	Uruk	+2 STR & PER
Marduk ²	Bel ²	Sarpanit	Babylon	+2 STA & PER
Nanna ¹	Sin ²	Ningal	Ur	+2 INT & LUCK
Utu ¹	Shamash ²	Sherida	Larsa, Sippar	+2 STR & LUCK

1. Sumerian 2. Akkadian/ Babylonian 3. Assyrian

SUMMON AVATAR (New Spell)

A 5th level spell, clerics can call upon a representation of their deity to assist them- an avatar! With a spell check of 20+, the avatar will arrive within 1d10 rounds and help the cleric in a way that fits with the divinity's tenets (rather than necessarily what the cleric would want them to do), remaining for 2d3 turns. Higher spell check results can provide additional benefits, per Judge,





Avatar of Nanna

Init +0
Atk staff +18 (3d8)
AC 22
HD 18d8
MV 30'
Act 2d20
SP Nanna cleric spells/abilities (+24 spell check), immune to harmful mental effects; lapis lazuli beard, winged bull mount (35% chance each)
Fort +10
Ref +2
Will +30
AL N

Wizened and moon-glowing, Avatars of Nanna have beards of lapis lazuli and sometimes ride bull lammasu. They generally treat all with patient justness, though the overly chaotic will be repelled. On the other hand, those who follow the tenets of Nanna well will receive helpful guidance up to once per month.



UTU

Lawful God of the Sun, Truth, Law, & Justice



Tenets of Utu

- * Support truth, it is the cause of law
- * Enact justice, for Utu's light sees all
- * Punish outlaws

Clerics of Utu

Special: Utu is served by clerics, priests, and paladins.

Allowed Weapons: Saw-sword (as short sword), javelin, mace, short bow

Allowed Armor: Scale mail or lighter

Holy Symbol: Sun Disc, Sun Rays, Saw-Sword, Lion, Chariot

Unholy Creatures: Beings of Darkness, Undead, Liars, Lawbreakers

Mysteries of Utu: Clerics of Utu can add 2 to one of their rolls, attributes, saves, or AC bonus for 1 round when in view of the sun, up to once per day per level.

Magical Side-Effects

Sunlight shines and justness reigns in the name of Utu. Roll 1d12.

1. Sacrifice: Utu requires a 1 round ritual and an offering worth 1d6 gold pieces per spell level for the magic to work. He requires no time or special amount though if the offering is cattle- or horse-related, or if it's given freely in appreciation of the law.

2. Civilizing Partner: Like Shamhat, a lover joins the spell's target for 1d6+1 nights, making him feel very pleased but also more civilized: unable to use any nature-related abilities or spells he might have the following day. If the spell is harmful or the target would be inappropriate, then it is the cleric who must become *more civilized*.

3. Sun Idolatry: Utu's light must be at the correct angle for the spell to work. If not, then it functions at half strength. If not known if the angle of the sun is correct, there is a base 75% chance of it being so during the day.

4. Solar Glory: A 1d3 x 10' area around the spell's target becomes bright, burning all who have been unjust (or just non-Lawful) for the last day for 1d3 damage.

5-9. Standard Casting: The magic functions without side-effect.

10. Solar Concubine: The spell works normally and if the cleric would like it to have a 50% bonus to its effect, range, or duration, he can have a woman lay with his god, either before the casting or by the next sunrise- double if she is also 'brilliant' or a 'lioness'.

11-12. Righteousness of Utu: The spell works automatically for double the effect, range, or duration. In addition, if the spell would clearly enforce a law or enact justice, then it gains a +2 bonus to its spell check.

Divine Tests

The cause of truth, justice, and law requires ever-vigilance, and the cleric need do more now.

1-4. Utu sees all and it's best for the cleric to remember that. He takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if he does anything remotely dishonest, unjust, or unlawful. These penalties last for 1d6 hours.

5-9. There is much good to be done beneath the sun's shining rays. The cleric must do so by the next sunrise or else lose access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 2d6 to determine what he must accomplish. If unsuccessful, then the spells are lost for the next 1d3 days:

- [1] Help a traveler or sick person.
- [2] Encourage one who has a low self-opinion.
- [3] Kill a snake, drive a bird away, and/or send a 'demon' running.
- [4] Observe the sun for 1d3 turns, becoming partially blinded for the same amount of time afterwards.
- [5] Defeat an outlaw in a duel at high noon.
- [6] Guard and assist a Naditu (temple nun) for 1d3 hours.

10-15. Utu shines eternal, even when the sun is unseen. The cleric becomes more like him from now on in honor of that truth. Roll 1d4.

- [1] Must see the dawn each day or suffer a -2 to all rolls, though he can also now detect beings of darkness within 60' at will.
- [2] Continually sheds torchlight from his shoulders.
- [3] Must ride in a chariot, heading west for at least 1 turn a day or suffer a -1 to all rolls. Also gains a +1 to all rolls when in a chariot.
- [4] Gains a +2 bonus to turning undead, but may never hide.

17+ The quest for justice is a noble one. Utu requires the cleric to take one up, typically lasting at least 1 week to complete per divine test result over 16. The quest can be whatever the Judge decides and can be included in the normal campaign (if it is just!) In addition, Utu will provide one special boon to the cleric and also to any other faithful on the quest, up to one time when requested. Roll 1d6 to see what it is.

- [1] Receive a magic axe, sword, or bow, like with Gilgamesh, returned when the quest is complete. It has a dweomer of +1d4.
- [2] Receive a prophetic dream, like with Enkidu.
- [3] Be freed from a prison or be polymorphed, like with Dumuzi.
- [4] Automatically hold a monster (no save), as with Humbaba.
- [5] Settle a conflict between two individuals, even between a serpent and eagle, or be able to levitate, like with Etana.
- [6] Create a crack in the earth to either allow escape from it or communication with the dead.

Cleric Spells (Utu)

Clerics of Utu have access to the following spells:

1st Level (d8): Blessing, Detect Evil, Paralysis, Protection from Evil, Resist Cold or Heat, Second Sight (requires specially prepared animal liver), **Word of Command, Solar Missile** (as Magic Missile*, but appears as sunlight, doing damage only to those he can turn)

2nd Level (d8): Banish, Binding, Cure Paralysis, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Fire Resistance*, Flaming Shoulders (as Flaming Hands*, but targets those on either side of the cleric)

3rd Level (d6): Exorcise, Remove Curse, Speak with the Dead, Spiritual Weapon, Fly* (gain glowing wings for the duration), **Solar Bolt** (as Lightning Bolt*, but appears as sunlight, doing damage only to those the cleric can turn)

4th Level (d5): Affliction of the Gods, Cause Earthquake, Sanctify, Scorching Ray*, Sword Magic*

5th Level (d3): Righteous Fire (appears as sunlight), **Summon Avatar (Utu), Weather Control** (more sunny only)

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Avatar of Utu

Init +10

Atk saw-sword +28 (6d10+7)

AC 26 (29 when on chariot)

HD 22d10

MV 40' (chariot 80')

Act 2d20

SP Utu cleric spells/abilities (+20 spell check), immune to harmful light, heat, or negative energy effects, sun chariot (75% chance)

Fort +18

Ref +16

Will +14

AL L

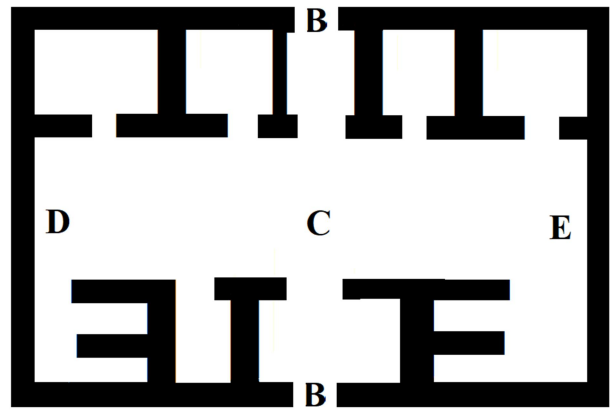
An Avatar of Utu is shimmering and bent on enacting the law, often chariot-mounted, either dispensing justice via word or deed (equal chance of either). Those who hold fast to their support of truth and law will be looked upon kindly, even gaining one of his divine test 17+ benefits if they are on a noble quest. Those who pursue dark and lawless ways will be punished accordingly.



MESOPOTAMIAN TEMPLES

An example with tripartite form, unlike Egyptian ones though, Mesopotamian temples have more variety in floorplans.

A



A. Outside the Temple

Built on a terrace (at least), its corners face cardinal directions and it has buttressed walls. Chances of being:

A high temple, on a ziggurat (50%) Very white (25%)

Built over an older temple (50%) Walled (35%)

Chances of also having a/an:

Barracks or other building related to temple's divinity (25%)

Extra hall located perpendicular to make a T-shape (25%)

B. Doors

These mortals can enter. They're designed so as to require a ninety degree turn in order to then see the cult statue at **area D**.

Chances of them being:

Locked (50%)

Reinforced (35%)

Ornate (25%)

Golden (10%)

C. Main Hall

The offering table is here. It will typically have 1d20 x 100 gold pieces in goods upon it. Chances of the area also having:

1d6 clerics (50%)

1d10 guards (35%)

1d3 courtyards (25%)

1d20 other worshippers (25%)

D. Shrine

Herein stands the cult statue, an idol to the god or goddess of the temple. A door is also along the wall, but only gods are allowed to open it. Chances of it also having:

1d6 clerics (75%)

1d6 qadishtu: sacred prostitutes (50%)

1 animating statue (35%)

a cella: shrine has own chamber (25%)

1 avatar (10%)

E. Far Hall

This area will have a window for astrological gazing and a holy symbol of the temple's divinity. Like **area D**, it will also have a door along the wall for godly use only. Depending on the state or design of the temple, it has chances of also having:

Stairs leading up or down (75%)

1d6 people meditating (50%)

1d6 people engaged in sacred concubinage (35%)

1 beast or monster guardian (25%)

ANUBIS

Lawful God of the Dead



Tenets of Anubis

- * Watch over the dead
- * Ensure proper burial rituals are performed
- * Punish those who dishonor the above

Clerics of Anubis

Special: Anubis is served by clerics, priests, and monks.

Allowed Weapons: Flail, staff, crook (as club), axe (any)

Allowed Armor: Scale or lighter

Holy Symbol: Jackal Head, Imiut Fetish

Unholy Creatures: Undead, Grave robbers

Mysteries of Anubis: Clerics of Anubis wear jackal masks, allowing them to make a bite attack that automatically causes 1d4+1 damage. They may do so up to once per day per level, causing double damage against the undead and grave robbers.

Magical Side-Effects

As with proper burial, Anubis requires proper magic. Roll 1d12.

1. Sacrifice: A ritual and offering equal to 1 round and 1d6 gold pieces per spell level are needed by Anubis for the spell to work. If the offering is funerary in nature or taken from those who dishonor the dead though, then no specific cost or time is needed.

2. Embalmed: A bit of death enters the spell's recipient, making them more mummy-like, but never undead. They gain a +2 STA bonus but also a -10' speed penalty for the next 1d6 turns.

3. Icon: Some representation of Anubis need be present, whether a symbol of him, being in a tomb, or simply seeing a jackal or black dog. Otherwise, the spell only functions at 50% strength.

4. Menacing Aura: A 1d6 x 10' area around the spell's casting grows dark and forbidding. All within must make a Will save DC 15 or flee in terror. The effects end after 2d3 rounds pass.

5-9. Standard Casting: The magic functions without side-effect.

10. Grave Spell: The spell works normally and if cast from a tomb or other place where the dead reside, has a 50% bonus to its effect, range, or duration.

11-12. Light as a Feather: The spell works automatically for double effect, range, or duration. In addition, if it is helpful and cast on one with a light heart or is harmful and cast on one with a heavy heart (both per Judge), then it gains a +2 bonus to its spell check.

Divine Tests

Ever watchful, Anubis demands the same of his clerics.

1-4. Are you vigilant? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he has been derelict in his duties in any way. Whatever the case, the penalties last for 2d3 hours.

5-9. Who will protect the dead? Unless the cleric does two of the following by the next sunset, he will lose access to some of his spells (50% chance for each one) including possibly his turn unholy ability. Roll 2d6 to determine what tasks he needs to perform. If unsuccessful, then the spells are lost for 1d3 days:

- [1] Kill (or at least *gravely* punish) a grave defiler.
- [2] Destroy an undead being.
- [3] Administer proper burial rites.
- [4] Guard a tomb for 1 hour.
- [5] Investigate some mystery for at least 2d3 turns.
- [6] Unmask a criminal publically and declare their name.

10-14. To better guard tombs, the cleric changes to become more like Great Anubis for eternity. Roll 1d4. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks.

[1] Jackal's Head: Treat as if he is always wearing his Anubis mask, allowing the cleric to make 1 bite attack for 1d4 damage per round, as well as causing him to speak in a gruff voice.

[2] Jackal's Senses: Can smell and hear with a +8 bonus, though he will also suffer a -2 to all rolls when distracted by smells, sounds, or cats.

[3] Jackal's Feet: Gains +10' speed, but becomes very territorial, needing to make a Will save DC 10 to not bark at strangers.

[4] Jackal's Hide: His AC improves by 2, but will no longer wear metal armor.

15-17. The cleric undergoes an even greater transformation, never being quite the same again. Roll 1d3.

[1] Mummified I: Becomes immune to disease, poison, starvation, and the like, but will no longer heal naturally.

[2] Mummified II: Becomes immune to all non-magical blunt attacks, but is also (erroneously) considered to be undead for turning and other purposes.

[3] Wepwawet-kind: Becomes wolf-like and white or grayish in color, improving all his Anubis abilities by 1, but also causing him to have to make a Will save DC 15 whenever there is a fallen foe to feed on. If this occurs, then he must feed for 2d3 rounds and he must like it.

18+ Weighing the Heart, Anubis will now make final judgement upon the cleric. He is sent to the Duat (Egyptian Otherworld) for 1 day per divine test result over 17. While there, Anubis will determine if his heart is lighter than a feather (a base 50% chance, modified by the Judge). If so, then the cleric can either be returned to the land of the living with 5% additional experience or experience a pleasant afterlife (player's choice). If not, then he will be consumed by Ammit (see next page).

Cleric Spells (Anubis)

Clerics of Anubis have access to the following spells:

1st Level (d10): **Blessing**, **Detect Evil**, **Paralysis**, **Protection from Evil**, **Resist Heat** (but not cold), **Word of Command**, **Animal Summoning*** (canids only), **Chill Touch***, **Ekim's Mystical Mask*** (using the cleric's jackal mask), **Ward Portal***

2nd Level (d9): **Banish**, **Cure Paralysis**, **Curse**, **Lotus Stare**, **Neutralize Poison or Disease**, **Stinging Stone**, **Detect Invisible***, **Enlarge*** (canids), **Scare***

3rd Level (d6): **Exorcise**, **Remove Curse**, **Speak with the Dead**, **Consult Spirit*** (ancestral or totemic only), **Dispel Magic***, **Eldritch Hound***

4th Level (d6): **Affliction of the Gods**, **Sanctify**, **Hieroglyph of Warding** (as Runic Alphabet, Mortal*), **Polymorph*** (self only-canid forms), **Planar Step*** (to afterlives only), **Sequester***

5th Level (d2): **Summon Avatar** (Anubis), **Thus to Grave Robbers** (as Lokerimon's Unerring Hunter*, but may only be used against those who have defiled tombs and the like)

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.

	Mummy, Egyptian Init -4 Atk slam +9 (2d8+4) AC 17 HD 7d10 MV 15' Act 1d20 SP Mummy rot, cleric spells/abilities (+2d6 spell check), undead traits, cause fear Fort +10 Ref -4 Will +12 AL Any
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More potent than the standard mummy, Egyptian mummies are also intelligent, though they usually seek only to maintain the sanctity of their tombs, using their cleric abilities to do so when their undead ones won't do. Like standard mummies, they also cause a paralyzing fear and their touch inflicts mummy rot. In fact, they often lead said mummies, even if they aren't actually fathers themselves.

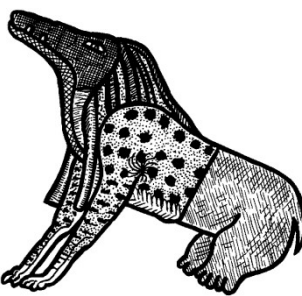
TOMB ENCOUNTERS

Dark burials for the faithful of Anubis to guard, they can be found both within pyramids and without. Roll on or select from the following to see what's inside...

d10	Encounter
1	Atmosphere change (d10): [1] dusty, [2] creepy, [3] moist, [4] strange draft, [5] stuffy, [6] stench, [7] hot, [8] cold, [9] strangely pleasant, [10] reroll twice
2	Passage (d12): [1] ascending, [2] descending, [3] level, [4] narrow, [5] wide, [6] winding, [7] straight, [8] uneven, [9] low, [10] tall, [11] shaft (up or down), [12] reroll twice
3	Chamber (d8): [1-4] small, [5-7] medium, [8] large
4	Notable Feature (d14): [1] air hole, [2] carvings, [3] container, [4] debris, [5] furniture, [6] gallery, [7] pillars, [8] remains, [9] sarcophagus (50% chance of mummy inside), [10] stairs, [11] statue, [12] treasure, [13] vaulted ceiling, [14] reroll twice
5	Hidden: Roll on #2, 3, or 4 above to see what is hidden
6	Mishap (d10): [1] crushing trap, [2] curse, [3] hieroglyph of warding, [4] lack of air, [5] light goes out, [6] gotten lost, [7] pit, [8] poison dart, [9] tasteless design, [10] unstable ceiling or floor (25% chance of collapse)
7	Creature (d10): [1] ammit, [2] bat, [3] beetle, [4] cat, [5] dog, [6] scorpion, [7] snake, [8] sphinx, [9] stone golem, [10] per Judge (75% chance of being large and/or dangerous)
8	Inhabitant (d12): [1] dog man, [2] Egyptian mummy, [3] ghost, [4] guard, [5] other undead, [7] scorpion man, [8] skeleton, [9] snake man, [10] standard mummy, [11] tomb robber, [12] tour guide (75% chance of being especially aggressive)
9	Supernatural (d8): [1] feeling of being watched, [2] ghostly image, [3] ghostly voice, [4] mysterious change, [5] spirit encounter (see Volume II), [6] strange noise, [7-8] unsettling encounter (see Volume I)
10	Reroll twice

	Avatar of Anubis Init +15 Atk bite +26 (5d10+6) AC 23 HD 20d10 MV 40' Act 2d20 SP Anubis cleric spells/abilities (+20 spell check), immune to harmful death or undead effects Fort +15 Ref +18 Will +15 AL L
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Canine and grim, Avatars of Anubis seek to put the dead to proper rest and harshly punish those who don't. Some have the heads of jackals, others, wolves, though often with black fur. However they appear, they dutifully facilitate the natural order of death by enthusiastically biting to death any who would grave rob, desecrate tombs, or engage in necromancy.

	Ammit Init +3 Atk bite +13 (3d10+10) AC 19 HD 10d12 MV 40' Act 1d20 SP Swallow whole, spawn undead, cause fear Fort +10 Ref +2 Will +7 AL C
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With the head of a crocodile, front half of a lion, and rear half of a hippopotamus, these monsters are all too happy to devour the living and the dead. Like the original Ammit who still serves at the side of Anubis, ammits in the mortal world can swallow whole any who they bite that are human-sized or smaller (Will save DC 10 negates). Such victims take 10 damage each round unless freed and if slain, are spat out as animated dead to fight for the ammit (as per the spell: +10 spell check).

BAST

Neutral Goddess of Cats, Protection, & Luxury



Tenets of Bast

- * Guard the home and honor cats
- * Avenge the innocent; toy with all others
- * Indulge in life's many pleasures

Clerics of Bast

Special: Bast is served by clerics and priests.

Allowed Weapons: Whip, dagger, club, sling

Allowed Armor: Leather or lighter

Holy Symbol: Cat, Lion, Sistrum (shaker-rattle)

Unholy Creatures: Those who have invaded a home or a homeland

Mysteries of Bast: Clerics of Bast wear catlike masks, improving their Agility by 1. In addition, they can use the skills of a thief of equal level for 1 round per level, up to nine times per week.

Magical Side-Effects

Whether providing for those who need helping or helping others to provide, Bast's magic often requires something special. Roll 1d12.

1. Sacrifice: Bast calls for a ritual and an offering first that includes 1 round and 1d6 gold pieces per spell level. If the offering is an ointment or cat-related though, then no time or gold piece equivalent is required.

2. Meow Pleasure: The cleric must do something sensual and new for at least 2d6 rounds, either at the time of casting or soon after. Who would want the magic to function any other way?

3. Cat Icon: A representation of Bast need be present, whether a symbol of her, being in a home, or seeing a cat of some sort. Otherwise, the spell only functions at 50% strength.

4. Caterwaul: All within 1d6 x 10' of the casting must make a Will save DC 15 or immediately engage in some sort of catty behavior for the next 1d3 rounds. In any case, the cat will then be out of the bag.

5-9. No Side-Effect: The magic functions normally this time.

10. Home Magic: The spell works as usual and if cast from the cleric's home or lair, it can gain a 50% bonus to its effect, range, or duration.

11-12. Purr-fection! The spell works automatically for double the effect, range, or duration. In addition, if the Bast cleric is able to give the spell's recipient a tongue bath for at least 1d3 rounds soon after, then it gains a +2 bonus to its spell check.

Divine Tests

Has the cleric taken good care of both the innocent and enjoying her earthly pleasures? Bast will see!

1-4. So many to protect, so many luxuries to indulge in, such little time. The cleric takes a penalty to all her rolls equal to her divine test result (-1 to -4), double (-2 to -8) if she isn't following Bast's tenets closely. In any case, the penalties last for 2d3 hours.

5-9. What to do next? The cleric loses access to some of her spells (50% chance for each one) including possibly her turn unholy ability. Roll 1d6 for each to determine what she need do in order to be able to use it again:

- [1] Care for or avenge a cat, ever protecting the divine Mau.
- [2] Outwit a serpent (animal or otherwise), as is the way of Mafdet.
- [3] Partake of sweet smells, in honor of her son Nefertem.
- [4] Defeat a foe in battle, as would Maahes, her other son.
- [5] Indulge in a new luxury, as they do at Bubastis.
- [6] Seduce and leave a man with just his clay pot, as was Setna.

10-14. The cleric becomes more like Great Bast. Each result also causes her a cumulative 25% chance of acting in an impulsive and selfish way during each encounter, much to the chagrin of her companions (she's now very hard to herd). Roll 1d4.

- [1] She-Cat: Treat as if she is always wearing her cat mask, allowing her to permanently have the skills of a thief of 2 levels lower, as well as granting her +1 Bast Personality.
- [2] Cat Eyes: Can now see in the dark and can also use them for hypnotic effect on up to one foe per round, Will save DC 15 negates, lasting as long as she keeps eye contact.
- [3] Cat Body: Gains an additional 3 Agility and can make an extra claw attack for 1d3 damage each round.
- [4] Nine Lives: Can now make a Reflex save DC 15 to avoid any type of peril, up to nine total times altogether.

15-17. Cattier tests arise for Bast's faithful. Afterwards, will the cleric wind up on all fours? Roll 1d3.

- [1] Way of Sekhmet I: She becomes stronger and more leonine, gaining +1 Strength and Stamina, but also causing her to have to make a Will save DC 15 whenever she sees a fallen foe. If she fails, then she must feed on them for 1d3 rounds before spending 1d3 additional rounds lounging.
- [2] Way of Sekhmet II: She gains a bite attack that she can make for 1d4 damage each round, though horses and other prey animals will flee from her from now on.
- [3] Great Hairball! She perhaps groomed herself too much. The cleric has 3 rounds to successfully cough up a hairball (by making a Reflex save DC 15) or she will be reduced to zero hit points.

18+ Time for a festival, the Bubastis way! Within 1d6 hours, a great celebration will occur. For 1 day per divine test result over 17, the cleric must administer to it, involving much drink, dance, music, and 'raising of the skirts'. All women (and likely many men too) within 1 mile will participate and are freed of all constraints, though the cleric may only use her powers to assist in the festival's success- to make sure it's not a *catastrophe*. Though not as wild as a Bacchanal (q.v.), much disruption and flash-taunting will likely occur (a base 5% chance per 10 participants).

Cleric Spells (Bast)

Clerics of Bast have access to the following spells:

1st Level (d12): **Blessing**, **Detect Evil**, **Detect Magic**, **Food of the Gods**, **Holy Sanctuary**, **Paralysis**, **Protection from Evil**, **Resist Heat** (but not cold), **Animal Summoning*** (felines only), **Charm Person***, **Ekim's Mystical Mask*** (using the cleric's cat mask), **Feather Fall*** (requires a wall nearby)

2nd Level (d10): **Banish**, **Cure Paralysis**, **Curse**, **Lotus Stare**, **Neutralize Poison or Disease**, **Restore Vitality**, **Detect Invisible***, **Enlarge*** (felines), **Invisibility***, **Ward Portal*** (in homes only)

3rd Level (d7): **Exorcise**, **Remove Curse**, **Consult Spirit*** (fair maiden, fey, or totemic only), **Dispel Magic***, **Locate Object***, **Planar Step*** (same plane of existence only), **Sequester*** (in homes)

4th Level (d2): **Sanctify**, **Polymorph*** (self only- feline forms)

5th Level (d2): **Summon Avatar** (Bast), **Whirling Doom** (+2 damage when used to protect a home)

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Sphinx, Egyptian

Init +1
 Atk claws +12 (3d6+6),
 bite +16 (4d6+6)
 AC 13
 HD 14d12
 MV 50' (fly 120')
 Act 2d20
 SP Cleric spells/
 abilities (+1d6 spell
 check), winged (50%
 chance), cause fear
 Fort +12
 Ref +6
 Will +12
 AL L

Unlike their Greek counterparts, Egyptian sphinxes are stalwart guardians of temples of the Gods rather than challengers of mortals via deadly riddles and exposed bosoms. And unlike even the leonine lammasu, ram-headed criosphinxes, or hawk-headed hieracosphinxes, Egyptian sphinxes wear headdresses on their human heads (whether male or female), granting them 1d6 cleric levels. They are also much larger, sometimes having part of their noses fall off (a base 20% chance). What is more, 50% are winged and can fly at a rate of 120'.

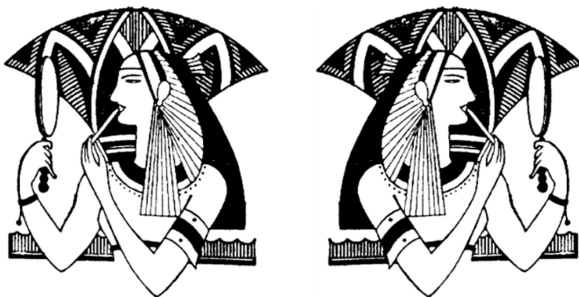




Avatar of Bast

Init +20
 Atk claws +18/+18 (3d8+2)
 AC 25
 HD 18d8
 MV 40'
 Act 2d20
 SP Bast cleric spells/abilities (+20
 spell check), immune to controlling
 effects, thief abilities (level 18)
 Fort +10
 Ref +30
 Will +10
 AL N

Avatars of Bast are feline and sensuous, and will either be on a mission of protection, engaging in some sultry pleasure, or both! Some have actual cat or even lioness heads, though others appear instead as attractive women with cat or lioness masks. No matter what form they take, Bast Avatars will aid the innocent and make sourpusses of those who get in their way.



INN COUNTERS (INN ENCOUNTERS)

As second homes and places of comfort and pleasure, inns are sacred to Bast. And as such, results can pertain to the place itself or even to the company that is found there. Roll on each table below.

d30	Encounter Quality				
1	Mystical	11	Mysterious	21	Dirty
2	Beautiful	12	Sultry	22	Strange
3	Great	13	Playful	23	Serious
4	Intoxicating	14	Tantalizing	24	Catty
5	Exotic	15	Acrobatic	25	Silly
6	Opulent	16	Spicy	26	Unpleasant
7	Fine	17	Enchanted	27	Costly
8	Comfortable	18	Clean	28	Rude
9	Free	19	Sweet	29	Spiteful
10	Memorable	20	Annoying	30	Awful

d30	Encounter Type				
1	Bath	11	Garments	21	Servant
2	Beauty	12	Guest	22	Shrine
3	Bust	13	Jewels	23	Slave
4	Cleric	14	Meal	24	Song
5	Companion	15	Noble	25	Stranger
6	Dance	16	Official	26	Tale
7	Drink	17	Pet	27	Thief
8	Elder	18	Rest	28	Trophy
9	Furniture	19	Scene	29	Warrior
10	Game	20	Scent	30	Youth

For example, a roll of 4 on the first table and a 1 on the second would indicate that an 'intoxicating bath' has been encountered, while a roll of 12 and 3 would be a 'sultry bust'.

HORUS

Lawful God of Unity, the Sky, Vengeance, and Nobility



Tenets of Horus

- * Unify all, reflecting the celestial order
- * Behave in a noble manner
- * Seek vengeance upon the forces of evil, especially Set

Clerics of Horus

Special: Horus is served by male clerics, monks, and paladins.

Allowed Weapons: Khopesh (as scimitar), staff, spear, javelin, mace, short bow

Allowed Armor: Scale mail or lighter

Holy Symbol: Eye of Horus, Crown

Unholy Creatures: Followers of Set and other fell cults

Mysteries of Horus: Clerics of Horus wear falcon masks, allowing them to automatically hit an evil foe, up to once per day per level, in the name of avenging those who have been wronged.

Magical Side-Effects

Righteous action is often required, magic included. Roll 1d12.

1. Sacrifice: 1 round of ritual and 1d6 gold pieces in offering per spell level are needed by Horus for the magic to function. If the offering is from one genuinely seeking retribution though, then no time or gold piece equivalent is needed.

2. Vengeance: In order for it to work, the spell must either harm someone who has wronged the cleric or help resolve a wrong done unto another.

3. Icon: An aspect of Horus needs to be present, whether a symbol of him, being amongst Egyptian nobility, or seeing a falcon of some sort. Otherwise, the spell only functions at 50% strength.

4. Sky Aspect: A 1d3 x 10' area around the spell's target reveals a clear sky, causing all Chaotic types to suffer a -3 AC penalty for the next 2d3 rounds.

5-9. Standard Casting: The magic functions without side-effect.

10. Noble Sky: The spell works normally and if cast under the open sky or from within a chariot, has a 50% bonus to its effect, range, or duration.

11-12. Unification of Horus: The spell works automatically for double the effect, range, or duration. In addition, if the spell would harm a chaotic or otherwise divisive being, then it gains a +2 bonus to its spell check.

Divine Tests

Horus struggled for just, noble vengeance, and so too must his cleric.

1-4. How much unification have you brought? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he isn't doing something to unify, protect, or avenge those who are noble or to defeat Set's forces. The penalties last for 2d3 hours.

5-9. There is much vengeance to be done. Unless the cleric does two of the following by the next sunrise, he will lose access to some of his spells (50% chance for each one) including possibly his turn unholy ability. Roll 2d6 to determine what tasks he need perform. If unsuccessful, then the spells are lost for 1d3 days:

- [1] Serve a noble for 1 hour (or a person with noble traits).
- [2] Defeat a follower of Set (or similar divinity), whether in battle or by outwitting him (especially by using life fluids!)
- [3] Unify at least two people, whether politically or socially, having them cast aside differences in order to work together.
- [4] Enact retribution for some wrong made against himself.
- [5] Avenge some wrong made against an innocent.
- [6] Stand beneath the open sky for at least 1d3 hours.

10-14. To become a nobler avenger, the cleric becomes forevermore like Great Horus. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks. Roll 1d4.

- [1] Falcon's Head: Treat as if he is always wearing his Horus mask, granting the cleric great eyesight (+6 to such rolls) along with a +2 bonus to all ranged attack rolls.
- [2] Falcon's Eye: Can detect evil now at will, as per the spell, calling upon the Eye of Horus.
- [3] Falcon's Wings: Gains the ability to fly at a rate of 70'.
- [4] Falcon's Crown: Gains a +6 to all rolls to befriend and parlay with nobles as long as it's worn.

15-17. One of the Four Sons of Horus takes interest in the cleric, granting both benefit and restriction. Each one gives a bonus to certain saves, but also a -1 penalty to all rolls when facing opposite the listed direction from now on. Roll 1d4.

- [1] Duamutef: +6 to saves vs. fear and elemental magic; East
 - [2] Hapy: +6 to saves vs. gasses and death magic; North
 - [3] Imsety: +6 to saves vs. disease and charm magic; South
 - [4] Qebehsenuef: +6 to saves vs. poison and nature magic; West
- For example, if the cleric was so affected by Hapy, then he would gain the listed save bonuses but also a -1 penalty to all rolls whenever he faced south.*

18+ Avenge! The cleric gains a +4 bonus to all of his ability scores and must immediately go on a spree of vengeance, attacking any who have wronged him or other noble types. This lasts for 1 day per divine test total over 17 and no quarter is given! Those who truly seek forgiveness will be punished, but not slain, while those who don't shall meet their final end if the cleric has his way.

Cleric Spells (Horus)

Clerics of Horus have access to the following spells:

1st Level (d10): **Blessing, Detect Evil, Paralysis, Protection from Evil, Resist Heat** (but not cold), **Word of Command, Animal Summoning*** (avians only), **Comprehend Languages***, **Ekim's Mystical Mask*** (using the cleric's falcon mask), **Enlarge***, **Feather Fall***

2nd Level (d11): **Banish, Cure Paralysis, Curse, Divine Symbol, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, Stinging Stone, Detect Invisible***, **Enlarge*** (avians), **Strength***

3rd Level (d6): **Bolt from the Blue, Remove Curse, Spiritual Weapon, Dispel Magic***, **Eternal Champion*** (causing the cleric to become one), **Fly***

4th Level (d3): **Affliction of the Gods, Sanctify, Polymorph*** (self only- avian forms)

5th Level (d2): **Summon Avatar (Horus), Whirling Doom** (+2 damage vs. Chaotic types)

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.

	Avatar of Horus Init +7 Atk khopesh or javelin +29 (6d10+5) AC 26 HD 22d10 MV 30' (fly 110') Act 2d20 SP Horus cleric spells/abilities (+20 spell check), +7 to all rolls vs. those who have harmed him Fort +19 Ref +17 Will +15 AL L
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No matter the coloration of their noble falcon heads, Horus Avatars will invariably be on a mission of unification. Whether this involves peacefully helping to unite disparate factions or violently engaging in righteous vengeance, they aim to make the end result the same. Consequently, followers of Set and similar deities will be attacked on sight, while those who are especially noble and committed to unity will receive the benefits of one of the Four Sons of Horus (divine test results #15-17) instead.

CHARIOT WARFARE



The fast and heavy-hitters of Egyptian, Mesopotamian, and similar armies, chariots grant their crews an AC bonus of 4 and a movement speed of 80'.

What is more, one man can drive and use a shield (providing even better AC) while another can throw spears or fire a bow, making

chariots as deadly as they are mobile. It is no wonder that these elite units are of noble stock.

Still, chariots require open spaces to operate effectively and those spaces need to be generally flat. If not or if a wheel is damaged, then it loses its advantages, making it easy prey for infantry.

Monks & Paladins (and Anti-Paladins)

Monks and paladins, despite any rules listed elsewhere, can also be cleric variants, much as priests, witches, and mystics are. Unlike the latter though, paladins and monks are very martial and only a little magical.

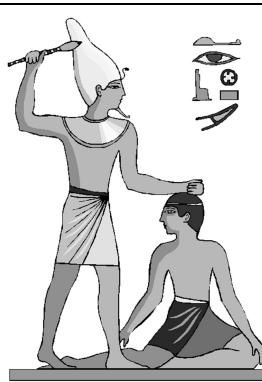
Both monks and paladins know just one 1st level spell on their divinity's list per level, treating lay on hands as a spell that they can select in this case. Still, they suffer a -3 penalty when attempting to cast any spells. In addition, they cannot turn unholy creatures, use their divinity's mysteries, nor use any of the special abilities detailed in this book. Still, they do experience magical side-effects, as well as divine tests, taking the latter very seriously.

In return, they gain other abilities instead:

Monks: cannot wear any armor, nor indulge in pleasures, but add their level to their AC bonus and can also make a stun attack each round (unarmed or with a blunt weapon). If they hit, then the foe must make a Fortitude save with a DC equal to the damage done or be stunned for 1 round. Monks can also sneak silently, hide in shadows, and climb sheer surfaces as a thief of equal level.

Paladins: use a warrior's attack die, can wear any armor, and can smite those who clerics of the same divinity can turn. Against such despicable foes, they gain a +2 bonus to their attack roll and add their level + 2 to damage.

Anti-paladins: follow the same rules for paladins, except that they serve demon lords, etc. instead.

	Egyptian Warrior Init +2 Atk weapon +1 (1d6+1) AC 12 HD 1d10 MV 30' Act 1d20 SP +1 to hit and improve AC by 1 per odd level when in Egyptian lands and lightly armored Fort +0 Ref +2 Will +0 AL varies
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Bearing just a shield and perhaps some padded armor, Egyptian warriors instead trust more to the protection of the Gods and their connection to their lands, which they consider ideal. In such situations, they gain a +1 to hit and improve their AC by 1 per odd level (1st, 3rd, 5th, etc.) They otherwise wield spears, bows, axes, and khopesh (treat as scimitars).

	Phoenix (Bennu) Init +6 Atk spit fire +14 (3d8+3) AC 19 HD 12d10 MV 240' fly Act 2d20 SP Immune to fire, touch causes 1d6 fire damage, resurrection Fort +8 Ref +12 Will +11 AL L
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These huge firebirds are generally peaceful unless disturbed. When that happens, they are only too happy to breathe solar fire upon such interlopers and then quickly depart, wreathed in holy light and burning feather. Fools who try to slay them will only make an eternal enemy, for each phoenix will simply be reborn from its ashes within 1d4 rounds after death.

ISIS

Lawful Goddess of Kindness, Motherhood, & Magic



Tenets of Isis

- * Be kind to others, promoting Ma'at (harmonious truth)
- * Be a stable throne for your spouse and children
- * Defeat the forces of Set

Priestesses of Isis

Special: Isis is served by priestesses and mystics.

Allowed Weapons: Staff

Allowed Armor: None

Holy Symbol: Tyet (knot of Isis), Throne, Wings, Lotus, Ankh

Unholy Creatures: Those who would do harm

Mysteries of Isis: Priestesses of Isis can add 1 to one of their spell's aspects, up to once per day per level. In addition, whenever they use the secret name of a target, the save is 6 harder, whether they use this mystery or not.

Magical Side-Effects

The magic of Isis is potent, but generally benevolent. Roll 1d12.

1. Sacrifice: Isis requests a ritual and an offering first: 1 round and 1d6 gold pieces per spell level. If the spell would promote healing, wisdom, or protection though, then no time or gold piece equivalent is needed.

2. Merciful Way: The magic must be helpful, or at least not harmful, in order for it to occur. In any case, a sign of Isis will be shown.

3. Icon: Something sacred to Isis need be present, whether one of her symbols, a representation of her, or the like. Otherwise, the spell only functions at 50% strength.

4. Aura of Enchantment: All within 1d6 x 10' of the spell's casting gain a +1d3 bonus to the next magic related roll they make.

5-9. No Side-Effect: The magic functions normally.

10. Revealing Magic: The spell works normally and also grants the priestess knowledge of the target's secret name (see Mysteries of Isis, above).

11-12. Paradisis: The spell works automatically for double the effect, range, or duration. In addition, if it would help another, then it gains a +2 bonus to its spell check.

Divine Tests

Being kind to others is key, but the priestess must be ready to deal with dangers too.

1-4. It seems the priestess needs a better understanding of Ma'at. She takes a penalty to all her rolls equal to her divine test result (-1 to -4), double (-2 to -8) if she isn't being good, kind, and honest. The penalties last for 2d3 hours.

5-9. There is more to do for the priestess to realign with her goddess. She loses access to some of her spells (50% chance for each one) including possibly her turn unholy ability. Roll 1d6 for each to determine what she need do in order to regain it:

[1] Truly forgive one who has wronged her or a love one.

[2] Make a pilgrimage to an island or holy place.

[3] Interpret another's dream (requiring a spell check DC 15; if failed, it can be attempted again the next day).

[4] Help one in need.

[5] Burn someone's feet (5% chance of also granting immortality).

[6] Foil a follower of Set or other hostile divinity.

10-14. The priestess becomes more like Great Isis, bearing her adornment from now on. Each result also causes her a cumulative 25% chance of being unable to fit in an enclosed area or run in a situation where she might need to (only being able to walk in Egyptian fashion instead), along with the listed benefits. Roll 1d4.

[1] Hathor Horned: Gains long cow horns, allowing her to counterattack for 1d8 damage any who engage her in melee first.

[2] Throne Crowned: Becomes more physically stable, granting her a +4 bonus to all rolls to resist tripping, being pushed, or falling, thanks to the unique crest she now has.

[3] Winged Arms: Can now fly at a rate of 70', but has a -3 penalty to spell checks while doing so, since she needs her arms to do it.

[4] Horus Child: Becomes pregnant or, if male or already pregnant, a related woman does so. In any case, the child will be born with a +2 bonus to spell checks and Personality.

15-17. In order to spread goodness, the priestess of Isis must face great evil. Roll 1d4.

[1] She loses her husband or closest male equivalent. The priestess has a base 50% chance of finding him 1d6 days later with only a 50% chance of him being hacked to pieces.

[2] Visited by 7 scorpions, she must give them hospitality for the night. The scorpions won't harm the priestess and will even protect her, though they have a 10% chance of stinging anyone else they might encounter (having to make a Fortitude save DC 15 or die)!

[3] She must teach a cleric of Astarte (Ishtar) or other foreign goddess a new hairstyle or simply how to strike a pose on a chariot, taking 2d3 turns once one is located. Until then, the priestess suffers a -3 penalty to all rolls.

[4] From now on, she appears as an old peasant woman to any who don't know her already. They must make a Will save DC 15 or otherwise mistake her for one.

18+ An Avatar of Set (q.v.) arrives within 2d3 turns to attempt to hunt down the priestess and dismember her husband, if any. This lasts for 1 day per divine test total over 17. The Set Avatar will also target any who attempt to interfere, especially other followers of Isis, along with followers of Osiris or Horus.

Spells (Isis)

Priestesses of Isis have access to the following spells:

1st Level (d16): Blessing, Detect Evil, Detect Magic, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Resist Heat (but not cold), Second Sight, Charm Person*, Comprehend Languages*, Feather Fall*, Mending*, Message*, Shield*, Sleep* (those affected may not be harmed though)

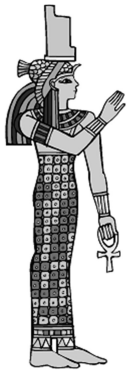
2nd Level (d6): Banish, Cure Paralysis, Neutralize Poison or Disease, Restore Vitality, Snake Charm, ESP*, Levitate*

3rd Level (d8): Exorcise, Remove Curse, Consult Spirit* (ancestral, angelic, fair maiden, fey, elemental, or totemic), **Dispel Magic*, Eldritch Hound*, Fly*, Hieroglyph of Warding** (as Runic Alphabet, Mortal or Fey*), **Planar Step*, Transference***

4th Level (d2): Sanctify, Wizard Sense*

5th Level (d4): Summon Avatar (Isis), Weather Control (with a +6 bonus if the priestess's hair is braided), **Magic Bulwark*, Warp & Weft***

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural 1.



Avatar of Isis

Init +7
Atk none
AC 21
HD 18d8
MV 30'
Act 2d20
SP Isis priestess spells/ abilities (+25 spell check), immune to harmful magic effects that cause direct damage, Isis divine test results #10-14 (25% chance for each)
Fort +10
Ref +10
Will +29
AL L

Deeply beautiful, potent, and motherly, Avatars of Isis bring joy and support wherever they go. Many have one or more of the special Isis adornments (horns, throne crown, wings, or Horus child). No matter her appearance though, Isis Avatars will aid those they meet, unless of course they are followers of evil.



ALTERNATE MAGICAL SIDE-EFFECTS

Though a wide variety of things can happen or be required when a cleric call's upon the power of his or her divinity, sometimes the same result can occur twice or even thrice in a row. To prevent such repetition, Egyptian, Mesopotamian, or clerics of any culture can reroll on the following table instead.

1. Judgment of the Gods: The magic requires that the universal balance be met. The caster triggers a divine test.

2. Sacrament: The spell will only work if a specific item or substance is used. The cleric can make an INT check DC 15 to see if it is on hand, otherwise he or she will need to acquire it. There's also a base 15% chance of it being psychotropic.

3. Ceremony: It is now incantations and rites of purification that are needed, requiring 2d2 additional rounds before the spell can be cast. If the cleric has specifically purified him or herself that day though, then only 1 additional round is needed.

4. Trial: Various beliefs and spirits can vie for power in the mortal world. Unless the cleric succeeds at a spell check DC 15, then he or she must take 1d3 damage to have the magic work.

5. It is Written: The cleric must scribe something upon stone or a scroll, taking an additional 1d4 rounds to cast the spell. As long as the writing lasts, the cleric need not write it again if casting the same spell on the same target.

6. Effigy: It is now a physical representation of the target that must be made, though only if the spell would be harmful. If so, treat as result #5 above. If not, then the spell has no side-effect

7. When the Gods Decree: The spell's effects occur d20 - the cleric's level hours later.

8. Patience is Next to Godliness: The spell's effects occur d20 - the cleric's level minutes later.

9. A Moment Longer! The spell's effects occur d20 - the cleric's level rounds later.

10. Succor of the Gods: The spell works and if the caster adds one of side-effects #1-7 above, then it can gain a 50% bonus to one of its aspects.

11. Blessing of the Gods: The spell works and if the caster adds one of side-effects #1-8 above, then one of its aspects can be doubled.

12. Great Blessing of the Gods: The spell works and if the caster adds two of side-effects #1-9 above, then two of its aspects can be doubled and it gains a +2 bonus to its spell check.



EGYPTIAN MAGIC (HEKU)

Egyptian clerics and the like can use the following.

Egyptian Temple Magic: when at a temple of any Egyptian god or goddess, Egyptian clerics can reroll their magical side-effects, but must take the second result.

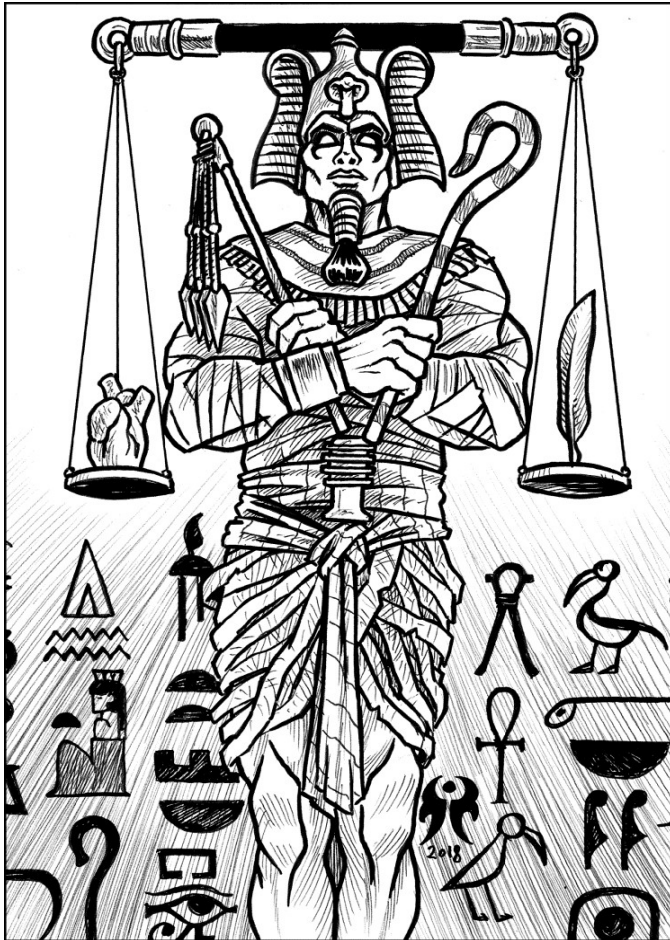
Lawful Magic: Lawful Egyptian clerics can roll a side-effect for each of their spells at the beginning of the day. The spells will then have that same side-effect throughout the day, allowing the cleric to plan ahead. With the Judge's permission, Lawful clerics of other cultures can do the same.

Story Magic: Legends create the world. If the Egyptian cleric can show how his or her spell reenacts something that has occurred in myth, then he or she can double one of its aspects.

The Eye of Ra: With its pineal gland associations, Egyptian clerics can take an extra round to harness the sun god's potency by making a spell check DC 15, gaining a 25% bonus to one aspect of their spell if successful.

OSIRIS

Lawful God of Life, Death, Growth, & Resurrection



Tenets of Osiris

- * Embrace life and the fertile growing things
- * Honor death, whether temporary or final
- * Be reborn either to greater truth or the Afterlife itself

Priests of Osiris

Special: Osiris is served by priests, monks, and mystics.

Allowed Weapons: Crook (as club), flail

Allowed Armor: Bandages only (treat as padded)

Holy Symbol: Djed (colorful pillar), Crook & Flail, Mummy, Ankh

Unholy Creatures: Undead, Demons

Mysteries of Osiris: Priests of Osiris can add 2 to one of their spell's aspects, saves, or ability checks if they are in a fertile place, up to once per day per level.

Magical Side-Effects

The power of Osiris revolves around the cycles of life. Roll 1d12.

1. Sacrifice: Osiris calls for 1 round and a 1d6 gold piece offering per spell level for the magic to work. If a sacred cake and ale is available to represent the body and blood of Osiris though, then it can be consumed immediately instead like a eucharist.

2. Short Rebirth: The priest must sleep for 1d3 turns, either immediately after casting the spell or before the next dawn.

3. Icon: A representation of Osiris must be present, whether one of his symbols, a representation of him, plants, or the like. If not, then the magic only functions at 50% strength.

4. Sacred Feeling: Those within 1d6 x 10' of the spell's casting gain a +2 bonus to all non-physical rolls for the next 2d3 rounds.

5-9. Standard Casting: The magic occurs without side-effect.

10. Rejuvenative Magic: The spell works normally and if it would be used to foster or heal life, has a 50% bonus to its effect, range, or duration.

11-12. The Ultimate Transition: The spell works automatically for double the effect, range, or duration. In addition, if its casting is a matter of life or death, then it gains a +2 bonus to its spell check.

Divine Tests

Like Osiris, the priest must die and rise, whether figuratively or literally.

1-4. The time for renewal is at hand. The priest takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he resists the change (a base 50% chance). In any case, the penalties last for 2d3 hours.

5-9. Reaping or sowing, more of the priest is now given unto Osiris. He loses access to some of his spells (50% chance for each one) including possibly his turn unholy ability. Roll 1d6 to determine what he needs to do in order to be able to use each one again:

- [1] Administer proper rituals for 2d3 turns.
- [2] See to a proper burial or visit a tomb.
- [3] Stand in a river for 1d3 turns.
- [4] Attend at a temple for 1d3 turns.
- [5] Give 50% of his current wealth to the poor.
- [6] Cause 1d3 damage to himself, representing Osiris's trials.

10-13. From now on, the priest takes on the ways of Great Osiris. Each result also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits. Roll 1d4.

[1] **Green Man:** His skin turns green, allowing the priest to regenerate any damage at a rate of 1 per turn. The use of fire or separating his body parts will certainly prevent this though.

[2] **Ram Horned:** Like Banebdjedet, he now gains curling horns, allowing the priest to counterattack for 1d6+1 damage any who engage him in melee first.

[3] **Mummy Wrapped:** Though his speed decreases by 10', the priest can now also ignore 1 damage from any attack each round except fire.

[4] **Wenennefer:** The now-high priest may keep fighting (or being otherwise useful) even if reduced to zero or fewer hit points. He may do so for up to 1 turn until beginning the death process, unless healed before then.

14-17. The priest must undergo an ordeal like that of Osiris himself. Roll 1d3.

[1] **Stuck in a box,** he must be found and freed by his love ones, having a base 10% chance per hour of searching. Unless found by then, he will die in his Stamina divided by 3 hours.

[2] **He has a random body part hacked off,** causing the loss of it and at least 3d6 damage. Restorative magic will likely be needed; that is, if the priest even still lives.

[3] **Becoming comatose,** the priest's companions must enact a Passion Play for 2d5 hours to revive him.

18+ The priest is slain and dead for at least 1 day per divine test result over 17. Treat him as being properly buried and mummified in this case. He then goes through the Afterlife Encounters process (see next page). Upon reaching the Afterlife, he may be resurrected rather than remain there if he so wishes. If he does so, then the priest may automatically return to the Afterlife when he dies again.

Spells (Osiris)

Priests of Osiris have access to the following spells:

1st Level (d9): Blessing, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Resist Cold (but not heat), **Second Sight, Magic Shield*, Ropework*** (using vines)

2nd Level (d6): Cure Paralysis, Neutralize Poison or Disease, Restore Vitality, Snake Charm, Wood Wyrding, Enlarge* (plants), **ESP***

3rd Level (d7): Exorcise, Remove Curse, Speak with the Dead, Consult Spirit* (ancestral, angelic, or elemental), **Dispel Magic*, Water Breathing*, Snake Trick***

4th Level (d3): Sanctify, Vermin Blight (as scarab beetles), **Planar Step***

5th Level (d3): Cause Earthquake, Summon Avatar (Osiris), **Osiris's Growing Garden** (as Hepsoj's Fecund Fungi*, but is made up of plants and Nile waters)

* Treat as the patron or wizard spell, except for any changes noted, as well as using divine tests (above) in the case of a spell check of natural



Avatar of Osiris

Init +5
Atk crook or flail +23 (3d8+2)
AC 19
HD 20d8
MV 30'
Act 2d20
SP Crook causes 1d2 Intelligence damage; Flail reduces target's speed by 10', Osiris priest spells/ abilities (+23 spell check), immune to harmful plant or water effects, Osiris divine test results #10-13: (33% chance for each)
Fort +14
Ref +14
Will +22
AL L

An Osiris Avatar is mystical and vibrant, moving between the dance of life and death, eternally watching the cycle. Though always appearing as a man, some have green skin, ram horns, mummy wrappings, and/or the Wenennefer ability. In any case, they will offer great wisdom to all they encounter, whether the individuals see it for what it is or not. Those who attempt to harm the avatar might just need some of his crook and flail though in order to let even more of that great wisdom sink in.



AFTERLIFE ENCOUNTERS

Egyptians follow an elaborate system to ensure a better life after death. Those who have the fortune of having an intact body (not always the case with adventurers) and the like greatly increase their chances of making it to paradise.

Modifiers to all percentages and rolls below

Intact body: +25% / +5

Proper burial/ mummification: +25% / +5

Funerary amulets: +10% / +2

Book of the Dead: +35% / +7

I. DEATH

The person's Ka (life force) leaves the body. Now as just the Ba (egoic self) and Ib (heart), he or she must seek to reunite with the Ka again in the Afterlife to thereby become the Akh (realized self).

Base chances of the:

Ba being able to wander about during the day as a spirit (5%)

Ren (their name) being remembered by mortals (10%)

Sheut (their shadow) remaining and the person still being able to hear and speak to the mortal world (10%)

II. TRIALS

The deceased then must enter the Duat (Egyptian Otherworld) and navigate a variety of perils. Roll for both location and the type of challenger encountered.

Location (1d3): [1] gate, [2] cavern, or [3] mound

Challenger (1d3): [1] animal-headed demon, [2] monstrous beast, or [3] questioning god or goddess

Since it is a spiritual contest, combat takes place by the dead person making an attribute check DC 15: INT if fighting an animal-headed demon, LUCK if fighting a monstrous beast, or PER if conversing with a questioning god or goddess. Remember to add any bonuses that the deceased may have gained from having an intact body and the like (from the modifiers above) to the attribute.

If unsuccessful, then the dead person is cast into the Twelve Hours of Night (Egyptian Underworld). If successful, then the dead person has a base 5% chance of moving on to Judgment (again, modified above). Otherwise, the deceased undergoes another trial.

III. JUDGMENT

Those who make it past the trials are then judged. First, they must make negative confessions to the 42 assessors of their sins (that they never stole, that they never *stole grain*, etc.), then their heart is weighed by the Gods. The base chance of it being lighter than a feather depends on the character's alignment, though the modifiers detailed above can be applied here too:

Lawful (65%)

Neutral (35%)

Chaotic (5%)

If lighter than a feather, then the deceased may enter the Afterlife. If not, then their soul is consumed by Ammit!

IV. AFTERLIFE

Now at their final reward, the deceased can take their pick of which paradise they would like to remain in, though having a Shabti (animating statuette) will help with any work they must do.

Field of Reeds: a bucolic version of Egyptian life

Barge of Ra: assist the sun god on his daily travels

House of Osiris: a pleasant area of the 12 Hours of Night

MESOPOTAMIANS

Dead Mesopotamians undergo a similar process, passing through seven gates and removing clothing. Still, they will always end up in Irkalla (the Underworld), being assigned status by the judges, as well as gaining ability and placation from both their former station in life and the reverence of their still-living descendants.

RA

Lawful God of the Sun, Pharaohs, & Power



Tenets of Ra

- * Honor the solar, potent Ra: pharaoh above all others
- * Defeat Apep, Set, and other would-be usurpers
- * Be prepared to adjust one's angle so as to maintain power

Clerics of Ra

Special: Ra is served by clerics, priests, and paladins.

Allowed Weapons: Staff, khopesh (as scimitar), javelin, spear

Allowed Armor: Scale mail or lighter

Holy Symbol: Eye of Ra, Sun Disc, Ankh

Unholy Creatures: Egyptian types who don't see Ra as supreme

Mysteries of Ra: Clerics of Ra wear falcon masks, granting them the ability to shoot beams of magic sunlight at a range of 60' for 1d6+1 damage, up to once per day per level.

Magical Side-Effects

The sun rises and falls, only to rise once again, bringing the great power of Ra. Roll 1d12.

- 1. Potency:** The solar light of the magic burns the cleric for 1d2 damage!
- 2. Sacrifice:** Ra demands a ritual and offering for the spell to work equal to 1 round and 1d6 gold pieces per level. If it's from one who sees Ra as supreme though, then no time and only 1/2 the gold piece equivalent is needed.
- 3. Icon:** An aspect of Ra need be present, whether a symbol of him, being in a pharaoh's presence, or seeing the sun itself. Otherwise, it only functions at 50% strength
- 4. The Solar Horizon:** A 1d3 x 10' area around the cleric burns all non-faithful of Ra for 1d4 damage.

5-9. Standard Casting: The magic functions without side-effect.

10. The Sun Above: The spell works normally and if it is cast during the daytime and/or in Egyptian lands, has a 50% bonus to its effect, range, or duration.

11-12. Primacy of Ra: The spell works automatically for double the effect, range, or duration. In addition, if it would directly help one who sees Ra as supreme, then one of its aspects can be tripled- two aspects if used to fight followers of Apep or Set.

Divine Tests

As pharaoh, Ra must maintain harmony, whether by putting down usurpers, realigning his rays, or simply emitting his true solar might.

1-4. Can you see the light? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he is in a dark area or is doing something disempowering to himself or to Ra. The penalties last for 2d3 hours.

5-9. Ra rises and the cleric must not set. He loses access to some of his spells (50% chance for each one) including possibly his turn unholy ability. Roll 1d5 for each to determine what he needs to do to get it back:

- [1] Provide service for a pharaoh for 1 hour (or a person who serves a pharaoh directly).
- [2] Challenge a follower of Apep, Set, or similar Chaotic being, whether to duel in battle or to be defeated in some other way.
- [3] For the next hour, yell out Ra's name whenever entering a new area, or just that he is a 'bird-headed man'.
- [4] Weaken those who would usurp Ra's rule through less Chaotic ways, such as followers of Horus, Isis, or Osiris.
- [5] Be bathed in full sunlight for 1d6 turns.
- [6] Visit the underworld (spiritual or otherwise) for 1d6 turns.

10-14. To serve the Sun Pharaoh, one must fit the part. The cleric becomes more like Great Ra now. Each result also causes him a cumulative 10% chance of accidentally shooting someone he looks at and is angry towards with his sunlight beam (a free use of it- see Mysteries of Ra), along with the listed benefits. Roll 1d4.

- [1] Falcon's Head: Treat as if the cleric is always wearing his Ra mask now, allowing him to use his sun beam every three rounds for as many times per day as he wishes.
- [2] Eye of Ra: His sun beams now do +3 damage.
- [3] Uraeus: The serpent on the cleric's helm or crown can actually animate for up to 2d3 rounds per day, attacking as a spitting cobra:
MV: 20'; AC: 13; HD: 1; Atk: +1 bite or spit (1d3); SP: poison
- [4] Sun Chariot: Gains a chariot made of sunlight, allowing him and up to 3 others to fly at a rate of 90'.

15-17. Many would challenge Ra's primacy, so the cleric can pick an alternate aspect of him to follow from now on instead, gaining different abilities rather than having a Ra falcon mask or head.

- [1] Amun-Ra: Gain a ram head, allowing the cleric to make an extra melee attack for 1d6+1 damage every round. He also becomes concerned with justice for the poor.
- [2] Atum-Ra: Becomes neutral and can become invisible at will.
- [3] Re-Horakhty: Can now access the mysteries of Horus (q.v.), being able to use them along with Horus's allowed weapons. The cleric may also opt to be able to still use his Ra falcon mask or head abilities, but then both his Ra and Horus mysteries can only be used during daylight hours.
- [4] Atem-Ra: The magical rolls of followers of other Egyptian gods now suffer a -2 penalty when within 60' of the cleric, making him more potent by default, but also very keen for their wrath.

18+ Beware: Apep! An avatar of the huge, chaotic serpent arrives to terrorize the area, remaining for at least 1 day per divine test result over 17. It is up to the cleric to slay it before then, or else the authority of Ra might suffer and the forces of Chaos could become unleashed upon the world (a base 5% chance)!

Cleric Spells (Ra)

Clerics of Ra have access to the following spells:

1st Level (d12): **Blessing, Detect Evil, Food of the Gods, Holy Sanctuary, Paralysis, Protection from Evil, Resist Heat** (but not cold), **Second Sight, Word of Command, Ekim's Mystical Mask*** (using the cleric's falcon mask), **Force Manipulation***, **Solar Hands** (as Flaming Hands*, but is made of sunlight)

2nd Level (d8): **Banish, Cure Paralysis, Curse, Divine Symbol, Neutralize Disease** (but not poison), **Restore Vitality, Levitate***, **Solar Missile** (as Magic Missile*, but does heat and light damage)

3rd Level (d8): **Bolt from the Blue** (appears as sunlight), **Exorcise, Remove Curse, Spiritual Weapon, Dispel Magic***, **Hieroglyph of Warding** (as Runic Alphabet, Fey*), **Solar Ball** (as Fireball*, but only harms dark beings or those who follow Chaotic entities), **Wizard Sense*** (visual only)

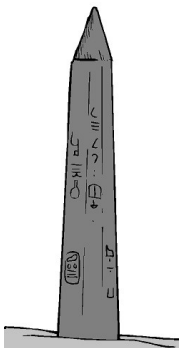
4th Level (d2): **Planar Step***, **Polymorph*** (self- falcon forms only)

5th Level (d2): **Summon Avatar (Ra), Magic Bulwark***



	Avatar of Ra Init +6 Atk sun ray +28 (8d8+5) AC 25 HD 21d10 MV 30' (chariot: fly 80') Act 2d20 SP Ra cleric spells/abilities (+24 spell check), immune to harmful light or fire effects, sun chariot (33% chance) Fort +14 Ref +14 Will +28 AL L
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Avian and potent, Ra Avatars will usually be encountered either enjoying their solar domination or dealing with those who would usurp it. Those who do the latter will likely receive the wrath of his sun ray, while others who especially honor him will be granted blessing, whether the Avatar has a sun chariot or displays other variant aspects of Ra or not.



OBELISKS

Common in Egyptian lands, though not unknown in others, obelisks are monolithic square pillars that point to the sun rays above. As a result, clerics who stand beneath them can increase their level by 2 with regards to casting spells. Still, obelisks are often attuned to only work for those of a certain alignment, so there's only a base 1 in 3 chance that it will boost the power of a particular cleric. Nevertheless, the benefits bestowed are worth it to those whose alignments match- some might even say they're *monumental*.

PYRAMID ENCOUNTERS

Final resting places of the pharaoh's and their servants' mortal remains, pyramids help to ensure a pleasant afterlife. Unlike ziggurats, they aren't meant to be walked upon, but rather to be well-guarded internal tombs.

TYPE (1d8)

1. **Mastaba** (flat-roofed, rectangular)

2. **Step**

3-8. **Straight**

SIZE (1d8)

1-3. **Small:** 300 + 1d10 x 10' (base); 100 + 1d10 x 10' (height)

4-5. **Medium:** 400 + 1d10 x 10' (base); 200 + 1d10 x 10' (height)

6-7. **Large:** 500 + 1d20 x 10' (base) x 300 + 1d10 x 10' (height)

8. **Huge:** 700 + 1d10 x 10' (base); 400 + 1d10 x 10' (height)

SPECIAL FEATURES

Along with being a tomb within (see p.16 for the table to use), pyramids will also have 1d6 special features (roll 1d20):

- | | |
|---------------------------|---------------------------|
| [1] astrological view* | [2] boat pit |
| [3] holds a buried queen* | [4] buried/ subterranean* |
| [5] causeway | [6] courtyard |
| [7] extensive tunnels | [8] golden pyramidion* |
| [9] great statue | [10] made of mud brick* |
| [11] necropolis | [12] obelisks |
| [13] oddly shaped* | [14] part of a complex* |
| [15] ruined/ unfinished* | [16] statues |
| [17] temple, divinity | [18] temple, mortuary |
| [19] unique color* | [20] walls |

* Indicates a feature inherent to the pyramid itself, whether part of it or inside; all others are adjacent to or near the pyramid instead.

GUARDIANS

Though entering a pyramid unwelcome is dangerous, guards can also prevent entrance in the first place. Roll 1d6:

- [1] 4d6 Egyptian soldiers with 1d6 chariot teams
- [2] 1d8 clerics of 1d10th level
- [3] 2d8 warriors of 1d6th level
- [4] 1d4 Egyptian sphinxes
- [5] 1d4 stone golems
- [6] Per Judge

CURSES

Finally, those who would be so foolish as to *defile* a pyramid by entering it, or even worse, *taking something from it*, must make a Will save DC 10 or suffer one of the following. Roll 1d6:

- [1] Bad luck! -1d6 to all rolls.
- [2] Have one's dwelling be burned and flooded!
- [3] Have 1d6 of one's older family members die!
- [4] Lose all of one's wealth!
- [5] Have an Egyptian mummy track them down in 1d4 days!
- [6] Die in 1d4 days!



THOTH

Neutral God of Knowledge, Balance, and Judgment



Tenets of Thoth

- * Preserve and spread knowledge
- * Settle disputes, maintaining the cosmic balance
- * Judge those deserving

Clerics of Thoth

Special: Thoth is served by clerics, priests, monks, and mystics.

Allowed Weapons: Staff, club, mace

Allowed Armor: Shield only

Holy Symbol: Ibis, Lunar Disc, Ankh, Stylus

Unholy Creatures: Those with INT and LUCK scores of 13 or less

Mysteries of Thoth: Clerics of Thoth wear ibis masks, allowing them to understand an animal's speech or even use the abilities of a monk of equal level for 1 round, up to twice per day per level.

Magical Side-Effects

Knowledge is power for the followers of Thoth. Roll 1d12.

1. Sacrifice: A ritual and offering are required by Thoth for the spell to work, equal to 1 round and 1d6 gold pieces per spell level. If it's a new piece of knowledge though, then no gold piece equivalent or time is needed- it is already priceless.

2. Researched Spell: Proper study must be done before the magic can work, taking 1d3 turns, though it can be done soon after if need be. In any case, the cleric won't need to research that particular spell in this manner again.

3. Icon: Something representing Thoth needs to be present, whether one of his symbols, a collection of knowledge, an ibis, or the like. Otherwise, the magic only functions at 50% strength.

4. Breath of Thoth: The cleric must engage in rhythmic breathing

for 2d3 rounds afterwards, allowing him to resave against any effect he's experiencing, thanks to how healthy the process is.

5-9. No side-effect: The magic functions normally.

10. Balanced Magic: The spell works normally and if it would help protect or heal a Lawful individual from a Chaotic one or vice versa, then it has a 50% bonus to its effect, range, or duration.

11-12. Knowledge of Thoth: The spell works automatically for double the effect, range, or duration. In addition, if it is a spell that the priest has researched (per result #2 above), then it gains a +2 bonus to its spell check.

Divine Tests

Careful measurement and understanding must be taken to preserve balance in the cosmos. It would seem the cleric needs more practice with that.

1-4. The cleric takes a -1 penalty per divine test result to all his rolls (-1 to -4), double (-2 to -8) if he is unable to comprehend Thoth's judgment (requiring an INT check DC 15). In any case, the penalties last for 2d3 hours.

5-9. Are you wise enough to overcome this conundrum? The cleric loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d4 for each one lost to determine what he must do in order to regain it:

- [1] Perceive an auspicious celestial sign*.
- [2] Perform the correct mathematical calculation*.
- [3] Inscribe verse upon a scroll properly*.
- [4] Judge a situation wisely*.

*INT check DC 15, which if failed, can be retried the next day.

10-14. To become a wiser philosopher, the cleric becomes more like Great Thoth from now on. Each result (except for #4) also causes him a cumulative 25% chance of being confused for a monster by those unfamiliar with his cult, along with the listed benefits and other possible drawbacks. Roll 1d4.

[1] Ibis Head: Treat as if the cleric is always wearing his ibis mask, allowing him to gain a +4 to all knowledge-related rolls.

[2] Lunar Headdress: A moon disc shines above the cleric's head, allowing him to detect books, scrolls, and other writings at will as one would detect magic.

[3] Babi: Gains a baboon head, granting him both the climbing ability and virility of such primates, along with the ability to skillfully navigate at sea via his elongated member.

[4] A'ah-Djehuty: Can now use any of his abilities while appearing fully human, though he may still seem wise.

15-17. The deepest tests unlock the greatest mysteries, showing the cleric of Thoth that he is 'Thrice-Greatest'. He gains one of the following benefits, but also suffers a -6 to all rolls for the next 3 days as he adapts to the change. Roll 1d3.

[1] Book of Thoth: Gains a permanent +1 bonus to all his spell rolls, but must also review sacred texts whenever he wishes to prepare his spells each day in a manner similar to a wizard, ever watchful for insidious typos.

[2] Guardian of Lore: May cause up to one stone statue at a time to be possessed by a spirit, animating it and causing it to protect the cleric as per Breathe Life (q.v.)

[3] Corpus Hermeticum: With the Judge's guidance, the cleric may create one new spell that he can cast by scribing it in hieroglyphic form. Its level and attributes must match that of other spells in capability and it must not go against the tenets of Thoth.

18+ Thoth opens the Book of the Dead and the cleric is sent to the Realm of the Gods for at least 1 day per divine test result over 17. While there, Thoth will begin to record his deeds. The cleric may make an INT check DC 15 to slip away and continue his life at the end of the visit, though the check is also made at a -1 penalty per divine test result over 17. If failed, the cleric must remain and pass onto the afterlife, perhaps regretting that he hadn't studied harder.

Cleric Spells (Thoth)

Clerics of Thoth have access to the following spells:

1st Level (d8): Blessing, Detect Evil, Detect Magic, Holy Sanctuary, Paralysis, Protection from Evil, Second Sight, Comprehend Languages*

2nd Level (d7): Cure Paralysis, Lotus Stare, Neutralize Poison or Disease, Restore Vitality, ESP*, Knock*, Ward Portal*

3rd Level (d6): Remove Curse, True Name, Consult Spirit*, Dispel Magic*, Hieroglyph of Warding (as Runic Alphabet, Fey*), Write Magic*

4th Level (d2): Polymorph* (self- ibis forms only), Wizard Sense*

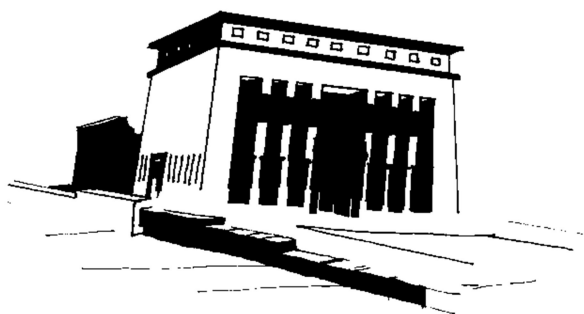
5th Level (d2): Summon Avatar (Thoth), Thoth's Orderly Assistance (as Lokerimon's Orderly Assistance, but only works with spells on Thoth's list)



Avatar of Isis

Init +7
Atk staff +20 (4d10+4)
AC 21
HD 18d10
MV 30'
Act 2d20
SP Thoth cleric spells/abilities (+24 spell check), immune to harmful magic effects that don't cause direct damage, Thoth divine test results #10-14 (25% chance for each).
Fort +14
Ref +6
Will +30
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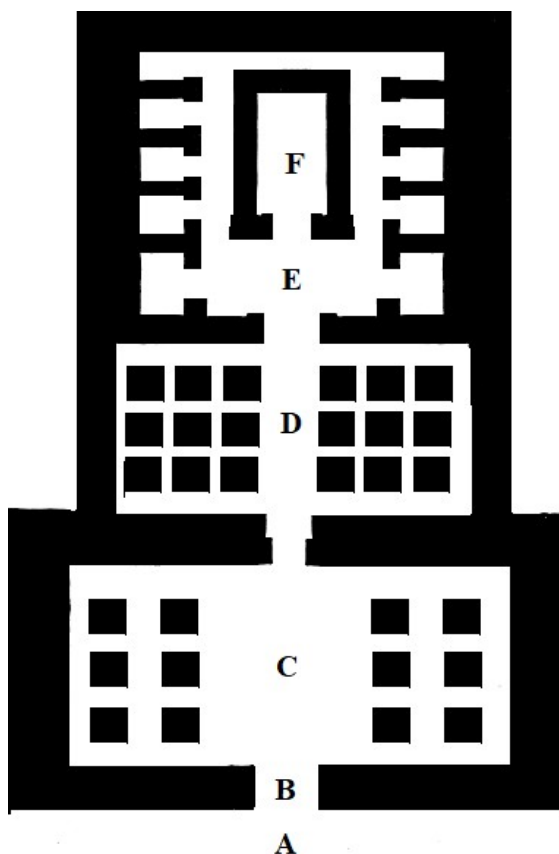
Thoth Avatars are ibis-headed and wise, being found calmly settling disputes or simply enjoying or preserving works of lore. Any who would disrespect them will be calmly dealt with, while those who would support such activities will be rewarded with a useful piece of knowledge.



LECTOR PRIESTS (EGYPTIAN WIZARDS)

Working with all the Gods allows access to a wide variety of spells at the expense of focus and power. Lector priests do just this, though they must learn their spells like wizards do and only from the lists of specific Egyptian gods and goddesses. What is more, unlike clerics, they cannot wear armor, turn, nor use any mysteries, though they still experience the magical side-effects and divine tests of the gods and goddesses whose spells they cast. Such is the price of great knowledge, smiled upon by Thoth.

EGYPTIAN TEMPLES



A. Outside the Temple (percent chance for each)

Avenue of criosphinxes (65%)	Other statues (65%)
House/ Offices (50%)	Scribes (50%)
Sacred bathing lake (40%)	Worshippers (40%)
'Hearing ear' on wall (30%)	Extra obelisks (30%)
Other buildings by divinity (25%)	Quay/ Dock (20%)
Festival in progress (15%)	

B. Pylon Entrance:

Obelisks and apotropaic decorations adorn the double, tower-like facade, showing the (roll 1d3):

[1] temple's divinity, [2] gods, [3] pharaoh

Indicating what type the temple is:

Divinity: dedicated to a god or goddess (mansion of the divine)

Mortuary: dedicated to a pharaoh (mansion of a million years)

Also chance of having: doors (30%) 1d10 flagstaffs (25%)

C. Courtyard: First chamber, it is peristyle (columns at the periphery). Chances of:

Statues (75%)	Cartouche (king's symbol) (50%)
Laity allowed in (25%)	Partial screen wall (25%)

D. Hall: Hypostyle- columns all about, made to look like trees reaching heaven; ceiling is made to look like the sky. Chances of:

Door barring entry (50%)	1d10 human guards (50%)
1d4 supernatural guards (35%)	Large columns (25%)

E. Barque: Holds the divinity's portable sacred boat.

Chance of Barque being located behind Sanctuary (30%)

F. Sanctuary: With the lowest roof, highest floor, and least lighting, this area represents the beginning of creation. The cult statue is likely here (75% chance), contained in a Naos box.

Chances of:

Sacred Vessels (75%)	1d10 clerics (75%)
Cult statue being dressed/ fed (50%)	Singers & dancers (25%)

APEP

Chaotic Titan of Darkness, Serpents, & Apocalypse



Tenets of Apep

- * Expand darkness, snuffing out the light
- * Spread chaos and great suffering, consuming order
- * Bring about the end of the world

Clerics of Apep

Special: Apep is served by clerics, priests, and mystics.

Allowed Weapons: Whip, dagger, sword (any)

Allowed Armor: Scale mail or leather

Holy Symbol: Serpent, Darkness, Consumed Sun

Unholy Creatures: Followers of the Egyptian Gods

Mysteries of Apep: Clerics of Apep wear snake masks, allowing them to make a bite attack that automatically causes 1d3+1 damage, up to once per day per level. Those so bitten must also make a Fortitude save DC 15 or take 1d3 STA damage too.

Magical Side-Effects

The end of the world might need to be coaxed a bit. Roll 1d12.

1. Tortured: Pain and blood are necessary to destroy Ma'at and the Gods. If the spell won't cause it itself, some will need to be inflicted in order for it to work: 1d6 hit points worth, whether from the cleric himself or a 'volunteer'.

2. Sacrifice: The cleric need now perform a nihilistic ritual and make an offering for the spell to function, equal to 1 round and 1d6 gold pieces per spell level. If a follower of Ra is provided though, then no time or other offering is needed.

3. Unholy Serpent Icon: A representation of Apep must be visible, whether a symbol of him, an actual serpent, or even something snakelike. Otherwise, the spell only works at 50% strength.

4. Creeping Abyss: A 1d6 x 10' area around the spell's target becomes dark, causing all without special ability to be unable to see until they leave the area. The effect lasts for 2d3 rounds as its center shifts 10' in a random direction each round.

5-9. No Side-Effect. The magic functions normally this time.

10. Striking Spell: The spell works normally and if cast on one not expecting it, has a 50% bonus to its effect, range, or duration.

11-12. Doom of Apep: The spell works automatically for double the effect, range, or duration. In addition, if it is used to harm some emissary of light and/or order, then it gains a +2 bonus to its spell check.

Divine Tests

All must come to an end, though Apep would see that it happens sooner than later and far more unpleasantly than it has to be!

1-4. In opposition to all things godly, all within 120' of the cleric who are not also followers of Apep receive a penalty equal to his divine test result (-1 to -4). The effect lasts for 2d3 hours.

5-9. Though Apep ultimately seeks total devastation, he demands more suffering be caused along the way- via a sacrifice (followers of Ra are preferred)! The cleric loses access to some of his spells (50% chance for each) possibly including his turn unholy ability. Roll 1d6 for each one lost to determine how or where he must perform the killing in order to regain it:

- | | |
|----------------------|--------------------------------------|
| [1] Strangulation | [2] Stab with a snake-shaped harness |
| [3] Deadly poisoning | [4] When the victim is relaxed |
| [5] In a dark place | [6] Amongst snakes |

10-14. The dark chaos of Apep becomes more apparent in the cleric permanently. For every result he experiences, he has a cumulative 25% chance of being seen as an obvious monster by the non-faithful, along with the listed benefits. Roll 1d4.

[1] Snake Head: Treat as if the cleric is always wearing his serpent mask now, allowing him to make a bite attack for 1d3 damage each round along with his chance of poisoning if it hits.

[2] Venom Spit: All of his bite attacks can also be performed at a range of up to 15' for 1/2 damage.

[3] Paralytic Bite: Those bitten by the cleric or stabbed by his dagger must make a Reflex save DC 15 or cannot move for 1d3 rounds.

[4] Snake Tail: Grows one and can hold someone he hits by making an opposed STR check. It can otherwise function as an additional appendage for other tasks.

15-17. A more potent test of Apep occurs. Even if the cleric doesn't survive, he will likely still believe he can do anything. Roll 1d4.

[1] Dark Visions: Those within 240' immediately witness shocking scenes of defilement and murder of all that's holy, requiring Lawful-types to make a Will save DC 10 or die.

[2] Against Sun and Moon: All light in the sky becomes blocked, turning day into night and night into pitch blackness within 3 miles for the next 2d3 hours. All attacks and other harmful effects gain a +2 bonus during this time, while helpful ones suffer a -2 penalty. Even those not in view of the sky are affected.

[3] Spawn of Apep: A giant boa constrictor (q.v.) will arrive within 1d6 rounds and, if not given a proper sacrifice, will quickly attack all within 120' until slain. Its HD will equal the cleric's level + 3.

[4] Doom Star: In revolt against Ra, Apep sends a celestial object from his void, plummeting down, crashing within 3d6 rounds. All within a 1d20 x 5' radius who do not escape will be destroyed.

18+ Apep-calyptse! Great destruction is unleashed upon the area where this test occurs. Within 1d6 turn's time, all four of divine tests #15-17 occur. What is more, for every divine test over 17, the areas of effect are doubled, likely causing massive destruction, not to mention financial calamity and social Armageddon. Though the cleric might be wise to flee the area beforehand, he would likely stay to savor the results and give praise to Apep!

Cleric Spells (Apep)

Clerics of Apep have access to the following spells:

1st Level (d6): **Darkness**, **Detect Evil**, **Paralysis** (-4 to save if cleric also makes eye contact with the target), **Word of Command**, **Charm Person*** (requires eye contact), **Sleep*** (-4 to save if target is bitten by the cleric)

2nd Level (d10): **Curse**, **Lotus Stare**, **Snake Charm**, **Stinging Stone**, **Detect Invisible***, **Enlarge*** (serpents), **Magic Mouth*** (sibilant), **Monster Summoning*** (serpent creatures only), **Ropework*** (appears as serpents), **Scare***

3rd Level (d3): **Spiritual Weapon** (appears as a striking snake), **Dispel Magic***, **Haste*** (can only be used for extra attacks)

4th Level (d2): **Cause Earthquake**, **Polymorph*** (self- serpent forms only)

5th Level (d2): **Summon Avatar** (Apep), **Whirling Doom** (appears as fangs in a snake mouth)

	Cultist Init +0 Atk club, dagger, or sling +0 (1d4) AC 11 HD 1d8 MV 30' Act 1d20 SP crazy beliefs, despicable, 1d4 class levels (25% chance), is someone who is in authority in normal society (10% chance) Fort -1 Ref +3 Will -2 (+7 following crazy beliefs) AL C
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While they might not be as physically powerful as other servants of Fell Lords, cultists gleefully attack the righteous and subvert their lands from within, enabling greater corruption. They are universally underhanded and insane, though some will have other tricks up their nefarious sleeves and behind their cowardly masks.



	Avatar of Apep Init +2 Atk bite +34 (10d10+10) AC 24 HD 28d12 MV 60' Act 2d24 SP Apep cleric spells/abilities (+13 spell check), immune to poison, crit on 20-24 Fort +28 Ref +7 Will +12 AL C
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Taking the form of enormous, hideous snakes, Avatars of Apep seek only destruction, though they can't help but terrify and torture their victims in the process. As they can grow to over 100' in length, those victims are many and likely include buildings and temples to the Gods, as well. That such avatars are often albino only adds to the horror.

	Dog man (Uridimmu) Init +4 Atk bite +2 (1d3) or by weapon AC 11 HD 1d8 MV 40' Act 1d20 SP +1 to hit those they outnumber; alphas can have up to 6 HD Fort +1 Ref +2 Will -1 AL C
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Coming in a variety of colors and breeds, dog men especially enjoy barking madly at those they outnumber. This grants them a bonus to hit, knowing full well that such behavior would create a 'world that's gone to the dogs'. As such, they often serve Tiamat, even if space may not allow them to be at her side. Their leader caste agrees, having class levels or even up to 6 HD themselves.



	Snake Man Init +6 Atk bite +4 (1d6+2) or by weapon AC 13 HD 3d12 MV 30' Act 1d20 SP can stretch 5' to attack; those hit by bite must make Fortitude save DC 15 or take 2d6 extra damage Fort +3 Ref +4 Will +3 AL C
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Though they usually serve Apep, a number of snake men serve Set. In any case, most have snake heads, while others can appear more human or even monstrous, granting class levels in the first case or additional HD in the second. Whatever their variation, the ability to stretch and make a poisonous bite appears universal amongst snake man (and woman) kind.

DAGON

Chaotic Demon Lord of Sea People & Invasion



Tenets of Dagon

- * Breed many sea people!
- * Invade human lands!
- * Kill off humans and replace them with sea people!

Clerics of Dagon

Special: Dagon is served by clerics, priests, and witches.

Allowed Weapons: Spear, javelin, short sword, dagger

Allowed Armor: Scale mail or lighter

Holy Symbol: Fish, Fish eating humans

Unholy Creatures: Humans

Mysteries of Dagon: Clerics of Dagon wear fish masks, allowing them to breathe water and swim at double their land movement for up to 3 hours per level per day.

Magical Side-Effects

Dagon's magic would benefit sea people, working to wash humanity away. Roll 1d12.

1. The Tide Brings a New People: The spell requires the death of a human to work so as to bring sea people closer to domination.

2. Sacrifice: A fishy ritual and offering are needed for the spell, taking 1 round and 1d6 gold pieces per spell level. If a human sacrifice is provided though, then nothing else is required.

3. Unholy Sea Idol: A symbol of Dagon needs to be present for the spell to function, though the presence of any sea people will do too. If not, then the spell only has 50% strength.

4. Slippery Magic: A 1d6 x 5' area around the spell's target turns moist, rank, and slippery, causing all inside it to make a Reflex save DC 15 or slip and fall prone. The area dries up in 1d6 rounds.

5-9. No Side-Effect. The magic functions normally for now.

10. Sea Spells at the Seashore: The spell works normally and if cast in water or near sea people, has a 50% bonus to its effect, range, or duration. Other tongue-twisters are strictly forbidden.

11-12. Tide of Dagon: The spell works automatically for double the effect, range, or duration. In addition, if it is used to harm a human, then it gains a +2 bonus to its spell check.

Divine Tests

Look out! Dagon's foul waters bubble, bringing forth great trials for his clerics.

1-4. What have you done to slake Dagon's thirst? The cleric takes a penalty to all his rolls equal to his divine test result (-1 to -4), double (-2 to -8) if he himself is human. The penalties last for 1d6 hours, though Dagon will soon be thirsty again.

5-9. The end of mankind is nigh and the cleric must take steps to ensure it! He loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d6 for each to determine what he must do in order to recover it:

- [1] Feed at least 2d6 sea people, so that they can then breed, grow more numerous, and better flood human lands.
- [2] Eliminate a human defense against invasion.
- [3] Kill a human via a fisherman's spit, to then be cooked!
- [4] Give a sea person transport, supplies, or even guidance if lost.
- [5] Pray in unclean water for at least 1 hour.
- [6] Convince at least 1d3 humans that sea people are harmless.

10-14. Dagon decides to replace part of the cleric from now on, marking him as a true creature of the sea! Each change also has a cumulative 25% chance of him being easily identified as a monster; that is, if he isn't obviously one already. Roll 1d4.

[1] Fish Head: Treat as if he is always wearing his fish mask, allowing the cleric to cause those who first encounter him to make a Will save DC 10 or become confused (unable to take effective action) for 1 round, rolling and polling around.

[2] Foul Water Gout: Can now spit out Dagon's rancid filth, up to once per day per level. All in a 10' cone must then make a Fortitude save DC 15 or vomit for the next 1d3 rounds.

[3] Fish Claws: His hands become fishlike and sharp, allowing the cleric to attack with both for 1d3 damage each round, but also preventing him from holding or manipulating small objects.

[4] Fish Scales: Grows a thick, fishlike coating, granting the cleric an AC bonus of 6, but also preventing him from wearing armor and slowing his land movement by 10'.

15-17. Now the cleric must submerge deeper into Dagon's plans, going comatose for 3 days. Afterwards, he emerges with a new ability to serve. Roll 1d4.

[1] Sea Seed: Can implant his corrupted life fluid in human women. The mutant child will be born within 9 months, a bane to mankind.

[2] Dagon Man! Can breathe water and swim at double land speed at will (not needing his fish mask to do so). He can also telepathically control all sea life within 60'. Still, he'll need to wear an eyepatch to make sure people know he's evil.

[3] Refuge: Gains the ability to make sea people seem innocent to humans. He can affect up to 10 individuals per day. A Will save DC 15 negates, as well as when the sea people begin to invariably stab them to death!

[4] The One that Didn't Get Away! A giant fish of the cleric's choice will arrive within 1d6 rounds, though its HD can be no greater than his level + 2. It will serve him unto death, though it will need a watery environment in order to do so of course.

18+ Dagon-it! The cleric has schemed to replace humanity and now he himself is to be replaced. Not only is he stripped of all his powers, but he also takes at least 3d6 damage each day for 1 day per divine test result over 17, as any sea people he encounters will attack him on sight. If the cleric dies from this, then he will likely wonder how he got hooked into following Dagon in the first place.

Cleric Spells (Dagon)

Clerics of Dagon have access to the following spells:

1st Level (d5): **Paralysis**, **Protection from Humans** (as Protection from Evil, but works on all humans instead), **Resist Cold** (but not heat, and only in water), **Sanctuary** (as Holy Sanctuary, but requires showing a scroll), **Word of Command** (sea people only)

2nd Level (d8): **Curse**, **Wood Wyrding**, **Choking Cloud***, **Enlarge*** (fish), **Forget***, **Knock***, **Locate Object***, **Monster Summoning*** (sea people and creatures only)

3rd Level (d4): **City of Sanctuary** (as Holy Sanctuary, but affects all sea people in a city that is controlled by the Cult of Dagon or other corrupt group), **Spiritual Weapon** (wielded by a phantom sea person), **Dispel Magic***, **Water Breathing***

4th Level (d6): **Consult Spirit*** (demonic only), **Control Water** (as Control Ice*, but does 1/2 damage), **Demon Summoning***, **Polymorph*** (self- fish forms only), **Chain Teleportation** (as Teleport*, but transports 4 sea people at a time as long as another sea person is already at the target location), **Tadpole Transformation** (but more piscine)

5th Level (d4): **Summon Avatar** (Dagon), **Weather Control** (near water), **Animal Summoning*** (fish), **Dark Water Bond** (as Bottomfeeder Bond*, but works with sea beings instead)

SEA PEOPLE

Dagon's glorious replacements of humanity, they can be either actual fish men, human sea raiders, or both!

	Fish Man (Kulullu) Init +1 Atk spear +1 (1d6) AC 14 HD 1d8 MV 20' (swim 50') Act 1d20 SP Can breathe water and air; other fish appendages possible; can have up to 12 HD Fort +3 Ref -1 Will +0 AL C
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Not to be confused with some Great Old One, Kulullu often have fish heads at least, while more advanced varieties will have other fish appendages, such as scales, merged-leg tails, and fins. Some have been known to grow greatly in size too, reaching up to 12 HD by some accounts- no fish tale indeed!

Whatever the case, they are quite fond of invading the lands of men, replacing them with their fishy ways, often with the help of Dagon cultists who throw wide the doors, only to be later replaced themselves.



	Avatar of Dagon Init +4 Atk spear +24 (5d8+4) AC 23 HD 19d10 MV 30' (swim 100') Act 2d20 SP Dagon cleric spells/abilities (+19 spell check), immune to harmful liquid or beings that dwell in water Fort +12 Ref +8 Will +10 AL C
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An Avatar of Dagon might appear as a deranged man wearing a hooded fish cloak, a fish man or a sea raider. No matter his appearance, he will certainly be working to breed more sea people in order to wipe out and replace humanity and is certain there is nothing fishy about that!

	Sea Raider Init +3 Atk weapon +2 (1d6+1) AC 13 HD 1d10 MV 30' Act 1d20 SP +1 bonus per odd HD or level to damage and AC vs. the soft-hearted and nobles Fort +0 Ref +2 Will +0 AL C
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They come with their scary helmets, light armor, shields, javelins, and short swords, causing fear in the soft-hearted and in nobles. In such cases, sea raiders add 1 to their AC bonus and damage rolls for every odd HD or level they have, but their advantages vanish immediately when faced by a committed infantry foe or ironically, when fought at sea.

They are otherwise divided, belonging to one of a number of tribes and often only unite to cause major destruction when allowed into others' lands, typically by cultists of Dagon and/or other demon lords. When that occurs, they can fell entire civilizations, being quite philistine about the whole thing, especially when led by giants.

NERGAL

Lawful (Evil) Arch-Devil of the Deep State & Corruption



Tenets of Nergal

- * Dwell underground, whether physically or via subterfuge
- * Spread war, pestilence, famine, and death
- * Corrupt the world above, thereby perpetuating your power

Clerics of Nergal

Special: Nergal is served by clerics, sorcerers, and anti-paladins.

Allowed Weapons: Mace, battle axe, sword (any), spear, dagger

Allowed Armor: Any

Holy Symbol: Black Lion, Cockerel, Gloved Fist

Unholy Creatures: Those who have been truly betrayed (if not known, a base 66% chance if human; 33% chance for all others)

Mysteries of Nergal: Clerics of Nergal can add 2 to one of their spell or attack rolls when in a dark place, up to once per day per level.

Magical Side-Effects

Great pain and suffering is spread with Nergal's magic, though his clerics will only rarely mind it. Roll 1d12.

1. Death: Someone must die for the spell to work, preferably someone who feels betrayed, which is usually easy since most won't appreciate being put to death.

2. Famine: Though outright starvation would work, it often takes too long, so a ritual and offering equal to 1 round and 1d6 gold pieces per spell level will do- half if taken from someone else.

3. Pestilence: Illness sends many to Nergal's dark halls. A symbol of him or the like is needed for the spell to work. What is more, the next non-follower of Nergal who sees it must make a Will save DC 10 or contract a deadly, contagious disease.

4. War: All within 1d6 x 10' become blood hungry and must make a Will save DC 10 or begin fighting each other for the next 1d3 rounds.

5-9. Standard Casting: The magic functions without side-effect for now.

10. Scorching Spell: The spell works normally and if it would cause physical harm, inflicts 50% extra damage via hellfire.

11-12. Darkness of Nergal: The spell works automatically for double the effect, range, or duration. In addition, if it would cause war, pestilence, famine, death, or corruption, then it gains a +2 bonus to its spell check.

Divine Tests

Dark are the tidings of Nergal, dark enough to bring his corrupted followers back in line.

1-4. Down to Irkalla with ye! Though the cleric might not be sent to Nergal's dark realm forevermore (yet), he will suffer a penalty to all his rolls equal to his divine test result (-1 to -4) for the next 1d6 hours, double (-2 to -8) if he isn't acting in a way to further Nergal's schemes.

5-9. What has the cleric done to perpetuate the deep state? He loses access to some of his spells (50% chance for each one) possibly including his turn unholy ability. Roll 1d6 for each to determine what he must do in order to recover it:

- [1] Find out a secret about someone.
- [2] Harm a marriage, preferably by taking the wife.
- [3] Spread illness to at least 1d4 people.
- [4] Impoverish a person, or at least take away all of their food.
- [5] Kill someone, leaving no evidence of the crime.
- [6] Spread lies about a righteous person.

10-14. Nergal's corruption fully comes over the cleric, showing what a sinister character he truly is. Each change is permanent and also has a cumulative 25% chance of him being seen as a monster, though most might already know it. Roll 1d4.

[1] Fearful Visage: His eyes and face turn horrific, causing all who first encounter the cleric to make a Will save DC 10 or flee in terror for 1d3 rounds.

[2] Dark Hide: His form becomes jet black, allowing him to blend in with dark areas, *detect good* at will, and more easily perform Nergal's dark bidding.

[3] Corrupting Message: Something strange and alluring can now be written by the cleric's hand, allowing him to use the equivalent of Charm Person up to once per day on someone who reads it- so much the better to mislead them.

[4] Evil Lion Pet: A fell, black lion emerges from the shadows within 1d6 rounds to serve the cleric. Its HD is equal to his level + 1 and it will assist in his dastardly schemes unto death, taking special joy in them, though it might not go so far as to *lionize* him.

15-17. To be a true agent of Nergal, the cleric must cause corruption in one of the following ways, using all of his resources for that task until either he succeeds or 3 days pass. Roll 1d4.

- [1] Support those who would undermine a society, whether via criminality, subversion, perversion, or tyranny.
- [2] Subvert the ascension of leaders process or engage in an assassination of a righteous official.
- [3] Spread lies and reveal damaging secrets in order to discredit a righteous group or individual, or prevent them from speaking.
- [4] Get a leader to doubt himself (and his clothing), so that he abandons his duties, as Nergal briefly did unto Marduk.

18+ The cleric has served his purpose and Nergal has no further need of him. He is stripped of all his powers and either a group or lone assassin will find him, inflicting 3d6 damage per divine test result over 17. If slain, then the cleric will be imprisoned in Nergal's deep state for eternity. If not, then he might realize it's time to seek a new dark master.

Cleric Spells (Nergal)

Clerics of Nergal have access to the following spells:

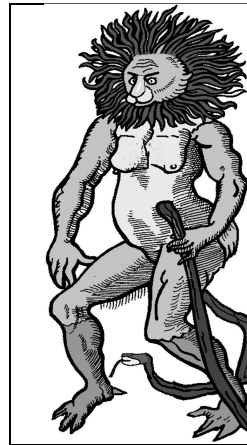
1st Level (d9): **Darkness**, **Detect Evil**, **Famine** (as Food of the Gods, but causes the opposite effect), **Holy Sanctuary**, **Paralysis**, **Protection from Evil**, **Second Sight**, **Word of Command**, **Spider Climb***

2nd Level (d9): **Curse**, **Spiritual Weapon**, **Fire Resistance***, **Invisibility***, **Monster Summoning*** (lion man or black cockatrice), **Ray of Enfeeblement***, **ESP***, **Scare***, **Sequester***

3rd Level (d7): **Animate Dead**, **Bolt from the Blue** (looks very dark), **Demon Summoning***, **Pestilence** (as Neutralize Poison or Disease, but causes the opposite effect, making it worse), **Speak with the Dead**, **Dispel Magic***, **Transference***

4th Level (d6): **Binding***, **Consult Spirit*** (demonic or undead), **Control Fire***, **Darkball** (as Fireball*, but also causes darkness for 3d4 rounds), **Shadow Walk** (as Forest Walk*, but works via shadows instead), **Wizard Sense***

5th Level (d4): **Cause Earthquake**, **Summon Avatar** (Nergal), **Whirling Doom**, **Nergal's Unerring Hunter** (as Lokerimon's Unerring Hunter*, but appears as a black lion)



Humbaba

Init +3
Atk claws +14 (3d6+6), bite +14 (2d6+3), phallus +14 (1d10+4)
AC 17
HD 16d10
MV 40'
Act 3d20
SP Roar causes fear 3/day, breathe a 30' cone of fire 3/day for 4d6 damage, phallus attack for very unpleasant grapple (STR 22)
Fort +10
Ref +2
Will +6
AL N or C

Descended from the even more powerful, 2/3 divine lion-vulture-snake-bull giant himself, humbabas are either mildly pleasant forest guardians or ruthless oppressors (depending on who you ask). In any case, they are certainly able to deal with interlopers, thanks to their terrifying roars, fiery breath, and snake phalluses.

In the rare cases where they are bested (as with Gilgamesh and Enkidu), a humbaba will beg for his life, offering various gifts (roll 1d6): [1] flour, [2] variously-sized shoes, [3] gems, [4] branches, [5] his sister, [6] per Referee, though never the forests they protect.



Lion Man (Ugallu)

Init +2
Atk bite +3 (1d4) or by weapon +2
AC 11
HD 2d8
MV 30'
Act 1d20
SP +1 to hit and damage those who are weaker than them; pride leaders can have up to 8 HD and/or weather powers
Fort +2
Ref +3
Will +1
AL C

Lion-headed demon people, they are often found in the service of Nergal or other fell lords. Some lion men have darker hides, while others have more distorted faces. No matter their look, they are a brutal folk, taking sick pleasure in attacking those weaker than them, a situation made only worse by their notorious arrogance and stormy dispositions.

Their leaders can grow to great size (up to 8 HD), while others even possess some sort of sorcerous control of the weather and are known as Ugallu.



Avatar of Nergal

Init +6
Atk weapon +27 (5d10+5)
AC 27
HD 21d10
MV 30'
Act 2d20
SP Nergal cleric spells/abilities (+23 spell check), immune to harmful dark or fiery effects
Fort +20
Ref +8
Will +18
AL L (Evil)

Grim and terrible, Avatars of Nergal bring tyranny and woe from their dark domain. Most are horned and glowing-eyed, though they are masters of corruption and would rather bring the deep state to the world of mortals than cause direct woe themselves. Whatever their schemes, war, pestilence, famine, and death are sure to follow.

SET

Chaotic Dark God of the Desert, Foreigners, & Storms



Tenets of Set

- * Advance your own interests, especially at the cost of others
- * Plot against, demean, and destroy those who stand in your way
- * Harness Chaos, so as to rule in the name of Set!

Clerics of Set

Special: Set is served by clerics, priests, and anti-paladins.

Allowed Weapons: Was scepter (as staff), spear, mace, dagger

Allowed Armor: Scale mail or lighter

Holy Symbol: Set Head, Was Scepter, Hooded Serpent

Unholy Creatures: Followers of Ra, Osiris, or Apep, and similar divinities

Mysteries of Set: Clerics of Set wear masks (of whatever animal Set's head is?), allowing them to cause confusion (victims are unable to take effective action) for 1 round- Will save DC 10 resists, up to once per day per level.

Magical Side-Effects

Set's dark spells empower his followers, but may unleash their own perils too. Roll 1d12.

1. Demeaned: One must bow low before they can rule high. Either the cleric or one of his victims must be abused, humiliated, and belittled in order for the spell to work, whether at the time of casting or by midnight. The one so demeaned suffers a loss of 1d4 Personality for the next 24 hours.

2. Setian Device: The cleric will need to craft some sort of grandiose object pleasing to Set, taking 1d3 rounds to arrange and requiring 1d6 gold pieces in components per spell level. Afterwards, it can be used again for other spells unless destroyed.

3. Ruler's Icon: The spell either needs a representation of Set or must provide the cleric with direct personal empowerment. Otherwise, it only functions at 50% strength.

4. Desert Magic: A 1d6 x 10' area around the target of the spell becomes very dry, causing all within to make a Will save DC 15 or take a -2 penalty to all rolls, -4 if Lawful or a lover of moisture. The effects last for 1d6 rounds.

5-9. Standard Casting: The magic functions without side-effect.

10. Foreign Spell: The spell works normally and if it would benefit non-Egyptians, has a 50% bonus to its effect, range, or duration.

11-12. Ascension of Set: The spell works automatically for double the effect, range, or duration. In addition, if it is being used to directly enact the cleric's megalomaniacal goals, then it gains a +2 bonus to its spell check.

Divine Tests

Yes, the cleric must serve himself first, but he must serve Set before that!

1-4. The dark dreams of Set don't seem to be taking enough hold in the cleric. He suffers a penalty to all his rolls equal to his divine test result (-1 to -4) for the next 2d3 hours, double (-2 to -8) if he is acting in any way other than that of wanton self-aggrandizement.

5-9. Have you hatched an ingenious scheme in the name of Set lately? The cleric loses access to some of his spells (50% chance for each one) including possibly his turn unholy ability until the next day. He also must immediately do one of the following (roll 1d5):

- [1] Destroy all nearby objects, fuming over all his meddling foes!
- [2] Belittle an underling or other person, humiliating them.
- [3] Plot for the next hour to steal some item to later be used as a Setian device.
- [4] Kill his next opponent in an overly grandiose way.
- [5] Yell "Foe of Ra!" at every opportunity for the next hour.

10-14. Few would argue that the cleric isn't a monster. Roll 1d5 to determine what sort of permanent change comes over him.

- [1] Set Head: Treat as if he is always wearing his mask now, allowing him to attempt to scare others too (as per the spell) instead of causing confusion. He also becomes very sibilant.
- [2] Brutal Strength: Grows strong, gaining +4 Strength, but also must now make a Will save DC 15 to resist taking something he wants, even if it might jeopardize his long-term self-interests.
- [3] Desert Touch: Whatever the cleric now grasps wilts and dries, losing its fertility. Treat as magical side-effect #4, above.
- [4] Lord of Storms: Once per day, the cleric must show his domination of the weather by causing a storm to occur. When he chooses, it will manifest within 1d6 rounds, centered above where he was at the time, affecting a 1d8 quarter mile area, and lasting for 1d6 turns. Those inside it take a -5 penalty to all rolls; light structures and unattended objects will be destroyed.
- [5] Foreign Look: Gains red hair and very pale skin- though only some might see him as a monster then!

15-16. Minions of Set arrive to make sure that the cleric is causing enough destruction (a base 35% chance). If not, then they do it for him, even attacking the cleric to show how it's done! Roll 1d6.

- | | |
|--------------------------|-----------------------------------|
| [1] 1d3 giant scorpions | [2] 3d3 scorpion men (see below) |
| [3] 1d2 chaotic griffons | [4] 1d2 hippopotamuses |
| [5] 1d3 crocodiles | [6] 1 giant spitting cobra (HD 7) |

17+ It is now time to take over the world in the name of... Set! The cleric will spend the next 24 hours, plus 24 additional hours per divine test result over 16 assembling some huge, pylon Setian device. Once ready, it will have a base 10% chance per divine test total over 16 of actually working and not being stopped by the forces of Horus or the like. If successful, it can then create the equivalent of a Set cleric spell of his choice, usable up to 1d6 times per day. If not, then the cleric has been foiled again!

Cleric Spells (Set)

Clerics of Set have access to the following spells:

1st Level (d6): **Darkness**, **Paralysis**, **Word of Command**, **Scare***, **Setian Missile** (as Magic Missile*, but has a 25% chance of missing), **Shield***

2nd Level (d9): **Curse**, **Snake Charm**, **Spiritual Weapon**, **Amnesia***, **Detect Invisible***, **Ray of Enfeeblement***, **Shatter***, **Strength***, **Monster Summoning*** (1d4 scorpion men)

3rd Level (d6): **Bolt from the Blue** (looks like a striking serpent), **Demon Summoning***, **Dispel Magic***, **Gust of Wind***, **Hieroglyph of Warding** (as Runic Alphabet, Fey*), **Setian Bolt** (as Lightning Bolt*, but also has a 25% chance of missing)

4th Level (d3): **Vermin Blight** (as scarab beetles), **Polymorph*** (self- minions of Set forms only- see divine test results #15-16), **Snake Trick***

5th Level (d4): **Summon Avatar** (Set), **Weather Control** (to create storms only), **Mind Purge***, **Reap the Whirlwind***



	Scorpion Man (Girtablilu) Init +3 Atk sting or claws +0 (1d3) AC 14 HD 1d6 MV 20' Act 1d20 SP Those hit by sting must make a Fortitude save DC 15 or take 1d6 extra damage; some have extra limbs or grow up to 10 HD in size Fort +2 Ref +2 Will +0 AL C
--	--

Smaller humanoids that appear as 4-limbed, upright-walking scorpions, they are often found in the service of Set, though they will follow any evil master in Mesopotamian lands, being called 'Girtablilu'. Whatever their name, scorpion men are vicious and easily antagonized, using their stingers in such cases in order to make their points.

Some can grow much larger though (up to 10 HD), having extra claws or even a centauroid form, allowing them to properly insult their victims before stinging them to death.

DESERT ENCOUNTERS

Dry and forbidding like Set, few would brave its dangers, especially during the scorching heat of day.

d10	Encounter
1	Weather change (d8): [1] milder, [2-3] hotter!, [4-5] clearer (50% chance of sunburn!), [6] cloudier, [7] windier, or [8] other
2	Terrain change (d10): [1-3] sand dunes, [4-6] flatter, [7] plant life, [8] dwelling (as per #7 folk, below), [9] riverbed (75% chance of being dry, [10] oasis (75% chance of spawning another encounter)
3-4	Desert animal(s) (d14): [1] antelope, [2] goat, [3] lion, [4] gazelle, [5] sheep, [6] fox, [7] hyena, [8] mouse, [9] birds, [10] donkey, [11] snake, [12] vulture, [13] scorpion, [14] other
5	Mishap (d5): [1] dehydration, [2] sand storm, [3] blazing sun, [4] lost, [5] sand in eyes, [6] hidden pit
6	Notable Sight (d4): [1] Nile river, [2] mirage, [3] blinding sun, [4] scenic view
7	Folk (d4): [1] travelers, [2] bandits, [3] farmers, or [4] other (50% chance of being dangerous dervishes)
8	Supernatural (d4): [1] demon, [2] devil, [3] spirit, [4] undead
9	Monster(s) (d6): [1] giant scorpions, [2] scorpion men, [3] griffons, [4] 1d2 hippopotamuses, [5] 1d3 crocodiles, [6] giant snake
10	Other - roll on another Random Encounter Table- See Table of Contents

	Avatar of Set Init +8 Atk staff +28 (6d10+6) AC 25 HD 22d10 MV 30' Act 2d20 SP Set cleric spells/abilities (+22 spell check), immune to harm from dark magic or desiccation Fort +18 Ref +12 Will +12 AL C
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Strange-headed and menacing, Avatars of Set seek to serve themselves or other megalomaniacs. Most have black Set animal heads, though those with red or white fur aren't unheard of. No matter how they appear, they are almost always on some mission to demean and destroy their meddling foes!



TIAMAT

Chaotic Demon Lord of Abomination & Monstrous Tyranny



Tenets of Tiamat

- * Promote 'Variety, Acceptance, and Everlasting Change for All'
- * Actually encourage the breeding and spreading of abominations
- * Enslave and murder all non-abominations once power is gained

Clerics of Tiamat

Special: Tiamat is served by clerics, priests, shamans, and witches. Abominations are typically mortal hybrid beings that include at least some human part.

Allowed Weapons: Club, spear, sling, dagger

Allowed Armor: Scale mail or lighter

Holy Symbol: Double Fork, Hybrid Life, Tentacle Sun

Unholy Creatures: Non-abominations

Mysteries of Tiamat: Clerics of Tiamat can add 2 to one of their spells or damage rolls when within 30' of an abomination, up to once per day per level.

Magical Side-Effects

Tiamat promises paradise to all, but instead delivers doom and death to non-abominations. Her magic is little different.

- 1. Blood-debt:** Is the cleric abominable enough? If not an abomination herself, then she takes 2d10 damage unless she can find another to inflict it on instead. Only then can the spell work.
- 2. Sacrifice:** A ritual and offering equal to 1 round and 1d6 gold pieces per spell level are needed for the magic this time, unless a non-abomination is eaten or unnaturally bred in sacrifice.
- 3. Icon of Genocide:** A symbol of Tiamat need be present for the spell to work, though the presence of an actual abomination would be sufficient. Otherwise, the spell functions at 50% strength.

4. Mutant Effect: The spell manifests as either the cleric, the target, or the area around the target mutating in some way to make the effects happen. Once the duration ends, so too does the manifestation, but all non-abominations who see it must make a Will save DC 10 or flee in fear for 1d3 rounds.

5-9. No Side-Effect: The magic functions normally this time, though Tiamat would prefer it didn't!

10. Offspring of the Whore of Babylon: The magic works with a 50% bonus to its effect, range, or duration by changing the target to become more abominable (see divine tests #10-14 below). The change can be resisted by a Will save DC 10, but that cancels the spell's effects if successful.

11-12. Wrath of Tiamat: The spell works automatically for double the effect, range, or duration. In addition, if it would harm a non-abomination, then it gains a +2 bonus to its spell check.

Divine Tests

Tiamat is eternal, everlasting change that those affected by her must believe in... Or else!

1-4. Had enough abomination yet? The cleric takes 1d2 damage per divine test result (1d2 to 4d2), extra (1d4 to 4d4) if she is in the presence of an abomination at the time (including herself, if she is one), as it helps deliver the test by attacking too.

5-9. It is time to spread more 'Variety, Love, and Acceptance'; that is, as long as it benefits abominations at the expense of all others! The cleric loses access to some of her spells (50% chance each) possibly including her turn unholy ability. Roll 1d6 for each one lost to determine what she must do in order to be able to use it again:

- [1] Discourage non-abomination breeding and family roles.
- [2] Recruit 1d3 human cultists to aid in the replacing of humanity.
- [3] Arrange for the breeding of an abomination.
- [4] Attack a person or group that doesn't support abomination.
- [5] Get 1d3 non-abominations to feel guilty enough in order to surrender their lands to abominations.
- [6] Kill 1d6 non-abominations.

10-14. Tiamat's cleric becomes more (obviously) abominable from now on. First, roll a 1d20 to see what part of her is affected:

1-3	Leg or foot	10-15	Shoulder, arm, or hand
4	Loins	16-17	Neck or throat
5-6	Stomach	18	Eye, nose, ear, or finger(s)
7-9	Chest or back	19-20	Head or face

Then roll a 1d8 to see what creature's part it changes into. The mutation will either grant the cleric a +2 bonus to certain rolls or stats, allow her to make an additional *unnatural* attack for 1d6 damage each round, or gain 1 HD as she grows in size. Each change also gives the cleric a cumulative 25% chance of being easily identified as a monster, as well as an automatic -1 penalty to her INT or PER score.

- | | | | |
|-------------|----------|--------------|-------------|
| [1] Bird | [2] Bull | [3] Dragon | [4] Fish |
| [5] 'Hairy' | [6] Lion | [7] Scorpion | [8] Serpent |

15-17. Fuming over the death of her husband Apsu at the hands of the Gods, Tiamat sends some of her children to enact revenge. They arrive within 1d6 rounds to attack anyone, including the cleric if she doesn't escape in time! Roll 1d6.

- | | |
|-----------------------------------|------------------------------|
| [1] 1 Musmahhu (7-headed hydra) | [2] 1d3 Kusarikku (bull men) |
| [3] 2d3 Ugallu (lion men) | [4] 3d3 Uridimmu (dog men) |
| [5] 5d3 Girtablilu (scorpion men) | [6] 4d3 Kulullu (fish men) |

18+ Death to Marduk! Man must fall, so an avatar of Tiamat will deal with matters personally. She arrives within 4d6 rounds, killing all she finds and remains for 3 rounds for every divine test total over 17. There is also a 25% chance of her being joined by an avatar of her mate, Kingu (stats below), who will remain at her side to join in the devastation, unless shown to be the unskilled laborer that he is.

MV: 40; AC: 26; HD: 24; Atk: +26 smash (7d8+8); SP: unskilled

Cleric Spells (Tiamat)

Clerics of Tiamat have access to the following spells:

1st Level (d8): Paralysis, Charm Person*, Color Spray*, Magic Mouth*, Ropework* (appears as tentacles), Scare*, Spider Climb*, Ventriloquism*

2nd Level (d9): Lotus Stare, Snake Charm, Wood Wyrding, Choking Cloud*, Comprehend Languages*, ESP*, Forget*, Monster Summoning* (abominations), Nythuul's Porcupine Coat*

3rd Level (d4): Bolt from the Blue (appears an abomination attacking), Demon Summoning*, Turn to Stone*, Water Breathing*

4th Level (d3): Whirling Doom (appears as a monstrous maw), Kith of the Hydra*, Polymorph* (abomination forms only)

5th Level (d4): Summon Avatar (Tiamat), Weather Control (to make it stormier), Glorious Mire*, Mind Purge*



	Bull Man (Kusarikku) Init +4 Atk gore +6 (1d6+4) or by weapon +4 AC 11 HD 4d8 MV 40' Act 1d20 SP May charge for x2 damage; 50% lack hands but gain 10' speed; larger varieties have up to 14 HD. Fort +5 Ref +2 Will +4 AL C
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Known to the Mesopotamians as Kusarikku, bull men are hostile to other chaotic beings, attacking them first whenever given a choice. Still, those loyal to Tiamat have learned to abstain from slaying her other children unless they have to. Most bull men stand around 6' in height and are solidly built. Half lack hands, but gain a 10' speed bonus, relying on only their charge attack instead. The rest are fond of wielding large weapons to dash their foes to pieces.

Larger varieties of bull men, akin to minotaurs, have also been encountered with up to 14HD. Such giants care little for even Tiamat's demands.

	Avatar of Tiamat Init +5 Atk bite +29 (7d10+10) AC 29 HD 23d12 MV 40' (swim 90') Act 2d20 SP Tiamat cleric spells/ abilities (+23 spell check), immune to harmful effects from hybrids, grappling tail (STR 22) Fort +30 Ref +5 Will +10 AL C
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Avatars of Tiamat appear as either powerful sea dragons, musmahhu (7-headed hydra), demented kurs, or as woman-serpent abominations. However they appear, they wreak terrible destruction, happily birthing their whore-abominations via their monster summoning spells, though taking on the form of a multi-colored 5-headed dragon would be just ridiculous.

	Kur Init -2 Atk claws +23 (6d6+10), bite +30 (12d6+10) AC 19 HD 25d12 MV 50' (fly 120') Act 2d20 SP Regeneration, breathe fire (50% chance), nude woman mount (50% chance), cause fear! Fort +20 Ref -8 Will +8 AL L
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These mountain-sized behemoths are foe to both mortal and god alike. Appearing as enormous, lion-headed griffins, kurs regenerate 3 hit points per round and also have a chance of being able to spit fire like a dragon in a 120' cone for 4d8 damage every other round. Some are even mounted by nude women who can cast Charm Person at will (+10 spell check).

If it doesn't occur to them to run away, those who are foolish enough to face a kur must make a Will save DC 10 or flee in terror! Still, being so large, kurs usually ignore bands of 3 mortals or less, unless those mortals are foolish enough to attack first of course.

APPENDIX

PRE-ANSWERED QUESTIONS

Why ask when it's already been answered for you?

CLERICS

What's the difference between clerics, priests, etc.?

Clerics: the standard type, use all the allowed weapons, armor, and spells of their divinity.

Priests¹: lose some weapons and armor in return for being able to reroll one failed spell each day. And unless otherwise stated, the term 'priests' can refer to priestesses too.

Mystics¹: like priests, they lose some weapons and armor, but they can learn 1 additional spell per spell level with certain restrictions.

Shamans¹: have more spirit-focused spells and abilities.

Witches¹: have more sinister spells and abilities.

¹ See Divinities & Cults: Volume II for more details

If it says 'cleric' in a divinity's entry, does that also apply to the cleric variants of that divinity?

Yes, unless otherwise stated in the variant cleric type's rules.

MYSTERIES

Mesopotamian mysteries grant clerics a bonus to one of their rolls or stats: what does that mean exactly? Mesopotamian clerics can improve any roll they make or one of their ability scores, AC, or saves by 2 in certain situations for 1 round, up to once per day per level. For example, a cleric of Ishtar might decide to add 2 to one of her attack rolls or her Personality score when in a dominant position.

Most Egyptian divinities have their clerics wear animal masks. Are these magical? Can they be replaced? They're not magic items per se; they're simply conduits that a cleric can use to allow the power of his or her divinity to flow through them- others cannot use the masks. If lost, they can be replaced for 1d20 gold pieces in cost and 4d6 hours of time.

MAGICAL SIDE-EFFECTS

What happens if a cleric doesn't follow through on a requirement for a magical side-effect?

He or she triggers a divine test. Use them whenever a cleric doesn't fulfill his or her end of a divine bargain or is otherwise naughty.

What does 'spell aspects' or 'aspects of a spell' mean?

The spell's effects, range, and duration. With the Judge's permission, when other aspects of a spell can be improved, the difficulty of saving against it can also be increased by 2 or 4.

Can magical side-effects occur more or less often?

Yes. Roll different dice and have their results equate to the standard d12 results in different ways, either decreasing or expanding the number of results that have no side-effect.

To have magical side-effects occur more often, roll a d8:

1-4: Count as the same as the listed result

5: Is the only result with no side-effect

6: Count as result #10

7-8: Count as results #11-12

To have magical side-effects occur less often, roll a d20:

1-4: Count as the same as the listed result

5-17: No side-effect

18: Count as result #10

19-20: Count as results #11-12

This can be done permanently or whenever the Judge chooses.

MONSTERS

Many monsters have 'cause fear' listed as a special ability. What does it mean? It's pretty scary...

Those who face them and are of 5 or more levels lower than their HD must make a Will save DC 15 or run away!

When a summon monster spell has a particular monster listed in parentheses, what does that mean?

Unless otherwise stated, only that monster may be summoned with the spell and only 1 may be summoned at a time.

MORE INFORMATION

If you haven't done so already, make sure you get a copy of Volume I and Volume II.

And visit www.divinitiesandcults.com every week for updates.



Recommended Reading

Divinities & Cults: Volumes I & II by Dan Osarchuk, OSRDAN Games

Dungeon Crawl Classics RPG by Joseph Goodman, Goodman Games

Egyptian Mythology by Geraldine Pinch

Gods of War by Curtis Lyon, 3 Sages Games

Labyrinth Lord by Dan Proctor, Goblinoid Games

Myths from Mesopotamia by Stephanie Dalley

Usborne Book of the Ancient World by Jane Chisholm and Anne Millard

Warfare in the Classical World by John Warry

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