

GAMEMASTER'S NOTEBOOK

1001

Altars

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1001 Ancient Altars

The adventurers have entered a large chamber deep in the dungeon. It appears to be empty aside from a few vermin, but there is a large altar on a low dais at the far end. They gather around it.

GM: The altar is made of black marble. It's rectangular, and is carved with images of monsters devouring humans. There is something that looks like it might be dried blood on the top. Jarmak, you and Lyry feel extremely uncomfortable just being near it.

Party Leader: An altar ... maybe there's a clue to Torkan's treasure here. Yash knows there hasn't been one anywhere *else* in this forsaken pit.

Lyry: Being a priestess, do I recognize anything about this?

GM: Yes, you spot some distinctive symbols among the carvings; this was used by worshipers of Gul-Zon, Lord of Scorpions.

Party Leader: That's not good. We'll spread out and check the area around for traps.

GM: You don't find anything out of the ordinary, just a lot of dust. It looks like this place hasn't been used much lately.

Jarmak: I'm going to check out that altar. Can I tell why it's making me uncomfortable? And is there any sign of a secret compartment?

GM: When you touch it ... well, zzzzap.

Jarmak: Ribbit!

Mage: Not again....

This collection of 1001 altars got a little out of hand. There was always one more bit of description to add. As a result, it's one of the largest of the 1001 Things lists – it runs to 114 pages. That's a lot of altars!

Since the selection of deities varies widely among campaigns, the specific deities have not been specified, merely good, neutral, or evil. If you're designing a temple, you might select the deity first and then choose an altar that suits them; conversely, if you're designing a dungeon or ruin, pick an altar and then assign it a deity.

The list is slanted in favor of evil altars, as players are more likely to find such altars in dungeons, lost cities, and other places where adventures tend to happen. But with 1001 of them, there are hundreds of good and neutral ones in there, too, so you're sure to find one that fits your needs.

The goal was to make character stats, damage amounts, etc., fairly universal. Something like "major damage" means totally different numbers in different game systems, and even different campaigns. The possibilities are *slight, minor, moderate, major, and substantial*; you will have to decide for your game whether, for example, "minor damage" means 2-4 points or 20-40 points. The stats are intentionally generic, and you can most likely find a suitable equivalent in your game system. Most, for instance, have some value that is "strength" whatever it happens to be named; just apply as needed.

To use this list, you can either start at the top of the list and use them in order, roll three different colors of d10 (treating 10 as 0), or just pick something that strikes your fancy. For each altar, both the physical appearance and magical effects are described. If you like the appearance of one and the effects of another, just swap them.

These items were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them is a modified version of the Altars table from Fantasy Table Pack 2.

1001 Ancient Altars

1: This altar dedicated to a good deity stands on a 4-foot-high dais. It is made of crystal, and shaped like a rectangle roughly 3' wide and 6' long, supported on a pillar at each end. It is decorated with carvings of the moon. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 3 hours.

2: This altar dedicated to an evil deity is made of close-fitted blocks of travertine with recently touched up blood-red paint, and shaped like an ellipse roughly 2' by 8'. It is decorated with bas-reliefs of distorted humanoids. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here gain the ability to fly for up to 20 minutes at a time for 7 hours, while good characters who so much as touch the altar suffer incapacitating pain for 2 hours.

3: This altar dedicated to an evil deity is made from a pile of all sorts of bones, and shaped like a rectangle approximately 2' wide and 7' long, supported on legs at each end. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here become immune to electrical damage for 1 day, while good characters who disturb the altar have their Agility and Willpower stats swapped for 5 weeks.

4: This altar dedicated to an evil deity is made of obsidian, and shaped like a pentagon approximately 6' by 4' in size. It is decorated with mosaics of evil holy symbols. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar have their Willpower and Intelligence stats swapped for 6 days.

5: This altar dedicated to an evil deity is made of black granite, and is circular, roughly 2' in diameter. It is decorated with carvings of spiders. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become delirious for 1 hour.

6: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle roughly 2' wide and 7' long, supported on 4 legs. It is decorated with paintings of demons. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 3 paces. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are slowed for 21 hours.

7: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of gold-leafed stone, and shaped like a rectangle roughly 2' wide and 4' long. It is decorated with carvings of sea creatures. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 3 paces. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good characters who make an offering here become immune to fire damage for 6 hours, while evil characters who disturb the altar are slowed for 6 hours.

8: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of obsidian, and shaped like an ellipse about 2' by 5', supported on a pillar at each end. It is decorated with crudely-chiseled carvings of staring eyes. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within five paces. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 7 hours, while good characters who so much as touch the altar are slowed for 20 days.

9: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and is circular, about 4' in diameter. It is decorated with crudely-chiseled carvings of symbols of death. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar are turned into dogs.

10: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of permanent ice, and shaped like a rectangle approximately 2' wide and 9' long. It is decorated with carvings of stylized flames. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here gain a moderate bonus to skill checks for 4 days, while good characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

11: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of an unknown blue stone with yellow veins, and is circular, roughly 3' in diameter, supported on 8 legs. It is decorated with paintings of monsters devouring humans. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here gain the ability to walk on water for up to 7 minutes at a time for 6 hours, while good characters who disturb the altar are turned into giant insects.

12: This altar dedicated to an evil deity is made of solid iron with cracked black paint, and is circular, approximately 3' in diameter. It is decorated with crudely-chiseled carvings of staring eyes. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who attempt to use the altar are struck by a brilliant green lightning bolt which kills them instantly.

13: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of iron-bound wood, and shaped like a rectangle around 2' wide and 6' long, supported on legs at each end. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, evil characters heal at double normal rates within three paces. Evil devotees of the deity who make an offering here gain a moderate Strength bonus for 2 hours, while good characters who so much as touch the altar are slowed for 12 hours.

14: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse around 3' by 5'. It is decorated with carvings of body parts. In the area around it, all checks to detect wandering monsters suffer a major penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar are wracked with convulsions for 10 hours.

15: This altar dedicated to an evil deity is made of obsidian, and hexagonal in shape, almost exactly 5' by 6' in size. It is decorated with bas-reliefs of scorpions. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil characters who make an offering here become immune to disease for 4 hours, while good characters who attempt to use the altar are turned into giant insects.

16: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of red glass, and shaped like a rectangle around 4' wide and 5' long, supported on a pillar at each end. It is decorated with carvings of creatures with tentacles. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar become delirious for 4 hours.

17: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of an unknown black stone with brown veins, and shaped like a rectangle about 4' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of heroes of the religion. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good clerics or priests who make an offering here are fully healed, while evil characters who so much as touch the altar have their Endurance and Willpower stats swapped permanently.

18: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of gold-leafed stone, and shaped like

a rectangle approximately 2' wide and 6' long. It is decorated with carvings of sacred, protective snakes. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good devotees of the deity who make an offering here can understand the speech of dragons for 2 days, while evil characters who so much as touch the altar become deaf for 4 hours.

19: This altar dedicated to a good deity is made of white alabaster, and shaped like an ellipse roughly 2' by 6', supported on legs at each end. It is decorated with carvings of worshippers praising a beneficent deity. The altar is covered with flakes of silvery material. In the area around it, all spells cast by non-good characters are cast as if the caster was 2 levels/10% lower. Good devotees of the deity who make an offering here are fully healed, while evil characters who attempt to use the altar fall unconscious for 4 hours.

20: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone, and is circular, approximately 4' in diameter. It is decorated with carvings of stars. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an offering here gain a major Intelligence bonus for 2 hours, while evil characters who so much as touch the altar become disoriented for 9 hours.

21: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse roughly 4' by 7'. It is decorated with bas-reliefs of bat-winged creatures. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who disturb the altar become blind for 4 hours.

22: This altar dedicated to a neutral deity is made of green glass, and shaped like a rectangle about 4' wide and 4' long, supported on a pillar at each end. It is decorated with carvings of heroes of the religion. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here become immune to disease for 7 hours, while evil characters who attempt to use the altar have their Personality and Intelligence stats swapped for 7 hours.

23: This altar dedicated to a good deity stands on a 4-foot-high dais with 2 steps. It is made of solid bronze, and shaped like a rectangle roughly 3' wide and 5' long, supported on 8 legs. It is decorated with carvings of harvest abundance. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good devotees of the deity who make an offering here are fully healed, while evil characters who disturb the altar have their Intelligence and Personality stats swapped for 16 hours.

24: This altar dedicated to a neutral deity is made of iron-bound wood, and is made to look like a moon. It is roughly 4' wide and 5' long. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who so much as touch the altar become dizzy for 21 hours.

25: This altar dedicated to an evil deity is made of an unknown blue stone with silver veins, and shaped like a rectangle around 3' wide and 9' long, supported on 8 legs. It is decorated with carvings of spiders. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar become nauseated for 6 days.

26: This altar dedicated to a good deity is made of iron-bound wood, and shaped like an ellipse about 4' by 5'. It is decorated with carvings of religious scenes. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water three times a day, while evil characters who so much as touch the altar are struck by a sparkling multicolored lightning bolt for moderate damage.

27: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse around 4' by 8', supported on legs at each end. It is decorated with carvings of scorpions. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3

levels/15% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are wracked with convulsions for 5 hours.

28: This altar dedicated to an evil deity is made of an unknown violet stone with brown veins, and shaped like a rectangle about 3' wide and 7' long. It is decorated with mosaics of scenes from the religion's holy book. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who stand too close to the altar become nauseated for 1 day.

29: This altar dedicated to a neutral deity is made of wood with cracked blue paint, and triangular in shape, roughly 4' by 6' in size. It is decorated with bas-reliefs of elaborate, stylized calligraphy of prayers to the deity. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Personality, while good characters who so much as touch the altar are turned into orcs (of the opposite sex if already an orc).

30: This altar dedicated to a neutral deity is made of wood, and shaped like a rectangle about 4' wide and 9' long. It is decorated with carvings of scarabs. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here become immune to fire damage for 6 hours, while evil characters who so much as touch the altar become nauseated for 3 hours.

31: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and shaped like a rectangle approximately 4' wide and 9' long, supported on legs at each end. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a major penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who attempt to use the altar are struck by a glowing orange lightning bolt for moderate damage.

32: This altar dedicated to a good deity is made of an unknown orange stone with white veins, and is circular, roughly 3' in diameter, supported on a pillar at each end. It is decorated with carvings of animals sacred to the deity. Faint humming sounds can be heard near the altar. In the area around it, all spells cast by non-good characters are cast as if the caster was 2 levels/10% lower. Good characters who make an offering here are fully healed, while evil characters who so much as touch the altar are wracked with convulsions for 9 hours.

33: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like an ellipse roughly 3' by 4'. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a substantial reaction penalty. Evil clerics or priests who make an offering here gain a substantial Endurance bonus for 3 hours, while good characters who attempt to use the altar become dizzy for 3 hours.

34: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of brick with recently touched up green paint, and shaped like a rectangle almost exactly 2' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of the moon. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 11 days.

35: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of pulsating living flesh, and shaped like a rectangle about 4' wide and 7' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar suffer incapacitating pain for 8 hours.

36: This altar dedicated to an evil deity is made of wood, and shaped like an octagon almost exactly 4' by 5' in size. It is decorated with mosaics of symbols of death. In the area around it, all spells cast by non-evil characters are cast

as if the caster was 3 levels/15% lower. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become blind for 4 hours.

37: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of white alabaster, and shaped like a rectangle roughly 4' wide and 7' long. It is decorated with bas-reliefs of heroes of the religion. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here gain a substantial bonus to skill checks for 2 days, while evil characters who disturb the altar become disoriented for 3 hours.

38: This altar dedicated to a neutral deity is made of brick with peeling and flaking purple paint, and shaped like a rectangle roughly 3' wide and 6' long. It is decorated with carvings of the moon. In the area around it, neutral characters heal at double normal rates within three paces. Neutral characters who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are turned into elephants.

39: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of brick, and triangular in shape, roughly 6' by 4' in size. It is decorated with paintings of religious scenes. Standing in front of the altar brings visions of the religion's promised afterlife. In the area around it, neutral characters heal at double normal rates within five paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar become blind for 6 hours.

40: This altar dedicated to an evil deity is made of close-fitted blocks of pink granite, and shaped like a rectangle around 4' wide and 7' long. It is decorated with bas-reliefs of scenes from the religion's holy book. Violet sparks randomly arc across the surface (they are harmless). In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a slight bonus to skill checks for 2 hours, while good characters who so much as touch the altar become deaf for 2 hours.

41: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of solid bronze, and shaped like a rectangle roughly 2' wide and 7' long, supported on 6 legs. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 3 paces. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here are fully healed, while good characters who attempt to use the altar have their Strength and Alertness stats swapped for 15 hours.

42: This altar dedicated to a neutral deity is made of brick with recently touched up purple paint, and is circular, about 2' in diameter. It is decorated with bas-reliefs of geometric patterns. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while good characters who stand too close to the altar are turned into lizardmen (of the opposite sex if already a lizardman).

43: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of black granite, and shaped like a rectangle about 2' wide and 4' long, supported on a pillar at each end. It is decorated with mosaics of body parts. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Alertness, while good characters who so much as touch the altar are turned into newts.

44: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of wood with recently touched up brown paint, and hexagonal in shape, roughly 6' by 2' in size, supported on a central column. It is decorated with bas-reliefs of monsters devouring humans. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who attempt to use the altar fall unconscious for 4 hours.

45: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of obsidian, and shaped like an ellipse roughly 4' by 5'. It is decorated with carvings of torture and sacrifice. Evil characters feel a sense of

power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are turned into frogs.

46: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of pulsating living flesh, and is circular, roughly 2' in diameter. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil characters who make an offering here can understand the speech of snakes for 6 hours, while good characters who so much as touch the altar suffer incapacitating pain for 2 hours.

47: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of an unknown orange stone with gold veins, and shaped like a rectangle about 2' wide and 9' long, supported on a central column. It is decorated with bas-reliefs of staring eyes. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who disturb the altar become dizzy for 3 days.

48: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of black granite, and triangular in shape, roughly 3' by 4' in size, supported on a central column. It is decorated with carvings of jagged geometric patterns. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar go mad for 6 hours.

49: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and shaped like an ellipse almost exactly 2' by 6', supported on a central column. It is decorated with paintings of war and violence. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Strength, while good characters who stand too close to the altar go mad for 1 hour.

50: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of rusty iron, and shaped like a rectangle about 2' wide and 9' long, supported on 8 legs. It is decorated with bas-reliefs of writhing worms. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil characters who make an offering here gain a substantial bonus to skill checks for 5 hours, while good characters who so much as touch the altar are struck by a sparkling yellow lightning bolt for minor damage.

51: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse roughly 2' by 8'. It is decorated with carvings of bat-winged creatures. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are turned into frogs.

52: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like an ellipse roughly 2' by 9'. It is decorated with mosaics of stylized flames. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here gain a moderate Dexterity bonus for 3 hours, while evil characters who disturb the altar are struck by a glowing multicolored lightning bolt for moderate damage.

53: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of base metal plated with , and shaped like a rectangle roughly 4' wide and 8' long. It is decorated with carvings of stylized flames. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil devotees of the deity who make an offering here gain a minor bonus to skill checks for 6 hours, while good characters who stand too close to the altar are struck by a glowing yellow lightning bolt for moderate damage.

54: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of an unknown green stone with white veins, and is circular, roughly 2' in diameter. It is decorated with carvings of torture and sacrifice. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light

sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here heal up to 30% of their maximum hit points, while good characters who attempt to use the altar fall unconscious for 4 hours.

55: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from the bones of a huge monster, and shaped like an ellipse approximately 4' by 4', supported on legs at each end. The altar is covered with fungus. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar become delirious for 11 days.

56: This altar dedicated to a neutral deity is made of wood with recently touched up purple paint, and shaped like a rectangle approximately 3' wide and 9' long, supported on a pillar at each end. It is decorated with carvings of eyes. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral characters who make an offering here gain a substantial Endurance bonus for 7 hours, while evil characters who so much as touch the altar become deaf for 4 days.

57: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of obsidian, and shaped like a rectangle roughly 2' wide and 6' long, supported on legs at each end. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are slowed for 5 hours.

58: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of finely-polished wood, and shaped like an ellipse roughly 3' by 9'. It is decorated with mosaics of animals sacred to the deity. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 4 hours.

59: This altar dedicated to a neutral deity is made of wood, and is shaped like a sphinx. It is roughly 3' wide and 5' long. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral characters who make an offering here heal up to 30% of their maximum hit points, while good characters who so much as touch the altar are slowed for 13 hours.

60: This altar dedicated to a good deity stands on a 5-foot-high dais with 3 steps. It is made of close-fitted blocks of light gray granite, and shaped like an octagon almost exactly 4' by 5' in size. It is decorated with mosaics of geometric patterns. In the area around it, good characters heal at double normal rates within four paces. Good clerics or priests who make an offering here become immune to fire damage for 3 hours, while evil characters who attempt to use the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 4 hours.

61: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of a mass of twitching jointed legs, and shaped like a rectangle approximately 4' wide and 9' long, supported on 6 legs. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within three paces. Evil clerics or priests who make an offering here gain the ability to see in the dark for 6 hours, while good characters who so much as touch the altar are turned into giant insects.

62: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of iron-bound wood, and shaped like an ellipse about 3' by 7'. It is decorated with paintings of distorted humanoids. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who stand too close to the altar become disoriented for 3 hours.

63: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of iridescent metal, and shaped like a rectangle approximately 4' wide and 5' long, supported on 6 legs. It is decorated with carvings of abstract patterns. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher.

A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who so much as touch the altar are struck by a sparkling yellow lightning bolt for major damage.

64: This altar dedicated to an evil deity is made of wood, and shaped like a rectangle around 2' wide and 8' long, supported on legs at each end. It is decorated with crudely-chiseled carvings of scorpions. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, evil characters heal at double normal rates within three paces. Evil clerics or priests who make an offering here become immune to disease for 2 hours, while good characters who so much as touch the altar become dizzy for 6 hours.

65: This altar dedicated to a neutral deity is made of unbreakable violet glass, and looks vaguely like a horse. It is roughly 5' wide and 6' long. Faint chanting in an unknown language can be heard near the altar. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here are fully healed, while evil characters who stand too close to the altar are turned into dogs.

66: This altar dedicated to a good deity is made of pure white marble, and which is diamond-shaped, almost exactly 6' by 5' in size, supported on 4 legs. It is decorated with bas-reliefs of sacred, protective snakes. The altar glows faintly. In the area around it, good characters heal at double normal rates within five paces. Good clerics or priests who make an offering here gain a slight bonus to skill checks for 6 hours, while evil characters who disturb the altar are paralyzed for 2 hours.

67: This altar dedicated to a neutral deity is made of an unknown violet stone with red veins, and shaped like an ellipse about 4' by 7'. It is decorated with carvings of the moon. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here gain a substantial bonus to skill checks for 2 hours, while evil characters who so much as touch the altar are turned into horses.

68: This altar dedicated to a good deity is made of gold-leafed stone, and hexagonal in shape, around 6' by 3' in size, supported on a pillar at each end. It is decorated with carvings of scenes from the religion's holy book. Faint sounds of birdsong can be heard near the altar. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Good devotees of the deity who make an offering here gain a moderate bonus to skill checks for 1 hour, while evil characters who attempt to use the altar become delirious for 4 hours.

69: This altar dedicated to a neutral deity is made of iron-bound wood, and is circular, around 4' in diameter. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, neutral characters heal at double normal rates within four paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who so much as touch the altar fall unconscious for 11 hours.

70: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle approximately 4' wide and 8' long. It is decorated with bas-reliefs of interlaced lines. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar become dizzy for 6 hours.

71: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like an ellipse roughly 4' by 7'. bowing before the altar brings visions of religion's hell. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here become immune to electrical damage for 5 hours, while good characters who so much as touch the altar have their Intelligence and Strength stats swapped for 6 days.

72: This altar dedicated to a neutral deity is made of iron-bound wood with a few traces of black paint, and shaped like a rectangle approximately 2' wide and 7' long, supported on legs at each end. It is decorated with carvings of stylized flames. Candles placed on the altar light by themselves; they burn normally. In the area around it, neutral characters heal at double normal rates within five paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar are turned into goldfish.

73: This altar dedicated to an evil deity is made of wood with fresh green paint, and shaped like a rectangle roughly 2' wide and 6' long. It is decorated with bas-reliefs of symbols of death. touching the altar brings visions of religion's hell. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here gain a minor Endurance bonus for 5 hours, while good characters who so much as touch the altar have their Agility and Intelligence stats swapped for 6 months.

74: This altar dedicated to a neutral deity is made of iron-bound wood with peeling and flaking yellow paint, and is shaped like a tree. It is roughly 3' wide and 6' long. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here become immune to electrical damage for 2 hours, while evil characters who attempt to use the altar are paralyzed for 2 hours.

75: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of travertine with cracked green paint, and shaped like a rectangle roughly 3' wide and 4' long. It is decorated with paintings of stylized flames. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 2 levels/10% higher. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who stand too close to the altar have their Alertness and Intelligence stats swapped for 15 hours.

76: This altar dedicated to a neutral deity is made of iron-bound wood with recently touched up gray paint, and shaped like a rectangle around 2' wide and 4' long, supported on legs at each end. It is decorated with carvings of sea creatures. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here gain a moderate Endurance bonus for 5 hours, while evil characters who so much as touch the altar are struck by a brilliant white lightning bolt for moderate damage.

77: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made from giant insect chiton, and shaped like a rectangle around 3' wide and 6' long, supported on legs at each end. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral clerics or priests who make an offering here gain a moderate Strength bonus for 8 hours, while evil characters who so much as touch the altar are struck by a glowing yellow lightning bolt for moderate damage.

78: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of a mass of twitching jointed legs, and shaped like an ellipse approximately 2' by 5', supported on a pillar at each end. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a major bonus to skill checks for 2 hours, while good characters who stand too close to the altar are turned into cats.

79: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of iron-bound wood with cracked blood-red paint, and shaped like a pentagon around 2' by 2' in size. It is decorated with carvings of venomous snakes. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 4 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here become immune to fire damage for 6 hours, while good characters who attempt to use the altar become dizzy for 2 hours.

80: This altar dedicated to a neutral deity is made of wood with recently touched up yellow paint, and shaped like an ellipse about 4' by 6'. It is decorated with paintings of neutral holy symbols. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 5 paces. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who stand too close to the altar suffer incapacitating pain for 4 hours.

81: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of pulsating living flesh, and shaped like an ellipse roughly 2' by 4'. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an

offering here gain a minor Agility bonus for 4 hours, while good characters who stand too close to the altar have their Strength and Personality stats swapped for 10 hours.

82: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like a rectangle around 2' wide and 5' long, supported on a pillar at each end. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are turned into frogs.

83: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle roughly 4' wide and 6' long. It is decorated with carvings of good holy symbols. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good devotees of the deity who make an offering here gain a moderate bonus to skill checks for 1 day, while evil characters who stand too close to the altar become blind for 4 days.

84: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse approximately 3' by 8', supported on a pillar at each end. It is decorated with bas-reliefs of demons. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are fully healed, while good characters who attempt to use the altar are wracked with convulsions for 5 hours.

85: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of an unknown violet stone with red veins, and shaped like a rectangle approximately 3' wide and 6' long. It is decorated with bas-reliefs of the moon. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who so much as touch the altar become disoriented for 3 hours.

86: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of permanent ice, and shaped like an ellipse approximately 4' by 5'. It is decorated with carvings of writhing worms. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 3 hours, while good characters who attempt to use the altar fall unconscious for 6 hours.

87: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black marble, and shaped like a rectangle around 3' wide and 9' long. It is decorated with bas-reliefs of monsters devouring humans. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are struck by a bright blue lightning bolt for moderate damage.

88: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of finely-polished wood, and shaped like a rectangle roughly 3' wide and 5' long, supported on 6 legs. It is decorated with paintings of scarabs. Glowing blue sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral characters who make an offering here gain the ability to walk on water for up to 6 minutes at a time for 5 hours, while evil characters who disturb the altar are wracked with convulsions for 1 hour.

89: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of ivory, and is circular, around 4' in diameter. It is decorated with carvings of sea creatures. The altar radiates heat. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who attempt to use the altar become dizzy for 3 hours.

90: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 6' long, supported on legs at each end. It is decorated with paintings of scenes from the religion's holy book. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral clerics or priests who make an offering here gain a major Willpower bonus for 23 hours, while good characters who attempt to use the altar become delirious for 3 days.

91: This altar dedicated to an evil deity is made from human bones, and shaped like a rectangle around 3' wide and 5' long. Candles of any color other than violet go out when placed on the altar. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil characters who make an offering here gain a moderate bonus to skill checks for 3 hours, while good characters who so much as touch the altar have their Endurance and Intelligence stats swapped for 4 days.

92: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of rusty iron, and shaped like a rectangle about 3' wide and 9' long, supported on legs at each end. It is decorated with paintings of symbols of death. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar have their Alertness and Endurance stats swapped for 8 days.

93: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and shaped like a rectangle almost exactly 4' wide and 7' long. It is decorated with paintings of staring eyes. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here are fully healed, while good characters who so much as touch the altar become blind for 5 hours.

94: This altar dedicated to an evil deity is made of wood with recently touched up brown paint, and shaped like an ellipse approximately 4' by 6'. It is decorated with bas-reliefs of war and violence. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become disoriented for 7 days.

95: This altar dedicated to a good deity is made of iron-bound wood, and is circular, around 4' in diameter, supported on 8 legs. It is decorated with paintings of stars. Green sparks randomly arc across the surface (they are harmless). In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good devotees of the deity who make an offering here can understand the speech of lizardmen for 2 hours, while evil characters who stand too close to the altar have their Willpower and Personality stats swapped for 21 hours.

96: This altar dedicated to an evil deity is made of solid iron with cracked brown paint, and shaped like a rectangle around 3' wide and 7' long, supported on 8 legs. It is decorated with bas-reliefs of writhing worms. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar suffer incapacitating pain for 6 hours.

97: This altar dedicated to an evil deity is made of an unknown violet stone with blue veins, and triangular in shape, around 3' by 2' in size, supported on legs at each end. It is decorated with mosaics of distorted humanoids. Standing behind the altar brings visions of religion's hell. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here are fully healed, while good characters who attempt to use the altar become dizzy for 4 hours.

98: This altar dedicated to a neutral deity is made of solid fog, and is circular, roughly 3' in diameter. It is decorated with paintings of stylized flames. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within four paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who disturb the altar suffer incapacitating pain for 22 hours.

99: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of ivory, and shaped like an ellipse about 4' by 6', supported on a central column. It is decorated with paintings of geometric patterns. Faint chanting in an unknown language can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good clerics or priests who make an offering here can understand the speech of birds for 16 hours, while evil characters who so much as touch the altar have their Willpower and Dexterity stats swapped for 8 days.

100: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of solid bronze, and shaped like an ellipse almost exactly 3' by 6', supported on legs at each end. It is decorated with carvings of evil holy symbols. The altar radiates heat. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil devotees of the deity who make an offering here heal up to 30% of their maximum hit points, while good characters who so much as touch the altar are struck by a sparkling orange lightning bolt for moderate damage.

101: This altar dedicated to an evil deity is made of close-fitted blocks of travertine with cracked black paint, and is shaped like a mass of intertwined tentacles. It is roughly 2' wide and 4' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil devotees of the deity who make an offering here heal up to 30% of their maximum hit points, while good characters who disturb the altar are turned into turtles.

102: This altar dedicated to an evil deity is made of an unknown yellow stone with white veins, and is made to look like a huge scorpion. It is roughly 3' wide and 4' long. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here heal up to 70% of their maximum hit points, while good characters who stand too close to the altar become nauseated for 4 days.

103: This altar dedicated to an evil deity is made of black granite, and shaped like a trapezoid approximately 2' by 2' in size, supported on a pillar at each end. It is decorated with paintings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here can understand the speech of animals for 7 hours, while good characters who attempt to use the altar have their Strength and Alertness stats swapped for 9 hours.

104: This altar dedicated to a good deity stands on a 4-foot-high dais with 3 steps. It is made of green glass, and shaped like a rectangle approximately 3' wide and 7' long. It is decorated with bas-reliefs of harvest abundance. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who so much as touch the altar are turned into frogs.

105: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle around 2' wide and 5' long, supported on a pillar at each end. It is decorated with paintings of stylized flames. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here become immune to disease for 3 hours, while good characters who stand too close to the altar have their Dexterity and Intelligence stats swapped for 15 days.

106: This altar dedicated to an evil deity is made of black granite, and is circular, about 3' in diameter. It is decorated with carvings of stylized flames. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here can understand the speech of lizardmen for 7 hours, while good characters who stand too close to the altar have their Personality and Intelligence stats swapped for 10 hours.

107: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of brick, and is circular, roughly 3' in diameter, supported on a pillar at each end. It is decorated with bas-reliefs of worshippers praising a beneficent deity. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good devotees of the deity who make an offering here become immune to disease for 2 hours, while evil characters who so much as touch the altar are wracked with convulsions for 16 hours.

108: This altar dedicated to a good deity is made of gold-leafed stone, and somewhat resembles a cat. It is roughly 3' wide and 6' long. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 2 paces. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a

day, while evil characters who attempt to use the altar are struck by a bright orange lightning bolt for slight damage.

109: This altar dedicated to an evil deity is made of close-fitted blocks of sandstone with a few traces of gray paint, and is shaped like a coiled serpent. It is roughly 5' wide and 5' long. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become blind for 11 hours.

110: This altar dedicated to an evil deity is made of obsidian, and is shaped like a dragon's wings. It is roughly 4' wide and 5' long. Faint chanting in an unknown language can be heard near the altar. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become deaf for 5 hours.

111: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and shaped like a rectangle around 2' wide and 9' long, supported on a pillar at each end. It is decorated with paintings of jagged geometric patterns. A hand touching the altar feels a faint vibration. In the area around it, evil characters heal at double normal rates within three paces. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are paralyzed for 4 hours.

112: This altar dedicated to an evil deity is made of brick with fresh blue paint, and shaped like a pentagon around 2' by 6' in size, supported on a central column. It is decorated with crudely-chiseled carvings of jagged geometric patterns. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are constantly distracted for 5 hours.

113: This altar dedicated to a neutral deity is made of brick, and shaped like a rectangle roughly 2' wide and 8' long. It is decorated with bas-reliefs of elaborate, stylized calligraphy of prayers to the deity. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar have their Strength and Alertness stats swapped for 7 days.

114: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of wood with recently touched up red paint, and shaped like a rectangle roughly 4' wide and 4' long, supported on a central column. It is decorated with carvings of symbols of death. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 22 hours, while good characters who so much as touch the altar are struck by a brilliant violet lightning bolt for moderate damage.

115: This altar dedicated to a good deity is made of ivory, and shaped like a rectangle approximately 2' wide and 7' long. It is decorated with paintings of sacred, protective snakes. Standing behind the altar brings visions of the religion's punishment of apostates. In the area around it, non-good characters feel groggy and suffer a substantial reaction penalty. Good clerics or priests who make an offering here gain the ability to walk on water for up to 3 minutes at a time for 3 hours, while evil characters who so much as touch the altar are turned into monsters (GM's choice).

116: This altar dedicated to an evil deity is made of brick, and shaped like a rectangle almost exactly 3' wide and 6' long. It is decorated with paintings of body parts. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here heal up to 80% of their maximum hit points, while good characters who disturb the altar have their Agility and Willpower stats swapped for 20 hours.

117: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of pure white marble, and is circular, roughly 3' in diameter. It is decorated with bas-reliefs of religious scenes. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar have their Alertness and Endurance stats swapped for 15 hours.

118: This altar dedicated to a neutral deity is made of solid iron, and hexagonal in shape, approximately 2' by 6' in size, supported on a pillar at each end. It is decorated with carvings of astrological symbols. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are fully healed, while evil characters who stand too close to the altar are struck by a sparkling yellow lightning bolt for minor damage.

119: This altar dedicated to a good deity is made of ivory, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with paintings of the moon. The altar glows faintly. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good clerics or priests who make an offering here can understand the speech of snakes for 5 hours, while evil characters who so much as touch the altar are struck by a brilliant violet lightning bolt for major damage.

120: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of black granite, and shaped like an ellipse around 3' by 5'. It is decorated with carvings of stylized flames with tortured humanoids amidst them. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who disturb the altar become delirious for 9 hours.

121: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like a rectangle approximately 4' wide and 8' long, supported on 4 legs. It is decorated with carvings of demons. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are struck by a brilliant violet lightning bolt for substantial damage.

122: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of wood with recently touched up purple paint, and is circular, about 2' in diameter. It is decorated with bas-reliefs of eyes. In the area around it, neutral characters heal at double normal rates within three paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who disturb the altar become dizzy for 6 hours.

123: This altar dedicated to a neutral deity is made of black glass, and shaped like a rectangle about 4' wide and 6' long. It is decorated with carvings of geometric patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 4 paces. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral devotees of the deity who make an offering here become immune to electrical damage for 6 hours, while good characters who stand too close to the altar become delirious for 7 hours.

124: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like a rectangle roughly 4' wide and 8' long, supported on legs at each end. It is decorated with bas-reliefs of sea creatures. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who so much as touch the altar are struck by a glowing violet lightning bolt for moderate damage.

125: This altar dedicated to an evil deity is made from a giant turtle shell, and shaped like a rectangle approximately 4' wide and 4' long. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are slowed for 1 day.

126: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle roughly 2' wide and 7' long. It is decorated with carvings of geometric patterns. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here heal up to 50% of their maximum hit points, while evil characters who so much as touch the altar are slowed for 9 hours.

127: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of green glass, and shaped like a rectangle around 4' wide and 9' long, supported on a central column. It is decorated with mosaics of heroes of the religion. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 1 hour, while evil characters who stand too close to the altar have their Alertness and Dexterity stats swapped for 8 hours.

128: This altar dedicated to an evil deity is made of iron-bound wood with recently touched up blue paint, and is shaped like a jagged rock. It is roughly 3' wide and 4' long. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here heal up to 50% of their maximum hit points, while good characters who so much as touch the altar have their Personality and Dexterity stats swapped for 4 days.

129: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of close-fitted blocks of dark gray granite, and shaped like an ellipse around 4' by 9'. It is decorated with carvings of religious scenes. Any cup or cuplike container placed on the altar slowly fills with wine. In the area around it, all spells cast by good characters are cast as if the caster was 2 levels/10% higher. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 12 hours.

130: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of brick with cracked purple paint, and is circular, roughly 4' in diameter. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil characters who make an offering here heal up to 30% of their maximum hit points, while good characters who so much as touch the altar become dizzy for 4 days.

131: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 1 step. It is made of an unknown green stone with gold veins, and shaped like a rectangle roughly 4' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of heroes of the religion. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral devotees of the deity who make an offering here gain the ability to fly for up to 10 minutes at a time for 5 hours, while evil characters who attempt to use the altar are struck by a glowing orange lightning bolt for major damage.

132: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made from human bones, and shaped like an ellipse roughly 2' by 7'. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

133: This altar dedicated to a neutral deity is made of violet glass, and hexagonal in shape, roughly 4' by 4' in size, supported on legs at each end. It is decorated with carvings of sea creatures. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here gain a moderate bonus to skill checks for 4 hours, while good characters who attempt to use the altar are turned into bats.

134: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of finely-polished wood, and shaped like a rectangle around 3' wide and 7' long, supported on a pillar at each end. It is decorated with bas-reliefs of heroes of the religion. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here become immune to acid damage for 2 hours, while good characters who attempt to use the altar suffer incapacitating pain for 15 hours.

135: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of gray glass, and shaped like a rectangle about 4' wide and 6' long. It is decorated with carvings of interlaced lines. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by neutral characters are cast as if the caster was

3 levels/15% higher. Neutral clerics or priests who make an offering here become immune to disease for 8 hours, while good characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 3 hours.

136: This altar dedicated to an evil deity is made from a pile of all sorts of bones, and shaped like a rectangle approximately 4' wide and 8' long. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become disoriented for 2 days.

137: This altar dedicated to a good deity is made of brick, and shaped like a rectangle almost exactly 3' wide and 8' long. It is decorated with bas-reliefs of harvest abundance. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who attempt to use the altar are turned into gnomes (of the opposite sex if already a gnome).

138: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid iron with cracked purple paint, and shaped like an ellipse about 4' by 6', supported on a pillar at each end. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar are turned into frogs.

139: This altar dedicated to a good deity stands on a 5-foot-high dais with 4 steps. It is made of brick with cracked yellow paint, and shaped like a rectangle roughly 2' wide and 5' long, supported on a central column. It is decorated with bas-reliefs of religious scenes. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who so much as touch the altar become dizzy for 3 days.

140: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of solid iron, and shaped like a rectangle roughly 3' wide and 7' long, supported on legs at each end. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, non-neutral characters feel groggy and suffer a slight reaction penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who so much as touch the altar are turned into elephants.

141: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of solid iron, and triangular in shape, around 6' by 2' in size. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, neutral characters heal at double normal rates within three paces. Neutral characters who make an offering here gain a substantial bonus to skill checks for 6 hours, while evil characters who so much as touch the altar are turned into bats.

142: This altar dedicated to a neutral deity is made of yellow glass, and shaped like a rectangle about 3' wide and 7' long, supported on legs at each end. It is decorated with carvings of interlaced lines. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here gain a major Dexterity bonus for 16 hours, while evil characters who so much as touch the altar are paralyzed for 11 hours.

143: This altar dedicated to a neutral deity is made of an unknown black stone with white veins, and shaped like an ellipse about 4' by 4', supported on a pillar at each end. It is decorated with carvings of stars. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, non-neutral characters feel groggy and suffer a slight reaction penalty. Neutral devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while good characters who stand too close to the altar have their Alertness and Personality stats swapped for 20 hours.

144: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of orange glass, and shaped like

a trapezoid about 3' by 5' in size. It is decorated with carvings of stars. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who stand too close to the altar are turned into hamsters.

145: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of finely-polished wood, and shaped like a rectangle approximately 4' wide and 5' long, supported on a pillar at each end. It is decorated with carvings of neutral holy symbols. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar become dizzy for 12 hours.

146: This altar dedicated to an evil deity is made of rusty iron, and is circular, roughly 4' in diameter. It is decorated with paintings of creatures with tentacles. In the area around it, evil characters heal at double normal rates within three paces. Evil clerics or priests who make an offering here gain a minor Intelligence bonus for 20 hours, while good characters who stand too close to the altar are wracked with convulsions for 3 hours.

147: This altar dedicated to a neutral deity is made of an unknown gray stone with silver veins, and is circular, roughly 4' in diameter. It is decorated with bas-reliefs of the moon. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Personality, while good characters who so much as touch the altar become blind for 2 hours.

148: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made from a giant turtle shell, and shaped like an ellipse roughly 4' by 4', supported on a central column. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Dexterity, while good characters who so much as touch the altar are turned into gnomes (of the opposite sex if already a gnome).

149: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made from a pile of all sorts of bones, and shaped like a rectangle around 4' wide and 7' long, supported on 4 legs. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Evil devotees of the deity who make an offering here gain a substantial bonus to skill checks for 2 hours, while good characters who attempt to use the altar become dizzy for 1 hour.

150: This altar dedicated to a neutral deity is made of wood with cracked black paint, and shaped like a rectangle around 4' wide and 6' long, supported on a central column. It is decorated with carvings of the moon. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here heal up to 50% of their maximum hit points, while evil characters who stand too close to the altar are struck by a brilliant red lightning bolt for slight damage.

151: This altar dedicated to a neutral deity is made of violet glass, and shaped like a pentagon roughly 3' by 6' in size, supported on a pillar at each end. It is decorated with mosaics of sea creatures. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who so much as touch the altar are wracked with convulsions for 1 day.

152: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like an ellipse roughly 4' by 4'. It is decorated with paintings of stars. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are turned into giant insects.

153: This altar dedicated to an evil deity is made of brick, and shaped like an octagon roughly 3' by 2' in size. It is

decorated with carvings of spiders. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. An evil cleric is geased to perform a quest for the deity; upon returing to the altar, the cleric gains a permanent +1 to Personality, while good characters who attempt to use the altar become blind for 2 weeks.

154: This altar dedicated to an evil deity is made of black glass, and shaped like an ellipse around 3' by 5', supported on 8 legs. It is decorated with bas-reliefs of torture and sacrifice. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who attempt to use the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 12 hours.

155: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of blue glass, and shaped like a rectangle approximately 4' wide and 9' long. It is decorated with paintings of scenes from the religion's holy book. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil characters who make an offering here become immune to disease for 5 hours, while good characters who attempt to use the altar are turned into cats.

156: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of close-fitted blocks of travertine, and shaped like a rectangle roughly 3' wide and 9' long. It is decorated with bas-reliefs of jagged geometric patterns. Glowing multicolored sparks randomly arc across the surface (they are harmless). In the area around it, evil characters heal at double normal rates within five paces. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who disturb the altar become deaf for 6 hours.

157: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like an ellipse roughly 2' by 5'. It is decorated with bas-reliefs of sea creatures. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar become deaf for 1 hour.

158: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of an unknown orange stone with silver veins, and shaped like an ellipse around 4' by 5'. It is decorated with bas-reliefs of interlaced lines. Yellow sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral clerics or priests who make an offering here become immune to electrical damage for 5 hours, while evil characters who so much as touch the altar are struck by a glowing yellow lightning bolt for moderate damage.

159: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of brick with cracked yellow paint, and shaped like a rectangle roughly 2' wide and 4' long, supported on a pillar at each end. It is decorated with bas-reliefs of abstract patterns. In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become disoriented for 3 days.

160: This altar dedicated to a neutral deity is made of close-fitted blocks of limestone, and somewhat resembles a stag. It is roughly 2' wide and 4' long. In the area around it, neutral characters heal at double normal rates within two paces. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar are paralyzed for 3 days.

161: This altar dedicated to an evil deity is made of an unknown violet stone with white veins, and resembles an elaborate, stylized calligraphy of passages from a religious text. It is roughly 2' wide and 6' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here become immune to disease for 2 days, while good characters who disturb the altar become nauseated for 12 days.

162: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of white alabaster, and shaped like an ellipse about 2' by 5'. It is decorated with paintings of abstract swirling patterns. The altar glows

faintly. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good devotees of the deity who make an offering here become immune to fire damage for 4 hours, while evil characters who stand too close to the altar are slowed for 10 hours.

163: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made of black marble, and shaped like a rectangle roughly 3' wide and 7' long, supported on a pillar at each end. It is decorated with paintings of writhing worms. In the area around it, evil characters heal at double normal rates within three paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are slowed for 1 hour.

164: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle roughly 4' wide and 4' long, supported on a central column. It is decorated with paintings of heroes of the religion. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are struck by a brilliant violet lightning bolt for substantial damage.

165: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of solid iron with a few traces of black paint, and shaped like an ellipse roughly 4' by 8'. It is decorated with bas-reliefs of scarabs. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral clerics or priests who make an offering here gain a moderate Alertness bonus for 3 hours, while good characters who so much as touch the altar have their Intelligence and Endurance stats swapped for 13 hours.

166: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 1 step. It is made of close-fitted blocks of dark gray granite, and is shaped like a tree. It is roughly 4' wide and 5' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral clerics or priests who make an offering here heal up to 50% of their maximum hit points, while evil characters who stand too close to the altar are turned into giant insects.

167: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle almost exactly 2' wide and 7' long. It is decorated with paintings of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who attempt to use the altar have their Intelligence and Alertness stats swapped for 4 days.

168: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of black granite, and triangular in shape, almost exactly 4' by 5' in size, supported on a central column. It is decorated with paintings of bat-winged creatures. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a minor bonus to skill checks for 2 hours, while good characters who attempt to use the altar are struck by a brilliant white lightning bolt which kills them instantly.

169: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of permanent ice, and shaped like a trapezoid roughly 3' by 4' in size. It is decorated with paintings of distorted humanoids. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil devotees of the deity who make an offering here gain a slight bonus to skill checks for 5 hours, while good characters who so much as touch the altar become disoriented for 13 hours.

170: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle about 3' wide and 6' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here heal up to 80% of their maximum hit points, while good characters who attempt to use the altar are struck by a bright white lightning bolt for moderate damage.

171: This altar dedicated to a neutral deity is made of solid bronze, and shaped like a rectangle approximately 4'

wide and 6' long, supported on legs at each end. It is decorated with carvings of the moon. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar are turned into gnomes (of the opposite sex if already a gnome).

172: This altar dedicated to a good deity stands on a 5-foot-high dais with 1 step. It is made of gold-leafed stone, and shaped like a pentagon about 6' by 2' in size. It is decorated with bas-reliefs of stars. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who attempt to use the altar become nauseated for 3 days.

173: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like a pentagon approximately 5' by 3' in size. It is decorated with bas-reliefs of venomous snakes. The altar is covered with fungus. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here gain a moderate Willpower bonus for 4 hours, while good characters who so much as touch the altar suffer incapacitating pain for 2 hours.

174: This altar dedicated to a good deity stands on a 5-foot-high dais with 1 step. It is made of unbreakable brown glass, and shaped like a rectangle about 3' wide and 4' long, supported on a central column. It is decorated with carvings of religious scenes. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water three times a day, while evil characters who stand too close to the altar are paralyzed for 5 hours.

175: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle about 2' wide and 5' long, supported on a pillar at each end. It is decorated with bas-reliefs of geometric patterns. Standing in front of the altar brings visions of the religion's punishment of heretics. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who attempt to use the altar suffer incapacitating pain for 5 hours.

176: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of unbreakable gray glass, and shaped like a pentagon roughly 4' by 4' in size. It is decorated with bas-reliefs of evil holy symbols. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who attempt to use the altar have their Willpower and Alertness stats swapped for 3 days.

177: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of gray marble, and shaped like a rectangle roughly 2' wide and 5' long. It is decorated with carvings of the moon. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here are fully healed, while good characters who so much as touch the altar have their Endurance and Willpower stats swapped for 10 days.

178: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of wood with cracked red paint, and is circular, roughly 2' in diameter. It is decorated with mosaics of scenes from the religion's holy book. Faint sounds of birdsong can be heard near the altar. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are paralyzed for 8 hours.

179: This altar dedicated to a neutral deity is made of close-fitted blocks of pink granite, and shaped like a rectangle approximately 2' wide and 7' long. It is decorated with paintings of stylized flames. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who stand too close to the altar are constantly distracted for 4 hours.

180: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle about 4' wide and 9' long. It is decorated with bas-reliefs of heroes of the religion. A hand touching the altar feels a faint vibration. In the area around it, good characters heal at double normal rates within four paces. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who so much as touch the altar are struck by a brilliant green lightning bolt for major damage.

181: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like an ellipse about 4' by 4'. It is decorated with bas-reliefs of eyes. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who stand too close to the altar are slowed for 7 hours.

182: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of a mass of twitching jointed legs, and shaped like a rectangle around 4' wide and 9' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here gain a minor bonus to skill checks for 5 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 6 hours.

183: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like an ellipse about 2' by 4'. It is decorated with bas-reliefs of eyes. A hand touching the altar feels a faint vibration. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here become immune to acid damage for 10 hours, while evil characters who so much as touch the altar become blind for 3 hours.

184: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of finely-polished wood, and hexagonal in shape, almost exactly 2' by 4' in size. It is decorated with carvings of scenes from the religion's holy book. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here become immune to disease for 4 hours, while evil characters who attempt to use the altar have their Agility and Willpower stats swapped for 14 hours.

185: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of crystal, and shaped like a rectangle roughly 4' wide and 8' long, supported on 8 legs. It is decorated with carvings of interlaced lines. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar have their Dexterity and Agility stats swapped for 2 days.

186: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle about 4' wide and 7' long, supported on a central column. It is decorated with carvings of evil holy symbols. Standing in front of the altar brings visions of the religion's punishment of unbelievers. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil devotees of the deity who make an offering here gain a moderate Willpower bonus for 7 hours, while good characters who stand too close to the altar are constantly distracted for 10 hours.

187: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black granite, and shaped like a rectangle roughly 4' wide and 6' long. It is decorated with bas-reliefs of spiders. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to acid damage for 15 hours, while good characters who attempt to use the altar are turned into cats.

188: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of iron-bound wood, and is circular, roughly 3' in diameter. It is decorated with bas-reliefs of symbols of death. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar have their Strength and Personality stats swapped for 14 hours.

189: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle about 3' wide and 8' long. It is decorated with carvings of demons. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here gain a moderate bonus to skill checks for 2 hours, while good characters who stand too close to the altar have their Endurance and Dexterity stats swapped for 17 hours.

190: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like an ellipse around 2' by 5', supported on a central column. It is decorated with carvings of stylized flames. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here become immune to electrical damage for 10 hours, while evil characters who disturb the altar are struck by a brilliant orange lightning bolt for slight damage.

191: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle approximately 2' wide and 6' long. It is decorated with carvings of monsters devouring humans. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here become immune to acid damage for 8 hours, while good characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 3 hours.

192: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of solid iron with peeling and flaking yellow paint, and shaped like a rectangle around 4' wide and 6' long. It is decorated with carvings of interlaced lines. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral clerics or priests who make an offering here are fully healed, while good characters who so much as touch the altar are wracked with convulsions for 7 hours.

193: This altar dedicated to an evil deity is made of wood with recently touched up gray paint, and is circular, approximately 2' in diameter. It is decorated with carvings of evil holy symbols. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Intelligence and Agility stats swapped for 17 hours.

194: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of rusty iron, and shaped like an ellipse roughly 2' by 5'. It is decorated with paintings of stylized flames with tortured humanoids amidst them. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil devotees of the deity who make an offering here become immune to magical damage for 20 hours, while good characters who disturb the altar have their Agility and Strength stats swapped for 4 weeks.

195: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of finely-polished wood, and somewhat resembles a bear. It is roughly 2' wide and 5' long. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here gain a moderate bonus to skill checks for 5 hours, while evil characters who so much as touch the altar become deaf for 6 hours.

196: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid iron, and shaped like a rectangle roughly 2' wide and 9' long, supported on 6 legs. It is decorated with carvings of religious scenes. The altar radiates heat and is too hot to touch. In the area around it, neutral characters heal at double normal rates within two paces. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar have their Dexterity and Strength stats swapped for 7 hours.

197: This altar dedicated to a good deity is made of close-fitted blocks of greenish marble, and shaped like a rectangle around 2' wide and 7' long. It is decorated with paintings of the moon. In the area around it, good characters heal at double normal rates within four paces. Good clerics or priests who make an offering here gain a minor bonus to skill checks for 2 hours, while evil characters who disturb the altar suffer incapacitating pain for 20

hours.

198: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle roughly 2' wide and 5' long, supported on 8 legs. It is decorated with paintings of torture and sacrifice. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, evil characters heal at double normal rates within three paces. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar fall unconscious for 5 days.

199: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid bronze with cracked white paint, and shaped like a rectangle about 4' wide and 9' long. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are constantly distracted for 5 hours.

200: This altar dedicated to an evil deity is made of brick with cracked purple paint, and shaped like an ellipse about 4' by 7'. It is decorated with mosaics of evil holy symbols. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil characters who make an offering here heal up to 50% of their maximum hit points, while good characters who stand too close to the altar have their Personality and Willpower stats swapped for 3 days.

201: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of solid iron, and is made to look like a bear. It is roughly 2' wide and 5' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are fully healed, while good characters who attempt to use the altar become dizzy for 2 hours.

202: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like a rectangle approximately 2' wide and 5' long. Orange sparks randomly arc across the surface (they are harmless). In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil devotees of the deity who make an offering here gain a major Intelligence bonus for 10 hours, while good characters who stand too close to the altar are turned into turtles.

203: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of solid iron, and shaped like a rectangle around 4' wide and 4' long. It is decorated with carvings of evil holy symbols. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 12 hours, while good characters who so much as touch the altar become dizzy for 6 hours.

204: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of an unknown green stone with silver veins, and shaped like an ellipse almost exactly 3' by 8'. It is decorated with bas-reliefs of religious scenes. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who so much as touch the altar fall unconscious for 11 hours.

205: This altar dedicated to an evil deity is made of rusty iron, and resembles a human skull. It is roughly 4' wide and 4' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who stand too close to the altar have their Dexterity and Agility stats swapped for 16 hours.

206: This altar dedicated to a neutral deity is made of brick, and shaped like a rectangle roughly 4' wide and 9' long, supported on 8 legs. It is decorated with carvings of interlaced lines. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while good characters who so much as touch the altar become nauseated for 6 days.

207: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of finely-polished

wood, and shaped like an octagon almost exactly 5' by 6' in size. It is decorated with mosaics of animals sacred to the deity. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral devotees of the deity who make an offering here become immune to disease for 2 hours, while good characters who attempt to use the altar fall unconscious for 5 hours.

208: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of rusty iron, and shaped like a rectangle almost exactly 2' wide and 4' long, supported on 4 legs. It is decorated with carvings of jagged geometric patterns. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are paralyzed for 2 hours.

209: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and is circular, roughly 3' in diameter. The altar radiates cold. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to magical damage for 5 hours, while good characters who stand too close to the altar become delirious for 6 hours.

210: This altar dedicated to a good deity is made of brick with peeling and flaking orange paint, and hexagonal in shape, roughly 5' by 4' in size, supported on 6 legs. It is decorated with carvings of good holy symbols. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Good characters who make an offering here gain a substantial bonus to skill checks for 5 hours, while evil characters who so much as touch the altar are turned into turtles.

211: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of close-fitted blocks of light gray granite, and is circular, approximately 3' in diameter. It is decorated with carvings of scenes from the religion's holy book. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, good characters heal at double normal rates within four paces. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who so much as touch the altar are constantly distracted for 6 hours.

212: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of rusty iron, and shaped like a rectangle around 4' wide and 5' long, supported on a pillar at each end. It is decorated with bas-reliefs of writhing worms. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here gain a slight bonus to skill checks for 9 hours, while good characters who attempt to use the altar are struck by a glowing green lightning bolt for minor damage.

213: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like an ellipse around 3' by 6'. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here gain a minor bonus to skill checks for 9 hours, while good characters who disturb the altar become delirious for 17 hours.

214: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid fog, and shaped like a rectangle approximately 3' wide and 4' long, supported on legs at each end. It is decorated with bas-reliefs of neutral holy symbols. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 2 hours.

215: This altar dedicated to a good deity stands on a 5-foot-high dais with 4 steps. It is made of white alabaster, and shaped like an ellipse around 4' by 9', supported on 8 legs. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good clerics or priests who make an offering here become immune to fire damage for 2 days, while evil characters who attempt to use the altar suffer incapacitating pain for 12 hours.

216: This altar dedicated to a good deity is made of base metal plated with , and is circular, almost exactly 3' in diameter. It is decorated with paintings of worshippers praising a beneficent deity. In the area around it, non-good

characters feel groggy and suffer a moderate reaction penalty. Good devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar become disoriented for 4 hours.

217: This altar dedicated to an evil deity is made of unbreakable white glass, and shaped like an ellipse roughly 2' by 7', supported on legs at each end. It is decorated with carvings of venomous snakes. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here heal up to 80% of their maximum hit points, while good characters who so much as touch the altar are turned into lizards.

218: This altar dedicated to a neutral deity is made of brick with fresh white paint, and shaped like an ellipse roughly 3' by 9', supported on a pillar at each end. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here become immune to magical damage for 1 hour, while good characters who attempt to use the altar are constantly distracted for 5 days.

219: This altar dedicated to an evil deity is made of solid iron with a few traces of brown paint, and shaped like an ellipse roughly 4' by 5', supported on a central column. It is decorated with paintings of creatures with tentacles. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are turned into grubs.

220: This altar dedicated to a neutral deity is made of close-fitted blocks of dark gray granite, and shaped like an ellipse roughly 2' by 6'. It is decorated with mosaics of animals sacred to the deity. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain the ability to see in the dark for 6 hours, while good characters who stand too close to the altar have their Endurance and Agility stats swapped for 4 days.

221: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of wood with cracked blue paint, and shaped like an ellipse roughly 4' by 9'. It is decorated with carvings of sea creatures. In the area around it, neutral characters heal at double normal rates within three paces. Neutral devotees of the deity who make an offering here heal up to 80% of their maximum hit points, while evil characters who so much as touch the altar become dizzy for 22 hours.

222: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of finely-polished wood, and is circular, roughly 4' in diameter. It is decorated with paintings of scenes from the religion's holy book. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain the ability to fly for up to 20 minutes at a time for 1 hour, while good characters who attempt to use the altar have their Personality and Endurance stats swapped for 15 hours.

223: This altar dedicated to a good deity is made of close-fitted blocks of limestone with cracked yellow paint, and shaped like an ellipse roughly 2' by 6'. It is decorated with mosaics of sea creatures. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good characters who make an offering here gain a moderate Willpower bonus for 3 hours, while evil characters who attempt to use the altar are turned into orcs (of the opposite sex if already an orc).

224: This altar dedicated to a neutral deity is made of iron-bound wood with cracked silver paint, and looks vaguely like a tortoise. It is roughly 2' wide and 4' long. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Strength, while good characters who disturb the altar are struck by a brilliant violet lightning bolt for minor damage.

225: This altar dedicated to an evil deity is made of black granite, and is circular, approximately 2' in diameter. It is decorated with bas-reliefs of elaborate, stylized calligraphy of prayers to the deity. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil characters who make an offering here gain a major bonus to skill checks for 2 hours, while good characters who so much as touch the altar fall unconscious for 5 hours.

226: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a pentagon around 6' by 6' in size. It is decorated with paintings of scarabs. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

227: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of iron-bound wood, and shaped like a rectangle about 4' wide and 8' long, supported on a central column. It is decorated with bas-reliefs of geometric patterns. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain a slight bonus to skill checks for 5 hours, while evil characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 5 hours.

228: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood with a few traces of silver paint, and is circular, around 2' in diameter, supported on a central column. It is decorated with bas-reliefs of interlaced lines. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar have their Willpower and Agility stats swapped for 17 hours.

229: This altar dedicated to an evil deity is made of solid iron, and shaped like an ellipse about 4' by 8', supported on legs at each end. It is decorated with carvings of distorted humanoids. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, evil characters heal at double normal rates within four paces. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Agility, while good characters who stand too close to the altar become disoriented for 12 hours.

230: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of dark green marble, and is circular, roughly 4' in diameter. It is decorated with bas-reliefs of scorpions. A hand touching the altar feels a faint vibration. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who so much as touch the altar have their Willpower and Endurance stats swapped for 16 hours.

231: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of brick with cracked white paint, and shaped like a rectangle approximately 4' wide and 6' long. It is decorated with carvings of the sun. In the area around it, good characters heal at double normal rates within three paces. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who stand too close to the altar have their Strength and Agility stats swapped for 4 weeks.

232: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like an ellipse roughly 4' by 8'. It is decorated with bas-reliefs of interlaced lines. In the area around it, all spells cast by non-good characters are cast as if the caster was 2 levels/10% lower. Good characters who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar become dizzy for 3 hours.

233: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of close-fitted blocks of sandstone with cracked orange paint, and shaped like a rectangle roughly 2' wide and 4' long. It is decorated with carvings of interlaced lines. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral clerics or priests who make an offering here gain the ability to see in the dark for 5

hours, while evil characters who so much as touch the altar are struck by a glowing yellow lightning bolt for major damage.

234: This altar dedicated to a neutral deity is made of an unknown violet stone with white veins, and is circular, around 3' in diameter, supported on a central column. It is decorated with bas-reliefs of neutral holy symbols. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, non-neutral characters feel groggy and suffer a substantial reaction penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Endurance and Alertness stats swapped for 6 days.

235: This altar dedicated to a good deity is made of crystal, and which is diamond-shaped, roughly 3' by 3' in size. It is decorated with carvings of animals sacred to the deity. In the area around it, non-good characters feel groggy and suffer a substantial reaction penalty. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who so much as touch the altar are paralyzed for 9 hours.

236: This altar dedicated to a neutral deity is made of an unknown material with shifting lights in its depths, and shaped like a rectangle around 2' wide and 6' long, supported on legs at each end. It is decorated with carvings of heroes of the religion. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who so much as touch the altar are wracked with convulsions for 1 hour.

237: This altar dedicated to an evil deity is made of an unknown violet stone with white veins, and shaped like an ellipse roughly 3' by 4', supported on legs at each end. It is decorated with crudely-chiseled carvings of venomous snakes. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who stand too close to the altar are constantly distracted for 11 hours.

238: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of violet glass, and shaped like a rectangle roughly 2' wide and 6' long, supported on a central column. It is decorated with carvings of scenes from the religion's holy book. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral clerics or priests who make an offering here become immune to fire damage for 4 hours, while evil characters who so much as touch the altar have their Personality and Intelligence stats swapped for 5 hours.

239: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of solid bronze with fresh gray paint, and shaped like an ellipse roughly 4' by 4', supported on 6 legs. It is decorated with bas-reliefs of stylized flames. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who so much as touch the altar become delirious for 3 days.

240: This altar dedicated to a good deity is made of an unknown gray stone with blue veins, and somewhat resembles a cat. It is roughly 5' wide and 4' long. Faint crackling sounds can be heard near the altar. In the area around it, all spells cast by non-good characters are cast as if the caster was 3 levels/15% lower. Good clerics or priests who make an offering here gain a minor Intelligence bonus for 13 hours, while evil characters who so much as touch the altar have their Dexterity and Endurance stats swapped for 2 hours.

241: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made from human bones, and shaped like a rectangle approximately 2' wide and 7' long, supported on a pillar at each end. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are paralyzed for 3 hours.

242: This altar dedicated to an evil deity is made of an unknown black stone with blue veins, and shaped like a

rectangle about 3' wide and 5' long. It is decorated with crudely-chiseled carvings of distorted humanoids. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to acid damage for 4 days, while good characters who so much as touch the altar become delirious for 5 hours.

243: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of unbreakable violet glass, and shaped like a rectangle approximately 4' wide and 4' long, supported on a central column. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral clerics or priests who make an offering here become immune to fire damage for 5 hours, while good characters who so much as touch the altar have their Willpower and Endurance stats swapped for 8 hours.

244: This altar dedicated to an evil deity is made of brick with a few traces of blood-red paint, and shaped like a rectangle almost exactly 3' wide and 7' long. It is decorated with bas-reliefs of staring eyes. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here gain a substantial Agility bonus for 3 hours, while good characters who disturb the altar are wracked with convulsions for 20 hours.

245: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and is shaped like a vulture with encircling wings. It is roughly 3' wide and 4' long. Only candles blessed in the name of the deity stay lit on the altar. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here gain a moderate Endurance bonus for 2 hours, while good characters who attempt to use the altar become dizzy for 4 days.

246: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like an ellipse about 3' by 9'. Candles of any color other than brown go out when placed on the altar. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here are fully healed, while good characters who so much as touch the altar have their Dexterity and Endurance stats swapped for 2 days.

247: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made from a pile of all sorts of bones, and shaped like a rectangle around 2' wide and 8' long. standing in front of the altar brings visions of the last user of the altar. In the area around it, evil characters heal at double normal rates within three paces. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Endurance, while good characters who attempt to use the altar are struck by a bright green lightning bolt for moderate damage.

248: This altar dedicated to a good deity is made of pure white marble, and is circular, roughly 2' in diameter. It is decorated with carvings of harvest abundance. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who stand too close to the altar have their Endurance and Intelligence stats swapped for 9 hours.

249: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like a rectangle about 4' wide and 4' long. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who stand too close to the altar are turned into creatures sacred to the deity.

250: This altar dedicated to a good deity stands on a 4-foot-high dais with 2 steps. It is made of gold-leafed stone, and shaped like a rectangle roughly 3' wide and 7' long. It is decorated with bas-reliefs of religious scenes. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good characters who make an offering here become immune to electrical damage for 5 hours, while evil characters who stand too close to the altar are turned into monsters (GM's choice).

251: This altar dedicated to an evil deity is made of black granite, and is circular, approximately 2' in diameter, supported on a pillar at each end. It is decorated with mosaics of demons. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain a major bonus to skill checks for 2 days, while good characters who attempt to use the altar are turned into lizardmen (of the opposite sex if already a lizardman).

252: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like an ellipse roughly 4' by 5', supported on legs at each end. It is decorated with bas-reliefs of abstract patterns. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here are fully healed, while evil characters who so much as touch the altar become disoriented for 2 hours.

253: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like a rectangle roughly 4' wide and 6' long, supported on a central column. It is decorated with bas-reliefs of scenes from the religion's holy book. The altar radiates cold. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here become immune to electrical damage for 5 hours, while good characters who attempt to use the altar are constantly distracted for 2 hours.

254: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of obsidian, and somewhat resembles a creature with tentacles. It is roughly 5' wide and 4' long. In the area around it, evil characters heal at double normal rates within three paces. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar become blind for 7 hours.

255: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid iron with recently touched up blue paint, and shaped like a rectangle approximately 4' wide and 4' long, supported on a central column. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who disturb the altar suffer incapacitating pain for 5 days.

256: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of creamy marble, and shaped like an ellipse roughly 4' by 4'. It is decorated with bas-reliefs of harvest abundance. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 4 paces. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good devotees of the deity who make an offering here are fully healed, while evil characters who disturb the altar become deaf for 11 hours.

257: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle approximately 3' wide and 9' long. It is decorated with carvings of creatures with tentacles. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are struck by a brilliant white lightning bolt for minor damage.

258: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like an ellipse about 3' by 8'. It is decorated with bas-reliefs of stylized flames. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Personality, while evil characters who attempt to use the altar become nauseated for 5 hours.

259: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of finely-polished wood, and shaped like an ellipse roughly 4' by 6', supported on legs at each end. It is decorated with bas-reliefs of the moon. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher.

Neutral devotees of the deity who make an offering here are fully healed, while good characters who attempt to use the altar are turned into dogs.

260: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse roughly 4' by 8', supported on a central column. It is decorated with bas-reliefs of scenes from the religion's holy book. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here gain a substantial Dexterity bonus for 4 hours, while good characters who disturb the altar are turned into dogs.

261: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made of finely-polished wood, and is circular, approximately 2' in diameter. It is decorated with paintings of creatures with tentacles. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are slowed for 5 hours.

262: This altar dedicated to an evil deity is made of wood with recently touched up blood-red paint, and shaped like an ellipse about 3' by 8'. It is decorated with mosaics of staring eyes. In the area around it, evil characters heal at double normal rates within three paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are wracked with convulsions for 5 hours.

263: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle about 3' wide and 8' long. It is decorated with paintings of monsters devouring humans. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 2 hours.

264: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of iron-bound wood with a few traces of red paint, and shaped like a rectangle around 4' wide and 4' long. It is decorated with mosaics of bat-winged creatures. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here become immune to electrical damage for 15 hours, while good characters who attempt to use the altar become disoriented for 6 hours.

265: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle roughly 2' wide and 5' long, supported on a central column. It is decorated with paintings of bat-winged creatures. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are turned into giant insects.

266: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse roughly 3' by 6'. It is decorated with bas-reliefs of stylized flames. In the area around it, evil characters heal at double normal rates within five paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are constantly distracted for 11 hours.

267: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like an ellipse almost exactly 4' by 7', supported on 6 legs. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are struck by a brilliant green lightning bolt for major damage.

268: This altar dedicated to a neutral deity is made of an unknown yellow stone with brown veins, and is circular, around 4' in diameter. It is decorated with carvings of scenes from the religion's holy book. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering

here gain a moderate Personality bonus for 6 hours, while evil characters who attempt to use the altar become dizzy for 2 days.

269: This altar dedicated to an evil deity is made of a slime-covered stone, and is circular, roughly 2' in diameter, supported on a pillar at each end. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here gain a substantial bonus to skill checks for 5 months, while good characters who so much as touch the altar go mad for 4 hours.

270: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of close-fitted blocks of travertine, and is circular, roughly 4' in diameter. It is decorated with carvings of eyes. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are constantly distracted for 12 hours.

271: This altar dedicated to an evil deity is made of rusty iron, and is circular, roughly 2' in diameter, supported on a central column. It is decorated with carvings of torture and sacrifice. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to magical damage for 2 hours, while good characters who so much as touch the altar are turned into rats.

272: This altar dedicated to an evil deity is made of black marble, and is circular, approximately 4' in diameter. It is decorated with carvings of distorted humanoids. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become blind for 4 hours.

273: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like a rectangle approximately 4' wide and 8' long, supported on legs at each end. It is decorated with paintings of stylized flames. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who stand too close to the altar are turned into creatures sacred to the deity.

274: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of ivory, and hexagonal in shape, roughly 3' by 6' in size. It is decorated with mosaics of worshippers praising a beneficent deity. The altar glows faintly. In the area around it, non-good characters feel groggy and suffer a major reaction penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who stand too close to the altar become blind for 1 hour.

275: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle around 2' wide and 9' long, supported on a central column. It is decorated with mosaics of writhing worms. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Evil clerics or priests who make an offering here become immune to fire damage for 21 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 7 hours.

276: This altar dedicated to a good deity is made of white alabaster, and shaped like an ellipse approximately 2' by 8'. It is decorated with carvings of abstract swirling patterns. The altar glows faintly. In the area around it, good characters heal at double normal rates within two paces. Good clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar are paralyzed for 1 hour.

277: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of finely-polished wood, and shaped like an octagon approximately 6' by 6' in size, supported on 8 legs. It is decorated with mosaics of bat-winged creatures. The altar radiates heat and is too hot to touch. In the area around it, evil characters heal at double normal rates within four paces. Food or water placed on the altar by an evil person who invokes the deity becomes

poisonous, while good characters who attempt to use the altar have their Intelligence and Endurance stats swapped for 2 days.

278: This altar dedicated to a neutral deity is made of an unknown black stone with yellow veins, and shaped like an ellipse approximately 3' by 5', supported on 4 legs. It is decorated with carvings of heroes of the religion. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who so much as touch the altar are struck by a bright red lightning bolt for minor damage.

279: This altar dedicated to a good deity stands on a 5-foot-high dais with 1 step. It is made of close-fitted blocks of pink granite, and which is diamond-shaped, approximately 5' by 2' in size. It is decorated with carvings of heroes of the religion. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. A good cleric is geased to perform a quest for the deity; upon returing to the altar, the cleric gains a permanent +1 to Alertness, while evil characters who attempt to use the altar fall unconscious for 10 hours.

280: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of close-fitted blocks of greenish marble, and shaped like a rectangle roughly 3' wide and 5' long. It is decorated with carvings of stylized flames. Faint sounds of birdsong can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral clerics or priests who make an offering here gain a minor Intelligence bonus for 4 hours, while good characters who stand too close to the altar suffer incapacitating pain for 10 hours.

281: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of close-fitted blocks of rose marble, and is circular, almost exactly 4' in diameter. It is decorated with mosaics of astrological symbols. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here gain a major bonus to skill checks for 4 hours, while evil characters who attempt to use the altar go mad for 6 hours.

282: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of travertine with peeling and flaking blue paint, and shaped like an ellipse about 3' by 4'. It is decorated with mosaics of stylized flames. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here can undersand the speech of animals for 6 hours, while good characters who stand too close to the altar are slowed for 6 hours.

283: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle approximately 3' wide and 8' long. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are wracked with convulsions for 3 hours.

284: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of obsidian, and is shaped like a coiled serpent. It is roughly 4' wide and 5' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here are fully healed, while good characters who stand too close to the altar fall unconscious for 2 hours.

285: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of rusty iron, and shaped like an ellipse about 4' by 8'. It is decorated with mosaics of scenes from the religion's holy book. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil characters who make an offering here heal up to 90% of their maximum hit points, while good characters who disturb the altar are struck by a sparkling red lightning bolt for moderate damage.

286: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of an unknown red stone with orange veins, and shaped like an octagon roughly 3' by 2' in size, supported on a pillar at each end. It is decorated with mosaics of symbols of death. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 3 hours, while good characters who attempt to use the altar are constantly distracted for 2 hours.

287: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like a rectangle approximately 4' wide and 8' long, supported on a pillar at each end. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar are paralyzed for 7 hours.

288: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of obsidian, and shaped like a rectangle about 2' wide and 6' long. It is decorated with paintings of elaborate, stylized calligraphy of the deity's name. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here gain a minor bonus to skill checks for 3 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 5 hours.

289: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of an unknown violet stone with white veins, and is circular, roughly 2' in diameter, supported on a pillar at each end. It is decorated with mosaics of scorpions. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 1 hour, while good characters who attempt to use the altar have their Agility and Dexterity stats swapped for 11 hours.

290: This altar dedicated to an evil deity is made from a pile of all sorts of bones, and is circular, approximately 2' in diameter. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who stand too close to the altar suffer incapacitating pain for 4 hours.

291: This altar dedicated to an evil deity is made of close-fitted blocks of travertine with cracked green paint, and shaped like an ellipse approximately 4' by 7'. It is decorated with carvings of scorpions. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here gain a major bonus to skill checks for 7 hours, while good characters who disturb the altar have their Intelligence and Endurance stats swapped for 1 day.

292: This altar dedicated to an evil deity is made of brick, and is made to look like a crouching dragon. It is roughly 2' wide and 4' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil characters who make an offering here gain a moderate Willpower bonus for 2 hours, while good characters who disturb the altar become delirious for 4 hours.

293: This altar dedicated to an evil deity is made of black granite, and is shaped like an elaborate, stylized calligraphy of the deity's name. It is roughly 2' wide and 5' long. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here can understand the speech of snakes for 2 hours, while good characters who so much as touch the altar become blind for 3 days.

294: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made from the bones of a huge monster, and shaped like a rectangle around 4' wide and 6' long, supported on legs at each end. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 4 hours, while good characters who so much as touch the altar are wracked with convulsions for 3 hours.

295: This altar dedicated to a good deity is made of brick with peeling and flaking orange paint, and triangular in shape, around 6' by 3' in size. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar become disoriented for 6 hours.

296: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of violet glass, and shaped like a rectangle about 2' wide and 7' long, supported on a pillar at each end. It is decorated with bas-reliefs of elaborate, stylized calligraphy of the deity's name. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. An evil cleric is geased to perform a quest for the deity; upon returing to the altar, the cleric gains a permanent +1 to Dexterity, while good characters who so much as touch the altar are struck by a glowing red lightning bolt for major damage.

297: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of permanent ice, and shaped like a trapezoid roughly 5' by 3' in size, supported on 8 legs. It is decorated with bas-reliefs of animals sacred to the deity. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 5 days.

298: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of brick with cracked orange paint, and shaped like a rectangle roughly 2' wide and 9' long, supported on a pillar at each end. It is decorated with carvings of heroes of the religion. Red sparks randomly arc across the surface (they are harmless). In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good clerics or priests who make an offering here become immune to electrical damage for 5 hours, while evil characters who stand too close to the altar have their Strength and Personality stats swapped for 15 hours.

299: This altar dedicated to an evil deity is made of an unknown white stone with black veins, and which is diamond-shaped, around 3' by 2' in size, supported on legs at each end. It is decorated with carvings of demons. touching the altar brings visions of the deity performing a curse. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who attempt to use the altar are slowed for 5 hours.

300: This altar dedicated to a good deity is made of crystal with gold flecks, and shaped like an ellipse roughly 3' by 7', supported on a central column. It is decorated with bas-reliefs of interlaced lines. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good devotees of the deity who make an offering here gain a major Agility bonus for 12 hours, while evil characters who so much as touch the altar become delirious for 10 days.

301: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle approximately 3' wide and 8' long, supported on 6 legs. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil characters who make an offering here gain a major bonus to skill checks for 8 hours, while good characters who disturb the altar are turned into toads.

302: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of brick with recently touched up blue paint, and is shaped like a tree. It is roughly 5' wide and 4' long. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who so much as touch the altar become deaf for 2 hours.

303: This altar dedicated to a good deity is made of ivory, and shaped like a rectangle around 2' wide and 4' long, supported on a pillar at each end. It is decorated with carvings of religious scenes. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar have their Agility and Intelligence stats swapped for 13 hours.

304: This altar dedicated to a neutral deity is made of an unknown material with shifting lights in its depths, and shaped like a rectangle roughly 4' wide and 4' long. It is decorated with carvings of neutral holy symbols. approaching the altar brings visions of the religion's promised afterlife. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are turned into toads.

305: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of a mass of twitching jointed legs, and shaped like a rectangle about 2' wide and 6' long. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who disturb the altar are struck by a sparkling white lightning bolt for major damage.

306: This altar dedicated to a neutral deity is made of finely-polished wood, and somewhat resembles a tree. It is roughly 3' wide and 4' long. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here become immune to fire damage for 4 hours, while good characters who stand too close to the altar become disoriented for 9 hours.

307: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of an unknown white stone with gold veins, and which is diamond-shaped, roughly 2' by 2' in size. It is decorated with paintings of eyes. The altar is covered with moss. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here gain the ability to walk on water for up to 8 minutes at a time for 2 hours, while evil characters who so much as touch the altar are struck by a glowing green lightning bolt for moderate damage.

308: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle approximately 4' wide and 5' long. It is decorated with bas-reliefs of demons. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here are fully healed, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 7 days.

309: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of brick, and shaped like an ellipse about 2' by 6', supported on legs at each end. It is decorated with carvings of monsters devouring humans. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar suffer incapacitating pain for 2 hours.

310: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of a slime-covered stone, and shaped like an ellipse about 2' by 8'. Sparkling multicolored sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil characters who make an offering here gain the ability to hold their breath four times as long as normal for 5 hours, while good characters who so much as touch the altar are turned into inanimate objects.

311: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of an unknown blue stone with silver veins, and somewhat resembles a flower. It is roughly 2' wide and 4' long. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water three times a day, while evil characters who so much as touch the altar are struck by a brilliant violet lightning bolt for moderate damage.

312: This altar dedicated to an evil deity is made of brick, and hexagonal in shape, roughly 5' by 5' in size, supported on a central column. It is decorated with bas-reliefs of creatures with tentacles. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 6 hours, while good characters who stand too close to the altar fall unconscious for 2 hours.

313: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of iron-bound wood, and is circular, about 3' in diameter, supported on 8 legs. It is decorated with bas-reliefs of distorted humanoids. Orange sparks randomly arc across the surface (they are harmless). In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. An evil cleric is geased to perform a quest for the deity;

upon returning to the altar, the cleric gains a permanent +1 to Personality, while good characters who attempt to use the altar are struck by a sparkling blue lightning bolt for major damage.

314: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of crystal, and shaped like a rectangle roughly 4' wide and 9' long, supported on 8 legs. It is decorated with bas-reliefs of animals sacred to the deity. Any cup or cuplike container placed on the altar slowly fills with wine. In the area around it, good characters heal at double normal rates within two paces. Good devotees of the deity who make an offering here gain a major bonus to skill checks for 6 hours, while evil characters who so much as touch the altar are turned into children.

315: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and shaped like a rectangle around 2' wide and 8' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here gain a moderate Agility bonus for 10 hours, while good characters who disturb the altar have their Intelligence and Personality stats swapped for 18 hours.

316: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 3 steps. It is made of wood, and shaped like an ellipse around 3' by 7'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. Faint sounds of chimes can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here gain a substantial Personality bonus for 5 hours, while good characters who attempt to use the altar suffer incapacitating pain for 4 hours.

317: This altar dedicated to a good deity is made of solid bronze with recently touched up white paint, and shaped like an ellipse roughly 4' by 4'. It is decorated with carvings of heroes of the religion. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, non-good characters feel groggy and suffer a minor reaction penalty. Good clerics or priests who make an offering here can understand the speech of lizardmen for 5 weeks, while evil characters who attempt to use the altar are wracked with convulsions for 2 hours.

318: This altar dedicated to an evil deity is made of brick with cracked orange paint, and is circular, roughly 3' in diameter, supported on a central column. It is decorated with paintings of jagged geometric patterns. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here gain the ability to see in the dark for 4 days, while good characters who so much as touch the altar become nauseated for 6 hours.

319: This altar dedicated to an evil deity is made of black granite, and is circular, roughly 2' in diameter, supported on legs at each end. It is decorated with bas-reliefs of staring eyes. In the area around it, non-evil characters feel groggy and suffer a substantial reaction penalty. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who so much as touch the altar become disoriented for 3 hours.

320: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like a rectangle almost exactly 3' wide and 4' long. It is decorated with paintings of sea creatures. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral clerics or priests who make an offering here gain a major Strength bonus for 4 hours, while evil characters who so much as touch the altar have their Endurance and Willpower stats swapped for 17 hours.

321: This altar dedicated to a neutral deity is made of solid bronze, and shaped like an ellipse roughly 2' by 9', supported on a pillar at each end. It is decorated with bas-reliefs of religious scenes. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are paralyzed for 5 hours.

322: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and shaped

like a rectangle roughly 3' wide and 7' long. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil clerics or priests who make an offering here can undersand the speech of dwarves for 5 hours, while good characters who so much as touch the altar are turned into canaries.

323: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle about 3' wide and 5' long. It is decorated with carvings of scenes from the religion's holy book. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Neutral devotees of the deity who make an offering here gain a slight Willpower bonus for 4 hours, while evil characters who so much as touch the altar have their Strength and Intelligence stats swapped for 23 hours.

324: This altar dedicated to an evil deity is made of black marble, and shaped like an ellipse roughly 4' by 8'. It is decorated with carvings of jagged geometric patterns. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, evil characters heal at double normal rates within five paces. Evil characters who make an offering here gain a minor Intelligence bonus for 15 hours, while good characters who so much as touch the altar are wracked with convulsions for 2 hours.

325: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of an unknown yellow stone with brown veins, and triangular in shape, around 5' by 2' in size. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here heal up to 30% of their maximum hit points, while good characters who attempt to use the altar are slowed for 6 hours.

326: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle around 2' wide and 8' long. It is decorated with bas-reliefs of creatures with tentacles. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become delirious for 5 hours.

327: This altar dedicated to an evil deity is made of rusty iron, and somewhat resembles a human skull. It is roughly 4' wide and 6' long. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil devotees of the deity who make an offering here heal up to 70% of their maximum hit points, while good characters who attempt to use the altar become deaf for 6 hours.

328: This altar dedicated to an evil deity is made of close-fitted blocks of sandstone, and shaped like a rectangle almost exactly 4' wide and 6' long. It is decorated with mosaics of creatures with tentacles. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil characters who make an offering here gain a major Strength bonus for 4 hours, while good characters who attempt to use the altar are struck by a sparkling white lightning bolt for moderate damage.

329: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like a pentagon roughly 6' by 2' in size. It is decorated with bas-reliefs of eyes. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here gain a slight bonus to skill checks for 4 hours, while good characters who disturb the altar go mad for 5 hours.

330: This altar dedicated to an evil deity is made from a pile of all sorts of bones, and shaped like an ellipse roughly 3' by 4', supported on a pillar at each end. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who disturb the altar are struck by a glowing orange lightning bolt for minor damage.

331: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black marble, and shaped like a rectangle roughly 4' wide and 5' long, supported on a central column. It is decorated with carvings of war and violence. A hand touching the altar feels a faint vibration. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain the ability to see in the dark for 6 hours, while good characters who attempt to use the altar are struck by a

brilliant orange lightning bolt for moderate damage.

332: This altar dedicated to an evil deity is made of obsidian, and shaped like an ellipse roughly 4' by 4'. It is decorated with crudely-chiseled carvings of torture and sacrifice. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here gain a slight bonus to skill checks for 2 hours, while good characters who so much as touch the altar suffer incapacitating pain for 3 hours.

333: This altar dedicated to a neutral deity is made of wood with cracked orange paint, and shaped like a rectangle roughly 2' wide and 9' long, supported on legs at each end. It is decorated with bas-reliefs of heroes of the religion. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who so much as touch the altar are constantly distracted for 1 hour.

334: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of obsidian, and shaped like an ellipse almost exactly 2' by 5', supported on 6 legs. It is decorated with paintings of symbols of death. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar are constantly distracted for 1 hour.

335: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of iridescent metal, and shaped like a rectangle approximately 4' wide and 6' long. It is decorated with bas-reliefs of venomous snakes. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil characters who make an offering here gain the ability to see in the dark for 3 hours, while good characters who so much as touch the altar are struck by a bright orange lightning bolt for moderate damage.

336: This altar dedicated to a good deity stands on a 5-foot-high dais with 3 steps. It is made of iron-bound wood, and shaped like an ellipse roughly 3' by 6'. It is decorated with carvings of abstract swirling patterns. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good devotees of the deity who make an offering here gain a moderate Dexterity bonus for 4 days, while evil characters who so much as touch the altar are slowed for 3 hours.

337: This altar dedicated to an evil deity is made of rusty iron, and looks vaguely like a coiled serpent. It is roughly 5' wide and 6' long. The altar radiates cold. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become nauseated for 4 hours.

338: This altar dedicated to an evil deity is made of close-fitted blocks of greenish marble, and shaped like a rectangle approximately 3' wide and 7' long. It is decorated with mosaics of venomous snakes. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar fall unconscious for 8 hours.

339: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and shaped like an ellipse approximately 3' by 9'. A hand touching the altar feels a faint vibration. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 3 hours, while good characters who so much as touch the altar are struck by a brilliant green lightning bolt which kills them instantly.

340: This altar dedicated to a good deity is made of brick, and shaped like a rectangle roughly 3' wide and 4' long. It is decorated with carvings of harvest abundance. Any cup or cuplike container placed on the altar slowly fills with wine. In the area around it, good characters heal at double normal rates within four paces. Good devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar are turned into monsters (GM's choice).

341: This altar dedicated to an evil deity is made of unbreakable brown glass, and shaped like a rectangle approximately 3' wide and 6' long. It is decorated with bas-reliefs of spiders. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here become immune to electrical damage for 2 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 1 hour.

342: This altar dedicated to a good deity stands on a 5-foot-high dais with 2 steps. It is made of close-fitted blocks of gray marble, and shaped like an ellipse roughly 3' by 8'. It is decorated with paintings of scenes from the religion's holy book. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are constantly distracted for 2 hours.

343: This altar dedicated to a good deity is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 8' long. It is decorated with paintings of eyes. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 2 paces. In the area around it, non-good characters feel groggy and suffer a major reaction penalty. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar are turned into frogs.

344: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with paintings of demons. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are paralyzed for 2 hours.

345: This altar dedicated to a neutral deity is made of close-fitted blocks of creamy marble, and shaped like an ellipse approximately 4' by 7'. It is decorated with carvings of the moon. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who attempt to use the altar have their Dexterity and Intelligence stats swapped for 17 hours.

346: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of iron-bound wood, and shaped like an ellipse around 2' by 6'. It is decorated with carvings of scarabs. In the area around it, neutral characters heal at double normal rates within five paces. Neutral devotees of the deity who make an offering here become immune to magical damage for 4 hours, while good characters who attempt to use the altar become delirious for 4 hours.

347: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made from human bones, and shaped like an ellipse about 2' by 6'. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here gain the ability to fly for up to 5 minutes at a time for 3 hours, while good characters who stand too close to the altar have their Personality and Dexterity stats swapped for 9 days.

348: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of wood with peeling and flaking orange paint, and resembles a creature with tentacles. It is roughly 3' wide and 4' long. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here become immune to fire damage for 9 hours, while good characters who stand too close to the altar suffer incapacitating pain for 8 hours.

349: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of wood with cracked white paint, and shaped like a rectangle about 2' wide and 7' long, supported on a pillar at each end. It is decorated with paintings of eyes. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 5 hours.

350: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of wood with peeling and flaking white paint, and shaped like a rectangle around 3' wide and 7' long. It is decorated with bas-reliefs of abstract patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become nauseated for 6 hours.

351: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of crystal, and hexagonal in shape, roughly 4' by 2' in size. It is decorated with bas-reliefs of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here heal up to 90% of their maximum hit points, while evil characters who so much as touch the altar fall unconscious for 7 hours.

352: This altar dedicated to a neutral deity is made of finely-polished wood, and is circular, roughly 2' in diameter, supported on a central column. It is decorated with carvings of interlaced lines. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral clerics or priests who make an offering here gain the ability to see in the dark for 10 hours, while evil characters who disturb the altar are wracked with convulsions for 4 days.

353: This altar dedicated to an evil deity is made of an unknown green stone with yellow veins, and somewhat resembles a tortured human. It is roughly 2' wide and 5' long. In the area around it, evil characters heal at double normal rates within five paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Dexterity and Personality stats swapped for 12 hours.

354: This altar dedicated to an evil deity is made of black granite, and is circular, almost exactly 2' in diameter. It is decorated with carvings of evil holy symbols. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil characters who make an offering here become immune to disease for 12 hours, while good characters who stand too close to the altar become deaf for 6 hours.

355: This altar dedicated to an evil deity is made of black granite, and is shaped like a coiled serpent. It is roughly 4' wide and 5' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar become dizzy for 16 hours.

356: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle roughly 2' wide and 9' long, supported on 8 legs. It is decorated with mosaics of scarabs. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are turned into canaries.

357: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of wood with a few traces of brown paint, and shaped like a rectangle roughly 4' wide and 8' long, supported on legs at each end. It is decorated with paintings of geometric patterns. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are turned into turtles.

358: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of wood with recently touched up brown paint, and shaped like an ellipse about 3' by 5', supported on 8 legs. It is decorated with carvings of stylized flames. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here heal up to 90% of their maximum hit points, while evil characters who stand too close to the altar are slowed for 8 hours.

359: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made from human bones, and shaped like a rectangle roughly 2' wide and 9' long. In the area around it, evil characters heal at double normal rates within two paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar suffer incapacitating pain for 11 hours.

360: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of black marble, and shaped like a rectangle approximately 2' wide and 7' long. It is decorated with bas-reliefs of demons. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here gain a slight bonus to skill checks for 6 hours, while good characters who so much as touch the altar are turned into canaries.

361: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of wood with cracked gray paint, and shaped like a rectangle approximately 2' wide and 9' long, supported on 4 legs. It is decorated with carvings of bat-winged creatures. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become delirious for 6 hours.

362: This altar dedicated to a good deity is made of base metal plated with , and shaped like an ellipse roughly 2' by 4', supported on 6 legs. It is decorated with carvings of worshippers praising a beneficent deity. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, good characters heal at double normal rates within five paces. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who disturb the altar are turned into canaries.

363: This altar dedicated to an evil deity is made of close-fitted blocks of tan marble, and shaped like a rectangle around 3' wide and 7' long. It is decorated with carvings of creatures with tentacles. bowing before the altar brings visions of the deity performing a curse. In the area around it, evil characters heal at double normal rates within five paces. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who attempt to use the altar become disoriented for 5 hours.

364: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine, and shaped like an ellipse around 3' by 7'. It is decorated with paintings of scenes from the religion's holy book. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral characters who make an offering here gain the ability to see in the dark for 10 hours, while evil characters who stand too close to the altar go mad for 10 days.

365: This altar dedicated to a neutral deity is made of wood, and is shaped like a bear. It is roughly 5' wide and 5' long. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral devotees of the deity who make an offering here become immune to electrical damage for 8 hours, while good characters who so much as touch the altar fall unconscious for 4 hours.

366: This altar dedicated to a neutral deity is made of brick with a few traces of green paint, and shaped like a rectangle roughly 2' wide and 7' long, supported on legs at each end. It is decorated with bas-reliefs of sea creatures. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within four paces. Neutral characters who make an offering here gain a minor Intelligence bonus for 6 hours, while good characters who stand too close to the altar are turned into orcs (of the opposite sex if already an orc).

367: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 3' wide and 9' long. It is decorated with bas-reliefs of body parts. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here heal up to 50% of their maximum hit points, while good characters who so much as touch the altar are turned into cats.

368: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of brick with fresh

blood-red paint, and shaped like a trapezoid around 5' by 5' in size, supported on a pillar at each end. It is decorated with paintings of bat-winged creatures. touching the altar brings visions of the last user of the altar. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here are fully healed, while good characters who disturb the altar have their Alertness and Dexterity stats swapped for 11 hours.

369: This altar dedicated to an evil deity is made of rusty iron, and shaped like a trapezoid about 3' by 6' in size, supported on a central column. It is decorated with bas-reliefs of torture and sacrifice. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar are struck by a glowing multicolored lightning bolt for minor damage.

370: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of close-fitted blocks of pink granite, and shaped like an ellipse roughly 3' by 8'. It is decorated with crudely-chiseled carvings of writhing worms. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here gain a slight Alertness bonus for 4 hours, while good characters who attempt to use the altar suffer incapacitating pain for 5 hours.

371: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of brick with cracked red paint, and looks vaguely like a sphinx. It is roughly 2' wide and 4' long. Faint ghostly moans can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral characters who make an offering here gain a moderate bonus to skill checks for 4 hours, while good characters who so much as touch the altar become deaf for 8 days.

372: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 3' wide and 7' long. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are turned into frogs.

373: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like an ellipse around 3' by 5', supported on a pillar at each end. It is decorated with mosaics of staring eyes. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 5 hours, while good characters who stand too close to the altar have their Endurance and Dexterity stats swapped for 10 days.

374: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black marble, and shaped like a rectangle roughly 3' wide and 7' long, supported on legs at each end. It is decorated with mosaics of scorpions. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here gain a minor bonus to skill checks for 2 hours, while good characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 2 days.

375: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like a rectangle around 2' wide and 7' long. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil devotees of the deity who make an offering here gain a major bonus to skill checks for 1 day, while good characters who so much as touch the altar are struck by a glowing multicolored lightning bolt for moderate damage.

376: This altar dedicated to a neutral deity is made of wood with cracked brown paint, and is shaped like a tree. It is roughly 2' wide and 4' long. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here gain a moderate Endurance bonus for 1 hour, while evil characters who attempt to use the altar fall unconscious for 3 hours.

377: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of crystal, and shaped like an

ellipse roughly 3' by 5'. It is decorated with mosaics of good holy symbols. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who so much as touch the altar become disoriented for 3 hours.

378: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black granite, and shaped like an ellipse approximately 2' by 7'. It is decorated with carvings of spiders. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who attempt to use the altar have their Alertness and Strength stats swapped for 7 days.

379: This altar dedicated to an evil deity is made of unbreakable blue glass, and shaped like an octagon roughly 5' by 5' in size. It is decorated with bas-reliefs of monsters devouring humans. The altar radiates cold. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are struck by a bright green lightning bolt for moderate damage.

380: This altar dedicated to a good deity is made of gold-leafed stone, and shaped like a rectangle approximately 4' wide and 6' long. It is decorated with carvings of stars. In the area around it, non-good characters feel groggy and suffer a minor reaction penalty. Good devotees of the deity who make an offering here gain a substantial bonus to skill checks for 3 months, while evil characters who so much as touch the altar are turned into octopi.

381: This altar dedicated to an evil deity is made from human bones, and shaped like a rectangle roughly 4' wide and 6' long, supported on legs at each end. In the area around it, evil characters heal at double normal rates within three paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Endurance and Dexterity stats swapped for 7 days.

382: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle roughly 2' wide and 7' long, supported on a pillar at each end. It is decorated with carvings of scarabs. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here become immune to magical damage for 21 hours, while good characters who stand too close to the altar are wracked with convulsions for 4 hours.

383: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle roughly 2' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of harvest abundance. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good clerics or priests who make an offering here gain a moderate bonus to skill checks for 5 hours, while evil characters who attempt to use the altar fall unconscious for 9 days.

384: This altar dedicated to a neutral deity is made of iron-bound wood, and is circular, about 4' in diameter. It is decorated with carvings of eyes. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who disturb the altar are struck by a brilliant yellow lightning bolt for minor damage.

385: This altar dedicated to an evil deity is made of iron-bound wood with fresh orange paint, and shaped like a rectangle roughly 2' wide and 6' long. It is decorated with bas-reliefs of torture and sacrifice. Only candles blessed in the name of the deity stay lit on the altar. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here gain a slight Willpower bonus for 1 hour, while good characters who attempt to use the altar become deaf for 1 hour.

386: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 3 steps. It is made of unbreakable black glass, and shaped like a pentagon roughly 5' by 5' in size, supported on 6 legs. It is decorated with carvings of abstract patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower.

Neutral clerics or priests who make an offering here gain the ability to see in the dark for 5 hours, while good characters who stand too close to the altar become dizzy for 3 hours.

387: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of black marble, and shaped like a rectangle approximately 4' wide and 6' long, supported on a pillar at each end. It is decorated with carvings of monsters devouring humans. The altar is covered with spiderwebs and nests. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here gain a moderate Intelligence bonus for 3 hours, while good characters who attempt to use the altar are turned into canaries.

388: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of an unknown blue stone with blue veins, and shaped like a rectangle almost exactly 3' wide and 6' long, supported on 6 legs. It is decorated with carvings of astrological symbols. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who attempt to use the altar are wracked with convulsions for 6 hours.

389: This altar dedicated to a neutral deity is made of solid iron, and is circular, roughly 4' in diameter. It is decorated with mosaics of eyes. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral clerics or priests who make an offering here gain a moderate Intelligence bonus for 9 hours, while evil characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 6 hours.

390: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like a rectangle about 3' wide and 5' long. It is decorated with carvings of symbols of death. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become disoriented for 5 hours.

391: This altar dedicated to an evil deity is made of blue glass, and shaped like an ellipse roughly 3' by 6'. It is decorated with bas-reliefs of staring eyes. The altar is covered with fungus. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here gain the ability to fly for up to 30 minutes at a time for 5 hours, while good characters who attempt to use the altar are slowed for 1 day.

392: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of solid iron, and shaped like an ellipse approximately 4' by 6'. It is decorated with mosaics of geometric patterns. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are paralyzed for 4 hours.

393: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of gold-leafed stone, and shaped like a rectangle roughly 2' wide and 9' long, supported on a pillar at each end. It is decorated with bas-reliefs of sacred, protective snakes. In the area around it, good characters heal at double normal rates within four paces. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who disturb the altar are constantly distracted for 6 hours.

394: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of iron-bound wood, and shaped like a trapezoid about 6' by 4' in size, supported on legs at each end. It is decorated with mosaics of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who disturb the altar are struck by a glowing blue lightning bolt for minor damage.

395: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of brick, and which is diamond-shaped, roughly 3' by 5' in size, supported on legs at each end. It is decorated with carvings of the moon. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar become delirious for 4 hours.

396: This altar dedicated to an evil deity is made of close-fitted blocks of sandstone, and shaped like a rectangle approximately 4' wide and 8' long. It is decorated with crudely-chiseled carvings of writhing worms. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here heal up to 50% of their maximum hit points, while good characters who disturb the altar are turned into monsters (GM's choice).

397: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of rusty iron, and is circular, around 3' in diameter. It is decorated with bas-reliefs of distorted humanoids. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil characters who make an offering here gain a moderate Dexterity bonus for 5 hours, while good characters who so much as touch the altar are turned into orcs (of the opposite sex if already an orc).

398: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with bas-reliefs of jagged geometric patterns. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here can understand the speech of dragons for 4 hours, while good characters who so much as touch the altar are struck by a brilliant blue lightning bolt for major damage.

399: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of crystal, and shaped like a trapezoid about 3' by 4' in size. It is decorated with paintings of stars. The altar glows faintly. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here become immune to acid damage for 5 hours, while evil characters who so much as touch the altar have their Endurance and Willpower stats swapped for 15 hours.

400: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and shaped like an ellipse almost exactly 3' by 6'. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here gain a major bonus to skill checks for 7 hours, while good characters who so much as touch the altar become deaf for 16 hours.

401: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone with a few traces of black paint, and shaped like a rectangle around 4' wide and 9' long. It is decorated with carvings of scarabs. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 5 paces. In the area around it, neutral characters heal at double normal rates within five paces. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Personality, while evil characters who so much as touch the altar are turned into toads.

402: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of black marble, and shaped like an octagon about 3' by 5' in size. It is decorated with bas-reliefs of body parts. Orange sparks randomly arc across the surface (they are harmless). In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil clerics or priests who make an offering here gain a major Endurance bonus for 3 hours, while good characters who stand too close to the altar become blind for 7 hours.

403: This altar dedicated to a good deity is made of crystal, and shaped like an ellipse almost exactly 4' by 6'. It is decorated with paintings of stylized flames. The altar glows faintly. In the area around it, good characters heal at double normal rates within five paces. Good characters who make an offering here gain the ability to see in the dark for 7 days, while evil characters who disturb the altar become nauseated for 1 hour.

404: This altar dedicated to an evil deity is made of an unknown violet stone with black veins, and shaped like a rectangle roughly 4' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of body parts. The altar is covered with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here become immune to fire damage for 10 hours, while good characters who stand too close to the altar are turned into cats.

405: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from the bones of a huge monster, and shaped like a rectangle about 2' wide and 5' long. The altar radiates heat. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who stand too close to the altar become deaf for 4 hours.

406: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of iron-bound wood, and shaped like an ellipse roughly 4' by 6'. It is decorated with carvings of symbols of death. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here gain the ability to fly for up to 25 minutes at a time for 5 hours, while good characters who so much as touch the altar become dizzy for 2 hours.

407: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like an ellipse approximately 4' by 9'. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here gain a minor Alertness bonus for 10 days, while good characters who so much as touch the altar go mad for 8 hours.

408: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of an unknown material with shifting lights in its depths, and shaped like a rectangle about 2' wide and 6' long, supported on a central column. It is decorated with carvings of body parts. Red sparks randomly arc across the surface (they are harmless). In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar become nauseated for 5 hours.

409: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of permanent ice, and shaped like an ellipse roughly 2' by 6'. It is decorated with bas-reliefs of the moon. The altar radiates heat and is too hot to touch. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who stand too close to the altar become delirious for 9 hours.

410: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 3' wide and 5' long, supported on legs at each end. It is decorated with carvings of symbols of death. The altar is covered with spiderwebs and nests. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil clerics or priests who make an offering here gain a moderate Strength bonus for 6 hours, while good characters who stand too close to the altar are struck by a sparkling green lightning bolt for major damage.

411: This altar dedicated to an evil deity is made of iridescent metal, and which is diamond-shaped, roughly 4' by 6' in size, supported on legs at each end. It is decorated with paintings of evil holy symbols. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 7 hours.

412: This altar dedicated to an evil deity is made of rusty iron, and somewhat resembles a hellhound. It is roughly 2' wide and 6' long. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here gain a major bonus to skill checks for 4 hours, while good characters who disturb the altar have their Willpower and Alertness stats swapped permanently.

413: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle almost exactly 4' wide and 8' long, supported on a central column. It is decorated with paintings of venomous snakes. The altar is covered with dust. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Strength, while good characters who attempt to use the altar are turned into toads.

414: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 9' long, supported on a central column. It is decorated with bas-reliefs of evil holy symbols. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here gain a major Dexterity bonus for 5 hours, while good characters who so much as touch the altar are struck by a glowing green lightning bolt for major damage.

415: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of obsidian, and shaped like an ellipse approximately 4' by 6'. It is decorated with carvings of venomous snakes. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here gain a moderate Endurance bonus for 5 hours, while good characters who attempt to use the altar have their Personality and Willpower stats swapped for 12 hours.

416: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of gray marble, and is circular, about 2' in diameter. It is decorated with paintings of body parts. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain a major Personality bonus for 5 hours, while good characters who attempt to use the altar are struck by a glowing multicolored lightning bolt for moderate damage.

417: This altar dedicated to a good deity is made of white alabaster, and shaped like a rectangle around 2' wide and 6' long. It is decorated with paintings of elaborate, stylized calligraphy of prayers to the deity. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good devotees of the deity who make an offering here become immune to acid damage for 4 hours, while evil characters who so much as touch the altar are wracked with convulsions for 8 hours.

418: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle about 4' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of venomous snakes. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here gain a major bonus to skill checks for 6 hours, while good characters who attempt to use the altar are paralyzed for 5 hours.

419: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of pink granite, and shaped like an ellipse approximately 2' by 5'. It is decorated with carvings of geometric patterns. touching the altar brings visions of the religion's promised afterlife. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while evil characters who stand too close to the altar are constantly distracted for 9 hours.

420: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of wood with recently touched up gray paint, and shaped like a rectangle about 2' wide and 6' long. It is decorated with carvings of scorpions. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who attempt to use the altar are struck by a brilliant multicolored lightning bolt for moderate damage.

421: This altar dedicated to an evil deity is made of rusty iron, and is shaped like a jagged rock. It is roughly 3' wide and 5' long. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Evil clerics or priests who make an offering here can understand the speech of birds for 5 days, while good characters who attempt to use the altar become nauseated for 1 hour.

422: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of black granite, and resembles a dragon skull. It is roughly 5' wide and 6' long. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here can understand the speech of birds for 6 hours, while good characters who so much as touch the altar have their Strength and Intelligence stats swapped for 6 days.

423: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of black marble, and shaped like an ellipse almost exactly 2' by 5', supported on a central column. It is decorated with paintings of body parts. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within five paces. Evil devotees of the deity who make an offering here gain a major bonus to skill checks for 6 hours, while good characters who so much as touch the altar go mad for 1 hour.

424: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid fog, and shaped like a rectangle about 3' wide and 7' long. It is decorated with mosaics of neutral holy symbols. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while good characters who stand too close to the altar become disoriented for 15 hours.

425: This altar dedicated to an evil deity is made from human bones, and shaped like an ellipse roughly 2' by 6', supported on 4 legs. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are paralyzed for 6 hours.

426: This altar dedicated to a good deity stands on a 4-foot-high dais with 3 steps. It is made of ivory, and is shaped like a cat. It is roughly 2' wide and 5' long. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here can understand the speech of orcs for 5 hours, while evil characters who attempt to use the altar become delirious for 2 hours.

427: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of wood with cracked black paint, and looks vaguely like a tree. It is roughly 5' wide and 6' long. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 4 paces. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are struck by a sparkling multicolored lightning bolt for moderate damage.

428: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle about 4' wide and 9' long, supported on a pillar at each end. It is decorated with carvings of distorted humanoids. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 4 hours, while good characters who disturb the altar have their Strength and Agility stats swapped for 7 days.

429: This altar dedicated to an evil deity is made of brick with peeling and flaking bilious green paint, and shaped like an ellipse roughly 2' by 9'. It is decorated with carvings of bat-winged creatures. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are slowed for 6 hours.

430: This altar dedicated to an evil deity is made of close-fitted blocks of sandstone, and shaped like an ellipse roughly 4' by 8'. It is decorated with bas-reliefs of stylized flames. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are turned into frogs.

431: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like a rectangle

approximately 3' wide and 8' long, supported on a central column. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here heal up to 70% of their maximum hit points, while good characters who attempt to use the altar fall unconscious for 4 hours.

432: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of rusty iron, and shaped like a rectangle approximately 4' wide and 9' long. It is decorated with bas-reliefs of spiders. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here can understand the speech of dragons for 9 hours, while good characters who so much as touch the altar have their Endurance and Intelligence stats swapped for 3 days.

433: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of brick with cracked brown paint, and shaped like a rectangle about 2' wide and 9' long, supported on legs at each end. It is decorated with carvings of neutral holy symbols. In the area around it, all checks to detect wandering monsters suffer a slight penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who attempt to use the altar become nauseated for 7 hours.

434: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like an ellipse around 3' by 7'. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil devotees of the deity who make an offering here become immune to fire damage for 2 hours, while good characters who so much as touch the altar are struck by a brilliant blue lightning bolt for slight damage.

435: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid iron, and shaped like a pentagon around 4' by 6' in size. It is decorated with carvings of scenes from the religion's holy book. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here gain a minor bonus to skill checks for 2 hours, while evil characters who attempt to use the altar become nauseated for 9 hours.

436: This altar dedicated to a good deity stands on a 4-foot-high dais with 3 steps. It is made of crystal, and shaped like a rectangle roughly 4' wide and 6' long, supported on a pillar at each end. It is decorated with mosaics of harvest abundance. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good characters who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar are turned into monkeys.

437: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made of pulsating living flesh, and shaped like an ellipse roughly 4' by 5'. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here heal up to 80% of their maximum hit points, while good characters who attempt to use the altar are paralyzed for 7 hours.

438: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made from smashed and broken bones, and is circular, almost exactly 4' in diameter. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar go mad for 3 hours.

439: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle roughly 4' wide and 6' long. It is decorated with carvings of writhing worms. A hand touching the altar feels a faint vibration. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here gain a substantial bonus to skill checks for 7 hours, while good characters who stand too close to the altar become disoriented for 6 hours.

440: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of rose marble, and shaped like a rectangle about 2' wide and 4' long. It is decorated with carvings of scenes from the religion's holy book. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral clerics or priests who make an offering here gain the ability to fly for up to 25 minutes at a

time for 18 days, while good characters who stand too close to the altar suffer incapacitating pain for 11 hours.

441: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of close-fitted blocks of travertine, and shaped like a rectangle roughly 2' wide and 5' long. It is decorated with carvings of heroes of the religion. The altar glows faintly. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A dead body placed on it by a good cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who disturb the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 7 hours.

442: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of rusty iron, and is circular, around 4' in diameter. It is decorated with paintings of body parts. The altar radiates heat and is too hot to touch. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here gain a substantial bonus to skill checks for 1 hour, while good characters who attempt to use the altar have their Willpower and Dexterity stats swapped for 13 hours.

443: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made from a pile of all sorts of bones, and shaped like an ellipse roughly 4' by 7', supported on a central column. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar have their Agility and Endurance stats swapped for 5 weeks.

444: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of black marble, and shaped like a rectangle about 4' wide and 7' long. It is decorated with bas-reliefs of staring eyes. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar suffer incapacitating pain for 4 hours.

445: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of black marble, and shaped like a rectangle around 2' wide and 5' long, supported on legs at each end. It is decorated with carvings of demons. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are struck by a brilliant red lightning bolt for minor damage.

446: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like a rectangle about 4' wide and 6' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here become immune to fire damage for 5 hours, while good characters who stand too close to the altar fall unconscious for 6 hours.

447: This altar dedicated to an evil deity is made of brick with recently touched up bilious green paint, and shaped like a rectangle approximately 2' wide and 6' long, supported on a central column. It is decorated with bas-reliefs of staring eyes. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within three paces. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who stand too close to the altar become blind for 3 hours.

448: This altar dedicated to an evil deity is made of pulsating living flesh, and is circular, about 3' in diameter. approaching the altar brings visions of the religion's promised afterlife. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here become immune to acid damage for 6 hours, while good characters who attempt to use the altar become disoriented for 7 hours.

449: This altar dedicated to a neutral deity is made of solid iron with recently touched up black paint, and looks vaguely like a tree. It is roughly 3' wide and 6' long. The altar is covered with moss. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who so much as touch the altar are turned into turtles.

450: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like an ellipse roughly 4' by 6'. It is decorated with carvings of spiders. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here become immune to acid damage for 2 hours, while good characters who attempt to use the altar have their Intelligence and Alertness stats swapped for 3 days.

451: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone, and shaped like an ellipse roughly 2' by 9'. It is decorated with paintings of religious scenes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who disturb the altar are wracked with convulsions for 23 hours.

452: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of iron-bound wood, and shaped like an ellipse roughly 3' by 4', supported on a pillar at each end. It is decorated with bas-reliefs of animals sacred to the deity. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral devotees of the deity who make an offering here gain a moderate Willpower bonus for 17 hours, while good characters who disturb the altar go mad for 5 hours.

453: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made from the bones of a huge monster, and is circular, approximately 2' in diameter. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 6 hours.

454: This altar dedicated to a neutral deity is made of close-fitted blocks of dark gray granite, and shaped like a rectangle approximately 2' wide and 4' long. It is decorated with carvings of neutral holy symbols. Only candles blessed in the name of the deity stay lit on the altar. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral characters who make an offering here gain a major Intelligence bonus for 5 hours, while evil characters who so much as touch the altar have their Dexterity and Agility stats swapped for 11 hours.

455: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like an octagon roughly 6' by 3' in size. It is decorated with carvings of writhing worms. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become delirious for 1 hour.

456: This altar dedicated to a good deity is made of an unknown orange stone with blue veins, and shaped like an ellipse about 2' by 8'. It is decorated with bas-reliefs of interlaced lines. Any cup or cuplike container placed on the altar slowly fills with wine. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good devotees of the deity who make an offering here gain a major bonus to skill checks for 5 hours, while evil characters who attempt to use the altar are turned into monsters (GM's choice).

457: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from smashed and broken bones, and is circular, around 2' in diameter. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become blind for 7 hours.

458: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of limestone with a few traces of black paint, and shaped like a pentagon around 6' by 5' in size. It is decorated with carvings of sea creatures. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral characters who make an offering here become immune to electrical damage for 11 hours, while evil characters who so much as touch the altar become dizzy for 5 hours.

459: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of iridescent metal, and shaped like a rectangle roughly 4' wide and 5' long, supported on a pillar at each end. It is decorated with mosaics of elaborate, stylized calligraphy of the deity's name. Only candles blessed in the name of the deity stay lit on the altar. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral devotees of the deity who make an offering here become immune to fire damage for 2 hours, while good characters who attempt to use the altar are constantly distracted for 6 hours.

460: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of crystal, and is made to look like a sun. It is roughly 3' wide and 6' long. Good characters feel a sense of peace nearby, while evil characters are uncomfortable. In the area around it, good characters heal at double normal rates within four paces. Good characters who make an offering here can understand the speech of dwarves for 6 hours, while evil characters who attempt to use the altar become delirious for 2 days.

461: This altar dedicated to an evil deity is made of brick with recently touched up brown paint, and shaped like an ellipse around 4' by 6'. It is decorated with carvings of war and violence. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to acid damage for 3 days, while good characters who so much as touch the altar have their Endurance and Strength stats swapped for 20 hours.

462: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 2' wide and 7' long. It is decorated with carvings of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, all spells cast by non-good characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who attempt to use the altar become dizzy for 4 hours.

463: This altar dedicated to an evil deity is made of black marble, and shaped like an ellipse about 4' by 9'. It is decorated with bas-reliefs of monsters devouring humans. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Alertness and Willpower stats swapped for 1 day.

464: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle approximately 4' wide and 4' long, supported on a pillar at each end. It is decorated with bas-reliefs of interlaced lines. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 3 paces. In the area around it, neutral characters heal at double normal rates within two paces. Neutral characters who make an offering here become immune to acid damage for 6 hours, while good characters who so much as touch the altar have their Personality and Strength stats swapped for 4 weeks.

465: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle almost exactly 2' wide and 8' long, supported on a central column. It is decorated with bas-reliefs of evil holy symbols. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here gain a major Willpower bonus for 4 hours, while good characters who attempt to use the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 3 days.

466: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse roughly 4' by 8'. It is decorated with carvings of writhing worms. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here gain a moderate Agility bonus for 20 hours, while good characters who disturb the altar become nauseated for 4 days.

467: This altar dedicated to an evil deity is made of rusty iron, and hexagonal in shape, around 3' by 4' in size. It is decorated with carvings of jagged geometric patterns. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are

constantly distracted for 20 hours.

468: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of iron-bound wood with recently touched up purple paint, and is circular, around 2' in diameter, supported on 4 legs. It is decorated with bas-reliefs of scarabs. Candles placed on the altar light by themselves; they burn normally. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar go mad for 2 hours.

469: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of finely-polished wood, and shaped like a rectangle about 4' wide and 9' long, supported on legs at each end. It is decorated with carvings of stylized flames. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good clerics or priests who make an offering here heal up to 80% of their maximum hit points, while evil characters who disturb the altar become dizzy for 2 hours.

470: This altar dedicated to a neutral deity is made of brick with peeling and flaking brown paint, and shaped like a rectangle approximately 3' wide and 7' long. It is decorated with mosaics of eyes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who disturb the altar fall unconscious for 11 hours.

471: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of close-fitted blocks of light gray granite, and is shaped like a sphinx. It is roughly 5' wide and 5' long. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral clerics or priests who make an offering here are fully healed, while evil characters who so much as touch the altar are turned into goblins.

472: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle almost exactly 2' wide and 7' long. It is decorated with bas-reliefs of jagged geometric patterns. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are wracked with convulsions for 4 hours.

473: This altar dedicated to an evil deity is made of black granite, and is circular, almost exactly 3' in diameter. It is decorated with carvings of creatures with tentacles. Yellow sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are turned into monkeys.

474: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of dark gray granite, and somewhat resembles a moon. It is roughly 3' wide and 6' long. Faint ghostly moans can be heard near the altar. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral characters who make an offering here heal up to 40% of their maximum hit points, while evil characters who attempt to use the altar have their Strength and Alertness stats swapped for 2 days.

475: This altar dedicated to a neutral deity is made of iron-bound wood with cracked red paint, and shaped like a rectangle around 3' wide and 8' long. It is decorated with carvings of heroes of the religion. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 2 hours.

476: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a rectangle almost exactly 4' wide and 6' long. It is decorated with carvings of venomous snakes. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters

who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

477: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of rusty iron, and shaped like a rectangle about 2' wide and 7' long. It is decorated with mosaics of jagged geometric patterns. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are turned into children.

478: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of black marble, and triangular in shape, roughly 3' by 4' in size. It is decorated with carvings of war and violence. Candles placed on the altar light by themselves; they burn normally. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain a moderate Alertness bonus for 1 hour, while good characters who attempt to use the altar become nauseated for 6 hours.

479: This altar dedicated to an evil deity is made of wood with a few traces of brown paint, and shaped like an ellipse roughly 4' by 8', supported on a pillar at each end. It is decorated with bas-reliefs of creatures with tentacles. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar have their Alertness and Willpower stats swapped for 12 hours.

480: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 2' wide and 8' long. It is decorated with carvings of birds sacred to the deity. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a major penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who attempt to use the altar are struck by a brilliant violet lightning bolt for moderate damage.

481: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of black granite, and shaped like an ellipse roughly 3' by 8'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar go mad for 5 hours.

482: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a rectangle around 4' wide and 8' long. It is decorated with bas-reliefs of evil holy symbols. Faint ghostly moans can be heard near the altar. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become deaf for 6 hours.

483: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse around 2' by 7'. It is decorated with mosaics of symbols of death. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who stand too close to the altar have their Strength and Personality stats swapped for 13 hours.

484: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of iron-bound wood, and is shaped like a crouching vulture. It is roughly 5' wide and 6' long. The altar is covered with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are wracked with convulsions for 5 hours.

485: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of black granite, and shaped like a rectangle around 4' wide and 4' long, supported on legs at each end. It is decorated with carvings of torture and sacrifice. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil devotees of the deity who make an offering here gain a major Intelligence bonus for 4 hours, while good characters who stand too close to the altar fall unconscious for 4 hours.

486: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black marble, and shaped like a trapezoid roughly 5' by 2' in size, supported on legs at each end. It is decorated with bas-reliefs of elaborate, stylized calligraphy of the deity's name. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here gain a minor Willpower bonus for 4 days, while good characters who disturb the altar become disoriented for 4 hours.

487: This altar dedicated to a neutral deity is made of close-fitted blocks of dark gray granite, and shaped like a rectangle approximately 3' wide and 6' long. It is decorated with carvings of heroes of the religion. In the area around it, neutral characters heal at double normal rates within four paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who stand too close to the altar go mad for 2 hours.

488: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like a rectangle roughly 3' wide and 9' long, supported on 8 legs. It is decorated with carvings of writhing worms. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar become disoriented for 3 hours.

489: This altar dedicated to a neutral deity is made of iron-bound wood with peeling and flaking black paint, and somewhat resembles a tortoise. It is roughly 3' wide and 5' long. Standing in front of the altar brings visions of the religion's promised afterlife. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral devotees of the deity who make an offering here can understand the speech of animals for 3 hours, while evil characters who disturb the altar have their Dexterity and Strength stats swapped for 7 days.

490: This altar dedicated to a neutral deity is made of brown glass, and shaped like a rectangle roughly 3' wide and 8' long. It is decorated with bas-reliefs of abstract patterns. Touching the altar brings visions of the religion's promised afterlife. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain the ability to walk on water for up to 5 minutes at a time for 7 hours, while evil characters who so much as touch the altar have their Endurance and Agility stats swapped for 2 days.

491: This altar dedicated to an evil deity is made of solid bronze, and is circular, around 2' in diameter, supported on legs at each end. It is decorated with bas-reliefs of jagged geometric patterns. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil characters who make an offering here gain the ability to see in the dark for 5 hours, while good characters who so much as touch the altar are turned into hippopotami.

492: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like an ellipse roughly 3' by 6'. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become delirious for 7 hours.

493: This altar dedicated to a good deity is made of brick with recently touched up orange paint, and shaped like a rectangle almost exactly 3' wide and 8' long, supported on a pillar at each end. It is decorated with mosaics of sacred, protective snakes. In the area around it, all spells cast by non-good characters are cast as if the caster was 3 levels/15% lower. Good characters who make an offering here gain a moderate Dexterity bonus for 3 hours, while evil characters who so much as touch the altar are turned into dogs.

494: This altar dedicated to a neutral deity is made of an unknown blue stone with gray veins, and shaped like a rectangle around 2' wide and 5' long. It is decorated with mosaics of scenes from the religion's holy book. Approaching the altar brings visions of the religion's punishment of unbelievers. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are

struck by a sparkling white lightning bolt for moderate damage.

495: This altar dedicated to a neutral deity is made of base metal plated with , and shaped like an ellipse roughly 3' by 7'. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral clerics or priests who make an offering here heal up to 50% of their maximum hit points, while evil characters who attempt to use the altar become blind for 4 hours.

496: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of close-fitted blocks of limestone, and shaped like a rectangle around 2' wide and 5' long. It is decorated with carvings of demons. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil clerics or priests who make an offering here become immune to electrical damage for 2 hours, while good characters who attempt to use the altar become dizzy for 7 hours.

497: This altar dedicated to a good deity is made of crystal, and shaped like an ellipse around 2' by 8', supported on 4 legs. It is decorated with carvings of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while evil characters who so much as touch the altar are turned into toads.

498: This altar dedicated to an evil deity is made of pulsating living flesh, and is circular, about 2' in diameter. touching the altar brings visions of the religion's punishment of unbelievers. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 weeks, while good characters who stand too close to the altar are constantly distracted for 9 hours.

499: This altar dedicated to a neutral deity is made of brick with a few traces of brown paint, and shaped like a rectangle approximately 4' wide and 4' long, supported on legs at each end. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here gain the ability to see in the dark for 9 hours, while evil characters who attempt to use the altar are slowed for 5 hours.

500: This altar dedicated to an evil deity is made of brick with fresh brown paint, and is circular, almost exactly 3' in diameter. It is decorated with paintings of body parts. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are paralyzed for 5 hours.

501: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle almost exactly 2' wide and 8' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are constantly distracted for 10 hours.

502: This altar dedicated to a neutral deity is made of solid iron with peeling and flaking black paint, and is circular, approximately 2' in diameter. It is decorated with paintings of eyes. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 3 days, while evil characters who so much as touch the altar are turned into toads.

503: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of blue glass, and shaped like a rectangle about 4' wide and 7' long, supported on a central column. It is decorated with bas-reliefs of scenes from the religion's holy book. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Personality and Willpower stats swapped for 19 hours.

504: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse around 2' by 5'. It is decorated with bas-reliefs of demons. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here gain a substantial bonus to skill checks for 9 hours, while good characters who disturb the altar are wracked with convulsions for 4 hours.

505: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of close-fitted blocks of travertine with a few traces of purple paint, and shaped like a rectangle roughly 4' wide and 5' long. It is decorated with carvings of creatures with tentacles. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here gain a substantial Intelligence bonus for 20 hours, while good characters who so much as touch the altar have their Endurance and Strength stats swapped for 13 hours.

506: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and is circular, about 3' in diameter. It is decorated with carvings of scorpions. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are turned into frogs.

507: This altar dedicated to an evil deity is made of close-fitted blocks of gray marble, and which is diamond-shaped, about 5' by 6' in size. It is decorated with carvings of spiders. In the area around it, evil characters heal at double normal rates within five paces. Evil characters who make an offering here become immune to electrical damage for 6 days, while good characters who attempt to use the altar become blind for 11 hours.

508: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like a rectangle roughly 4' wide and 4' long, supported on 8 legs. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are struck by a brilliant red lightning bolt for moderate damage.

509: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of obsidian, and shaped like an octagon approximately 2' by 2' in size. It is decorated with carvings of demons. A hand touching the altar feels a faint vibration. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here heal up to 90% of their maximum hit points, while good characters who so much as touch the altar have their Intelligence and Strength stats swapped for 10 hours.

510: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of limestone, and shaped like a rectangle roughly 2' wide and 5' long. It is decorated with bas-reliefs of animals sacred to the deity. Approaching the altar brings visions of the religion's promised afterlife. In the area around it, neutral characters heal at double normal rates within four paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who attempt to use the altar suffer incapacitating pain for 5 hours.

511: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of brick with a few traces of purple paint, and somewhat resembles a moon. It is roughly 2' wide and 5' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while good characters who attempt to use the altar become dizzy for 4 hours.

512: This altar dedicated to an evil deity is made of obsidian, and shaped like an ellipse roughly 4' by 6'. It is decorated with carvings of war and violence. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who stand too close to the altar suffer incapacitating pain for 21 hours.

513: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of pure white marble,

and shaped like a rectangle approximately 4' wide and 7' long, supported on legs at each end. It is decorated with carvings of sacred, protective snakes. The altar radiates heat and is too hot to touch. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good devotees of the deity who make an offering here heal up to 30% of their maximum hit points, while evil characters who so much as touch the altar have their Alertness and Agility stats swapped for 8 days.

514: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like an ellipse roughly 4' by 4'. It is decorated with paintings of religious scenes. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who disturb the altar are constantly distracted for 7 hours.

515: This altar dedicated to a neutral deity is made of finely-polished wood, and somewhat resembles a sphinx. It is roughly 4' wide and 5' long. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering here heal up to 30% of their maximum hit points, while evil characters who stand too close to the altar are slowed for 1 day.

516: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of crystal, and somewhat resembles a flower. It is roughly 4' wide and 4' long. The altar glows faintly. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good devotees of the deity who make an offering here heal up to 50% of their maximum hit points, while evil characters who so much as touch the altar have their Agility and Dexterity stats swapped for 4 days.

517: This altar dedicated to an evil deity is made of wood with peeling and flaking blood-red paint, and shaped like a rectangle roughly 4' wide and 5' long, supported on 4 legs. It is decorated with mosaics of elaborate, stylized calligraphy of prayers to the deity. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here gain a moderate Strength bonus for 7 days, while good characters who disturb the altar go mad for 5 hours.

518: This altar dedicated to a neutral deity is made of wood with recently touched up black paint, and shaped like an ellipse around 2' by 5'. It is decorated with carvings of scarabs. Glowing orange sparks randomly arc across the surface (they are harmless). In the area around it, all checks to detect wandering monsters suffer a slight penalty. Neutral characters who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar have their Alertness and Intelligence stats swapped for 4 days.

519: This altar dedicated to a neutral deity is made of wood with recently touched up purple paint, and shaped like an ellipse approximately 3' by 8', supported on a central column. It is decorated with carvings of neutral holy symbols. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar suffer incapacitating pain for 4 days.

520: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and is circular, about 2' in diameter. Faint humming sounds can be heard near the altar. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar become blind for 6 hours.

521: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of unbreakable gray glass, and shaped like an ellipse roughly 3' by 4', supported on a pillar at each end. It is decorated with paintings of geometric patterns. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, neutral characters heal at double normal rates within five paces. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are turned into children.

522: This altar dedicated to a good deity stands on a 5-foot-high dais with 1 step. It is made of ivory, and shaped like an ellipse roughly 2' by 9'. It is decorated with bas-reliefs of harvest abundance. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are struck by a brilliant yellow lightning bolt for moderate damage.

523: This altar dedicated to an evil deity is made of black granite, and triangular in shape, roughly 4' by 6' in size. It is decorated with carvings of scorpions. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here gain a moderate Intelligence bonus for 6 hours, while good characters who disturb the altar become disoriented for 8 hours.

524: This altar dedicated to a neutral deity is made of close-fitted blocks of dark gray granite, and is circular, roughly 3' in diameter. It is decorated with bas-reliefs of scarabs. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here gain a moderate Willpower bonus for 10 hours, while evil characters who disturb the altar become deaf for 6 hours.

525: This altar dedicated to a neutral deity is made of unbreakable red glass, and shaped like an ellipse around 4' by 6'. It is decorated with bas-reliefs of eyes. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here heal up to 70% of their maximum hit points, while evil characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 18 hours.

526: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black marble, and shaped like a rectangle almost exactly 2' wide and 7' long, supported on legs at each end. It is decorated with paintings of stylized flames. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here become immune to acid damage for 11 hours, while good characters who so much as touch the altar go mad for 15 hours.

527: This altar dedicated to a neutral deity is made of brick with cracked purple paint, and shaped like an ellipse roughly 2' by 9'. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who disturb the altar are turned into toads.

528: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of ivory, and shaped like a rectangle around 2' wide and 9' long, supported on a pillar at each end. It is decorated with carvings of stylized flames. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good clerics or priests who make an offering here gain a moderate Endurance bonus for 2 hours, while evil characters who so much as touch the altar become dizzy for 5 hours.

529: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of brick with recently touched up brown paint, and shaped like a rectangle roughly 3' wide and 8' long, supported on 4 legs. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here are fully healed, while evil characters who disturb the altar have their Dexterity and Willpower stats swapped for 14 hours.

530: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 1 step. It is made of iron-bound wood with cracked green paint, and shaped like a rectangle almost exactly 4' wide and 4' long, supported on a pillar at each end. It is decorated with carvings of neutral holy symbols. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who so much as touch the

altar have their Dexterity and Endurance stats swapped for 1 day.

531: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of close-fitted blocks of dark green marble, and is circular, about 4' in diameter. It is decorated with carvings of sea creatures. In the area around it, neutral characters heal at double normal rates within five paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who disturb the altar are turned into bats.

532: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of white alabaster, and is circular, roughly 2' in diameter, supported on a pillar at each end. It is decorated with bas-reliefs of abstract swirling patterns. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who so much as touch the altar become deaf for 5 hours.

533: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of finely-polished wood, and shaped like a rectangle around 4' wide and 8' long, supported on legs at each end. It is decorated with carvings of religious scenes. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 3 paces. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Good characters who make an offering here gain a substantial Personality bonus for 10 days, while evil characters who attempt to use the altar fall unconscious for 8 hours.

534: This altar dedicated to a neutral deity is made of wood with cracked black paint, and shaped like a rectangle about 4' wide and 6' long. It is decorated with carvings of animals sacred to the deity. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral characters who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who attempt to use the altar have their Dexterity and Willpower stats swapped for 7 hours.

535: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle about 3' wide and 7' long. It is decorated with bas-reliefs of geometric patterns. In the area around it, neutral characters heal at double normal rates within two paces. Neutral characters who make an offering here gain a slight Alertness bonus for 7 days, while good characters who attempt to use the altar are constantly distracted for 3 hours.

536: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of brick with peeling and flaking bilious green paint, and shaped like a rectangle roughly 2' wide and 6' long, supported on 4 legs. It is decorated with paintings of evil holy symbols. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil characters who make an offering here become immune to magical damage for 8 hours, while good characters who so much as touch the altar are turned into inanimate objects.

537: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of close-fitted blocks of pink granite, and is shaped like a moon. It is roughly 2' wide and 6' long. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral clerics or priests who make an offering here are fully healed, while good characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 1 hour.

538: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of white alabaster, and shaped like an ellipse around 3' by 8', supported on 4 legs. It is decorated with bas-reliefs of worshippers praising a beneficent deity. Good characters feel a sense of peace nearby, while evil characters are uncomfortable. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good characters who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar become blind for 4 hours.

539: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of pure white marble, and triangular in shape, almost exactly 5' by 3' in size, supported on a pillar at each end. It is decorated with

carvings of sea creatures. In the area around it, good characters heal at double normal rates within two paces. A dead body placed on it by a good cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who so much as touch the altar become dizzy for 17 hours.

540: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of brick, and is shaped like a mass of chains. It is roughly 5' wide and 6' long. Only candles blessed in the name of the deity stay lit on the altar. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Strength and Personality stats swapped for 6 days.

541: This altar dedicated to a neutral deity is made of iron-bound wood with peeling and flaking gray paint, and shaped like an ellipse roughly 2' by 9', supported on a pillar at each end. It is decorated with paintings of scenes from the religion's holy book. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within three paces. Neutral devotees of the deity who make an offering here heal up to 70% of their maximum hit points, while good characters who disturb the altar become disoriented for 5 hours.

542: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle around 3' wide and 9' long, supported on legs at each end. It is decorated with paintings of interlaced lines. A hand touching the altar feels a faint vibration. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good clerics or priests who make an offering here heal up to 90% of their maximum hit points, while evil characters who disturb the altar are struck by a brilliant green lightning bolt for minor damage.

543: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of obsidian, and hexagonal in shape, roughly 3' by 6' in size, supported on a pillar at each end. It is decorated with carvings of venomous snakes. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 9 hours, while good characters who attempt to use the altar are struck by a brilliant white lightning bolt for moderate damage.

544: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle about 4' wide and 9' long. It is decorated with carvings of demons. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here are fully healed, while good characters who so much as touch the altar have their Strength and Alertness stats swapped for 3 days.

545: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle around 4' wide and 6' long, supported on legs at each end. It is decorated with carvings of distorted humanoids. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 2 hours, while good characters who attempt to use the altar suffer incapacitating pain for 14 hours.

546: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle about 3' wide and 7' long. It is decorated with mosaics of venomous snakes. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here heal up to 70% of their maximum hit points, while good characters who so much as touch the altar have their Agility and Dexterity stats swapped for 6 months.

547: This altar dedicated to a good deity is made of ivory, and shaped like a rectangle approximately 3' wide and 6' long, supported on legs at each end. It is decorated with carvings of eyes. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Good clerics or priests who make an offering here gain a moderate bonus to skill checks for 5 hours, while evil characters who disturb the altar are struck by a glowing multicolored lightning bolt for minor damage.

548: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 3' wide and 6'

long, supported on legs at each end. It is decorated with paintings of writhing worms. Faint ghostly moans can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 5 weeks, while good characters who attempt to use the altar have their Intelligence and Willpower stats swapped for 13 hours.

549: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of an unknown yellow stone with red veins, and shaped like an ellipse roughly 2' by 8', supported on legs at each end. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good characters who make an offering here learn the answer to a single yes/no question, while evil characters who stand too close to the altar fall unconscious for 7 hours.

550: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle almost exactly 3' wide and 6' long. It is decorated with bas-reliefs of war and violence. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar have their Dexterity and Strength stats swapped for 5 hours.

551: This altar dedicated to an evil deity is made of brick with fresh blue paint, and hexagonal in shape, roughly 6' by 4' in size, supported on a central column. It is decorated with carvings of bat-winged creatures. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 11 hours, while good characters who so much as touch the altar fall unconscious for 3 hours.

552: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of brick with peeling and flaking gray paint, and shaped like a rectangle about 2' wide and 4' long, supported on legs at each end. It is decorated with carvings of distorted humanoids. Faint sounds of chimes can be heard near the altar. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who stand too close to the altar suffer incapacitating pain for 7 hours.

553: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 3 steps. It is made of iron-bound wood with peeling and flaking gray paint, and shaped like an ellipse about 2' by 7', supported on a central column. It is decorated with carvings of religious scenes. In the area around it, neutral characters heal at double normal rates within five paces. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar have their Intelligence and Alertness stats swapped for 9 hours.

554: This altar dedicated to an evil deity is made of iron-bound wood, and is circular, roughly 2' in diameter. It is decorated with carvings of scorpions. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil devotees of the deity who make an offering here heal up to 90% of their maximum hit points, while good characters who attempt to use the altar are turned into children.

555: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle almost exactly 4' wide and 4' long, supported on 4 legs. It is decorated with paintings of symbols of death. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to electrical damage for 1 hour, while good characters who so much as touch the altar are turned into parrots.

556: This altar dedicated to an evil deity is made of close-fitted blocks of travertine with recently touched up purple paint, and looks vaguely like a tangled mass of snakes. It is roughly 4' wide and 5' long. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 4 hours, while good characters who attempt to use the altar are turned into cobras.

557: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of crystal with gold flecks, and shaped like a pentagon roughly 3' by 3' in size. It is decorated with carvings of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good clerics or priests who make an offering here gain the ability to see in the dark for 1 hour, while evil characters who so much as touch the altar are turned into children.

558: This altar dedicated to a good deity stands on a 5-foot-high dais with 3 steps. It is made of pure white marble, and shaped like an ellipse about 3' by 7', supported on a central column. It is decorated with bas-reliefs of sea creatures. The altar glows faintly. In the area around it, good characters heal at double normal rates within five paces. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who so much as touch the altar have their Intelligence and Dexterity stats swapped for 11 hours.

559: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of brick with peeling and flaking red paint, and shaped like a rectangle about 4' wide and 4' long. It is decorated with carvings of neutral holy symbols. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral devotees of the deity who make an offering here heal up to 30% of their maximum hit points, while evil characters who stand too close to the altar are turned into goblins.

560: This altar dedicated to a neutral deity is made of solid bronze with peeling and flaking silver paint, and shaped like an ellipse approximately 4' by 8'. It is decorated with carvings of birds sacred to the deity. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral characters who make an offering here heal up to 90% of their maximum hit points, while good characters who disturb the altar become blind for 4 hours.

561: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of an unknown gray stone with red veins, and shaped like a rectangle roughly 2' wide and 7' long, supported on 4 legs. It is decorated with paintings of animals sacred to the deity. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Alertness, while evil characters who disturb the altar are turned into inanimate objects.

562: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle roughly 4' wide and 6' long. It is decorated with carvings of animals sacred to the deity. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who so much as touch the altar become delirious for 2 hours.

563: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of crystal, and shaped like a rectangle almost exactly 4' wide and 6' long, supported on a central column. It is decorated with carvings of eyes. Good characters feel a sense of peace nearby, while evil characters are uncomfortable. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who stand too close to the altar have their Endurance and Strength stats swapped for 20 hours.

564: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of black marble, and shaped like a rectangle approximately 3' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of scenes from the religion's holy book. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who so much as touch the altar suffer incapacitating pain for 5 hours.

565: This altar dedicated to an evil deity is made of brick with fresh orange paint, and shaped like a rectangle roughly 4' wide and 5' long, supported on legs at each end. It is decorated with carvings of spiders. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here gain the ability to fly for up to 30 minutes at a

time for 1 hour, while good characters who stand too close to the altar become disoriented for 1 hour.

566: This altar dedicated to an evil deity is made of close-fitted blocks of dark green marble, and shaped like an ellipse roughly 2' by 7'. It is decorated with carvings of body parts. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a minor penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who stand too close to the altar are turned into frogs.

567: This altar dedicated to a good deity is made of wood with cracked red paint, and somewhat resembles a sphinx. It is roughly 2' wide and 5' long. Good characters feel a sense of peace nearby, while evil characters are uncomfortable. In the area around it, non-good characters feel groggy and suffer a major reaction penalty. Good devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar are constantly distracted for 5 days.

568: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from a pile of all sorts of bones, and shaped like a rectangle roughly 4' wide and 7' long, supported on a central column. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Evil devotees of the deity who make an offering here gain a slight bonus to skill checks for 7 hours, while good characters who attempt to use the altar have their Willpower and Agility stats swapped for 7 days.

569: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of dark gray granite, and shaped like a rectangle about 2' wide and 8' long. It is decorated with paintings of heroes of the religion. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral clerics or priests who make an offering here gain a substantial bonus to skill checks for 5 hours, while good characters who stand too close to the altar are struck by a bright multicolored lightning bolt for slight damage.

570: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like an ellipse approximately 3' by 6'. It is decorated with bas-reliefs of sea creatures. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Neutral clerics or priests who make an offering here gain a major Alertness bonus for 6 hours, while evil characters who so much as touch the altar become delirious for 2 days.

571: This altar dedicated to a neutral deity is made from a giant turtle shell, and shaped like a rectangle about 4' wide and 7' long. The altar radiates heat and is too hot to touch. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who disturb the altar are paralyzed for 1 day.

572: This altar dedicated to an evil deity is made of solid bronze with cracked red paint, and shaped like an ellipse around 4' by 9', supported on a pillar at each end. It is decorated with carvings of jagged geometric patterns. In the area around it, non-evil characters feel groggy and suffer a substantial reaction penalty. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar become blind for 1 hour.

573: This altar dedicated to a good deity is made of brick with recently touched up brown paint, and shaped like a rectangle almost exactly 3' wide and 7' long, supported on a central column. It is decorated with bas-reliefs of sea creatures. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. A good cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Dexterity, while evil characters who attempt to use the altar become blind for 5 hours.

574: This altar dedicated to an evil deity is made of iron-bound wood with cracked blood-red paint, and shaped like a rectangle approximately 3' wide and 8' long. It is decorated with paintings of spiders. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here

become immune to magical damage for 12 hours, while good characters who disturb the altar are struck by a glowing orange lightning bolt for slight damage.

575: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of solid iron with cracked red paint, and shaped like a rectangle roughly 3' wide and 4' long. It is decorated with bas-reliefs of religious scenes. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 5 paces. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar have their Agility and Intelligence stats swapped for 3 days.

576: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone, and is circular, roughly 2' in diameter. It is decorated with bas-reliefs of geometric patterns. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral characters who make an offering here gain a moderate bonus to skill checks for 5 hours, while evil characters who so much as touch the altar have their Endurance and Intelligence stats swapped for 21 hours.

577: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 3' wide and 9' long, supported on 4 legs. It is decorated with carvings of symbols of death. standing in front of the altar brings visions of religion's hell. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here heal up to 70% of their maximum hit points, while good characters who attempt to use the altar are slowed for 4 days.

578: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made from the bones of a huge monster, and is circular, roughly 2' in diameter. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are constantly distracted for 8 hours.

579: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of close-fitted blocks of tan marble, and shaped like an ellipse roughly 3' by 7'. It is decorated with carvings of distorted humanoids. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are wracked with convulsions for 5 hours.

580: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and shaped like a rectangle about 2' wide and 4' long, supported on legs at each end. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar become delirious for 9 hours.

581: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of black marble, and shaped like a rectangle around 3' wide and 9' long, supported on a central column. It is decorated with carvings of demons. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, evil characters heal at double normal rates within four paces. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are turned into toads.

582: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of black granite, and shaped like a trapezoid about 3' by 3' in size. It is decorated with bas-reliefs of symbols of death. The altar is covered with fungus. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil clerics or priests who make an offering here gain a major Strength bonus for 3 hours, while good characters who stand too close to the altar are paralyzed for 4 hours.

583: This altar dedicated to an evil deity is made of solid bronze with a few traces of red paint, and shaped like a rectangle roughly 4' wide and 8' long. It is decorated with bas-reliefs of demons. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here gain the ability to see in the dark for 4 days, while good characters who so much as touch the altar are struck by a

glowing red lightning bolt which kills them instantly.

584: This altar dedicated to a neutral deity is made of brick, and shaped like a rectangle approximately 4' wide and 6' long, supported on 8 legs. It is decorated with paintings of the moon. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within two paces. Neutral characters who make an offering here can understand the speech of snakes for 5 hours, while good characters who disturb the altar are turned into monkeys.

585: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of close-fitted blocks of porphyry, and shaped like a rectangle around 2' wide and 4' long. It is decorated with bas-reliefs of spiders. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here are fully healed, while good characters who so much as touch the altar go mad for 9 hours.

586: This altar dedicated to an evil deity is made of finely-polished wood, and is shaped like a huge scorpion. It is roughly 3' wide and 5' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Alertness and Strength stats swapped for 13 hours.

587: This altar dedicated to a neutral deity is made of close-fitted blocks of light gray granite, and shaped like an ellipse roughly 4' by 6'. It is decorated with paintings of astrological symbols. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here heal up to 40% of their maximum hit points, while evil characters who stand too close to the altar are struck by a glowing yellow lightning bolt for minor damage.

588: This altar dedicated to an evil deity is made from human bones, and is circular, approximately 3' in diameter, supported on a central column. In the area around it, evil characters heal at double normal rates within three paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become dizzy for 1 hour.

589: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of wood, and shaped like a rectangle roughly 2' wide and 6' long, supported on 8 legs. It is decorated with carvings of scenes from the religion's holy book. In the area around it, neutral characters heal at double normal rates within four paces. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Willpower, while evil characters who disturb the altar are struck by a brilliant white lightning bolt for moderate damage.

590: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black marble, and which is diamond-shaped, roughly 2' by 3' in size. It is decorated with mosaics of stylized flames with tortured humanoids amidst them. Candles of any color other than green go out when placed on the altar. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who stand too close to the altar are constantly distracted for 6 days.

591: This altar dedicated to a neutral deity is made of an unknown yellow stone with blue veins, and shaped like a rectangle approximately 3' wide and 8' long, supported on a pillar at each end. It is decorated with bas-reliefs of astrological symbols. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here become immune to acid damage for 3 days, while evil characters who so much as touch the altar become delirious for 4 hours.

592: This altar dedicated to a good deity is made of wood with a few traces of silver paint, and shaped like a rectangle almost exactly 3' wide and 4' long. It is decorated with carvings of sacred, protective snakes. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good devotees of the deity who make an offering here become immune to fire damage for 1 hour, while evil characters who so much as touch the altar are

turned into giant insects.

593: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like a rectangle roughly 2' wide and 9' long. It is decorated with paintings of scarabs. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who attempt to use the altar are struck by a bright violet lightning bolt for moderate damage.

594: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of white alabaster, and shaped like an ellipse approximately 2' by 4', supported on 6 legs. It is decorated with bas-reliefs of religious scenes. In the area around it, good characters heal at double normal rates within four paces. Good characters who make an offering here become immune to magical damage for 22 hours, while evil characters who so much as touch the altar are slowed for 6 hours.

595: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle roughly 2' wide and 5' long, supported on legs at each end. It is decorated with bas-reliefs of war and violence. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who disturb the altar are paralyzed for 2 hours.

596: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine with cracked purple paint, and shaped like a trapezoid approximately 3' by 3' in size. It is decorated with bas-reliefs of abstract patterns. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral characters who make an offering here become immune to acid damage for 17 hours, while evil characters who stand too close to the altar are wracked with convulsions for 5 hours.

597: This altar dedicated to a neutral deity is made of solid bronze with cracked black paint, and shaped like an octagon approximately 6' by 5' in size, supported on legs at each end. It is decorated with bas-reliefs of stars. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here become immune to fire damage for 6 hours, while good characters who so much as touch the altar are turned into rattlesnakes.

598: This altar dedicated to an evil deity is made of solid iron with recently touched up bilious green paint, and shaped like an ellipse around 3' by 9', supported on a central column. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who attempt to use the altar have their Alertness and Endurance stats swapped for 3 days.

599: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of wood with cracked brown paint, and shaped like a rectangle around 4' wide and 9' long. It is decorated with paintings of the moon. In the area around it, neutral characters heal at double normal rates within three paces. Neutral characters who make an offering here become immune to acid damage for 11 hours, while good characters who stand too close to the altar are constantly distracted for 2 hours.

600: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like a rectangle about 3' wide and 9' long, supported on a central column. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who stand too close to the altar are wracked with convulsions for 3 hours.

601: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of orange glass, and shaped like a rectangle roughly 3' wide and 6' long, supported on legs at each end. It is decorated with bas-reliefs of interlaced lines. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15%

higher. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who attempt to use the altar are struck by a glowing orange lightning bolt for moderate damage.

602: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like an ellipse roughly 4' by 9', supported on a pillar at each end. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here gain the ability to hold their breath seven times as long as normal for 5 hours, while good characters who attempt to use the altar become nauseated for 3 hours.

603: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 3' wide and 4' long, supported on a pillar at each end. It is decorated with paintings of stars. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here heal up to 90% of their maximum hit points, while evil characters who so much as touch the altar are struck by a brilliant white lightning bolt for major damage.

604: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle about 3' wide and 6' long. In the area around it, evil characters heal at double normal rates within five paces. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar fall unconscious for 5 hours.

605: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 4 steps. It is made of gray glass, and shaped like an ellipse about 4' by 4', supported on 4 legs. It is decorated with carvings of religious scenes. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who stand too close to the altar are struck by a glowing violet lightning bolt for minor damage.

606: This altar dedicated to a neutral deity is made of an unknown red stone with red veins, and shaped like a rectangle roughly 3' wide and 4' long, supported on a central column. It is decorated with bas-reliefs of heroes of the religion. In the area around it, neutral characters heal at double normal rates within four paces. Neutral devotees of the deity who make an offering here gain a major Agility bonus for 6 hours, while good characters who stand too close to the altar are struck by a sparkling multicolored lightning bolt for minor damage.

607: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like a rectangle about 3' wide and 4' long, supported on legs at each end. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here gain the ability to see in the dark for 7 hours, while good characters who so much as touch the altar become disoriented for 21 hours.

608: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of black marble, and shaped like a rectangle about 4' wide and 9' long, supported on 6 legs. It is decorated with carvings of writhing worms. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are slowed for 2 hours.

609: This altar dedicated to an evil deity is made of solid bronze, and shaped like a rectangle around 3' wide and 4' long, supported on legs at each end. It is decorated with mosaics of torture and sacrifice. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here heal up to 70% of their maximum hit points, while good characters who stand too close to the altar become delirious for 2 days.

610: This altar dedicated to an evil deity is made of unbreakable blue glass, and shaped like an octagon around 4' by 4' in size, supported on a pillar at each end. It is decorated with paintings of spiders. In the area around it, non-

evil characters feel groggy and suffer a substantial reaction penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar have their Intelligence and Agility stats swapped for 17 hours.

611: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of brick with recently touched up white paint, and shaped like an ellipse approximately 3' by 4'. It is decorated with paintings of eyes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A neutral cleric is geased to perform a quest for the deity; upon returing to the altar, the cleric gains a permanent +1 to Personality, while good characters who so much as touch the altar become nauseated for 2 hours.

612: This altar dedicated to a neutral deity is made of solid iron with recently touched up red paint, and shaped like a rectangle about 2' wide and 8' long, supported on a central column. It is decorated with bas-reliefs of stylized flames. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain the ability to walk on water for up to 8 minutes at a time for 2 hours, while good characters who disturb the altar become disoriented for 6 hours.

613: This altar dedicated to a neutral deity is made of brick with fresh purple paint, and somewhat resembles a tree. It is roughly 3' wide and 5' long. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar suffer incapacitating pain for 4 hours.

614: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of an unknown gray stone with white veins, and resembles a jagged rock. It is roughly 2' wide and 5' long. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain the ability to walk on water for up to 3 minutes at a time for 3 hours, while good characters who so much as touch the altar are constantly distracted for 7 days.

615: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of close-fitted blocks of creamy marble, and shaped like an ellipse approximately 4' by 5'. It is decorated with carvings of heroes of the religion. The altar radiates heat. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become delirious for 5 hours.

616: This altar dedicated to an evil deity is made of close-fitted blocks of dark gray granite, and shaped like a trapezoid approximately 4' by 6' in size. It is decorated with bas-reliefs of monsters devouring humans. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar are struck by a sparkling yellow lightning bolt for minor damage.

617: This altar dedicated to a neutral deity is made of brick with a few traces of white paint, and shaped like a rectangle approximately 2' wide and 9' long, supported on a pillar at each end. It is decorated with mosaics of scarabs. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who so much as touch the altar are turned into inanimate objects.

618: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine with a few traces of yellow paint, and shaped like a rectangle approximately 4' wide and 4' long. It is decorated with carvings of abstract patterns. In the area around it, neutral characters heal at double normal rates within four paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while good characters who so much as touch the altar become delirious for 5 hours.

619: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of solid iron with peeling and flaking blue paint, and shaped like a rectangle almost exactly 2' wide and 9' long. It is decorated with bas-reliefs of interlaced lines. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good characters who make an offering here gain a minor Personality bonus for 4 hours, while evil characters who so much as touch the altar are turned into turtles.

620: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of black marble, and shaped like a rectangle about 2' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of scorpions. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are turned into bats.

621: This altar dedicated to a good deity is made of white alabaster, and shaped like a rectangle about 3' wide and 9' long, supported on legs at each end. It is decorated with carvings of birds sacred to the deity. approaching the altar brings visions of the religion's punishment of unbelievers. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good characters who make an offering here can understand the speech of elves for 14 hours, while evil characters who so much as touch the altar have their Willpower and Intelligence stats swapped for 6 hours.

622: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle roughly 2' wide and 8' long. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 11 hours, while good characters who attempt to use the altar become deaf for 5 hours.

623: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with carvings of abstract patterns. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while evil characters who so much as touch the altar are constantly distracted for 1 hour.

624: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of iron-bound wood, and shaped like an ellipse about 4' by 7'. It is decorated with bas-reliefs of stylized flames. In the area around it, neutral characters heal at double normal rates within four paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who stand too close to the altar go mad for 5 hours.

625: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of wood with cracked blood-red paint, and shaped like a rectangle around 2' wide and 5' long. It is decorated with bas-reliefs of scenes from the religion's holy book. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are turned into frogs.

626: This altar dedicated to a neutral deity is made of an unknown brown stone with white veins, and shaped like a rectangle roughly 2' wide and 4' long. It is decorated with mosaics of animals sacred to the deity. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, neutral characters heal at double normal rates within four paces. Neutral devotees of the deity who make an offering here gain a slight Dexterity bonus for 7 hours, while evil characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 4 hours.

627: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like a rectangle about 4' wide and 5' long, supported on 6 legs. It is decorated with carvings of sacred, protective snakes. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good clerics or priests who make an offering here gain the ability to fly for up to 5 minutes at a time for 5 hours, while evil characters who disturb the altar are constantly distracted for 9 hours.

628: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 2' wide and 4' long, supported on legs at each end. It is decorated with carvings of stars. In the area around it, good characters heal at double normal rates within three paces. A dead body placed on it by a good cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who attempt to use the altar have their Intelligence and Personality stats swapped for 7 hours.

629: This altar dedicated to a good deity is made of gold-leafed stone, and shaped like a rectangle around 3' wide and 4' long. It is decorated with carvings of sea creatures. In the area around it, good characters heal at double normal rates within two paces. Good devotees of the deity who make an offering here gain a minor bonus to skill checks for 5 hours, while evil characters who so much as touch the altar become delirious for 3 hours.

630: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of wood with cracked silver paint, and shaped like an ellipse roughly 4' by 9', supported on a central column. It is decorated with bas-reliefs of good holy symbols. In the area around it, good characters heal at double normal rates within four paces. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who attempt to use the altar become deaf for 2 hours.

631: This altar dedicated to an evil deity is made of violet glass, and triangular in shape, around 2' by 4' in size, supported on legs at each end. It is decorated with bas-reliefs of spiders. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who stand too close to the altar are turned into cobras.

632: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of brick with recently touched up gray paint, and is shaped like a bear. It is roughly 5' wide and 5' long. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral devotees of the deity who make an offering here are fully healed, while evil characters who attempt to use the altar become dizzy for 8 hours.

633: This altar dedicated to a good deity is made of ivory, and is shaped like an eagle. It is roughly 2' wide and 4' long. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar have their Willpower and Dexterity stats swapped for 10 days.

634: This altar dedicated to a good deity is made of crystal, and is circular, almost exactly 3' in diameter. It is decorated with paintings of scarabs. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good clerics or priests who make an offering here gain a moderate Personality bonus for 7 hours, while evil characters who attempt to use the altar are constantly distracted for 9 hours.

635: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of travertine, and resembles a bear. It is roughly 3' wide and 4' long. A hand touching the altar feels a faint vibration. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here gain a minor Intelligence bonus for 6 hours, while good characters who attempt to use the altar have their Strength and Alertness stats swapped for 6 hours.

636: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of iron-bound wood with cracked red paint, and resembles a moon. It is roughly 2' wide and 4' long. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 5 paces. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while good characters who disturb the altar are constantly distracted for 6 hours.

637: This altar dedicated to a good deity is made of pure white marble, and hexagonal in shape, around 6' by 2' in size, supported on a central column. It is decorated with paintings of stars. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by good characters are cast as if the caster was 2 levels/10% higher. Good characters who make an offering here become immune to fire damage for 10

hours, while evil characters who so much as touch the altar are slowed for 5 hours.

638: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of green glass, and shaped like a rectangle roughly 4' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of abstract patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar suffer incapacitating pain for 2 hours.

639: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of iron-bound wood with cracked orange paint, and shaped like a rectangle around 3' wide and 7' long. It is decorated with paintings of geometric patterns. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral clerics or priests who make an offering here become immune to electrical damage for 7 hours, while good characters who attempt to use the altar become blind for 6 hours.

640: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle about 4' wide and 4' long. It is decorated with carvings of demons. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here become immune to magical damage for 12 hours, while good characters who so much as touch the altar become dizzy for 3 hours.

641: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like an ellipse roughly 2' by 4'. It is decorated with paintings of writhing worms. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar go mad for 2 hours.

642: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of dark gray granite, and shaped like an ellipse around 3' by 9'. It is decorated with carvings of eyes. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are paralyzed for 5 hours.

643: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made from smashed and broken bones, and shaped like a rectangle around 4' wide and 5' long, supported on a pillar at each end. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar are paralyzed for 5 hours.

644: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of rusty iron, and is shaped like an elaborate, stylized calligraphy of prayers to the deity. It is roughly 2' wide and 5' long. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil devotees of the deity who make an offering here become immune to electrical damage for 3 hours, while good characters who so much as touch the altar have their Willpower and Dexterity stats swapped for 3 days.

645: This altar dedicated to a neutral deity is made of iron-bound wood, and is circular, approximately 4' in diameter. It is decorated with carvings of scarabs. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar are turned into dogs.

646: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made from human bones, and is circular, almost exactly 3' in diameter. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here heal up to 40% of their maximum hit points, while good characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 5 hours.

647: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine, and is made to look like a bear. It is roughly 2' wide and 5' long. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar become blind for 6 hours.

648: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of an unknown orange stone with blue veins, and shaped like a rectangle almost exactly 2' wide and 4' long. It is decorated with bas-reliefs of stars. The altar glows faintly. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who attempt to use the altar are struck by a sparkling white lightning bolt for moderate damage.

649: This altar dedicated to a good deity is made of brick, and is circular, approximately 4' in diameter. It is decorated with carvings of interlaced lines. In the area around it, all spells cast by non-good characters are cast as if the caster was 3 levels/15% lower. Good clerics or priests who make an offering here gain a substantial Willpower bonus for 5 hours, while evil characters who stand too close to the altar become disoriented for 7 hours.

650: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of wood with recently touched up blue paint, and shaped like a rectangle roughly 3' wide and 6' long. It is decorated with carvings of spiders. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are slowed for 12 days.

651: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of crystal, and is made to look like a flower. It is roughly 3' wide and 5' long. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good characters who make an offering here heal up to 60% of their maximum hit points, while evil characters who attempt to use the altar fall unconscious for 8 hours.

652: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of brick, and shaped like a pentagon almost exactly 6' by 4' in size. It is decorated with carvings of symbols of death. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Alertness, while good characters who attempt to use the altar are slowed for 14 hours.

653: This altar dedicated to a neutral deity is made of brick, and shaped like an ellipse almost exactly 2' by 8'. It is decorated with bas-reliefs of stars. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Willpower, while evil characters who stand too close to the altar have their Endurance and Agility stats swapped for 20 hours.

654: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of crystal, and shaped like an ellipse approximately 3' by 5'. It is decorated with carvings of interlaced lines. In the area around it, good characters heal at double normal rates within five paces. Good clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar become delirious for 6 hours.

655: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle around 2' wide and 8' long, supported on legs at each end. It is decorated with paintings of body parts. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil characters who make an offering here gain the ability to hold their breath two times as long as normal for 8 hours, while good characters who attempt to use the altar fall unconscious for 18 hours.

656: This altar dedicated to a neutral deity is made of wood with cracked brown paint, and looks vaguely like a tree. It is roughly 3' wide and 5' long. In the area around it, all spells cast by neutral characters are cast as if the caster

was 1 level/5% higher. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who attempt to use the altar are turned into newts.

657: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of wood with cracked orange paint, and shaped like a rectangle about 3' wide and 5' long, supported on a central column. It is decorated with mosaics of harvest abundance. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good devotees of the deity who make an offering here become immune to fire damage for 4 hours, while evil characters who attempt to use the altar become dizzy for 5 hours.

658: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black marble, and is circular, around 2' in diameter. It is decorated with crudely-chiseled carvings of evil holy symbols. touching the altar brings visions of religion's hell. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to electrical damage for 6 hours, while good characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 5 hours.

659: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of wood with recently touched up yellow paint, and shaped like an ellipse around 3' by 6'. It is decorated with carvings of scenes from the religion's holy book. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here gain the ability to hold their breath eight times as long as normal for 11 hours, while good characters who so much as touch the altar become dizzy for 9 hours.

660: This altar dedicated to a good deity is made of gold-leafed stone, and looks vaguely like a sun. It is roughly 3' wide and 6' long. In the area around it, good characters heal at double normal rates within three paces. Good characters who make an offering here heal up to 30% of their maximum hit points, while evil characters who so much as touch the altar have their Strength and Willpower stats swapped for 4 days.

661: This altar dedicated to an evil deity is made of close-fitted blocks of porphyry with cracked blood-red paint, and shaped like a rectangle about 4' wide and 4' long. It is decorated with bas-reliefs of demons. Violet sparks randomly arc across the surface (they are harmless). In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are constantly distracted for 5 hours.

662: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of close-fitted blocks of gray marble, and shaped like a rectangle approximately 4' wide and 4' long. It is decorated with carvings of elaborate, stylized calligraphy of the deity's name. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, evil characters heal at double normal rates within three paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become nauseated for 4 hours.

663: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of white alabaster, and shaped like a rectangle almost exactly 3' wide and 4' long. It is decorated with mosaics of scarabs. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who disturb the altar become delirious for 3 hours.

664: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of a slime-covered stone, and shaped like an ellipse around 3' by 4', supported on legs at each end. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil clerics or priests who make an offering here can understand the speech of dragons for 4 days, while good characters who so much as touch the altar become nauseated for 5 hours.

665: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of close-fitted blocks of light gray granite, and shaped like a rectangle around 2' wide and 7' long. It is decorated with carvings of bat-winged

creatures. The altar radiates cold and is covered with a thin film of frost. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil characters who make an offering here become immune to electrical damage for 6 hours, while good characters who stand too close to the altar are turned into pythons (17 feet long).

666: This altar dedicated to an evil deity is made of obsidian, and is circular, roughly 4' in diameter. It is decorated with carvings of bat-winged creatures. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here gain the ability to see in the dark for 5 hours, while good characters who so much as touch the altar become blind for 3 hours.

667: This altar dedicated to a neutral deity is made of wood with recently touched up red paint, and shaped like a rectangle approximately 4' wide and 7' long. It is decorated with carvings of geometric patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, neutral characters heal at double normal rates within two paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are struck by a brilliant red lightning bolt for slight damage.

668: This altar dedicated to a neutral deity is made of close-fitted blocks of gray marble, and shaped like a rectangle approximately 2' wide and 4' long. It is decorated with carvings of eyes. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here are fully healed, while evil characters who attempt to use the altar become deaf for 1 hour.

669: This altar dedicated to a good deity is made of an unknown black stone with red veins, and shaped like an ellipse roughly 4' by 5', supported on a central column. It is decorated with carvings of sacred, protective snakes. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, non-good characters feel groggy and suffer a major reaction penalty. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who disturb the altar have their Agility and Intelligence stats swapped for 3 days.

670: This altar dedicated to a neutral deity is made of solid bronze, and shaped like a rectangle roughly 2' wide and 9' long. It is decorated with carvings of stars. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here gain a minor bonus to skill checks for 6 hours, while good characters who attempt to use the altar become deaf for 1 hour.

671: This altar dedicated to a neutral deity is made of brick with peeling and flaking white paint, and shaped like a rectangle roughly 4' wide and 9' long, supported on 4 legs. It is decorated with carvings of astrological symbols. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 4 paces. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral devotees of the deity who make an offering here gain a major Alertness bonus for 5 days, while evil characters who attempt to use the altar become disoriented for 10 days.

672: This altar dedicated to a good deity is made of crystal, and shaped like an ellipse approximately 2' by 6'. It is decorated with bas-reliefs of good holy symbols. The altar glows faintly. In the area around it, all spells cast by good characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who attempt to use the altar suffer incapacitating pain for 7 hours.

673: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of finely-polished wood, and resembles an animal skull. It is roughly 2' wide and 6' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who disturb the altar are struck by a sparkling red lightning bolt for major damage.

674: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of obsidian, and shaped like an ellipse about 4' by 4'. It is decorated with paintings of scorpions. The altar is covered with fungus. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain the ability to walk on water for up to 4 minutes at a time for 6 hours, while good characters who so much as touch the altar become deaf for 7 days.

675: This altar dedicated to an evil deity is made of wood with fresh yellow paint, and resembles an elaborate, stylized calligraphy of passages from a religious text. It is roughly 4' wide and 6' long. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 3 paces. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become dizzy for 7 hours.

676: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like a rectangle about 2' wide and 8' long, supported on legs at each end. It is decorated with carvings of the moon. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral clerics or priests who make an offering here gain the ability to hold their breath eight times as long as normal for 1 day, while good characters who attempt to use the altar are turned into rats.

677: This altar dedicated to a neutral deity is made of an unknown black stone with blue veins, and is circular, around 2' in diameter, supported on 4 legs. It is decorated with carvings of neutral holy symbols. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral characters who make an offering here heal up to 60% of their maximum hit points, while evil characters who so much as touch the altar are turned into bats.

678: This altar dedicated to a good deity is made of close-fitted blocks of limestone, and looks vaguely like a horse. It is roughly 3' wide and 4' long. Faint chanting in an unknown language can be heard near the altar. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good devotees of the deity who make an offering here gain a minor Strength bonus for 1 hour, while evil characters who attempt to use the altar are paralyzed for 7 hours.

679: This altar dedicated to a good deity is made of brick with peeling and flaking blue paint, and shaped like an octagon roughly 4' by 5' in size, supported on a pillar at each end. It is decorated with carvings of stars. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good characters who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar are struck by a sparkling violet lightning bolt for minor damage.

680: This altar dedicated to a neutral deity is made of wood with cracked yellow paint, and shaped like an ellipse roughly 2' by 4'. It is decorated with paintings of sea creatures. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral devotees of the deity who make an offering here become immune to disease for 18 hours, while good characters who attempt to use the altar have their Dexterity and Personality stats swapped for 8 hours.

681: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of rusty iron, and shaped like a rectangle around 3' wide and 8' long, supported on a central column. It is decorated with mosaics of torture and sacrifice. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here become immune to acid damage for 3 hours, while good characters who so much as touch the altar are struck by a sparkling white lightning bolt for major damage.

682: This altar dedicated to a neutral deity is made of an unknown black stone with blue veins, and is circular, roughly 3' in diameter. It is decorated with bas-reliefs of abstract patterns. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an

offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar become nauseated for 4 days.

683: This altar dedicated to a neutral deity is made of wood with cracked red paint, and looks vaguely like a horse. It is roughly 3' wide and 6' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral characters who make an offering here gain the ability to see in the dark for 14 hours, while good characters who so much as touch the altar are struck by a bright yellow lightning bolt which kills them instantly.

684: This altar dedicated to a good deity is made of crystal, and looks vaguely like a sun. It is roughly 5' wide and 6' long. Faint sounds of music can be heard near the altar. In the area around it, all spells cast by non-good characters are cast as if the caster was 1 level/5% lower. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar become disoriented for 3 days.

685: This altar dedicated to an evil deity is made of rusty iron, and shaped like a pentagon approximately 3' by 2' in size. It is decorated with carvings of demons. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 4 paces. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar become dizzy for 8 hours.

686: This altar dedicated to an evil deity is made of rusty iron, and is shaped like a mass of chains. It is roughly 4' wide and 4' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar are slowed for 5 hours.

687: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of pure white marble, and is circular, around 4' in diameter. It is decorated with paintings of the moon. In the area around it, all spells cast by good characters are cast as if the caster was 2 levels/10% higher. Good devotees of the deity who make an offering here become immune to electrical damage for 5 hours, while evil characters who disturb the altar are wracked with convulsions for 7 hours.

688: This altar dedicated to a neutral deity is made from giant insect chiton, and shaped like a rectangle approximately 4' wide and 4' long. The altar is covered with bits of dirt. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are struck by a bright green lightning bolt for minor damage.

689: This altar dedicated to a neutral deity is made of unbreakable blue glass, and shaped like an ellipse approximately 3' by 4', supported on a central column. It is decorated with bas-reliefs of heroes of the religion. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 12 hours.

690: This altar dedicated to a neutral deity is made of brick with cracked blue paint, and is circular, roughly 2' in diameter. It is decorated with carvings of abstract patterns. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become dizzy for 3 hours.

691: This altar dedicated to an evil deity is made of an unknown brown stone with yellow veins, and looks vaguely like a crouching vulture. It is roughly 5' wide and 6' long. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here gain the ability to fly for up to 30 minutes at a time for 4 hours, while good characters who so much as touch the altar fall unconscious for 12 hours.

692: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of unbreakable brown glass, and is circular, around 3' in diameter, supported on legs at each end. It is decorated with bas-reliefs of scorpions. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil characters who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are turned into dogs.

693: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made from the bones of a huge monster, and shaped like a rectangle around 3' wide and 7' long. Orange sparks randomly arc across the surface (they are harmless). In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 2 hours, while good characters who attempt to use the altar become nauseated for 5 hours.

694: This altar dedicated to a neutral deity is made of an unknown brown stone with yellow veins, and shaped like a rectangle around 3' wide and 4' long, supported on legs at each end. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral clerics or priests who make an offering here gain a minor bonus to skill checks for 1 hour, while evil characters who so much as touch the altar go mad for 12 hours.

695: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a rectangle roughly 4' wide and 4' long. It is decorated with bas-reliefs of demons. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 3 paces. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here heal up to 80% of their maximum hit points, while good characters who stand too close to the altar are struck by a brilliant yellow lightning bolt for substantial damage.

696: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone, and shaped like an ellipse roughly 3' by 9'. It is decorated with bas-reliefs of religious scenes. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are struck by a brilliant orange lightning bolt for moderate damage.

697: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of gold-leafed stone, and triangular in shape, roughly 2' by 5' in size, supported on 8 legs. It is decorated with carvings of interlaced lines. Good characters feel a sense of peace nearby, while evil characters are uncomfortable. In the area around it, non-good characters feel groggy and suffer a major reaction penalty. Good devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are turned into goblins.

698: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of finely-polished wood, and shaped like a rectangle about 3' wide and 4' long. It is decorated with mosaics of the sun. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while evil characters who attempt to use the altar are turned into boa constrictors (13 feet long).

699: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of obsidian, and shaped like a rectangle about 2' wide and 8' long. It is decorated with bas-reliefs of war and violence. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 3 paces. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are wracked with convulsions for 1 day.

700: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of obsidian, and shaped like an ellipse roughly 2' by 5'. It is decorated with mosaics of venomous snakes. The top of the altar is stained with dried

blood. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here gain a major Dexterity bonus for 1 hour, while good characters who so much as touch the altar have their Personality and Willpower stats swapped for 4 days.

701: This altar dedicated to an evil deity is made from human bones, and shaped like a rectangle around 4' wide and 9' long, supported on a pillar at each end. A hand touching the altar feels a faint vibration. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

702: This altar dedicated to a neutral deity is made of solid bronze with peeling and flaking blue paint, and shaped like an ellipse around 3' by 8', supported on a central column. It is decorated with paintings of neutral holy symbols. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are turned into cats.

703: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of brick with recently touched up black paint, and which is diamond-shaped, approximately 2' by 5' in size. It is decorated with carvings of sea creatures. In the area around it, non-neutral characters feel groggy and suffer a slight reaction penalty. Neutral devotees of the deity who make an offering here gain the ability to see in the dark for 14 hours, while evil characters who so much as touch the altar are wracked with convulsions for 6 hours.

704: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of solid bronze, and shaped like a rectangle roughly 2' wide and 4' long. It is decorated with mosaics of elaborate, stylized calligraphy of passages from a religious text. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here gain a moderate Willpower bonus for 3 hours, while good characters who stand too close to the altar are turned into lizards.

705: This altar dedicated to an evil deity is made of solid bronze, and shaped like an ellipse approximately 3' by 9', supported on a central column. It is decorated with carvings of spiders. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here gain the ability to hold their breath seven times as long as normal for 5 hours, while good characters who so much as touch the altar are wracked with convulsions for 4 hours.

706: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 8' long, supported on 4 legs. It is decorated with carvings of scorpions. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil characters who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar fall unconscious for 14 hours.

707: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made from the bones of a huge monster, and shaped like an ellipse around 2' by 8', supported on legs at each end. Blue sparks randomly arc across the surface (they are harmless). In the area around it, evil characters heal at double normal rates within three paces. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who stand too close to the altar become nauseated for 12 hours.

708: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and somewhat resembles a human skull. It is roughly 4' wide and 4' long. The altar radiates cold and is covered with a thin film of frost. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar are struck by a glowing orange lightning bolt for moderate damage.

709: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made from smashed and broken bones, and shaped like a rectangle around 3' wide and 6' long. Blue sparks randomly arc across the surface

(they are harmless). In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 4 days, while good characters who attempt to use the altar are turned into monkeys.

710: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like an ellipse almost exactly 4' by 4'. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here become immune to electrical damage for 5 hours, while good characters who so much as touch the altar become nauseated for 2 hours.

711: This altar dedicated to an evil deity is made of close-fitted blocks of porphyry with fresh brown paint, and shaped like an ellipse almost exactly 2' by 8'. It is decorated with carvings of stylized flames with tortured humanoids amidst them. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who attempt to use the altar have their Willpower and Endurance stats swapped for 22 hours.

712: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like a rectangle approximately 2' wide and 8' long. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are struck by a brilliant violet lightning bolt for major damage.

713: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse almost exactly 2' by 8'. It is decorated with carvings of writhing worms. Touching the altar brings visions of the deity performing a curse. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who stand too close to the altar become blind for 13 hours.

714: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like a rectangle around 4' wide and 5' long. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil characters who make an offering here become immune to magical damage for 6 hours, while good characters who attempt to use the altar are struck by a brilliant violet lightning bolt for major damage.

715: This altar dedicated to a neutral deity is made of wood, and is circular, roughly 3' in diameter. It is decorated with mosaics of abstract patterns. Yellow sparks randomly arc across the surface (they are harmless). In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are slowed for 4 hours.

716: This altar dedicated to an evil deity is made of an unknown white stone with orange veins, and somewhat resembles a creature with tentacles. It is roughly 3' wide and 6' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar suffer incapacitating pain for 1 hour.

717: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of iron-bound wood with fresh yellow paint, and shaped like an ellipse roughly 3' by 7'. It is decorated with paintings of neutral holy symbols. The altar radiates heat. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while evil characters who disturb the altar fall unconscious for 2 hours.

718: This altar dedicated to an evil deity is made of rusty iron, and is circular, roughly 2' in diameter. It is decorated with carvings of writhing worms. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here gain a moderate Agility bonus for 4 hours, while good characters who stand too close to the altar become dizzy for 4 hours.

719: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of crystal, and shaped like an ellipse approximately 4' by 7'. It is decorated with carvings of religious scenes. Good characters feel a sense of peace nearby, while evil characters are uneasy. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar are constantly distracted for 1 hour.

720: This altar dedicated to a neutral deity is made of base metal plated with , and somewhat resembles a bear. It is roughly 2' wide and 5' long. The altar is covered with dusty cobwebs. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are struck by a sparkling multicolored lightning bolt for moderate damage.

721: This altar dedicated to a neutral deity is made of finely-polished wood, and looks vaguely like a bear. It is roughly 2' wide and 5' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral clerics or priests who make an offering here become immune to fire damage for 4 hours, while evil characters who so much as touch the altar become dizzy for 4 hours.

722: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 5' long. It is decorated with mosaics of bat-winged creatures. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil clerics or priests who make an offering here heal up to 80% of their maximum hit points, while good characters who stand too close to the altar become blind for 7 hours.

723: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of wood, and shaped like a rectangle approximately 3' wide and 7' long. It is decorated with carvings of sea creatures. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are struck by a sparkling yellow lightning bolt for substantial damage.

724: This altar dedicated to an evil deity is made of solid iron, and shaped like an ellipse around 4' by 8'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who attempt to use the altar are slowed for 13 hours.

725: This altar dedicated to an evil deity is made of an unknown yellow stone with red veins, and is circular, roughly 2' in diameter. It is decorated with bas-reliefs of monsters devouring humans. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 4 hours, while good characters who attempt to use the altar are turned into frogs.

726: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black granite, and shaped like an ellipse around 3' by 7'. It is decorated with bas-reliefs of spiders. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 5 paces. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here heal up to 90% of their maximum hit points, while good characters who stand too close to the altar are turned into aardvarks.

727: This altar dedicated to an evil deity is made of an unknown violet stone with brown veins, and shaped like a rectangle roughly 2' wide and 8' long. It is decorated with carvings of evil holy symbols. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil devotees of the deity who make an offering here gain a major bonus to skill checks for 7 hours, while good characters who attempt to use the altar become disoriented for 5 hours.

728: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of travertine, and shaped like an ellipse roughly 4' by 7'. It is decorated with bas-reliefs of sea creatures. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar are constantly distracted for 1 day.

729: This altar dedicated to a neutral deity is made of finely-polished wood, and shaped like a rectangle roughly 2' wide and 7' long. It is decorated with carvings of religious scenes. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral clerics or priests who make an offering here can understand the speech of animals for 5 hours, while evil characters who so much as touch the altar are turned into goldfish.

730: This altar dedicated to an evil deity is made of solid fog, and shaped like a rectangle about 4' wide and 5' long. It is decorated with carvings of bat-winged creatures. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here become immune to disease for 6 hours, while good characters who attempt to use the altar fall unconscious for 8 hours.

731: This altar dedicated to an evil deity is made of black marble, and somewhat resembles a mass of chains. It is roughly 4' wide and 6' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to acid damage for 4 hours, while good characters who stand too close to the altar go mad for 7 hours.

732: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of brick with recently touched up black paint, and shaped like an ellipse roughly 2' by 5', supported on a central column. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who attempt to use the altar fall unconscious for 17 hours.

733: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of sandstone with peeling and flaking yellow paint, and shaped like an ellipse around 2' by 6'. It is decorated with bas-reliefs of astrological symbols. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who attempt to use the altar have their Dexterity and Strength stats swapped for 15 hours.

734: This altar dedicated to an evil deity is made of wood, and shaped like a rectangle about 4' wide and 6' long, supported on 8 legs. It is decorated with crudely-chiseled carvings of staring eyes. White sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here become immune to disease for 9 hours, while good characters who so much as touch the altar become dizzy for 6 hours.

735: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of finely-polished wood, and shaped like an ellipse roughly 3' by 5'. It is decorated with carvings of distorted humanoids. In the area around it, all checks to detect wandering monsters suffer a major penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar are struck by a bright multicolored lightning bolt for minor damage.

736: This altar dedicated to a neutral deity is made of black glass, and shaped like an ellipse approximately 3' by 7', supported on 8 legs. It is decorated with carvings of eyes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here gain a moderate bonus to skill checks for 4 hours, while evil characters who attempt to use the altar are turned into hippopotami.

737: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like an ellipse approximately 3' by 8'. In the area around it, all spells cast by non-evil characters are cast

as if the caster was 4 levels/20% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar suffer incapacitating pain for 18 hours.

738: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and shaped like an ellipse roughly 2' by 5'. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Intelligence and Willpower stats swapped for 17 hours.

739: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of finely-polished wood, and is circular, about 4' in diameter. It is decorated with carvings of interlaced lines. The altar radiates cold. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar fall unconscious for 6 hours.

740: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a rectangle roughly 2' wide and 5' long. It is decorated with bas-reliefs of torture and sacrifice. Yellow sparks randomly arc across the surface (they are harmless). In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil characters who make an offering here become immune to electrical damage for 9 hours, while good characters who so much as touch the altar are turned into bats.

741: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of wood with peeling and flaking yellow paint, and shaped like an ellipse roughly 4' by 7'. It is decorated with bas-reliefs of heroes of the religion. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral clerics or priests who make an offering here gain a substantial Strength bonus for 11 hours, while evil characters who stand too close to the altar have their Intelligence and Dexterity stats swapped for 7 hours.

742: This altar dedicated to an evil deity is made from smashed and broken bones, and shaped like a rectangle approximately 3' wide and 6' long, supported on a pillar at each end. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here become immune to acid damage for 10 hours, while good characters who disturb the altar have their Personality and Strength stats swapped for 9 days.

743: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of brick with cracked gray paint, and shaped like an ellipse roughly 4' by 8', supported on a central column. It is decorated with carvings of stylized flames. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 2 hours, while good characters who disturb the altar are tormented by a demon only they can see (it's a hallucination) for 11 hours.

744: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine with cracked gray paint, and shaped like a rectangle about 3' wide and 4' long. It is decorated with paintings of astrological symbols. Faint crackling sounds can be heard near the altar. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who stand too close to the altar have their Strength and Personality stats swapped for 16 hours.

745: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of black marble, and shaped like a rectangle roughly 4' wide and 4' long, supported on 4 legs. It is decorated with bas-reliefs of evil holy symbols. A hand touching the altar feels a faint vibration. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 3 hours, while good characters who attempt to use the altar become disoriented for 2 days.

746: This altar dedicated to an evil deity is made of iron-bound wood with peeling and flaking yellow paint, and

shaped like an ellipse roughly 4' by 7'. It is decorated with carvings of distorted humanoids. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Agility and Dexterity stats swapped for 17 hours.

747: This altar dedicated to an evil deity is made of rusty iron, and somewhat resembles a human skull. It is roughly 5' wide and 6' long. bowing before the altar brings visions of the religion's punishment of enemies of the religion. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here gain the ability to walk on water for up to 2 minutes at a time for 9 hours, while good characters who attempt to use the altar are constantly distracted for 5 hours.

748: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of pulsating living flesh, and shaped like a rectangle about 2' wide and 9' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who disturb the altar suffer incapacitating pain for 4 hours.

749: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of black marble, and shaped like a rectangle almost exactly 4' wide and 7' long, supported on legs at each end. It is decorated with bas-reliefs of evil holy symbols. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here become immune to electrical damage for 4 hours, while good characters who so much as touch the altar become blind for 10 hours.

750: This altar dedicated to a good deity is made of crystal, and is made to look like a sun. It is roughly 3' wide and 4' long. Good characters feel a sense of peace nearby, while evil characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by good characters are cast as if the caster was 4 levels/20% higher. Good characters who make an offering here gain a moderate bonus to skill checks for 5 hours, while evil characters who stand too close to the altar are tormented by a demon only they can see (it's a hallucination) for 5 hours.

751: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid iron, and shaped like an ellipse roughly 2' by 7', supported on 8 legs. It is decorated with carvings of religious scenes. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who attempt to use the altar have their Agility and Strength stats swapped for 16 hours.

752: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like a rectangle roughly 4' wide and 6' long. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 5 hours, while good characters who so much as touch the altar become deaf for 11 hours.

753: This altar dedicated to an evil deity is made of black granite, and is circular, roughly 4' in diameter, supported on a central column. It is decorated with paintings of elaborate, stylized calligraphy of prayers to the deity. The altar radiates cold and is covered with a thin film of frost. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar fall unconscious for 6 hours.

754: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle about 3' wide and 4' long. It is decorated with carvings of interlaced lines. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here gain the ability to hold their breath five times as long as normal for 1 month, while evil characters who so much as touch the altar become deaf for 6 hours.

755: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of ivory, and shaped like a rectangle approximately 2' wide and 4' long, supported on a pillar at each end. It is decorated with paintings of animals sacred to the deity. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good clerics or priests who make an offering here gain the ability to walk on water for up to 6 minutes at a time for 4 hours, while evil characters who so much as touch the altar are struck by a brilliant violet lightning bolt which kills them instantly.

756: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of obsidian, and shaped like a rectangle around 2' wide and 4' long, supported on a pillar at each end. It is decorated with carvings of venomous snakes. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar have their Personality and Strength stats swapped for 19 hours.

757: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of pulsating living flesh, and shaped like a rectangle almost exactly 2' wide and 4' long. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar have their Agility and Alertness stats swapped for 11 hours.

758: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse roughly 3' by 9'. It is decorated with bas-reliefs of body parts. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become nauseated for 15 hours.

759: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like a pentagon roughly 2' by 2' in size, supported on legs at each end. It is decorated with carvings of elaborate, stylized calligraphy of the deity's attributes or merits. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who attempt to use the altar become blind for 11 hours.

760: This altar dedicated to an evil deity is made of close-fitted blocks of travertine, and shaped like a pentagon approximately 3' by 6' in size. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. The altar is covered with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Evil characters who make an offering here gain the ability to walk on water for up to 5 minutes at a time for 4 hours, while good characters who attempt to use the altar are turned into monkeys.

761: This altar dedicated to an evil deity is made of obsidian, and shaped like an ellipse almost exactly 2' by 7'. It is decorated with paintings of jagged geometric patterns. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who stand too close to the altar become nauseated for 3 days.

762: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle around 4' wide and 4' long. It is decorated with carvings of interlaced lines. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who stand too close to the altar fall unconscious for 4 hours.

763: This altar dedicated to a neutral deity is made of brick with fresh green paint, and shaped like an ellipse approximately 2' by 6'. It is decorated with bas-reliefs of stylized flames. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while evil characters who disturb the altar are constantly distracted for 5 hours.

764: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of iron-bound wood, and shaped like a rectangle roughly 4' wide and 6' long, supported on 4 legs. It is decorated with mosaics of sacred,

protective snakes. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar become deaf for 4 days.

765: This altar dedicated to a neutral deity is made of an unknown blue stone with blue veins, and somewhat resembles a moon. It is roughly 4' wide and 6' long. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A dead body placed on it by a neutral cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who disturb the altar have their Intelligence and Willpower stats swapped for 7 hours.

766: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and shaped like an ellipse approximately 3' by 9'. In the area around it, evil characters heal at double normal rates within two paces. Evil characters who make an offering here become immune to acid damage for 6 hours, while good characters who disturb the altar are turned into dogs.

767: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of wood with peeling and flaking blood-red paint, and shaped like an octagon roughly 3' by 3' in size, supported on 8 legs. It is decorated with carvings of stylized flames. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here gain a substantial Intelligence bonus for 6 hours, while good characters who so much as touch the altar become deaf for 16 hours.

768: This altar dedicated to a good deity stands on a 4-foot-high dais with 2 steps. It is made of gold-leafed stone, and is circular, approximately 2' in diameter. It is decorated with bas-reliefs of sacred, protective snakes. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good clerics or priests who make an offering here gain a substantial bonus to skill checks for 5 hours, while evil characters who so much as touch the altar become disoriented for 1 hour.

769: This altar dedicated to a good deity is made of ivory, and somewhat resembles a flower. It is roughly 4' wide and 4' long. The altar radiates cold. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good devotees of the deity who make an offering here gain a substantial bonus to skill checks for 1 hour, while evil characters who disturb the altar fall unconscious for 11 hours.

770: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of black granite, and shaped like a rectangle about 3' wide and 4' long. It is decorated with paintings of scenes from the religion's holy book. Green sparks randomly arc across the surface (they are harmless). In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are constantly distracted for 5 hours.

771: This altar dedicated to a neutral deity is made of wood with peeling and flaking yellow paint, and shaped like a rectangle approximately 2' wide and 5' long, supported on a central column. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Dexterity, while evil characters who disturb the altar are constantly distracted for 2 hours.

772: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle around 4' wide and 4' long. It is decorated with crudely-chiseled carvings of distorted humanoids. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are struck by a brilliant red lightning bolt for moderate damage.

773: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of black granite, and shaped like a rectangle around 3' wide and 7' long. It is decorated with bas-reliefs of creatures with tentacles. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the

area around it, all checks to detect wandering monsters suffer a minor penalty. Evil clerics or priests who make an offering here heal up to 70% of their maximum hit points, while good characters who attempt to use the altar become disoriented for 11 hours.

774: This altar dedicated to a neutral deity is made of brick, and shaped like a rectangle around 4' wide and 7' long, supported on 8 legs. It is decorated with carvings of sea creatures. The altar radiates cold and is covered with a thin film of frost. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here become immune to electrical damage for 2 hours, while good characters who so much as touch the altar are wracked with convulsions for 4 days.

775: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of obsidian, and shaped like an octagon roughly 2' by 3' in size, supported on legs at each end. It is decorated with bas-reliefs of scenes from the religion's holy book. The altar radiates cold and is covered with a thin film of frost. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil clerics or priests who make an offering here become immune to acid damage for 6 hours, while good characters who stand too close to the altar are turned into monsters (GM's choice).

776: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of a mass of twitching jointed legs, and shaped like an ellipse approximately 3' by 7', supported on 6 legs. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 5 hours.

777: This altar dedicated to a neutral deity is made of brick, and hexagonal in shape, roughly 2' by 4' in size. It is decorated with paintings of the moon. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral devotees of the deity who make an offering here gain the ability to see in the dark for 4 hours, while evil characters who so much as touch the altar are struck by a brilliant orange lightning bolt for moderate damage.

778: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of black marble, and is circular, roughly 2' in diameter. It is decorated with crudely-chiseled carvings of body parts. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, evil characters heal at double normal rates within five paces. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 5 hours, while good characters who so much as touch the altar are turned into elephants.

779: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle about 4' wide and 8' long, supported on a central column. It is decorated with bas-reliefs of harvest abundance. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who attempt to use the altar are struck by a brilliant yellow lightning bolt for major damage.

780: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of black granite, and shaped like an octagon about 2' by 6' in size, supported on legs at each end. It is decorated with carvings of torture and sacrifice. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who stand too close to the altar become deaf for 3 hours.

781: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle approximately 4' wide and 7' long, supported on a pillar at each end. It is decorated with bas-reliefs of evil holy symbols. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become dizzy for 4 hours.

782: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of iron-bound wood with peeling

and flaking yellow paint, and shaped like a rectangle almost exactly 2' wide and 9' long, supported on a central column. It is decorated with paintings of stars. Neutral characters feel a sense of peace nearby, while non-neutral characters are uncomfortable. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who stand too close to the altar become disoriented for 6 hours.

783: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of iron-bound wood, and shaped like a pentagon around 5' by 4' in size, supported on a pillar at each end. It is decorated with bas-reliefs of writhing worms. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who so much as touch the altar become delirious for 2 hours.

784: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle around 2' wide and 6' long, supported on 4 legs. It is decorated with carvings of creatures with tentacles. Violet sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil characters who make an offering here gain a substantial Strength bonus for 3 hours, while good characters who stand too close to the altar suffer incapacitating pain for 6 hours.

785: This altar dedicated to an evil deity is made of solid iron, and shaped like an ellipse roughly 2' by 6'. It is decorated with bas-reliefs of scorpions. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who disturb the altar become deaf for 6 hours.

786: This altar dedicated to an evil deity is made of brick with cracked purple paint, and shaped like a rectangle almost exactly 4' wide and 7' long. It is decorated with bas-reliefs of monsters devouring humans. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil devotees of the deity who make an offering here gain a minor bonus to skill checks for 4 hours, while good characters who so much as touch the altar become delirious for 6 hours.

787: This altar dedicated to a neutral deity is made of wood, and is circular, roughly 3' in diameter, supported on legs at each end. It is decorated with mosaics of scenes from the religion's holy book. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while evil characters who attempt to use the altar have their Endurance and Willpower stats swapped for 19 hours.

788: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of brick with peeling and flaking gray paint, and shaped like a rectangle roughly 3' wide and 5' long, supported on legs at each end. It is decorated with paintings of demons. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to disease for 2 hours, while good characters who attempt to use the altar have their Dexterity and Strength stats swapped for 17 days.

789: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle around 3' wide and 6' long. It is decorated with carvings of stylized flames. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become delirious for 17 hours.

790: This altar dedicated to a good deity stands on a 3-foot-high dais with 1 step. It is made of pure white marble, and triangular in shape, around 4' by 3' in size. It is decorated with carvings of abstract swirling patterns. In the area around it, all spells cast by good characters are cast as if the caster was 1 level/5% higher. Good clerics or priests who make an offering here become immune to fire damage for 4 hours, while evil characters who so much as touch the altar fall unconscious for 3 hours.

791: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of greenish marble, and shaped like a rectangle roughly 3' wide and 6' long. It is decorated with paintings of stars. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 5 hours, while good characters who so much as touch the altar have their Willpower and Alertness stats swapped for 18 hours.

792: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of close-fitted blocks of gray marble, and shaped like an ellipse roughly 4' by 7'. It is decorated with bas-reliefs of astrological symbols. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are turned into giant insects.

793: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like an ellipse approximately 2' by 9'. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Dexterity, while good characters who so much as touch the altar become nauseated for 5 hours.

794: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of close-fitted blocks of pink granite, and shaped like an ellipse about 2' by 7'. It is decorated with carvings of demons. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are struck by a glowing violet lightning bolt for substantial damage.

795: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of rusty iron, and shaped like a rectangle roughly 4' wide and 6' long, supported on 6 legs. It is decorated with mosaics of demons. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil characters who make an offering here become immune to magical damage for 4 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 7 hours.

796: This altar dedicated to an evil deity is made from human bones, and shaped like a rectangle roughly 3' wide and 7' long, supported on a central column. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil characters who make an offering here gain a substantial Agility bonus for 7 hours, while good characters who so much as touch the altar have their Alertness and Endurance stats swapped for 9 hours.

797: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of finely-polished wood, and shaped like an ellipse around 4' by 5', supported on legs at each end. It is decorated with mosaics of stars. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar are paralyzed for 4 hours.

798: This altar dedicated to a neutral deity is made of brown glass, and shaped like a pentagon roughly 5' by 2' in size. It is decorated with paintings of sea creatures. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, neutral characters heal at double normal rates within four paces. Neutral devotees of the deity who make an offering here become immune to acid damage for 5 hours, while evil characters who so much as touch the altar are turned into bats.

799: This altar dedicated to an evil deity is made from human bones, and shaped like a rectangle approximately 3' wide and 8' long, supported on 4 legs. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar are tormented by a demon only they can see

(it's a hallucination) for 9 hours.

800: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of rusty iron, and shaped like an octagon around 2' by 6' in size, supported on 4 legs. It is decorated with bas-reliefs of jagged geometric patterns. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here gain a major Strength bonus for 5 hours, while good characters who attempt to use the altar are paralyzed for 13 days.

801: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 6' long. It is decorated with bas-reliefs of eyes. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, neutral characters heal at double normal rates within three paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while good characters who attempt to use the altar fall unconscious for 10 hours.

802: This altar dedicated to a neutral deity is made of solid bronze, and is circular, roughly 4' in diameter, supported on 8 legs. It is decorated with bas-reliefs of stars. Candles of any color other than black go out when placed on the altar. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral characters who make an offering here heal up to 40% of their maximum hit points, while good characters who stand too close to the altar are struck by a sparkling blue lightning bolt for minor damage.

803: This altar dedicated to an evil deity is made of base metal plated with , and shaped like an ellipse around 4' by 8', supported on a central column. It is decorated with bas-reliefs of war and violence. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are turned into gnomes (of the opposite sex if already a gnome).

804: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of rusty iron, and shaped like a rectangle almost exactly 4' wide and 5' long. It is decorated with bas-reliefs of bat-winged creatures. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, evil characters heal at double normal rates within three paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar become dizzy for 6 hours.

805: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of obsidian, and is made to look like a tangled mass of snakes. It is roughly 4' wide and 4' long. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a major penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar are turned into children.

806: This altar dedicated to a good deity stands on a 5-foot-high dais with 4 steps. It is made of solid iron with cracked orange paint, and shaped like a rectangle approximately 4' wide and 8' long, supported on 8 legs. It is decorated with paintings of eyes. In the area around it, all spells cast by non-good characters are cast as if the caster was 2 levels/10% lower. Good characters who make an offering here become immune to electrical damage for 11 hours, while evil characters who so much as touch the altar are constantly distracted for 1 hour.

807: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse roughly 4' by 5', supported on 4 legs. It is decorated with bas-reliefs of spiders. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are constantly distracted for 3 hours.

808: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like a rectangle almost exactly 4' wide and 8' long. It is decorated with paintings of neutral holy

symbols. standing behind the altar brings visions of the deity performing a blessing. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become delirious for 7 hours.

809: This altar dedicated to a good deity is made of iron-bound wood, and which is diamond-shaped, roughly 5' by 2' in size, supported on a pillar at each end. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. A dead body placed on it by a good cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while evil characters who attempt to use the altar are struck by a brilliant red lightning bolt for major damage.

810: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of a mass of twitching jointed legs, and shaped like an ellipse around 2' by 6', supported on legs at each end. In the area around it, evil characters heal at double normal rates within three paces. Evil clerics or priests who make an offering here become immune to acid damage for 4 hours, while good characters who so much as touch the altar are struck by a sparkling green lightning bolt for moderate damage.

811: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse approximately 3' by 5'. It is decorated with bas-reliefs of symbols of death. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil characters who make an offering here gain the ability to walk on water for up to 4 minutes at a time for 6 hours, while good characters who so much as touch the altar are turned into small harmless snakes.

812: This altar dedicated to a neutral deity is made of wood, and which is diamond-shaped, roughly 4' by 4' in size. It is decorated with paintings of scenes from the religion's holy book. In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Strength, while good characters who attempt to use the altar are struck by a sparkling green lightning bolt for moderate damage.

813: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of unbreakable red glass, and is circular, around 4' in diameter. It is decorated with paintings of heroes of the religion. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral clerics or priests who make an offering here become immune to fire damage for 3 hours, while evil characters who disturb the altar become nauseated for 1 hour.

814: This altar dedicated to an evil deity is made of solid bronze with cracked bilious green paint, and shaped like a rectangle around 2' wide and 7' long, supported on a pillar at each end. It is decorated with paintings of spiders. White sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar are turned into hippopotami.

815: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like an ellipse about 2' by 4'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of prayers to the deity. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are paralyzed for 6 hours.

816: This altar dedicated to a neutral deity is made of close-fitted blocks of limestone with peeling and flaking brown paint, and shaped like a rectangle roughly 4' wide and 7' long. It is decorated with paintings of scenes from the religion's holy book. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar suffer incapacitating pain for 4 hours.

817: This altar dedicated to a neutral deity is made of close-fitted blocks of creamy marble, and is circular, about 3' in diameter. It is decorated with bas-reliefs of religious scenes. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here gain a major Personality bonus for 4 hours, while evil characters who attempt to use the altar have their Alertness and Endurance stats swapped for 10 hours.

818: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle roughly 3' wide and 9' long. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. An evil cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Personality, while good characters who stand too close to the altar have their Intelligence and Agility stats swapped for 8 hours.

819: This altar dedicated to a neutral deity is made of wood, and shaped like a rectangle about 2' wide and 7' long, supported on 6 legs. It is decorated with carvings of stars. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while good characters who so much as touch the altar go mad for 20 hours.

820: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of brick with peeling and flaking orange paint, and is circular, roughly 2' in diameter. It is decorated with carvings of sea creatures. In the area around it, all spells cast by neutral characters are cast as if the caster was 4 levels/20% higher. Neutral devotees of the deity who make an offering here gain a minor bonus to skill checks for 10 hours, while evil characters who disturb the altar become dizzy for 1 hour.

821: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of iron-bound wood with fresh red paint, and shaped like a rectangle about 2' wide and 7' long. It is decorated with carvings of interlaced lines. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Personality and Willpower stats swapped for 3 days.

822: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and resembles a hellhound. It is roughly 5' wide and 5' long. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil devotees of the deity who make an offering here become immune to electrical damage for 5 hours, while good characters who so much as touch the altar are turned into canaries.

823: This altar dedicated to a neutral deity is made of close-fitted blocks of pink granite, and shaped like a rectangle about 2' wide and 6' long. It is decorated with carvings of animals sacred to the deity. In the area around it, all spells cast by neutral characters are cast as if the caster was 1 level/5% higher. Neutral characters who make an offering here become immune to magical damage for 3 hours, while good characters who so much as touch the altar have their Strength and Intelligence stats swapped for 16 hours.

824: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of gold-leafed stone, and resembles a flower. It is roughly 2' wide and 5' long. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who stand too close to the altar are slowed for 6 hours.

825: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of finely-polished wood, and is circular, roughly 3' in diameter. It is decorated with mosaics of eyes. Any lit candles on the altar flicker wildly, even though no breeze can be felt. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral characters who make an offering here become immune to fire damage for 3 hours, while good characters who so much as touch the altar become dizzy for 3 hours.

826: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of close-fitted blocks of

travertine, and shaped like a rectangle almost exactly 4' wide and 7' long. It is decorated with carvings of bat-winged creatures. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are paralyzed for 6 hours.

827: This altar dedicated to an evil deity is made of brick, and shaped like a rectangle about 3' wide and 4' long. It is decorated with carvings of staring eyes. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil characters who make an offering here heal up to 90% of their maximum hit points, while good characters who so much as touch the altar are turned into lizards.

828: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of brick with cracked green paint, and is shaped like a tree. It is roughly 2' wide and 6' long. Standing behind the altar brings visions of the religion's punishment of unbelievers. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral clerics or priests who make an offering here heal up to 90% of their maximum hit points, while evil characters who disturb the altar have their Personality and Willpower stats swapped for 19 hours.

829: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of an unknown green stone with orange veins, and is circular, about 3' in diameter. It is decorated with carvings of monsters devouring humans. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water two times a day, while good characters who so much as touch the altar become disoriented for 12 hours.

830: This altar dedicated to a neutral deity is made of base metal plated with , and shaped like a rectangle about 2' wide and 5' long, supported on a pillar at each end. It is decorated with paintings of sea creatures. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral devotees of the deity who make an offering here gain the ability to hold their breath five times as long as normal for 7 hours, while good characters who stand too close to the altar have their Alertness and Strength stats swapped for 4 days.

831: This altar dedicated to a neutral deity is made of wood with cracked black paint, and looks vaguely like a moon. It is roughly 4' wide and 4' long. Candles placed on the altar light by themselves; they burn normally. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while good characters who attempt to use the altar are slowed for 5 hours.

832: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from the bones of a huge monster, and shaped like a rectangle almost exactly 4' wide and 9' long, supported on 6 legs. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here gain a substantial Dexterity bonus for 13 hours, while good characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 2 days.

833: This altar dedicated to a neutral deity is made of close-fitted blocks of light gray granite, and shaped like a rectangle roughly 3' wide and 6' long. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral devotees of the deity who make an offering here become immune to magical damage for 5 hours, while good characters who attempt to use the altar are struck by a glowing multicolored lightning bolt for major damage.

834: This altar dedicated to a neutral deity stands on a 2-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like an ellipse roughly 4' by 8'. It is decorated with carvings of heroes of the religion. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while good characters who attempt to use the altar become deaf for 5 hours.

835: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle roughly 2' wide and 5' long, supported on a pillar at each end. It is decorated with carvings of heroes of the religion. In the area around it, neutral characters heal at double normal rates within four paces. Neutral clerics or priests who make an offering here gain the ability to see in the dark for 3 days, while good characters who stand too close to the altar become blind for 4 hours.

836: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of close-fitted blocks of rose marble, and shaped like a rectangle roughly 2' wide and 8' long. It is decorated with mosaics of scenes from the religion's holy book. Neutral characters feel a sense of power nearby, while non-neutral characters are uncomfortable. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar have their Agility and Endurance stats swapped for 4 hours.

837: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle roughly 4' wide and 8' long. It is decorated with crudely-chiseled carvings of scenes from the religion's holy book. approaching the altar brings visions of the religion's punishment of unbelievers. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 1 hour.

838: This altar dedicated to a good deity is made of pure white marble, and shaped like an ellipse roughly 3' by 4'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here become immune to acid damage for 14 hours, while evil characters who so much as touch the altar suffer incapacitating pain for 5 hours.

839: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse roughly 4' by 6', supported on legs at each end. It is decorated with bas-reliefs of evil holy symbols. standing behind the altar brings visions of religion's hell. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar fall unconscious for 11 hours.

840: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of violet glass, and shaped like a rectangle approximately 4' wide and 6' long, supported on legs at each end. It is decorated with carvings of neutral holy symbols. In the area around it, all checks to detect wandering monsters suffer a slight penalty. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine two times a day, while good characters who so much as touch the altar are struck by a bright orange lightning bolt for major damage.

841: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like an ellipse around 2' by 6', supported on 6 legs. It is decorated with carvings of neutral holy symbols. approaching the altar brings visions of the religion's promised afterlife. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here become immune to magical damage for 5 hours, while evil characters who attempt to use the altar become disoriented for 6 hours.

842: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of solid iron, and shaped like an ellipse roughly 2' by 6', supported on 4 legs. It is decorated with mosaics of evil holy symbols. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to disease for 3 hours, while good characters who so much as touch the altar become dizzy for 5 hours.

843: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of pulsating living flesh, and shaped like an ellipse about 4' by 5'. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here gain a moderate bonus to skill checks for 2 hours, while good characters who attempt to use the altar are constantly distracted for 5 hours.

844: This altar dedicated to an evil deity is made of close-fitted blocks of dark gray granite, and shaped like an ellipse about 4' by 7'. It is decorated with paintings of writhing worms. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here gain a moderate bonus to skill checks for 3 hours, while good characters who stand too close to the altar are paralyzed for 2 hours.

845: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made of obsidian, and shaped like a rectangle roughly 3' wide and 8' long, supported on a central column. It is decorated with paintings of scorpions. In the area around it, evil characters heal at double normal rates within three paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar become delirious for 2 weeks.

846: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like an ellipse roughly 2' by 9'. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A dead body placed on it by an evil cleric who performs the proper rituals is brought back to life with 1 hit point (once per year), while good characters who attempt to use the altar have their Endurance and Dexterity stats swapped for 22 hours.

847: This altar dedicated to a good deity stands on a 3-foot-high dais with 2 steps. It is made of crystal with gold flecks, and shaped like a rectangle roughly 4' wide and 4' long. It is decorated with carvings of elaborate, stylized calligraphy of prayers to the deity. The altar glows faintly. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here gain the ability to see in the dark for 4 hours, while evil characters who disturb the altar suffer incapacitating pain for 1 hour.

848: This altar dedicated to a good deity is made of pure white marble, and somewhat resembles a horse. It is roughly 5' wide and 5' long. In the area around it, non-good characters feel groggy and suffer a minor reaction penalty. Good devotees of the deity who make an offering here become immune to electrical damage for 3 hours, while evil characters who so much as touch the altar become deaf for 9 hours.

849: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of obsidian, and somewhat resembles a huge scorpion. It is roughly 5' wide and 4' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar have their Agility and Alertness stats swapped for 24 hours.

850: This altar dedicated to an evil deity is made of black granite, and is circular, about 3' in diameter. It is decorated with paintings of war and violence. Faint screams can be heard near the altar. In the area around it, evil characters heal at double normal rates within two paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are constantly distracted for 6 hours.

851: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made of black marble, and shaped like a rectangle roughly 2' wide and 8' long, supported on a pillar at each end. It is decorated with carvings of war and violence. touching the altar brings visions of the religion's promised afterlife. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil devotees of the deity who make an offering here heal up to 60% of their maximum hit points, while good characters who attempt to use the altar are paralyzed for 5 hours.

852: This altar dedicated to an evil deity is made of an unknown white stone with red veins, and is circular, roughly 3' in diameter. It is decorated with carvings of evil holy symbols. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar become blind for 17 hours.

853: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of finely-polished wood, and is circular, about 2' in diameter. It is decorated with bas-reliefs of sea creatures. In the area around it, all spells cast by

neutral characters are cast as if the caster was 3 levels/15% higher. Neutral devotees of the deity who make an offering here can understand the speech of dragons for 6 hours, while evil characters who attempt to use the altar go mad for 3 hours.

854: This altar dedicated to a neutral deity is made of close-fitted blocks of porphyry, and is circular, roughly 3' in diameter. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. Standing in front of the altar brings visions of the religion's promised afterlife. In the area around it, neutral characters heal at double normal rates within five paces. Neutral devotees of the deity who make an offering here become immune to electrical damage for 6 hours, while evil characters who so much as touch the altar are paralyzed for 5 hours.

855: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of iron-bound wood, and shaped like a rectangle about 2' wide and 7' long, supported on legs at each end. It is decorated with bas-reliefs of stylized flames. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil devotees of the deity who make an offering here become immune to acid damage for 12 hours, while good characters who so much as touch the altar are turned into dogs.

856: This altar dedicated to an evil deity is made from a pile of all sorts of bones, and shaped like an ellipse roughly 3' by 7', supported on 8 legs. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar are paralyzed for 3 hours.

857: This altar dedicated to a neutral deity is made of close-fitted blocks of travertine, and shaped like an ellipse roughly 4' by 7'. It is decorated with carvings of stars. The altar is covered with moss. In the area around it, non-neutral characters feel groggy and suffer a substantial reaction penalty. A neutral cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Willpower, while evil characters who so much as touch the altar are struck by a sparkling red lightning bolt for moderate damage.

858: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like an ellipse roughly 4' by 7'. It is decorated with mosaics of body parts. Glowing white sparks randomly arc across the surface (they are harmless). In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are struck by a brilliant green lightning bolt for moderate damage.

859: This altar dedicated to an evil deity stands on a 4-foot-high dais with 3 steps. It is made of black marble, and shaped like a rectangle about 3' wide and 6' long, supported on a central column. It is decorated with carvings of scenes from the religion's holy book. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Evil devotees of the deity who make an offering here gain a moderate Agility bonus for 6 hours, while good characters who disturb the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 5 hours.

860: This altar dedicated to a good deity is made of ivory, and shaped like an ellipse roughly 3' by 7'. It is decorated with paintings of heroes of the religion. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Good devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are constantly distracted for 2 hours.

861: This altar dedicated to a neutral deity is made of wood with recently touched up white paint, and is circular, around 3' in diameter. It is decorated with paintings of eyes. Neutral characters feel a sense of power nearby, while non-neutral characters are on edge. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar have their Willpower and Personality stats swapped for 18 hours.

862: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of ivory, and hexagonal in shape, roughly 3' by 4' in size. It is decorated with carvings of sea creatures. The altar radiates heat. In the area

around it, the air glows faintly and all darkness spells are one step less effective than normal. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water one time a day, while evil characters who disturb the altar are wracked with convulsions for 6 hours.

863: This altar dedicated to a neutral deity is made of violet glass, and looks vaguely like a bear. It is roughly 4' wide and 4' long. Any cup or cuplike container placed on the altar slowly fills with water. In the area around it, neutral characters heal at double normal rates within five paces. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar have their Personality and Dexterity stats swapped for 1 day.

864: This altar dedicated to an evil deity is made of close-fitted blocks of travertine, and shaped like an ellipse around 2' by 7'. It is decorated with carvings of scorpions. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, all checks to detect wandering monsters suffer a major penalty. Evil characters who make an offering here gain a moderate bonus to skill checks for 8 hours, while good characters who attempt to use the altar are wracked with convulsions for 11 hours.

865: This altar dedicated to a neutral deity is made of solid iron, and which is diamond-shaped, roughly 4' by 2' in size. It is decorated with carvings of stars. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral clerics or priests who make an offering here heal up to 40% of their maximum hit points, while evil characters who so much as touch the altar suffer incapacitating pain for 5 hours.

866: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of solid iron with cracked silver paint, and shaped like a pentagon roughly 2' by 3' in size. It is decorated with mosaics of stylized flames. In the area around it, all checks to detect wandering monsters suffer a major penalty. Neutral characters who make an offering here gain a major bonus to skill checks for 2 hours, while evil characters who so much as touch the altar are paralyzed for 2 hours.

867: This altar dedicated to a good deity is made of close-fitted blocks of light gray granite, and shaped like a rectangle roughly 3' wide and 5' long. It is decorated with bas-reliefs of religious scenes. The altar glows faintly. In the area around it, all spells cast by non-good characters are cast as if the caster was 2 levels/10% lower. Good clerics or priests who make an offering here gain a minor bonus to skill checks for 2 hours, while evil characters who attempt to use the altar are slowed for 14 hours.

868: This altar dedicated to an evil deity is made of close-fitted blocks of light gray granite, and shaped like a rectangle roughly 2' wide and 9' long. It is decorated with crudely-chiseled carvings of writhing worms. Evil characters feel a sense of power nearby, while good characters are reluctant to approach closer than 2 paces. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become deaf for 6 hours.

869: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 1 step. It is made of solid bronze, and shaped like a pentagon roughly 2' by 6' in size. It is decorated with bas-reliefs of heroes of the religion. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral clerics or priests who make an offering here gain a moderate Personality bonus for 18 hours, while good characters who disturb the altar go mad for 1 hour.

870: This altar dedicated to a good deity stands on a 4-foot-high dais with 1 step. It is made of white alabaster, and shaped like an octagon roughly 5' by 3' in size. It is decorated with paintings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here are fully healed, while evil characters who so much as touch the altar are paralyzed for 7 hours.

871: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of finely-polished wood, and resembles a moon. It is roughly 2' wide and 6' long. In the area around it, neutral characters heal at double normal rates within five paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted

into fine wine two times a day, while evil characters who attempt to use the altar are wracked with convulsions for 5 hours.

872: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of wood, and shaped like an ellipse roughly 3' by 9', supported on 4 legs. It is decorated with paintings of religious scenes. Neutral characters feel a sense of power nearby, while non-neutral characters are reluctant to approach closer than 4 paces. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who disturb the altar are turned into cats.

873: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like a rectangle roughly 4' wide and 5' long. In the area around it, evil characters heal at double normal rates within four paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar are turned into frogs.

874: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of close-fitted blocks of dark gray granite, and shaped like an octagon roughly 5' by 2' in size. It is decorated with bas-reliefs of creatures with tentacles. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are wracked with convulsions for 14 hours.

875: This altar dedicated to an evil deity is made of iron-bound wood with cracked red paint, and is circular, about 4' in diameter. It is decorated with crudely-chiseled carvings of stylized flames. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here become immune to electrical damage for 3 hours, while good characters who stand too close to the altar have their Alertness and Agility stats swapped for 10 days.

876: This altar dedicated to a good deity is made of gold-leafed stone, and shaped like a rectangle roughly 3' wide and 9' long, supported on 6 legs. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all checks to detect wandering monsters suffer a minor penalty. A good cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Alertness, while evil characters who so much as touch the altar are wracked with convulsions for 2 hours.

877: This altar dedicated to an evil deity is made of black granite, and shaped like a pentagon almost exactly 6' by 2' in size. It is decorated with carvings of demons. Evil characters feel a sense of power nearby, while good characters are on edge. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil clerics or priests who make an offering here become immune to fire damage for 14 hours, while good characters who so much as touch the altar are wracked with convulsions for 2 hours.

878: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of close-fitted blocks of light gray granite, and hexagonal in shape, about 3' by 2' in size. It is decorated with bas-reliefs of staring eyes. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain the ability to walk on water for up to 5 minutes at a time for 4 days, while good characters who so much as touch the altar become nauseated for 7 hours.

879: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse around 2' by 4'. It is decorated with paintings of monsters devouring humans. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are paralyzed for 5 hours.

880: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle around 4' wide and 4' long.

It is decorated with paintings of scorpions. touching the altar brings visions of religion's hell. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. Evil clerics or priests who make an offering here gain a slight bonus to skill checks for 10 hours, while good characters who so much as touch the altar become dizzy for 4 hours.

881: This altar dedicated to an evil deity is made of black marble, and shaped like a rectangle about 2' wide and 6' long. It is decorated with bas-reliefs of staring eyes. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here heal up to 50% of their maximum hit points, while good characters who attempt to use the altar are struck by a brilliant green lightning bolt for substantial damage.

882: This altar dedicated to a good deity stands on a 2-foot-high dais with 1 step. It is made of red glass, and somewhat resembles a sun. It is roughly 3' wide and 6' long. In the area around it, all spells cast by good characters are cast as if the caster was 3 levels/15% higher. Good devotees of the deity who make an offering here heal up to 50% of their maximum hit points, while evil characters who attempt to use the altar become disoriented for 1 hour.

883: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of sandstone, and is circular, roughly 2' in diameter. It is decorated with carvings of sea creatures. Neutral characters feel a sense of peace nearby, while non-neutral characters are uneasy. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral devotees of the deity who make an offering here become immune to magical damage for 5 hours, while good characters who attempt to use the altar are struck by a glowing orange lightning bolt for slight damage.

884: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 3 steps. It is made of brick, and shaped like an ellipse roughly 3' by 4', supported on a central column. It is decorated with bas-reliefs of stylized flames. Candles of any color other than gold go out when placed on the altar. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral clerics or priests who make an offering here gain a major Intelligence bonus for 4 hours, while evil characters who attempt to use the altar are paralyzed for 12 hours.

885: This altar dedicated to a good deity stands on a 2-foot-high dais. It is made of pure white marble, and shaped like an ellipse roughly 4' by 8'. It is decorated with carvings of sacred, protective snakes. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good clerics or priests who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar are struck by a glowing blue lightning bolt for moderate damage.

886: This altar dedicated to a neutral deity is made of close-fitted blocks of white marble, and resembles a tree. It is roughly 2' wide and 6' long. In the area around it, non-neutral characters feel groggy and suffer a minor reaction penalty. Neutral characters who make an offering here gain a minor Agility bonus for 1 hour, while evil characters who stand too close to the altar become dizzy for 5 hours.

887: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of pure white marble, and shaped like a rectangle almost exactly 3' wide and 9' long. It is decorated with carvings of harvest abundance. The altar glows faintly. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. A good cleric is geased to perform a quest for the deity; upon returning to the altar, the cleric gains a permanent +1 to Dexterity, while evil characters who so much as touch the altar have their Agility and Strength stats swapped for 7 hours.

888: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of close-fitted blocks of pink granite, and shaped like a rectangle about 3' wide and 9' long. It is decorated with bas-reliefs of stylized flames. In the area around it, all checks to detect wandering monsters suffer a substantial penalty. Evil devotees of the deity who make an offering here heal up to 40% of their maximum hit points, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

889: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of solid iron with peeling and flaking blue paint, and looks vaguely like a cephalopod. It is roughly 4' wide and 5' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil devotees of the deity who make an

offering here gain a major bonus to skill checks for 8 hours, while good characters who stand too close to the altar fall unconscious for 5 hours.

890: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of iridescent metal, and is made to look like a crouching dragon. It is roughly 3' wide and 6' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar suffer incapacitating pain for 3 hours.

891: This altar dedicated to a neutral deity is made of an unknown brown stone with black veins, and shaped like a rectangle around 4' wide and 5' long, supported on a pillar at each end. It is decorated with carvings of astrological symbols. Orange sparks randomly arc across the surface (they are harmless). In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Neutral devotees of the deity who make an offering here gain a major Dexterity bonus for 21 hours, while evil characters who attempt to use the altar go mad for 8 days.

892: This altar dedicated to an evil deity is made of an unknown orange stone with green veins, and shaped like a rectangle roughly 4' wide and 7' long, supported on a central column. It is decorated with carvings of torture and sacrifice. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to disease for 2 hours, while good characters who attempt to use the altar are constantly distracted for 6 hours.

893: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of finely-polished wood, and shaped like an ellipse roughly 2' by 4', supported on 4 legs. It is decorated with bas-reliefs of torture and sacrifice. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are struck by a sparkling violet lightning bolt for moderate damage.

894: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of a slime-covered stone, and shaped like a rectangle roughly 3' wide and 4' long. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil devotees of the deity who make an offering here gain the ability to see in the dark for 11 hours, while good characters who stand too close to the altar become deaf for 9 hours.

895: This altar dedicated to a neutral deity is made of an unknown gray stone with brown veins, and hexagonal in shape, about 5' by 2' in size, supported on 4 legs. It is decorated with mosaics of religious scenes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain a minor Alertness bonus for 3 days, while evil characters who so much as touch the altar suffer incapacitating pain for 8 hours.

896: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of iridescent metal, and shaped like a pentagon around 6' by 4' in size. It is decorated with paintings of neutral holy symbols. In the area around it, neutral characters heal at double normal rates within two paces. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while evil characters who attempt to use the altar are tormented by a demon only they can see (it's real, and highly resistant to banishment) for 19 hours.

897: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse roughly 4' by 8'. It is decorated with carvings of body parts. Approaching the altar brings visions of the last user of the altar. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here become immune to magical damage for 7 hours, while good characters who so much as touch the altar are slowed for 4 hours.

898: This altar dedicated to a neutral deity is made of brick with recently touched up silver paint, and shaped like a rectangle approximately 2' wide and 5' long. It is decorated with carvings of the moon. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering here

learn the answer to a single yes/no question, while evil characters who so much as touch the altar become disoriented for 11 hours.

899: This altar dedicated to an evil deity stands on a 5-foot-high dais with 4 steps. It is made from smashed and broken bones, and shaped like a rectangle around 2' wide and 9' long. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are turned into monsters (GM's choice).

900: This altar dedicated to an evil deity is made of obsidian, and shaped like a rectangle roughly 2' wide and 8' long, supported on a pillar at each end. It is decorated with mosaics of monsters devouring humans. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a moderate reaction penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar are struck by a glowing white lightning bolt for minor damage.

901: This altar dedicated to a good deity is made of wood with recently touched up gray paint, and shaped like a rectangle approximately 2' wide and 9' long, supported on legs at each end. It is decorated with bas-reliefs of elaborate, stylized calligraphy of passages from a religious text. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Good devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar suffer incapacitating pain for 2 hours.

902: This altar dedicated to a neutral deity is made of close-fitted blocks of light gray granite, and hexagonal in shape, about 6' by 4' in size. It is decorated with carvings of eyes. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who so much as touch the altar become delirious for 1 hour.

903: This altar dedicated to a neutral deity stands on a 5-foot-high dais with 2 steps. It is made of an unknown black stone with silver veins, and shaped like a rectangle approximately 4' wide and 9' long, supported on a pillar at each end. It is decorated with bas-reliefs of sea creatures. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 4 levels/20% lower. Neutral characters who make an offering here gain the ability to hold their breath four times as long as normal for 5 hours, while evil characters who disturb the altar become disoriented for 2 hours.

904: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of rusty iron, and triangular in shape, about 5' by 5' in size. It is decorated with mosaics of monsters devouring humans. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within four paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar become deaf for 13 days.

905: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse around 2' by 6'. It is decorated with bas-reliefs of writhing worms. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are wracked with convulsions for 3 hours.

906: This altar dedicated to a neutral deity is made of brick with cracked red paint, and is circular, roughly 4' in diameter, supported on legs at each end. It is decorated with paintings of geometric patterns. Approaching the altar brings visions of the religion's punishment of enemies of the religion. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral clerics or priests who make an offering here gain a minor Alertness bonus for 10 hours, while good characters who disturb the altar have their Endurance and Intelligence stats swapped for 3 days.

907: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of pulsating living flesh, and shaped like a rectangle around 2' wide and 5' long. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, evil characters heal at double normal rates within two paces. Evil devotees of the deity who make an offering here gain a minor Alertness bonus for 5 hours, while good characters who attempt to use the altar are turned into frogs.

908: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle almost exactly 2' wide and 5' long. It is decorated with bas-reliefs of monsters devouring humans. The altar is covered with dust. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar become delirious for 2 hours.

909: This altar dedicated to an evil deity is made of pulsating living flesh, and shaped like a rectangle around 3' wide and 7' long. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil devotees of the deity who make an offering here gain a substantial bonus to skill checks for 3 days, while good characters who stand too close to the altar are paralyzed for 12 hours.

910: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of brick with a few traces of white paint, and shaped like a rectangle roughly 4' wide and 4' long. It is decorated with bas-reliefs of birds sacred to the deity. Green sparks randomly arc across the surface (they are harmless). In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while good characters who disturb the altar have their Strength and Endurance stats swapped for 14 hours.

911: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like an ellipse roughly 3' by 7', supported on legs at each end. It is decorated with bas-reliefs of writhing worms. bowing before the altar brings visions of religion's hell. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here are fully healed, while good characters who stand too close to the altar are struck by a glowing multicolored lightning bolt for substantial damage.

912: This altar dedicated to an evil deity is made of solid bronze with cracked black paint, and is circular, around 3' in diameter. It is decorated with bas-reliefs of symbols of death. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 8 hours, while good characters who stand too close to the altar are struck by a brilliant multicolored lightning bolt for substantial damage.

913: This altar dedicated to an evil deity stands on a 5-foot-high dais with 1 step. It is made of unbreakable gray glass, and looks vaguely like a mass of chains. It is roughly 3' wide and 4' long. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here gain a moderate Personality bonus for 8 hours, while good characters who so much as touch the altar are slowed for 5 hours.

914: This altar dedicated to a neutral deity is made of black glass, and shaped like an ellipse about 4' by 8', supported on 8 legs. It is decorated with paintings of elaborate, stylized calligraphy of prayers to the deity. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 2 levels/10% lower. Neutral devotees of the deity who make an offering here heal up to 50% of their maximum hit points, while evil characters who disturb the altar become deaf for 3 hours.

915: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of close-fitted blocks of light gray granite, and is circular, around 2' in diameter. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. In the area around it, non-neutral characters feel groggy and suffer a moderate reaction penalty. Neutral characters who make an offering here become immune to electrical damage for 3 hours, while evil characters who so much as touch the altar have their Agility and Alertness stats swapped for 9 hours.

916: This altar dedicated to a neutral deity is made of an unknown gray stone with silver veins, and shaped like a

rectangle roughly 4' wide and 6' long, supported on legs at each end. It is decorated with bas-reliefs of religious scenes. In the area around it, all checks to detect wandering monsters suffer a slight penalty. Neutral devotees of the deity who make an offering here can understand the speech of birds for 5 hours, while good characters who so much as touch the altar become dizzy for 6 hours.

917: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made from a giant turtle shell, and shaped like an ellipse roughly 2' by 7', supported on a pillar at each end. A hand touching the altar feels a faint vibration. In the area around it, evil characters heal at double normal rates within four paces. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who attempt to use the altar are turned into creatures sacred to the deity.

918: This altar dedicated to a good deity stands on a 4-foot-high dais with 2 steps. It is made of brick with fresh purple paint, and shaped like an ellipse around 4' by 9'. It is decorated with carvings of worshippers praising a beneficent deity. In the area around it, good characters heal at double normal rates within four paces. A dead body placed on it by a good cleric who performs the proper rituals is brought back to life and fully healed (once per year), while evil characters who so much as touch the altar are constantly distracted for 3 hours.

919: This altar dedicated to a neutral deity is made of solid bronze, and shaped like an ellipse around 4' by 5', supported on legs at each end. It is decorated with bas-reliefs of eyes. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, non-neutral characters feel groggy and suffer a substantial reaction penalty. Neutral devotees of the deity who make an offering here are fully healed, while evil characters who stand too close to the altar become deaf for 15 hours.

920: This altar dedicated to a good deity stands on a 4-foot-high dais with 2 steps. It is made of pure white marble, and is shaped like a bird. It is roughly 5' wide and 6' long. The altar glows faintly. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good devotees of the deity who make an offering here become immune to acid damage for 3 hours, while evil characters who so much as touch the altar become delirious for 4 hours.

921: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of close-fitted blocks of porphyry, and shaped like a rectangle roughly 4' wide and 6' long. It is decorated with carvings of astrological symbols. The altar radiates cold. In the area around it, neutral characters heal at double normal rates within three paces. Neutral clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar are paralyzed for 5 hours.

922: This altar dedicated to an evil deity is made of violet glass, and shaped like a rectangle around 2' wide and 7' long, supported on a pillar at each end. It is decorated with carvings of distorted humanoids. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who so much as touch the altar are turned into elves (of the opposite sex if already an elf).

923: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of black granite, and is circular, around 2' in diameter. It is decorated with mosaics of distorted humanoids. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil devotees of the deity who make an offering here gain the ability to fly for up to 15 minutes at a time for 5 hours, while good characters who so much as touch the altar are tormented by a demon only they can see (it's a hallucination) for 14 hours.

924: This altar dedicated to an evil deity stands on a 3-foot-high dais with 2 steps. It is made of pulsating living flesh, and shaped like a rectangle around 2' wide and 6' long. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil characters who make an offering here are fully healed, while good characters who disturb the altar are paralyzed for 15 hours.

925: This altar dedicated to a neutral deity is made of close-fitted blocks of sandstone with cracked brown paint, and resembles a bear. It is roughly 2' wide and 6' long. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here are restored as if fully

rested and well fed, while good characters who so much as touch the altar have their Endurance and Intelligence stats swapped for 18 hours.

926: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 2' wide and 6' long. It is decorated with bas-reliefs of symbols of death. Any cup or cuplike container placed on the altar slowly fills with blood. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here can understand the speech of dragons for 11 days, while good characters who so much as touch the altar become nauseated for 3 hours.

927: This altar dedicated to an evil deity stands on a 4-foot-high dais. It is made of wood, and is circular, about 4' in diameter. It is decorated with bas-reliefs of writhing worms. The altar radiates cold and is covered with a thin film of frost. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar are tormented by a demon only they can see (it's a hallucination) for 6 hours.

928: This altar dedicated to an evil deity is made of black granite, and shaped like an ellipse around 3' by 4'. It is decorated with bas-reliefs of monsters devouring humans. touching the altar brings visions of religion's hell. In the area around it, all spells cast by non-evil characters are cast as if the caster was 1 level/5% lower. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar have their Personality and Dexterity stats swapped for 13 hours.

929: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of iron-bound wood with recently touched up orange paint, and shaped like a rectangle roughly 3' wide and 7' long, supported on legs at each end. It is decorated with bas-reliefs of scarabs. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Endurance and Alertness stats swapped for 8 days.

930: This altar dedicated to an evil deity stands on a 4-foot-high dais with 2 steps. It is made of close-fitted blocks of greenish marble, and shaped like a rectangle around 3' wide and 4' long. It is decorated with paintings of monsters devouring humans. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil devotees of the deity who make an offering here gain a minor Strength bonus for 3 days, while good characters who stand too close to the altar become disoriented for 1 hour.

931: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 1 step. It is made of solid bronze, and triangular in shape, about 2' by 3' in size, supported on a pillar at each end. It is decorated with carvings of religious scenes. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here heal up to 70% of their maximum hit points, while evil characters who so much as touch the altar become dizzy for 5 weeks.

932: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of obsidian, and hexagonal in shape, around 3' by 4' in size, supported on a pillar at each end. It is decorated with carvings of scenes from the religion's holy book. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil devotees of the deity who make an offering here gain a major Personality bonus for 6 hours, while good characters who attempt to use the altar become disoriented for 19 hours.

933: This altar dedicated to a good deity is made of close-fitted blocks of pink granite, and is circular, almost exactly 4' in diameter. It is decorated with paintings of scarabs. In the area around it, all checks to detect wandering monsters suffer a major penalty. Good clerics or priests who make an offering here gain a moderate Strength bonus for 6 hours, while evil characters who attempt to use the altar become disoriented for 5 hours.

934: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of black granite, and shaped like a rectangle roughly 2' wide and 6' long, supported on a pillar at each end. It is decorated with crudely-chiseled carvings of jagged geometric patterns. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Evil clerics or priests who make an offering here

are restored as if fully rested and well fed, while good characters who attempt to use the altar have their Personality and Dexterity stats swapped for 1 day.

935: This altar dedicated to an evil deity is made of a slime-covered stone, and shaped like a rectangle approximately 2' wide and 6' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here heal up to 70% of their maximum hit points, while good characters who so much as touch the altar are turned into rats.

936: This altar dedicated to an evil deity is made of obsidian, and shaped like an ellipse about 4' by 9'. It is decorated with carvings of staring eyes. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil devotees of the deity who make an offering here gain a moderate Strength bonus for 5 hours, while good characters who stand too close to the altar become dizzy for 3 hours.

937: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of black marble, and resembles a cephalopod. It is roughly 3' wide and 4' long. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a major penalty. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who disturb the altar are struck by a sparkling yellow lightning bolt for minor damage.

938: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of brick, and shaped like a rectangle around 4' wide and 7' long, supported on legs at each end. It is decorated with carvings of creatures with tentacles. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to disease for 8 hours, while good characters who so much as touch the altar are turned into newts.

939: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of rusty iron, and hexagonal in shape, about 5' by 2' in size. It is decorated with paintings of spiders. The top of the altar is stained with dried blood. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who so much as touch the altar have their Endurance and Alertness stats swapped for 3 days.

940: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of solid bronze with recently touched up yellow paint, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with bas-reliefs of astrological symbols. Neutral characters feel a sense of peace nearby, while non-neutral characters are on edge. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine three times a day, while evil characters who so much as touch the altar become disoriented for 23 hours.

941: This altar dedicated to an evil deity is made of iron-bound wood, and shaped like an ellipse about 4' by 9'. It is decorated with paintings of spiders. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here gain a moderate Dexterity bonus for 5 hours, while good characters who so much as touch the altar fall unconscious for 5 hours.

942: This altar dedicated to an evil deity is made of rusty iron, and is circular, roughly 3' in diameter, supported on a pillar at each end. It is decorated with mosaics of stylized flames. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar have their Willpower and Strength stats swapped for 3 days.

943: This altar dedicated to an evil deity is made of finely-polished wood, and shaped like an ellipse about 4' by 8', supported on legs at each end. It is decorated with bas-reliefs of writhing worms. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. Evil characters who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are struck by a brilliant red lightning bolt for moderate damage.

944: This altar dedicated to an evil deity is made of rusty iron, and shaped like an ellipse around 2' by 5'. It is decorated with bas-reliefs of writhing worms. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil characters who make an offering here are fully healed, while good characters who disturb the altar have their Strength and Willpower stats swapped for 8 days.

945: This altar dedicated to an evil deity is made from the bones of a huge monster, and shaped like a rectangle roughly 4' wide and 8' long, supported on legs at each end. Faint ghostly moans can be heard near the altar. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who attempt to use the altar are struck by a brilliant orange lightning bolt for major damage.

946: This altar dedicated to a good deity stands on a 3-foot-high dais. It is made of crystal, and is circular, around 3' in diameter. It is decorated with carvings of religious scenes. approaching the altar brings visions of paradise. In the area around it, non-good characters feel groggy and suffer a slight reaction penalty. A flask of water placed on the altar by a good person who invokes the deity is converted into holy water two times a day, while evil characters who disturb the altar become blind for 2 days.

947: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of an unknown material with shifting lights in its depths, and shaped like a rectangle roughly 3' wide and 5' long, supported on 8 legs. It is decorated with mosaics of the moon. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Neutral characters who make an offering here gain the ability to walk on water for up to 5 minutes at a time for 3 hours, while good characters who attempt to use the altar are struck by a glowing blue lightning bolt for moderate damage.

948: This altar dedicated to a neutral deity is made of unbreakable yellow glass, and triangular in shape, around 3' by 3' in size. It is decorated with bas-reliefs of interlaced lines. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here learn the answer to a single yes/no question, while evil characters who disturb the altar become blind for 3 hours.

949: This altar dedicated to a good deity is made of pure white marble, and triangular in shape, almost exactly 5' by 3' in size, supported on a pillar at each end. It is decorated with mosaics of birds sacred to the deity. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good devotees of the deity who make an offering here become immune to electrical damage for 5 hours, while evil characters who attempt to use the altar are struck by a glowing white lightning bolt for minor damage.

950: This altar dedicated to a good deity is made of gold-leafed stone, and shaped like a trapezoid almost exactly 2' by 4' in size, supported on a pillar at each end. It is decorated with carvings of stylized flames. The altar glows faintly. In the area around it, all spells cast by non-good characters are cast as if the caster was 4 levels/20% lower. Food or water placed on the altar by a good person who invokes the deity is purified, while evil characters who disturb the altar are turned into lizards.

951: This altar dedicated to an evil deity stands on a 4-foot-high dais with 1 step. It is made of black marble, and shaped like an ellipse almost exactly 2' by 5'. It is decorated with carvings of creatures with tentacles. In the area around it, all spells cast by evil characters are cast as if the caster was 1 level/5% higher. Evil clerics or priests who make an offering here become immune to fire damage for 10 hours, while good characters who so much as touch the altar become deaf for 8 hours.

952: This altar dedicated to a good deity is made of pure white marble, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with carvings of religious scenes. In the area around it, good characters heal at double normal rates within three paces. Good devotees of the deity who make an offering here become immune to acid damage for 17 hours, while evil characters who so much as touch the altar are turned into frogs.

953: This altar dedicated to an evil deity is made of black marble, and shaped like an ellipse roughly 3' by 5'. It is decorated with paintings of scorpions. In the area around it, all spells cast by evil characters are cast as if the caster was 3 levels/15% higher. Evil devotees of the deity who make an offering here learn the answer to a single yes/no

question, while good characters who so much as touch the altar have their Strength and Personality stats swapped for 2 days.

954: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of close-fitted blocks of travertine with recently touched up blue paint, and is circular, around 3' in diameter. It is decorated with carvings of geometric patterns. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 3 levels/15% lower. Neutral clerics or priests who make an offering here gain a minor Alertness bonus for 4 hours, while evil characters who disturb the altar are wracked with convulsions for 5 days.

955: This altar dedicated to a good deity is made of close-fitted blocks of creamy marble, and shaped like a rectangle around 3' wide and 5' long. It is decorated with carvings of sea creatures. Good characters feel a sense of peace nearby, while evil characters are on edge. In the area around it, all spells cast by non-good characters are cast as if the caster was 3 levels/15% lower. Good devotees of the deity who make an offering here can understand the speech of orcs for 1 hour, while evil characters who so much as touch the altar become delirious for 11 hours.

956: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made of an unknown violet stone with violet veins, and shaped like an ellipse almost exactly 4' by 5', supported on 8 legs. It is decorated with bas-reliefs of heroes of the religion. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here gain a minor Agility bonus for 6 hours, while good characters who so much as touch the altar are turned into dwarves (of the opposite sex if already a dwarf).

957: This altar dedicated to an evil deity is made of rusty iron, and shaped like a rectangle roughly 3' wide and 7' long, supported on a central column. It is decorated with bas-reliefs of scenes from the religion's holy book. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within five paces. Evil clerics or priests who make an offering here heal up to 60% of their maximum hit points, while good characters who so much as touch the altar are turned into frogs.

958: This altar dedicated to a neutral deity is made of close-fitted blocks of greenish marble, and shaped like a rectangle about 4' wide and 8' long. It is decorated with paintings of neutral holy symbols. Neutral characters feel a sense of power nearby, while non-neutral characters are uneasy. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here become immune to disease for 9 hours, while evil characters who so much as touch the altar are turned into monsters (GM's choice).

959: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of crystal, and shaped like a rectangle about 3' wide and 5' long. It is decorated with bas-reliefs of geometric patterns. In the area around it, good characters heal at double normal rates within three paces. Good devotees of the deity who make an offering here gain a minor Strength bonus for 6 hours, while evil characters who stand too close to the altar become nauseated for 6 hours.

960: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of wood with peeling and flaking gray paint, and resembles a moon. It is roughly 3' wide and 6' long. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar suffer incapacitating pain for 10 hours.

961: This altar dedicated to a good deity is made of gold-leafed stone, and is circular, almost exactly 2' in diameter. It is decorated with paintings of stars. The altar glows faintly. In the area around it, the air glows faintly and all darkness spells are one step less effective than normal. Good devotees of the deity who make an offering here become immune to fire damage for 4 hours, while evil characters who disturb the altar have their Dexterity and Intelligence stats swapped for 3 days.

962: This altar dedicated to an evil deity stands on a 5-foot-high dais with 2 steps. It is made of obsidian, and somewhat resembles an elaborate, stylized calligraphy of prayers to the deity. It is roughly 3' wide and 4' long. Evil

characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, all spells cast by non-evil characters are cast as if the caster was 4 levels/20% lower. Evil clerics or priests who make an offering here become immune to acid damage for 1 hour, while good characters who disturb the altar are slowed for 5 hours.

963: This altar dedicated to a neutral deity is made of wood, and is circular, roughly 4' in diameter, supported on a pillar at each end. It is decorated with paintings of interlaced lines. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here learn the answer to a single yes/no question, while evil characters who disturb the altar have their Personality and Dexterity stats swapped for 3 days.

964: This altar dedicated to an evil deity stands on a 3-foot-high dais. It is made of unbreakable black glass, and is circular, roughly 3' in diameter. It is decorated with carvings of writhing worms. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to electrical damage for 2 hours, while good characters who so much as touch the altar are struck by a brilliant white lightning bolt which kills them instantly.

965: This altar dedicated to an evil deity is made from giant insect chiton, and shaped like a rectangle around 3' wide and 5' long. In the area around it, all spells cast by non-evil characters are cast as if the caster was 3 levels/15% lower. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar have their Agility and Strength stats swapped for 10 days.

966: This altar dedicated to a good deity is made of close-fitted blocks of gray marble, and is circular, approximately 4' in diameter. It is decorated with paintings of sacred, protective snakes. In the area around it, non-good characters feel groggy and suffer a moderate reaction penalty. Good clerics or priests who make an offering here gain a minor bonus to skill checks for 13 hours, while evil characters who so much as touch the altar have their Dexterity and Strength stats swapped for 4 days.

967: This altar dedicated to a good deity is made of an unknown black stone with blue veins, and shaped like a rectangle about 4' wide and 6' long, supported on 8 legs. It is decorated with carvings of geometric patterns. Any cup or cuplike container placed on the altar slowly fills with wine. In the area around it, good characters heal at double normal rates within five paces. Good devotees of the deity who make an offering here gain a major bonus to skill checks for 5 hours, while evil characters who disturb the altar are struck by a glowing red lightning bolt for minor damage.

968: This altar dedicated to an evil deity is made of close-fitted blocks of light gray granite, and shaped like an ellipse approximately 4' by 4'. It is decorated with carvings of spiders. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are struck by a sparkling blue lightning bolt for slight damage.

969: This altar dedicated to a neutral deity stands on a 4-foot-high dais. It is made of iron-bound wood with peeling and flaking red paint, and shaped like a pentagon roughly 6' by 2' in size. It is decorated with carvings of eyes. The altar is covered with moss. In the area around it, all spells cast by non-neutral characters are cast as if the caster was 1 level/5% lower. Neutral characters who make an offering here become immune to fire damage for 8 hours, while good characters who so much as touch the altar become blind for 8 days.

970: This altar dedicated to an evil deity is made of iron-bound wood with recently touched up gray paint, and shaped like an ellipse roughly 4' by 8'. It is decorated with paintings of scorpions. In the area around it, all spells cast by non-evil characters are cast as if the caster was 2 levels/10% lower. Evil clerics or priests who make an offering here become immune to magical damage for 4 hours, while good characters who so much as touch the altar have their Agility and Dexterity stats swapped for 4 days.

971: This altar dedicated to an evil deity is made of a mass of twitching jointed legs, and is circular, roughly 3' in

diameter. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here become immune to disease for 1 hour, while good characters who attempt to use the altar are slowed for 7 days.

972: This altar dedicated to a neutral deity stands on a 2-foot-high dais. It is made of finely-polished wood, and shaped like a rectangle around 2' wide and 6' long. It is decorated with carvings of scarabs. Brilliant red sparks randomly arc across the surface (they are harmless). In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral clerics or priests who make an offering here gain the ability to walk on water for up to 3 minutes at a time for 9 hours, while good characters who disturb the altar become delirious for 2 hours.

973: This altar dedicated to a neutral deity stands on a 3-foot-high dais with 2 steps. It is made from giant insect chiton, and shaped like a rectangle roughly 3' wide and 9' long, supported on a pillar at each end. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Food or water placed on the altar by a neutral person who invokes the deity is purified, while evil characters who attempt to use the altar go mad for 4 hours.

974: This altar dedicated to an evil deity is made of brick with cracked gray paint, and shaped like an ellipse roughly 4' by 8'. It is decorated with paintings of scorpions. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 4 levels/20% higher. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar go mad for 8 hours.

975: This altar dedicated to a neutral deity is made of an unknown white stone with black veins, and shaped like a rectangle almost exactly 2' wide and 9' long, supported on a pillar at each end. It is decorated with carvings of stars. Faint ghostly moans can be heard near the altar. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who so much as touch the altar are wracked with convulsions for 3 days.

976: This altar dedicated to an evil deity is made of iron-bound wood with cracked orange paint, and shaped like a pentagon roughly 5' by 5' in size, supported on a pillar at each end. It is decorated with paintings of evil holy symbols. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are fully healed, while good characters who stand too close to the altar are turned into inanimate objects.

977: This altar dedicated to a neutral deity stands on a 1-foot-high dais. It is made of brick with cracked blue paint, and shaped like an ellipse approximately 4' by 4', supported on a pillar at each end. It is decorated with bas-reliefs of neutral holy symbols. In the area around it, non-neutral characters feel groggy and suffer a major reaction penalty. Neutral clerics or priests who make an offering here gain a moderate bonus to skill checks for 7 hours, while good characters who so much as touch the altar fall unconscious for 11 hours.

978: This altar dedicated to an evil deity is made of solid bronze, and shaped like a rectangle roughly 4' wide and 7' long, supported on a pillar at each end. It is decorated with bas-reliefs of scenes from the religion's holy book. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a minor reaction penalty. Evil characters who make an offering here become immune to acid damage for 8 hours, while good characters who stand too close to the altar go mad for 2 hours.

979: This altar dedicated to an evil deity is made of solid iron with cracked bilious green paint, and shaped like an ellipse approximately 3' by 4', supported on a central column. It is decorated with bas-reliefs of writhing worms. The top of the altar is stained with dried blood. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water one time a day, while good characters who so much as touch the altar become dizzy for 10 hours.

980: This altar dedicated to an evil deity stands on a 3-foot-high dais with 1 step. It is made of black marble, and somewhat resembles a dragon's head. It is roughly 4' wide and 5' long. Glowing green sparks randomly arc across the surface (they are harmless). In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil characters who make an offering here gain a moderate bonus to skill checks for 1 hour, while good characters who so much as touch the altar become nauseated for 4 hours.

981: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made of an unknown material with shifting lights in its depths, and shaped like a rectangle almost exactly 2' wide and 6' long, supported on a central column. It is decorated with paintings of scorpions. In the area around it, evil characters heal at double normal rates within four paces. Evil clerics or priests who make an offering here learn the answer to a single yes/no question, while good characters who attempt to use the altar fall unconscious for 6 hours.

982: This altar dedicated to an evil deity stands on a 2-foot-high dais. It is made of an unknown orange stone with brown veins, and shaped like a rectangle about 3' wide and 8' long, supported on 6 legs. It is decorated with paintings of venomous snakes. Evil characters feel a sense of power nearby, while good characters are uncomfortable. In the area around it, evil characters heal at double normal rates within five paces. Evil characters who make an offering here gain a moderate Dexterity bonus for 8 hours, while good characters who disturb the altar become disoriented for 14 hours.

983: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from human bones, and shaped like a rectangle roughly 4' wide and 4' long, supported on a pillar at each end. The top of the altar is stained with dried blood. In the area around it, evil characters heal at double normal rates within two paces. Evil clerics or priests who make an offering here gain a major Endurance bonus for 7 hours, while good characters who attempt to use the altar have their Dexterity and Strength stats swapped for 13 hours.

984: This altar dedicated to a neutral deity is made of an unknown yellow stone with white veins, and shaped like a rectangle almost exactly 3' wide and 5' long, supported on a central column. It is decorated with bas-reliefs of birds sacred to the deity. The altar radiates heat and is too hot to touch. In the area around it, all spells cast by neutral characters are cast as if the caster was 2 levels/10% higher. Neutral clerics or priests who make an offering here become immune to electrical damage for 7 hours, while evil characters who so much as touch the altar are wracked with convulsions for 3 hours.

985: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 2 steps. It is made of solid bronze with cracked blue paint, and shaped like a rectangle roughly 3' wide and 6' long, supported on a central column. It is decorated with carvings of religious scenes. Neutral characters feel a sense of peace nearby, while non-neutral characters are reluctant to approach closer than 2 paces. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral clerics or priests who make an offering here gain the ability to fly for up to 30 minutes at a time for 9 hours, while good characters who so much as touch the altar are turned into frogs.

986: This altar dedicated to a good deity stands on a 1-foot-high dais. It is made of an unknown red stone with gold veins, and shaped like an ellipse roughly 3' by 6'. It is decorated with bas-reliefs of elaborate, stylized calligraphy of the deity's attributes or merits. The altar glows faintly. In the area around it, all checks to detect wandering monsters suffer a minor penalty. Good clerics or priests who make an offering here are fully healed, while evil characters who attempt to use the altar have their Willpower and Alertness stats swapped for 3 days.

987: This altar dedicated to a good deity is made of crystal, and shaped like a rectangle roughly 4' wide and 9' long. It is decorated with mosaics of geometric patterns. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Good characters who make an offering here are restored as if fully rested and well fed, while evil characters who disturb the altar are turned into dwarves (of the opposite sex if already a dwarf).

988: This altar dedicated to an evil deity stands on a 1-foot-high dais. It is made from human bones, and is circular, around 3' in diameter, supported on legs at each end. The top of the altar is stained with dried blood. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Food or water placed on the altar by an evil person who invokes the deity becomes poisonous, while good characters who disturb the altar are struck by

a bright multicolored lightning bolt for major damage.

989: This altar dedicated to a neutral deity is made of solid bronze, and shaped like a rectangle roughly 4' wide and 7' long, supported on legs at each end. It is decorated with carvings of sea creatures. In the area around it, neutral characters heal at double normal rates within five paces. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who disturb the altar are paralyzed for 12 hours.

990: This altar dedicated to a neutral deity is made of iron-bound wood, and shaped like a rectangle roughly 4' wide and 6' long, supported on a central column. It is decorated with paintings of geometric patterns. A hand touching the altar feels a faint vibration. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here are restored as if fully rested and well fed, while evil characters who attempt to use the altar are paralyzed for 7 hours.

991: This altar dedicated to an evil deity is made of obsidian, and is circular, approximately 3' in diameter, supported on 8 legs. It is decorated with mosaics of creatures with tentacles. Evil characters feel a sense of power nearby, while good characters are uneasy. In the area around it, non-evil characters feel groggy and suffer a slight reaction penalty. Evil devotees of the deity who make an offering here gain the ability to fly for up to 30 minutes at a time for 2 hours, while good characters who so much as touch the altar are turned into orcs (of the opposite sex if already an orc).

992: This altar dedicated to a neutral deity stands on a 4-foot-high dais with 3 steps. It is made of iron-bound wood, and shaped like a rectangle roughly 3' wide and 4' long. It is decorated with carvings of neutral holy symbols. The altar radiates heat and is too hot to touch. In the area around it, neutral characters heal at double normal rates within five paces. A flask of water placed on the altar by a neutral person who invokes the deity is converted into fine wine one time a day, while evil characters who so much as touch the altar become delirious for 3 hours.

993: This altar dedicated to an evil deity is made of rusty iron, and triangular in shape, approximately 6' by 2' in size, supported on legs at each end. It is decorated with mosaics of creatures with tentacles. touching the altar brings visions of the religion's promised afterlife. In the area around it, evil characters heal at double normal rates within four paces. Evil devotees of the deity who make an offering here gain a moderate Personality bonus for 18 hours, while good characters who disturb the altar become disoriented for 4 hours.

994: This altar dedicated to an evil deity is made of permanent ice, and shaped like a trapezoid about 5' by 3' in size, supported on a pillar at each end. It is decorated with crudely-chiseled carvings of body parts. In the area around it, non-evil characters feel groggy and suffer a substantial reaction penalty. Evil clerics or priests who make an offering here gain a moderate bonus to skill checks for 6 hours, while good characters who so much as touch the altar become disoriented for 9 hours.

995: This altar dedicated to a neutral deity is made of an unknown white stone with gray veins, and shaped like an octagon roughly 4' by 6' in size. It is decorated with bas-reliefs of sea creatures. In the area around it, there is a grey mist and both light and darkness effects are one step less effective than normal. Neutral characters who make an offering here learn the answer to a single yes/no question, while evil characters who attempt to use the altar suffer incapacitating pain for 9 hours.

996: This altar dedicated to an evil deity is made of an unknown red stone with silver veins, and is circular, roughly 4' in diameter, supported on 6 legs. It is decorated with carvings of war and violence. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar suffer incapacitating pain for 2 hours.

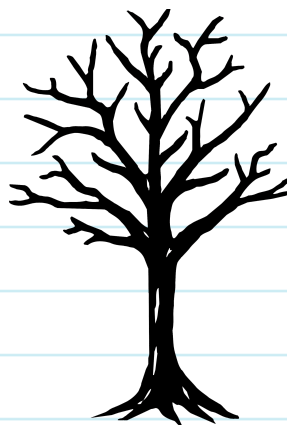
997: This altar dedicated to an evil deity stands on a 2-foot-high dais with 1 step. It is made of a slime-covered stone, and shaped like a rectangle about 3' wide and 9' long. The top of the altar is stained with dried blood. In the area around it, all spells cast by evil characters are cast as if the caster was 2 levels/10% higher. A flask of water placed on the altar by an evil person who invokes the deity is converted into unholy water three times a day, while good characters who attempt to use the altar are slowed for 9 hours.

998: This altar dedicated to an evil deity is made of black granite, and shaped like a rectangle almost exactly 4' wide and 6' long, supported on 4 legs. It is decorated with mosaics of staring eyes. touching the altar brings visions of religion's hell. In the area around it, everything seems shadowed and all light sources and spells are one step less effective than normal. Evil characters who make an offering here can understand the speech of dragons for 7 hours, while good characters who so much as touch the altar are slowed for 1 hour.

999: This altar dedicated to an evil deity stands on a 5-foot-high dais with 3 steps. It is made of brick with recently touched up purple paint, and shaped like a rectangle about 4' wide and 6' long. It is decorated with carvings of elaborate, stylized calligraphy of passages from a religious text. The top of the altar is stained with dried blood. In the area around it, non-evil characters feel groggy and suffer a major reaction penalty. Evil devotees of the deity who make an offering here are restored as if fully rested and well fed, while good characters who attempt to use the altar fall unconscious for 6 hours.

1000: This altar dedicated to a neutral deity stands on a 3-foot-high dais. It is made of wood with peeling and flaking red paint, and shaped like an ellipse around 3' by 8', supported on a pillar at each end. It is decorated with carvings of abstract patterns. In the area around it, all checks to detect wandering monsters suffer a moderate penalty. Neutral devotees of the deity who make an offering here are fully healed, while evil characters who attempt to use the altar are struck by a bright multicolored lightning bolt for slight damage.

1001: This altar dedicated to a neutral deity is made of brick, and triangular in shape, approximately 4' by 4' in size, supported on 4 legs. It is decorated with carvings of stars. In the area around it, all spells cast by neutral characters are cast as if the caster was 3 levels/15% higher. Neutral clerics or priests who make an offering here are restored as if fully rested and well fed, while good characters who stand too close to the altar become disoriented for 4 hours.



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