

Gods

Spheres of Influence

Greater Gods have the most followers. Their priests can cast the highest level of spell. Lesser Gods and all those of lesser standing have fewer followers. The less power a God has the quirrier their individual powers. These tend to be in specific areas related to their nature. For example the Demi-Gods of the Great Marsh can only grant spells to their priests of up to 5th level but their individual granted powers are more relevant to that area than any other God.

Sesnaha	Greater God of Messengers, Air and War
Arta	Greater God of Love and Revelry
Usna	Greater God of Thieves and Trickery
Scowva	Greater God of Law and Learning
Hethna	Greater God of Mountains, Ice and slow death
Hathra	Greater God of Water and Weather
Laku	Greater God of Lightning and Magic
Indar	Greater God of Fire and War
Girren	Greater God of Nature and Elemental Forces
Balak	Greater God of Passage, Gates and Movement
Lanth	Greater God of Death, Time and Fate
Chell	Greater God of Life, Earth, Creation and Sun

- **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-god 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.

Gods of the Great Marsh

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.

Dwarf Gods

Clangeddin	Greater God of Battles
Dumathoin	Greater God of Secrets under the Mountain
Abbathor	Greater God of Greed

Vergadin Greater God of Wealth and Luck
Berronar Greater God of Safety, Truth and Home

Examples of Gods that have served the great power behind the world of Parl, (i.e. me), from time to time and have fitted certain circumstances to please players. Rotamurie was designed for a character that Adrian had.

The Granter of All desires was a plot engine for a bunch of scenarios I ran for a party of three priests. Irifin was designed as an amusing aside for an NPC that had to serve Talanvyr's temple for a while, as was Gamli.

Horm. Greater God of Shadows, Revenge and Darkness.
Granter of Desires Lesser God of wishes curses and desires dreamed of.
Bruinnen Demi Goddess of Tears, Rebirth and Fortitude.
Rotamurie Lesser God of Woodlands and Hunting
Irifin Lesser God of Revenge, Penitence, Greed and Money.
Gamli Lesser God of Wine and Indulgence

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.

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

Notes – see below

Greater Gods can grant spells of up to 7th level

Lesser Gods can grant spells of up to 6th level

Demi-Gods can grant spells of up to 5th level

Avatars can grant and / or cast spells of up to 4th level

Spirits can cast spells of up to 3rd level

If you have a particular idea for a priesthood I would be happy to work something through for you. It would have to fit and not de-rail the game.

The party are currently in the mountainous region of North East Parl on the border with Beultec. The area is a part of the dwarven Homelands. There are dragons, bands of evil humanoids, fantastical beasts and creatures unknown to humankind. The area is dangerous simply because there are so few places for humans to retreat to.

A dwarven priesthood I designed for use in someone else's campaign but would work in mine.

Vergadain: Greater God of Wealth and Good Luck. 21 point Priest.

Vergadain is male and is a suitable deity for the worship of dwarven thieves, bards', traders and gamblers. Priests of this god are wily, devious people who love bargaining and good fortune –

but only when it comes their way. They recognize that a lot of luck is self-made and try to analyze situations for their own advancement. They even meddle in other people's affairs to give luck a little push or pull, (in their direction). He accumulates wealth for himself and his temple through trade or trickery.

Alignment: The deity is true neutral. The priests may be of any neutral alignment bar evil. The flock may be any alignment.

Minimum Ability Scores: Wisdom 12, Charisma 13. Wisdom or Charisma 16 means +5% xp; Wisdom and Charisma 16 means +10% xp.

Races Allowed: Dwarves only.

Non-weapon Proficiencies Required: Appraising.

Non-weapon Proficiencies :

Recommended: Etiquette, Gaming, Modern Languages, Riding Land-Based, Reading/Writing, Religion.

Non-weapon Proficiency Group Crossovers: Priest, General, Rogue.

Bonus Proficiency: Poetry

Weapon Proficiencies Required: Sword.

Weapons Permitted: Club, dagger/dirk, dart, hand/throwing axe, knife, main-gauche, stiletto, sword/rapier, sword/saber, sword/short.

Armour Permitted: Chain mail and non-metal armor only; no shields.

Hit Points: d6 and fights as a Rogue. All together, these constitute Medium combat abilities.

Duties of the Priest: Guidance, Marriage. Missions to bring wealth to himself, his temple and luck to unlucky dwarfs: Priests are often required to go to communities of dwarfs which seem to be suffering a series of bad-luck events and improve matters there. (Some priests of this sect adopt a "fairy godmother" attitude and try to improve the lot of dwarves through mischievous meddling.)

Spheres: **Major;** Divination, Guardian, Protection.

Minor; All, Charm, Combat, Healing.

Powers:

- **Charm/Fascination:** This power works just like the third-level Wizard spell. The priest does not have to use material components. This Power cannot be used in combat but otherwise can be used against a number of targets equal in HD to 2xlv1, 3xday. If the target makes a saving throw, he may reject the suggestion, but will not recognize that priestly magic was being used against him.
Suggestion(Enchantment/Charm) Range: 30 yards, **Components:** V, **Duration:** 1 hr. + 1 hr./level, **Casting Time:** 3, **Area of Effect:** special, **Saving Throw:** Neg. *When this spell is cast by the wizard, he influences the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spell caster. The creature to be influenced must be able to understand the wizard's suggestion. The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion can*

cause the saving throw to be made with a penalty (such as -1, -2, etc.).

- **Languages**, at first level and every 3rd level thereafter the priest gains another language of a sentient humanoid creature.
- **Luck**, the priest may re-roll 1 event affecting himself, (1x day), or (3x day), for an NPC.
- **Soothing Word**, The priest can use this power 3 x a day. A single use can: Dispel one application of the fear spell on one victim; eliminate one warrior's berserker rage; or calm down a number of characters or monsters (equal to 2 x the priest's level in HD). This power is useful for getting the attention of an angry group of people and allowing the priest to address them.

Minor Observance, Pray each Market day, and at the beginning and end of every Market or Fair attended. Can regain spells in a Market, after trading, in a temple of Vergadain or under a full moon.

Lesser Observances, Always carry a Gold Piece. If association with Vergadain is ever denied must seek out a Priest of Vergadain or try to pick pockets and donate any gains to his temple.

Special Abilities;

- **Bardic item history**, 5%/level to determine properties of historical or magical items.
- **Rogue skills**, Pick Pockets, Find/Remove Traps (but not out door traps) and Open Locks.

Symbols: Gold coin. **Raiment:** chain mail and helmet. **Colour:** Gold.

Followers and Strongholds: The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus three second-level bards and two second-level thieves to act as agents (eyes and ears) and one fifth-level fighter (to act as guard). The priest may take the following on adventures: Two priests, one bard, and one thief of his choice, and the fighter. The priesthood will pay for half of the cost of stronghold construction at 8th level.

Annoying little sayings of Vergadain.

“Lady luck shines on those that guide her by the hand”.

“Wealth falls into your pocket as a fool parts with his money.”

“Smiles and kind words are better keys than those that usually open a full coffer.”