

# PRIESTHOODS OF PARL

**CHELL** (21)    Female NG    Grtr God    Life / Earth / Creation / Sun

- \* **Hit Points** = d6, **Alignment** Must be good **THAC0's** As Priest
- \* **Minimum Stats** ; STR -, CON -, DEX -, INT 8, WIS 9, CHA 12,
- \* **Armour Allowed** ; non-metal armour and shields
- \* **Weapons Allowed** ; quarter staff, javelin, dagger, dirk, knife, club, mace,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3 **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = Religion
- \* **Non-Weapon Proficiencies Required** ; Religion
- \* **Recommended** ; Read/Write, Agriculture, Healing, Herbalism,
- \* **Thief Skills Granted** = none
- \* **Major Spheres** = ; All / Creation / Healing / Necromantic / Sun / Elemental Fire and Earth
- \* **Minor Spheres** = ; Divination / Plant
- \* **High Powers** = 2, Turn Undead, Laying on of Hands (2 hits per level healed 1 x day),
- \* **Medium Powers** = 2, +2 save vs. fire and +2 save vs. poison,
- \* **Low Powers** = 2, Always know the time of day (not night), and the season, Analyse plants and animals, Identify Plants and Animals. Analysis of Diseases and Poisons.
- \* **Observances** ; only females can be priests. First weapon choice must be a staff. Pray every day at sunrise, perform ceremonies of marriage. Worship every Sunday. Can only marry a priest of Lanth. Cannot progress beyond 8th level unless married. Can never cast the 'Raise Dead Spell.
- \* **Favoured Sites** ; Temples
- \* **Vestments** ; Robes of yellow, orange and brown, a staff decorated with the colours of the season and a crown of yellow metal,
- \* **Symbol** ; sun
- \* **Role in Society** ; As representatives of the major God of Parl, priests of Chell are much sought after as symbols of fruitfulness, stability and well being by many communities. Most settlements have some sort of temple or shrine to Chell even if only waysides shack. A priest of Chell must bless all marriages. A gift by the hopeful couple or their parents is usually bestowed upon the priest at this time unless it is at winter or summer solstices.

# PRIESTHOODS OF PARL

**LANTH** (21)    Male    LG    Grtr God    Death / Time / Fate

- \* **Hit Points** = d6, **Alignment** Any but chaotic **THACO's** As Priest
- \* **Minimum Stats** ; **STR** 12, **CON** -, **DEX** -, **INT** 8, **WIS** 9, **CHA** 12,
- \* **Armour Allowed** ; Studded leather armour or leather armour and shields
- \* **Weapons Allowed** ; quarter-staff, sickle, scythe, dagger, dirk, knife, club, flail, mace,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -2      **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = None
- \* **Non-Weapon Proficiencies Required** ; Religion
- \* **Recommended** ; Read/Write, Agriculture, Healing, Herbalism,
- \* **Thief Skills Granted** = move silently, hide in shadows
- \* **Major Spheres** = ; All\*\* / Guardian / Healing\* / Necromantic\* / Protection / Sun\*
- \* **Minor Spheres** = ;
- \* **High Powers** = 3, Turn or Command Undead, Immunity to Fear, Inspire Fear,
- \* **Medium Powers** = 0,
- \* **Low Powers** = 1, Receive an additional saving throw to resist level drain, mummy rot or similar powers of undead.
- \* **Observances** ; Only Males can be priests. First weapon choice must be a sickle. A proficiency in staff must be taken before marriage. Pray every day at sunset. Can only perform ceremonies of burial. Worship at every dark of the moon and offer a prayer at burial sites. Can only marry a priest of Chell. Cannot progress beyond 7th level unless married.
- \* **Favoured Sites** ; Temples, by still water and/or in the presence of the dying.
- \* **Vestments** ; Robes of black with silver trimmings, a silver metal skullcap and a staff from which is suspended an hourglass.
- \* **Symbol** ; Hourglass suspended from a staff.
- \* **Role in Society** ; Priests of Lanth are viewed with suspicion and fear. However they are respected for the strength of the Blessings they perform over the bodies of the dead. A priest of Lanth is aware of any attempt to animate a body that he has blessed. They must seek out undead creatures and put them to permanent rest. All hope that a burial / cremation will be blessed by a priest of Lanth. A gift by the friends or relations of the deceased is bestowed upon the priest at this time. Holy Water created in a font dedicated to Lanth inflicts additional damage against undead.

# PRIESTHOODS OF PARL

**BALAK** (22) Male N Grtr God Passage / Gates / Movement

- \* **Hit Points** = d6, **Alignment** Neutral **THACO's** As Priest
- \* **Minimum Stats** ; STR 10, CON 10, DEX 10, INT 10, WIS 9, CHA 12,
- \* **Armour Allowed** ; Studded leather armour or leather armour and shields
- \* **Weapons Allowed** ; quarter-staff, dagger, dirk, knife, club, flail, mace,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3 **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = Endurance
- \* **Non-Weapon Proficiencies Required** ; Endurance / Direction Sense
- \* **Recommended** ; Weather Sense, Religion, Navigation, Ancient History,
- \* **Thief Skills Granted** = Open Locks / Find/Remove Traps
- \* **Major Spheres** = ; All / Astral / Summoning / Protection / Charm
- \* **Minor Spheres** = ; Animal / Combat / Healing / Plant / Sun / Divination
- \* **High Powers** = 0,
- \* **Medium Powers** = 3, +2 saves vs. effects or spells that cause damage by fire, lightning or cold, +2 saves vs. web, slow, charm, sleep, hold and similar spells,
- \* **Low Powers** = 1, Pass without Trace (1st) whenever desired, Water Walk (3rd), Air Walk (5th), Part Water (7th), Wind Walk (9th) each once per week
- \* **Observances** ; Pray before beginning each journey and at the opening of every blocked way.
- \* **Favoured Sites** ; Temples. Wayside shrines. Bridges.
- \* **Vestments** ; Robes
- \* **Symbol** ; An opened door.
- \* **Role in Society** ; Priests of Balak are loners. They have no meaningful place in normal society and many view them with suspicion. The God Balak is thought of as the God of safe passage and peaceful journeys on land. Travelling players, tramps and vagabonds tend to regard Balak as their protector on the road.

# PRIESTHOODS OF PARL

**GIRREN** (21) Male N Grtr God Nature / Elemental Forces

- \* **Hit Points** = d6, **Alignment** Neutral **THACO's** As Priest
- \* **Minimum Stats** ; STR -, CON 10, DEX -, INT 8, WIS 9, CHA 14,
- \* **Armour Allowed** ; leather armour and wooden shields
- \* **Weapons Allowed** ; quarter-staff, scythe, sickle, spear, bows, club,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3 **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = none
- \* **Non-Weapon Proficiencies Required** ; Weather Sense, Animal Lore
- \* **Recommended** ; Agriculture, Animal Handling, Survival, Fishing,
- \* **Thief Skills Granted** = 0
- \* **Major Spheres** = ; All / Animal / Elemental / Plant / Weather
- \* **Minor Spheres** = ; Healing / Divination / Protection / Sun
- \* **High Powers** = 0,
- \* **Medium Powers** = 3, Berserk Rage in self, +2 saves vs. all spells on the priest elemental spheres list, shape change 1 x day into one of three animal species (5th),
- \* **Low Powers** = 2, Analysis / Identification of plants and animals (1st), Pass without Trace (3rd) whenever desired,
- \* **Observances** ; Major three-day ceremonies at summer and winter solstice and spring and autumn equinoxes. Pray everyday at dawn and the full moon of Kulame, (once per month). Can only regain spells in specific places.
- \* **Favoured Sites** ; Woodland Glades, High Peaks, Lake Islands.
- \* **Vestments** ; Robes decorated with garlands of flowers, sprigs, etc
- \* **Symbol** ; Acorn or oak tree
- \* **Role in Society** ; Priests of Girren act as Druids in the world of Parl. They represent the wild forces of nature. They are also protectors of wild animals and plants. By their very affiliation with nature and natural forces they do not hold a great liking for stone and metal constructions. Rural communities value these priests above all others for the knowledge that they have and the power they wield over elemental forces.

# PRIESTHOODS OF PARL

**INDAR** (21) Male N Grtr God Fire / War

- \* **Hit Points** = d8, **Alignment** Any Neutral **THACO's** As Priest
- \* **Minimum Stats** ; STR 14, CON 12, DEX -, INT 7, WIS 9, CHA 12,
- \* **Armour Allowed** ; Chain mail only
- \* **Weapons Allowed** ; swords, spear, javelin, war hammer, dagger, dirk, knife, mace,
- \* **Weapon Proficiencies allowed at 1st level** = 1
- \* **Weapon Non-proficiency** = -2 **Specializations** = Fighter
- \* **Non-Weapon Proficiencies at 1st level** = 3
- \* **Bonus Non-Weapon Proficiencies** = none
- \* **Non-Weapon Proficiencies Required** ; Fire Building
- \* **Recommended** ; Heraldry, Riding Land Based,
- \* **Thief Skills Granted** = 0
- \* **Major Spheres** = ; Combat / Elemental Fire
- \* **Minor Spheres** = ; Healing / Protection
- \* **High Powers** = 2, Inspire Fear (5th), Turn Undead,
- \* **Medium Powers** = 1, Infravision (3rd),
- \* **Low Powers** = 1, +2 saves vs. effects or spells that cause damage by fire (1st),
- \* **Observances** ; Honour fallen comrades, Never attack from behind or surprise, Pray at mid-day, after battles and before, (in addition), if possible. First weapon choice must be with spear. Can only regain spells at favoured sites.
- \* **Favoured Sites** ; Temples, battlefields.
- \* **Vestments** ; Chain mail armour, winged helm,
- \* **Symbol** ; Red Spear
- \* **Role in Society** ; Priests of Indar are fearsome warriors. They are single-minded in their chosen purpose of the moment. Their combat skills are greatly respected and they are held in awe by common folk. They receive room and board at temples if such is available. Another priest of Indar cannot refuse a reasonable request from another of their order. Priests of Indar hate undead creatures and always prefer to combat the greatest opponent in an opposing force, i.e., chiefs and commanders. They are the most Paladin like of all priesthoods and have a simple code of honour which if broken causes their God to lose faith in them for a time.

# PRIESTHOODS OF PARL

- LAKU** (21)    Male    N    Grtr God    Lightning / Magic
- \* **Hit Points** = d8, **Alignment** Any Neutral    **THACO's** As Priest
  - \* **Minimum Stats; STR -**, **CON 12**, **DEX -**, **INT 14**, **WIS 9**, **CHA 12**,
  - \* **Armour Allowed**; Leather armour only
  - \* **Weapons Allowed**; long sword, javelin, war hammer, hammer, dagger, dirk, knife,
  - \* **Weapon Proficiencies allowed at 1st level** = 2
  - \* **Weapon Non-proficiency** = -3 **Specializations** = Priest
  - \* **Non-Weapon Proficiencies at 1st level** = 4
  - \* **Bonus Non-Weapon Proficiencies** = Spell craft
  - \* **Non-Weapon Proficiencies Required**; Spell craft
  - \* **Recommended**; Read/Write, Religion, Ancient Languages, Ancient History
  - \* **Thief Skills Granted** = 0
  - \* **Major Spheres** =; All / Astral / Charm / Divination / Summoning / Weather
  - \* **Minor Spheres** =; Protection / Healing /
  - \* **High Powers** = 1, Incite Berserk Rage in others (5th),
  - \* **Medium Powers** = 2, Immunity to lightning, Call lightning once per day during storm, Shocking Grasp 1 x day at two levels below actual level (3rd),
  - \* **Low Powers** = 1, Soothing Word (1st),
  - \* **Observances**; First weapon choice must be with long sword Specialisation as fighter can be taken in this weapon. Can only regain spells at favoured sites. Pray at midnight each night, at the dark of the moon of Kalume and during thunderstorms. They must donate double the normal monies to their temple.
  - \* **Favoured Sites**; Temples, prominent peaks or exposed places in thunderstorms.
  - \* **Vestments**; black robes with silver patterns, stars etc,
  - \* **Symbol**; Silver Long sword
  - \* **Role in Society**; Priests of Laku keep very much to themselves. The general populace treat them warily, as they do magicians. They are fountains of knowledge concerning ancient history and languages. They receive room and board at temples dedicated to Laku, if such is available. Another priest of Laku cannot refuse a reasonable request from another of their order. The major aim of priests of Laku is to understand and gain knowledge in all things arcane.

# PRIESTHOODS OF PARL

**HATHRA** (20) Female CN Grtr God Water / Weather

- \* **Hit Points** = d8, **Alignment** Chaotic **THACO's** As Priest
- \* **Minimum Stats; STR -**, **CON 12**, **DEX -**, **INT 8**, **WIS 9**, **CHA 12**,
- \* **Armour Allowed**; Scale Mail and any leather armour and shields
- \* **Weapons Allowed**; Trident, Net, Spear, Cutlass, dagger, dirk, knife, harpoon, scourge, Whip,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3 **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = Weather Sense
- \* **Non-Weapon Proficiencies Required**; Weather Sense
- \* **Recommended**; Swimming, Navigation, Direction Sense, Fishing,
- \* **Thief Skills Granted** = 0
- \* **Major Spheres** =; All / Elemental Water / Animal / Weather
- \* **Minor Spheres** =; Guardian / Divination / Healing
- \* **High Powers** = 1, Inspire Fear (7th),
- \* **Medium Powers** = 2, Control Winds (5th). Summon Water Elemental 1 x day (8th).
- \* **Low Powers** = 1, Analysis / Detection / Identification water plants and animals,
- \* **Observances**; Pray at the full moon of Kulame. Also when the tide is high. Never ride a land animal. Only drink water. Regain spells only at favoured sites. Eat salt or fresh water products every day.
- \* **Favoured Sites**; Temples on or by lakes. Lakes, seashore or the estuaries of rivers into larger bodies of water.
- \* **Vestments**; black robes with silver patterns, stars etc,
- \* **Symbol**; Silver Long sword
- \* **Role in Society** ; Priests of Hathra dwell exclusively by or on the sea, large lakes or rivers that join or flow into them. Sailors and fishermen prefer to worship Hathra above all other Gods. Hathra is the God seen as the protector of travellers and merchants especially on ships.

# PRIESTHOODS OF PARL

**HETHNA** (20) Female CN (Evil) Grtr God Mountains/Ice and slow death

- \* **Hit Points** = d6, **Alignment** NE, CE, CN, **THACO's** As Thieves
- \* **Minimum Stats** ; **STR** 10, **CON** 14, **DEX** 14, **INT** -, **WIS** 9, **CHA** 12,
- \* **Armour Allowed** ; leather armour types and shields
- \* **Weapons Allowed** ; javelin, dagger, dirk, knife, crossbow (light), sickle, stiletto, scourge, Whip,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -5 **Specializations** = Thief
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** =
- \* **Non-Weapon Proficiencies Required** ; Weather Sense
- \* **Recommended** ; Mountaineering, Fire Building, Religion, Blind Fighting,
- \* **Thief Skills Granted** = Backstab,
- \* **Major Spheres** = ; All / Guardian / Weather
- \* **Minor Spheres** = ; Healing\* / Divination / Necromantic\* / Charm / Protection
- \* **High Powers** = 2, Immunity to all attacks and effects of cold, Command Undead
- \* **Medium Powers** = 1, Ice Storm 1 x day (5th), Never slowed by snow ice etc and can pass without trace on such surfaces even up to an angle of 45' without lessening speed.
- \* **Low Powers** = 0,
- \* **Observances**; Pray at the dark moon of Kulame at midnight. Regain spells only at favoured sites. Donate half of all monies earned to their temple.
- \* **Favoured Sites** ; Temples, any area covered by ice or snow, and Mountains
- \* **Vestments** ; white and ice blue clothes. White fox fur cloak with head.
- \* **Symbol** ; White Mountain.
- \* **Role in Society** ; Priests of Hethna dwell exclusively by or on mountains. Hethna is the God of assassins, though many unscrupulous thieves, magicians and thugs serve her too. Priests of Hethna are untrustworthy tricksters who delight in causing the best laid plans of others to go awry. They have a deep-seated hatred of the priestesses of Arta.



# PRIESTHOODS OF PARL

**SCOWVA** (20) Male LG Greater God Law / Learning

- \* **Hit Points** = d4, **Alignment** LG, LN, NG, **THACO's** As Thieves
- \* **Minimum Stats** ; STR -, CON -, DEX -, INT 14, WIS 12, CHA 12,
- \* **Armour Allowed** ; None.
- \* **Weapons Allowed** ; dagger, dirk, knife, dart, quarterstaff, mace,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -5 **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = Read/Write
- \* **Non-Weapon Proficiencies Required** ; Read/Write,
- \* **Recommended** ; Ancient Languages, Ancient History, Religion, Astrology
- \* **Thief Skills Granted** = None
- \* **Major Spheres** = ; All / Astral / Charm / Divination / Guardian / Protection / Summoning
- \* **Minor Spheres** = ; Healing / Necromantic
- \* **High Powers** = 1, Resists spells as if possessing Wisdom 19, Turn Undead
- \* **Medium Powers** = 0, Learn additional modern language
- \* **Low Powers** = 1, Bardic knowledge skill, Soothing Word
- \* **Observances** ; Never destroy a non-evil book or scroll. Never drink alcohol or take drugs that affect the mind. Pray twice daily at mid morning and early evening, each for an hour.
- \* **Favoured Sites** ; Temples, Libraries
- \* **Vestments** ; None specified
- \* **Symbol** ; Book or scroll,
- \* **Role in Society** ; Priests live to further their knowledge for the good of their temple and ultimately the good of the people. They dwell in or very near to their temple. Scowva is the God of Learning and consequently many magicians and scholars are to be found with members of the priesthood or in their hallowed properties.

# PRIESTHOODS OF PARL

**USNA** (20)    Male    CN    Greater God    Thieves / Trickery

- \* **Hit Points** = d6, **Alignment** Any Chaotic    **THACO's** As Thieves
- \* **Minimum Stats; STR** -, **CON** -, **DEX** 15, **INT** 12, **WIS** 9, **CHA** 12,
- \* **Armour Allowed;** Any leather,
- \* **Weapons Allowed;** bows, dagger, dirk, knife, dart, short sword, crossbows, net, blackjack, scourge, club, hand axe, sling, long sword,
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3 **Specializations** = Thief
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = none
- \* **Non-Weapon Proficiencies Required;** none
- \* **Recommended;** Local History, Appraising, Read Lips, Etiquette,
- \* **Thief Skills Granted** = Pick Pockets, Open Locks,
- \* **Major Spheres** =; Divination / Guardian / Protection
- \* **Minor Spheres** =; Combat, Charm,
- \* **High Powers** = 2, Backstab, Charm/Fascination,
- \* **Medium Powers** = 0,
- \* **Low Powers** = 1, Soothing Word,
- \* **Observances;** Priests must attempt to embarrass someone every day, or relieve them of money. This they readily do as the price to remain a priest of this cult is high, 90% of all monies received. Room and board, (at cult temples), equipment and training is given free to priests if such is available, out of these donations.
- \* **Favoured Sites;** Temples,
- \* **Vestments;** None specified
- \* **Symbol;** A grinning face.
- \* **Role in Society;** Priests of Usna live for fun. They enjoy embarrassing others but many do not see the funny side of things. Great annoyance on the part of the victims leads to violence against the priests of this cult. Consequently, they tend to keep a low profile. They dwell in or very near to towns and cities. Usna is the God of Thieves and Tricksters. They are fond of practical jokes and appreciate a good scam even if directed against themselves. However they prefer to be the creators of pranks and not the butt of them. Priests learn Thieves Cant, a language known by many thieves. In areas where thieves and temples of Usna are located there is a good chance that information held in the written form of this language are posted at entrances to settlements and at prominent places within larger towns and cities, offering advice to users of the language, such as contacts, safe houses, dangers and easy pickings for opportunist thieves.

# PRIESTHOODS OF PARL

- ARTA** (21) Female CG Greater God Love / Revelry
- \* **Hit Points** = d4, **Alignment** NG, CG, CN, N **THACO's** As Thieves
  - \* **Minimum Stats; STR** -, **CON** -, **DEX** 14, **INT** 10, **WIS** 9, **CHA** 16,
  - \* **Armour Allowed**; None.
  - \* **Weapons Allowed**; dagger, dirk, knife, dart, stiletto, net, hand crossbow, short crossbow
  - \* **Weapon Proficiencies allowed at 1st level** = 2
  - \* **Weapon Non-proficiency** = -5 **Specializations** = Priest
  - \* **Non-Weapon Proficiencies at 1st level** = 4
  - \* **Bonus Non-Weapon Proficiencies** = Dancing
  - \* **Non-Weapon Proficiencies Required**; Etiquette, Dancing
  - \* **Recommended**; Acting, Musical Instrument, Etiquette, Dancing, Brewing, Local History,
  - \* **Thief Skills Granted** = Move Silently, Hide in Shadows, Pick Pockets,
  - \* **Major Spheres** =; All / Creation / Healing / Charm / Divination
  - \* **Minor Spheres** =; Protection / Guardian
  - \* **High Powers** = 1, Turn Undead, Charm/Fascination (3rd)
  - \* **Medium Powers** = 0,
  - \* **Low Powers** = 1, +2 saves vs. Enchantment/Charm, Soothing Word
  - \* **Observances**; Pray each evening. Never refuse an invitation to a party. Drink only wine or water, Major service Midsummer's eve and day, never be without a lover, Learn the 7 arts of fulfilment.
  - \* **Favoured Sites**; Temples, Bedrooms, Parties,
  - \* **Vestments**; Revealing diaphanous robes, jewelled headwear, bangles, trinkets and rings.
  - \* **Symbol**; A set of keys,
  - \* **Role in Society**; Priests can only be female. They live to further love, happiness and hedonism for the good of the people, (but mainly themselves). They dwell near to their temples, which are always in major settlements. Arta is the God of Love, Desire and Beauty. Those often blinded by any of these three; hedonists, perverts, prostitutes, whores and rakes chose Arta as their preferred God. Priests learn one of the seven arts of fulfilment at each even level. Those knowing all 7 are at least 14th level. Upon attaining 14th level, a priest of Arta can cast a specialized version of Regeneration (Priest spell 7th level), which allows her to perform one of the following, once per year on Midsummer's eve at midnight. The effects in italics are permanent but only effective from sunset to sunrise.
    1. *Raise charisma to 18.*
    2. *Heal all disfigurements, on her, including, regenerating lost body parts.*
    3. *Appear to be any age from 16 to 32, (regaining all constitution lost due to ageing), or*
    4. Heal any disease in her or another. The effects of this spell are permanent until infected with another disease.

# PRIESTHOODS OF PARL

**SESNAHA** (20.5)      Female NG      Grtr God      Messengers / Air / War

- \* **Hit Points** = d8, **Alignment** Good    **THACO's** As Priests
- \* **Minimum Stats; STR -**, **CON 12**, **DEX -**, **INT -**, **WIS 13**, **CHA 13**
- \* **Armour Allowed**; Leather armour.
- \* **Weapons Allowed**; dagger, dirk, knife, dart, javelin, spear, sling, short sword, short or long bow
- \* **Weapon Proficiencies allowed at 1st level** = 2
- \* **Weapon Non-proficiency** = -3                    **Specializations** = Priest
- \* **Non-Weapon Proficiencies at 1st level** = 4
- \* **Bonus Non-Weapon Proficiencies** = Weather Sense
- \* **Non-Weapon Proficiencies Required**; Singing, Weather Sense,
- \* **Recommended**; Direction Sense, Healing, Heraldry, Running
- \* **Thief Skills Granted** = none
- \* **Major Spheres** =; All / Elemental Air / Weather / Protection
- \* **Minor Spheres** =; Combat / Healing / Divination / Necromantic
- \* **High Powers** = 1, Call Pegasus, (similar to the Paladin ability to call warhorse at 4th level), Shape change into bird 1 x day (4th), 2 x day (6th), 3 x day 8th,
- \* **Medium Powers** = 0, Never hindered by the effects of high winds even for missile fire.
- \* **Low Powers** = 1, +2 save vs. lightning, feather fall 1 x day (1st). Cannot be harmed directly by any summoned creature of the elemental plane of Air.
- \* **Observances**; Pray each morning at sunrise and in the evening at sunset from a height.
- \* **Favoured Sites**; Tall buildings, Hill or mountaintops.
- \* **Vestments**; Blue robes, winged shoes and bandana
- \* **Symbol**; Fluttering Pennant on spear
- \* **Role in Society**; Priests can be male or female, and tend to shun built up areas preferring the seclusion and peace of the wilds to worship their God in high, wind swept places. Temples are often built on hilltops or at least include tall towers or platforms where the songs of dawn and dusk can be sung to welcome in and usher out the day. In wilderness areas this can be dangerous. Unless precautions are taken an additional encounter check should be made. However, Sesnaha grants its priests a double strength Bless spell during any encounters that result. In battles, priests of Sesnaha are surprise attackers, and messengers.

# PRIESTHOODS OF PARL

**HORM** (20½)      Male    NE      Greater God    Darkness/Revenge/Shadows

- \* **Hit Points** = d6,                      **Alignment** Any evil                      **THACO's** As Thief
- \* **Minimum Stats;**    **STR** -, **CON** 15, **DEX** -, **INT** 10, **WIS** 14, **CHA** 10,
- \*
- \* **Armour Allowed;**                      Leather or studded leather armour only.
- \* **Weapons Allowed;**                      sickle, scourge, whip, short sword, dagger/dirk/knife, club, mace,
- \* **Weapon Proficiencies allowed at 1st level** =                      2
- \* **Weapon Non-proficiency** =                      -5
- \* **Specializations** =                      Priest
- \* **Non-Weapon Proficiencies at 1st level** =                      3
- \* **Bonus Non-Weapon Proficiencies** =                      None
- \* **Non-Weapon Proficiencies Required;**                      Religion
- \* **Recommended;**                      Read/Write, Herbalism,
- \* **Thief Skills Granted =7;**    move silently, hide in shadows, back-stab
- \*
- \* **Major Spheres = 8;**                      All\* / Charm / Healing\* / Necromantic\* / Protection
- \* **Minor Spheres = ½;**                      Guardian / Sun\*
- \* **High Powers = 6,**                      Command Undead, Curse (from 1<sup>st</sup> Lvl, as 1<sup>st</sup> or 3<sup>rd</sup> level spell)
- \* **Medium Powers = 6,**                      See in magical/normal darkness, at will. Reversed Laying on of hands, Darkness (as the reversed light per day, once for every 3 levels, beginning at 1<sup>st</sup> level)
- \* **Low Powers = 1,**                      +2 on saving throws against any attack from undead creatures or Paladin.
- \*
- \* **Observances:**                      A proficiency in mace must be taken at first level. Pray every day at sunset. One night per week is a period of major worship, and sacrifice where the priesthood of Horm must attend, or make due proper atonement. A priest of Horm must make a blood sacrifice once per month. Worship at every dark of the moon.
- \* **Favoured Sites;**                      Underground Temples in ruins or caverns.
- \* **Vestments;**                      Robes of black and grey with hood.
- \* **Symbol:**                      Black disc with skeletal dragon.
- \*
- \* **Role in Society;**                      Priests of Horm are viewed with suspicion and fear; they are loathed by all other cults. Lanth especially is the most intolerant, priests of whom attack them on sight. Priests of the cult have an inflexible hierarchy, and any who step beyond their normal sphere of duty are punished accordingly. The cult is based on fear, accumulating power and maintaining one's position. High priests are usually the most ruthless and devious. Unholy Water created in a font dedicated to Horm inflicts 2-8 damage against Paladins and 1-4 damage against good aligned enemy priests.

**Duties of the Priest:** Guidance, Marriage.

**Followers and Strongholds:** Followers begin to be received at 3rd level, and at each level at

# PRIESTHOODS OF PARL

which a new level of spell is opened up to them, i.e. 5<sup>th</sup>, 7<sup>th</sup>, 9<sup>th</sup>, 11<sup>th</sup> and 14<sup>th</sup>. At each level these consist of two 0 level men at arms equipped with mace and leather armour. If killed they are replaced from among the ranks of worshippers. At 5<sup>th</sup> level they receive a 1<sup>st</sup> level priest who always remains four levels behind his master. The priest also receives two warriors of 2<sup>nd</sup> level that always remain three levels behind their master. At 7<sup>th</sup> level the priest receives two further warriors of 3<sup>rd</sup> level and two thieves of 5<sup>th</sup> level, and at 9<sup>th</sup> level they receive additional servitors granted to their underlings. The priest may take half of any of his current underlings on missions.

**ROTAMURIE** (20.5) Female N (G) Lssr God Woodlands / Hunting

**Hit Points** = d8, **Alignment** Neutral (Good) **THACO's** As Priests

**Minimum Stats**; STR -, CON -, DEX 12, INT -, WIS 10, CHA 11

**Armour Allowed**; Leather armour.

**Weapons Allowed**; Bows (all), sling, spear, club, quarterstaff, sickle.

**Weapon Proficiencies allowed at 1st level** = 2

**Weapon Non-proficiency** = -3 **Specializations** = Priest

**Non-Weapon Proficiencies at 1st level** = 4

**Bonus Non-Weapon Proficiencies** = Hunting, Tracking, Survival (Woodlands).

**Non-Weapon Proficiencies Required**; Hunting, Tracking, Survival (Woodlands).

**Recommended**; Direction Sense, Herbalism, Animal Lore, Set Snares.

**Thief Skills Granted** = Move Silently, Find and Remove Traps (Outdoors).

**Major Spheres** =; All, Plant, Protection, Summoning.

**Minor Spheres** =; Animal, Creation, Divination, Guardian, Healing.

**High Powers** = 0: Shape change 1 x day into wolf, beginning at 7<sup>th</sup> level.

**Medium Powers** = 2, Defiance of Obstacle, the priest can pass through overgrown areas like the druid, but can do so at 1st level. Permanent +2 to hit with bows, above and beyond all other bonuses.

**Low Powers** = 1, Identify plants. Locate nearest oak tree direction and distance. The priest can be hasted once per day, (as the 1<sup>st</sup> level Mage spell), but without suffering the aging effects.

**Other Powers** = at 14<sup>th</sup> level the priest can summon a magical wild hunt on a night of the full moon. This consists of 3-30 wolves and 2-5 riders (5<sup>th</sup> level), on horses hit only by magical weapons. The hunt travels at a movement rate of 24, over any terrain, (up vertical cliffs, over water, rock, ice, marsh, etc. Only a priest, who wishes to punish someone who has caused widespread destruction or harm to forests, animals or woodland, can call the hunt into being.

**Observances** ; Pray each morning at sunrise under an oak tree. The priest has a special oak tree that he/she is 'tied' to. If the tree is cut down or otherwise destroyed the priest must find the perpetrators and exact vengeance upon them. Never permit any harm to a wolf; likewise one will never attack the priest. At solstices and equinoxes carry out major celebrations with other priests of Rotamurie, Girren or Jay-Ool.

**Favoured Sites**; Oak Groves.

**Vestments** ; Green vestments with flowers and leaves.

**Symbol** ; Oak tree or wolf.

**Role in Society** ; Priests can be male or female, and tend to shun built up areas preferring the seclusion and peace of the wilds to worship. Temples are built in wilderness areas in or near oak groves.

This is a god of nature who is devoted specifically to plant-life. She is an admirer of vast forests and plains and all sorts of plant growth, especially that which is wild and not fettered or trimmed or tamed by mankind.

Priests of the god try to make sure that there are always tracts of wilderness in abundance for the god to admire. They work hard to keep civilization from making inroads too deep into wilderness. They do this by spreading tales of the forest as a deep and dangerous place. They often sneak around in the wilderness using their spells on travelling city-folk, or stock the forest with dangerous animals, in order to reinforce this impression. They do not impede those who know the forest (elves, rangers, hunters, trappers, woodsmen), but will terrorize innocents and city-soft travellers.

This god is a patron of the hunter, and is a provider of foods and furs; thus she is a god much loved of woodsmen.

Though she hunts animals and encourages her flock to do likewise, she is usually a wise hunter and a patron of animals, their protector from needless destruction at the hands of too-greedy hunters and poachers.

The god's priests, too, are hunters, and their mission is to teach the flock sound principles of hunting: Not killing mothers with young, not depopulating the wilderness of whole species, etc.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, and Sky/Weather.

Animals, Darkness/Night, Light, Moon, and Sun.

**Minimum Ability Scores**: Wisdom 10, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom and Dexterity 16 means +10% experience.

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**Weapon Proficiencies Required:** Bow.

**Non-weapon Proficiency Group Crossovers:** Priest, General, and Warrior.

Duties of the Priest: Guidance, Marriage.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level ranger, three third-level rangers, and six first-level rangers to act as "forest rangers," and ten Normal Men and Women. The priest may take the following on adventures: One priest and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The stronghold can be built in a city or in the wilderness, but must work principally to protect the animal-life of the surrounding wilderness. (This does not mean to stop hunters if the hunting is carried out at a level that does not threaten the animal population. But any factor, which does endanger animal species -- such as drought, excess hunting, deforestation, etc. -- will bring on the wrath of the priesthood.)

## Other Gods

### Bruinnen

Demi Goddess of Tears, Rebirth and Fortitude.

Murdered by her father at insistence of her prettier half sisters but given life anew by Chell and made beautiful. Evil sisters and father turned to stone, whilst Bruinnen blessed for her insistence that she would be saved by Chell.

### The Granter of All Desires

Lesser God of wishes curses and desires dreamed of.

No priesthood, but widely worshipped by everybody. He is able to grant any wish. Also known as the bearer of the cup of curses. He acts in the most unexpected and imaginative way, and not at all how you might imagine a God to react. He is sometimes cruel, often twisting desires in peculiar ways, but often generous.

### Horm.

#### The Thirteenth God.

Greater God of Shadows, Revenge and Darkness. Also called 'He who must not be named'. Cast down by numerous other Gods he is thought to have reformed within the 'void of damnation' and has risen again. Priesthood is ruled by evil and cruel, Degogs and Arch-degogs.

- Jimlar Demi-god of safe paths.
- Pelant Demi-goddess of lost souls
- Tengorlidh Demi-goddess of watery death
- Caelm Demi-goddess of hearth and home
- Fyrklebh Demi-god of guides and rangers
- Leplyrth Demi-god of secrets
- Crugannar Demi-god of propitious sacrifice
- Bobhlobh Demi-god of boatmen, fishers, trappers and streams.
  
- **Muthloy** Lesser Goddess of Fertility, Fruitfulness and Marriage.
- **Gablendie** Lesser God of Mischief, and Wild Abandon
- **Jay-Ool** Lesser God of Seasons.
- **Volki** lesser God of Metal working, Earth and Fire
- **Hamysylai** Demi-goddess of the Moon and Loves dark passion
- **Gamli** Lesser God of Wine and Indulgence
- **Irifin** Lesser God of Greed and Money
- **Nindoy** Demi-god of Perseverance and crafting.

### Spirits

Numerous wild spirits keyed to specific locations. Typically, spirits of nature with little or no long distance power.

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## Avatars

These are manifestations of divine beings with little power but far reaching effects. Typically one facet of a particular God given physical form that can interact with mortals

## IRIFIN

**Lesser God of Revenge, Penitence, Greed and Money.**

This deity punishes those who have been overcome with greed and stolen, (without reasonable cause), from a temple within the pantheon of Parlish Gods, or from a servant of a God. The motives of the thief are always those of 'personal gain'. The penalties imposed vary according to the class of the miscreant. Any thief driven by greed or the pursuit of personal gain could suffer the wrath of this God.

A thief singled out by Irifin for punishment, can try to ignore the afflictions poured upon him/her or he/she can try to 'atone'. Atonement for all classes requires that the thief serve a priest of Irifin or a cult temple against which they have sinned, for a year and a day. They must also return the item(s) that they stole or repay double the value of the item(s).

Individuals other than priests retain and can continue to use the skills and abilities of their class.

Priests lose all of the spells granted to them by their god, bar one. This single spell – granted by their god – and chosen by the priest from his/her normal available spells, (according to his/her level), allows them to continue their religious obligations. This spell may vary from day to day. Priests also lose all granted powers, save those of a protective nature, e.g. A priest of Laku cannot Incite Berserk Rage in others, cast *Call lightning* during a storm, or cast *Shocking Grasp*. They do retain the granted power of Immunity to lightning however. Furthermore those under the curse of Irifin benefit from only  $\frac{1}{4}$  of the total experience that they might earn from adventuring.

Those that do not attempt to atone suffer the immediate loss of  $\frac{3}{4}$  of any later experience earned and lose 1d6 from both dexterity and charisma. Furthermore they receive a –2 penalty to all attack rolls, saving throws and proficiencies. Any damage inflicted by spells or weapons is reduced by 1 point of damage per die, to a minimum of 1 of one point of damage per die.

Priests who have stolen from another temple of the pantheon and have not attempted to atone, suffer the same penalties as non-priests. Priests who have stolen from their own cult or cult priests suffer as non-priests and lose all granted powers and spells.

Priests of Irifin have access to any one spell that they may be granted from their normal list of spells and the realms as follows, directly from Irifin

- Major Spheres: All, Combat, Guardian, and Protection.
- Minor Spheres: Creation, Healing, and Necromantic.

While they serve Irifin, any person attempting to atone must lead an exemplary life. They should try to act in a Lawful Good manner. They will find that they are compelled to always tell the truth,



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but will unerringly know whenever someone tells them a lie. It is as if they are wearing a magical *ring of truth*. They cannot refuse a reasonable request for aid. They must also donate any money or treasure earned to the temple from which they originally stole. They may however, retain enough money to maintain themselves or their dependents/henchmen/hirelings, or to pursue good deeds or charitable acts.

## Gods of the Marshes of Central Parl

- Jimlar Demi-god of safe paths.
- Pelant Demi-goddess of lost souls
- Tengorlidh Demi-goddess of watery death
- Caelm Demi-goddess of hearth and home
- Fyrklebh Demi-god of guides and rangers
- Leplyrth Demi-god of secrets
- Crugannar Demi-god of propitious sacrifice
- Bobhlobh Demi-god of boatmen, fishers, trappers and streams.

The above Demi-gods have a following only within the Great Marsh of Central Parl and all conform to a general standard of priesthood, Priests have the following benefits and restrictions,

HD type = d6  
 Alignment = generally True Neutral with perhaps a leaning towards NG or CN.  
 Thac 0 's = As priest progression  
 Armour allowed = Leather or studded leather only and shields  
 Weapons picks = Usually Spears, Short Bows, Dagger, dirk, knife, staff, sickle, sling, short sword long sword, scimitar or whip  
 W P at 1<sup>st</sup> lvl = 2  
 N W P = -3  
 Style specializations = as priest  
 NWP at 1<sup>st</sup> lvl = 2  
 Bonus NWP = 4 usually from Direction Sense, Fishing, Rope Use, Weather Sense, Survival (Marshlands), Navigation, Seamanship or Swimming,  
 Powers granted = 1 high power, 1 medium power and 2 low powers.  
 Observancies = services once per week in special wayside shrines or small temples.  
 At particular times.

Spheres	All	Ani	Ast	Cha	Com	Cre	Div	E Air	E Ear
Jimlar	✓	✓					✓✓		
Pelant	✓		✓✓	✓✓					
Tengorlidh	✓	✓✓			✓			✓	✓
Caelm	✓			✓		✓	✓		
Fyrklebh		✓			✓✓				
Leplyrth	✓			✓	✓				
Crugannar	✓						✓		

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		✓					✓		
	E Wat	Gua	Hea	Nec	Pla	Pro	Sum	Sun	Wea
Bobhlobh									
Jimlar			✓	✓	✓✓			✓	✓✓
Pelant		✓	✓	✓	✓✓	✓✓		✓	
Tengorlidh	✓✓				✓✓	✓			✓
Caelm		✓✓	✓		✓✓	✓✓		✓	
Fyrklebh	✓✓		✓	✓	✓✓			✓	
Leplyrth	✓		✓		✓✓		✓✓		
Crugannar	✓	✓✓	✓✓		✓✓			✓	✓
Bobhlobh	✓✓				✓✓	✓			✓✓

✓ = access to minor sphere spell use, ✓✓ = access to major sphere spell use.

## CLASS POINT SYSTEM

### ALL CLASSES

<b>HIT DICE TYPE</b>	D4 = -2,      D6 = -1,      D8 = 0,      D10 = +1,
<b>ALIGNMENT</b>	1 only, i.e. Paladin = -3, general only, i.e. Ranger = -2, restricted, i.e. non-good = -1      any neutral = 0 any alignment = +1
<b>THACO's</b>	Increase as Warrior = +2,      Increase as Priest = 0, Increase as Thief = -1,      Increase as Wizard = -2,
<b>ARMOUR</b>	Able to use shields = +1, Leather or Padded armour = +1, Studded Leather or Ring Mail armour = +1½, Brigandine, Scale Mail or Hide armour = +2, Chain Mail armour = +2½, Splint, Banded or Bronze Plate Mail armour = +3, Plate Mail armour = +3½
<b>WEAPONS</b>	Use any weapon, as Warrior = +3 Reasonable weapon choice similar to Thief = +1, Use broad category of weapon, i.e. all smashing weapons = 0, Narrow choice of weapons averaging d6 to d8 damage = 0, Poor weapon choice similar to Wizard = -1,
<b>COMBAT</b>	Gains +3 or +4 bonus for Constitution, as Warriors = +2, Weapon Specialisation allowed, as Warriors = +2, Percentile Strength scores allowable, as Warriors = +2, 4 Weapon Proficiencies at 1st level = +2, 2 Weapon Proficiencies at 1st level = +1, 1 Weapon Proficiency at 1st level = 0, -2 Non-proficiency penalty = +1, -3 Non-proficiency penalty = 0, -5 Non-proficiency penalty = -1, Warrior style specialisation's = ½,

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Priest or Rogue style specialisation's = 0,  
Wizard style specialisation's = -1/2,

**PROFICIENCIES** Each non-weapon proficiency granted at 1st level = +1/2,  
Each bonus proficiency, i.e. Ranger receives Tracking = +1,

## INDIVIDUAL CLASS POINTS

**THIEF SKILLS** Each skill allowed for development = +2,  
Backstab = +3,  
Ability to use Priest and Wizard spell scrolls, as Thief = +1/2,

**PRIEST SKILLS** Access to each Major Sphere of spells = +2,  
Access to each Minor Sphere of spells = +1,  
Each High Power, (*Charm / Fascination, Immunity, Inspire Fear, Shape changing, Turning Undead*) = +3,  
Each Medium Power, (*Defiance of Restriction / Obstacle, Partial Immunity, Incite Berserk Rage, Language and Communication, Laying on of Hands, Prophecy*) = +2,  
Each Low Power, (*Analysis / Detection / Identification, Bonus saving throws, Bonus language, Soothing Word*) = +1,  
Code of Honour (loss of status possible, i.e. Paladin) = -12,  
Code of Behaviour (loss of status possible, i.e. Ranger) = -8,  
Major Observance, (*heavy prayer duties, i.e. several days at a time or at awkward moments, Open hostility that frequently erupts into conflict, Removal of useful body part.*), = -3,  
Minor Observance, (*average prayer duties, i.e. one day a week and once per day otherwise, always wear conspicuous clothing, remain a vegetarian, can only regain spells in certain places, dislike of particular sect that leads to hostilities infrequently, always fight honourably*), = -2,  
Lesser Observance, (*infrequent prayer duties, i.e. sunset or sunrise, upon the end of battle, Tattoo, never drink alcohol, can only regain spells at certain times, several trivial observances*), = -1,  
Being worshipped is a Greater God = 0,  
Being worshipped is a Lesser God = -1,  
Being worshipped is a Demi-God = -2,  
Being worshipped is a messenger of a higher God = -4

**WIZARD SKILLS** Each Realm of access = +3, (+1/2 for Bards),

**BARD SKILLS** Each Bard skill = +1,  
Ability to use Wizard and Priest spell scrolls as Bard = +1,  
Adherence to behaviour required = -1 to -8,

**PALADINS** Spell casting progressions and restrictions = +1,

**RANGERS** Spell casting progressions and restrictions = +1/2,

**SPOT HIDDEN =**  
INT + level x 3 + class mod +/- random mod + racial bonus.

**HEAR NOISE =**  
INT / 2 + level x 2, (4 for Ranger, Thief & Bard), + class mod + random mod + racial mod.

Class modifications	Rand mod	Racial Mod
Thief = +8	d6 + d4	Elf = +10 plains / woods

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Bard = +7	10 = +3	½Elf = +5	plains / woods
Magician = +6	9 = +2	Dwarf = +5	mountains/+10 underground
Cleric/Ranger= +5	8 = +1	½Ling = +5	woods / +10 pastures
Paladin = +4	5-7 = +0	Gnome = +10	hills / mountains
Fighter = +3	4 = -1	½Orc = +5	underground
	3 = -2		
	2 = -3		

## LEARNING ABILITY

Basic	= +3	Elves	= +3
Fighters/Paladins/Rangers/Monks	= +1	½Elves	= +2
Thieves/Clerics/Druids	= +2	Dwarf	= +0
Magicians/Illusionists	= +3	½Ling	= +1
Bards	= +4	Gnome	= +3
		½Orc	= -1
Each 2 points of INT above 11	= +1	Human individuals speak their native tongue at INT x 5. Add 1% Each 3 points of WIS above 11 = +1 per 5 years > age 20. Minus 1% Each 3 points of WIS below 11 = -1 per year < age 20 (max 6%).	

## ARTISTIC ABILITY

d100/2 + 25 + Learn Ability + (if d100>74 roll again, for each roll over 75 + Learn Ability)

## COMBAT ABILITIES

God	Mod per level for BAS					BAS Penalty
Chell	2.5 %					+ 10
Lanth	- 3 %	-	-	-	-	+ 10
Balak	- 2.5 %	-	-	-	-	+ 10
Girren	- 2.5 %	-	-	-	-	+ 10
Indar	3 %					+ 5
Hathra	2½ %					+ 10
Hethna	2.5 %					+ 15
Scowva	- 2 %	-	-	-	-	+ 20
Usna	- 2½ %	-	-	-	-	+ 15
Arta	- 2 %	-	-	-	-	+ 15
Sesnaha	2.5 %					+ 5
Horm	3 %					+ 15
Bruinnen	- 2 %	-	-	-	-	+ 15

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**ROTAMURIE** (20.5) Male N Lssr God Marshes / Fortitude  
**Hit Points** = d8, **Alignment** Neutral **THACO's** As Priests  
**Minimum Stats** ; STR -, CON -, DEX 12, INT -, WIS 10, CHA 11  
**Armour Allowed** ; Leather armour .  
**Weapons Allowed** ; Knife, Dagger, Whip, short sword, sling, spear, club, quarterstaff, sickle.  
**Weapon Proficiencies allowed at 1st level** = 2  
**Weapon Non-proficiency** = -3 **Specializations** = Priest  
**Non-Weapon Proficiencies at 1st level** = 3  
**Bonus Non-Weapon Proficiencies** = Tracking, Survival (Marshes).  
**Non-Weapon Proficiencies Required** ; Tracking, Survival (Marshes).  
**Recommended** ; Direction Sense, Herbalism, Animal Lore, Set Snares.  
**Thief Skills Granted** = Move Silently, Hide in Shadows.  
**Major Spheres** = ; All, Animal, Plant, Elemental Water.  
**Minor Spheres** = ; Combat, Divination, Guardian, Healing, Necromancy, Protection, Weather.  
**High Powers** = 0: Turn Undead  
**Medium Powers** = 2, Defiance of Obstacle, the priest can pass through overgrown areas like the druid, but can do so at 1st level. Walk on Water (1<sup>st</sup>).  
**Low Powers** = 1, Identify plants and Animals, (Marsh)  
**Other Powers** = At  
**Observances** ; Pray each morning at sunrise. Attend services once per week at the local temple.  
**Favoured Sites**; Islands  
**Vestments** ; No specific.  
**Symbol** ; Sundew.  
**Role in Society** ; Priests can be male or female, and tend to shun built up areas preferring the seclusion and peace of the wilds to worship. Temples are built in wilderness areas in or on marshes  
This god of nature is devoted specifically to protecting people. He is and protector of marshes and all that live in it and that do not cause harm to other life forms but especially people.  
Priests of the god try to make sure that there are always tracts of wilderness in abundance for the god to admire. They work hard to keep civilization from making inroads too deep into wilderness. They do this by spreading tales of the marsh as a dangerous place. They often sneak around in the wilderness using their spells on travelling city-folk, or stock the marsh with dangerous animals, in order to reinforce this impression. They do not impede those who know the marsh (elves, rangers, hunters, trappers, woodsmen), but will terrorize innocents and city-soft travellers.  
The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, and Sky/Weather. Animals, Darkness/Night, Light, Moon, and Sun.  
**Minimum Ability Scores**: Wisdom 10. Wisdom 16 earns +10% experience.  
**Weapon Proficiencies Required**: Sickle.  
**Non-weapon Proficiency Group Crossovers**: Priest, General.  
**Duties of the Priest**: Guidance, Marriage.  
**Followers and Strongholds**: The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level ranger, three third-level rangers, and six first-level rangers to

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act as "marsh rangers," and ten Normal Men and Women, The priest may take the following on adventures: One priest and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The stronghold can be built in a city or in the wilderness, but must work principally to protect the animal-life of the surrounding wilderness. (This does not mean to stop hunters if the hunting is carried out at a level that does not threaten the animal population. But any factor, which does endanger animal species -- such as drought, excess hunting, draining, etc. -- will bring on the wrath of the priesthood.)

GAMLI (20½) Male CN Lesser God Wine and Indulgence

- **Hit Points** = d8, **Alignment** Any Chaotic **THACO's** As Priests
- **Minimum Stats; STR - , CON 14 - , DEX - , INT 9, WIS 9, CHA 13,**
- **Armour Allowed;** Any leather included studded leather and shield
- **Weapons Allowed;** Any weapon except two handed, also pole-arms and bows,
- **Weapon Proficiencies allowed at 1st level = 2**
- **Weapon Non-proficiency = -3 Specializations = thief**
- **Non-Weapon Proficiencies at 1st level = 4**
- **Bonus Non-Weapon Proficiencies = none**
- **Non-Weapon Proficiencies Required;** none
- **Recommended;** Appraising, Cooking, Etiquette,
- **Major Spheres =;** All / Combat / Guardian / Protection
- **Minor Spheres =;** Creation, Healing
- **Medium Powers = 1, +1 Con stat,**
- **Low Powers = 4,** Analyse Food and Drink, neutralize Poison 1xday, Hero's Feast 1 x week, Soothing Word,
- **Observances;** Water Day must be spent in prayer, Pray every evening. Spring and Autumn equinox's are high holy days.
- **Favoured Sites;** Temples,
- **Vestments;** None specified
- **Symbol;** A tankard.

IRIFIN (20½) Male LN Lesser God Revenge, Penitence, Greed and Money.

- **Hit Points** = as own cult, **Alignment** N/A **THACO's** n/a
- **Minimum Stats; STR n/a, CON n/a, DEX n/a, INT n/a, WIS n/a, CHA n/a,**
- **Armour Allowed;** As own cult
- **Weapons Allowed;** As own cult,
- **Weapon Proficiencies allowed at 1st level = n/a**
- **Weapon Non-proficiency = n/a**

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- **Non-Weapon Proficiencies at 1st level** = n/a
- **Bonus Non-Weapon Proficiencies** = none
- **Non-Weapon Proficiencies Required**; n/a
- **Recommended**; n/a,
- **Major Spheres** =; All / Charm / Combat / Guardian
- **Minor Spheres** =; Protection
- **Low Powers** = 1 Soothing Word, Treat as if wearing a 'Ring of Truth'. Detect imminent detrimental act against priest or cult who the Irifin Priest has wronged, (Range 100'). In addition to those non-offensive powers of their own cult.
- **Observances**; As own cult also Fire Day must be spent in prayer, Spring and Autumn equinox's, Winter and Summer Solstice and Moonday of Full Moon week are high holy days. They must donate all monies earned (except general living costs), in reparation to the wronged cult or priest; and serve that temple or priest for a year and a day. Lose all offensive granted powers of own cult.
- **Favoured Sites**; Temples, and those places favoured by own cult.
- **Vestments**; As own cult
- **Symbol**; A medallion, (temporary whilst atoning), depicting eye on an open raised palm.

N.B. The priest may use any one spell from his normal list of granted spells per day. This forms part of the over all number of spells granted by restrictions of level and wisdom. This spell is NOT in addition to the normal number of spells granted to the priest. All other spells must be chosen from the list of spells that may be granted by Irifin.