

TOME OF DIVINITIES

NEW GODS FOR PATHFINDER 2ND EDITION



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COMPATIBLE

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Goblin Games

TOME OF DIVINITIES

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 BECOME A PATRON

THE GODS

ON THE TOPIC OF GODS...

PANTHEONS

The deities presented here are organized into “pantheons”. These represent linked deities who all assume the existence of the other deities in their pantheon. You can use them without their pantheon, as a regional pantheon, or as part of a different pantheon with minimal adjustments. Some deities are “solitary” deities, meaning they are not, by default, assumed to be part of any particular pantheon and can be slotted into your lore as you see fit.

WHY GODS NEED FOLLOWERS

A paradigm many games use but never expressly state is that gods need followers/faith in them because said faith gives them power. In short: the more people there are who believe in a god, the more powerful that god is. It is said that gods are formed and transformed by the faith of those who pray to them. If enough people worship a concept for long enough that concept will gain sentience and start to be able to grant their followers power in return.

That is not to say that all gods are formed like this; some are constants of the universe that have always existed and will always exist. Many gods, even universal constants, will shift their form over time, transforming what they represent as the norms of society change. A god of amorous love might evolve into one of courtly love if the times dictate such a thing. In this way the gods are created by belief and are a reflection of those who believe in them.

Gods may also have many forms individually, reflecting the individual faith of the person praying to them so long as the individual belief is not too different from the core deity. When a schoolteacher prays to the god of learning they may pray to the academic god who protects students and rewards educators. The same god might also hear the prayers of the wizard who is trying to master unobtainable

arcane mysteries and may grant her aid in their research. Both these deities are the same god but represent different aspects of it. They may not only appear differently but have different dogma, use different names, and offer different rewards for service. They are, however, the same deity at their core.

Gods can even merge, by way of an ancient god giving their power to a new one that is more relevant. Existing gods may absorb lesser divine beings - fledgling concepts that are just beginning to be worshiped. In this way old gods stay young and find new sources of faith.

Even small bits of faith can reward someone with miraculous powers: an athlete cheered on by a crowd might run a little faster or jump a little higher, a commander who has the trust of their troops might find themselves protected by some sort of “luck”, and a well-loved old family member may find their health preserved far longer than a despised peer.

Remember, deities grow to reflect the beliefs of those who worship them and that is true in the real world as well. A good example of this is Dionysus; he is believed to have begun life as a Mycenaean/Pylos wilderness deity with an ominous reputation, but would eventually be merged into the Greek and then Roman pantheons, where he would end up as essentially a god of wine and parties. Your deities should be molded to fit those who worship them and the things they care about. Throughout history deities were merged, separated, and subdivided as necessary. Aphrodite, for example, was merged with Eros early on and subdivided into various forms such as *Aphrodite Pandemos* (a goddess of lust and physical love), *Aphrodite Urania* (a goddess of the ideal of romance and spiritual love), and *Aphrodite Areia* (a goddess of war), among others.

THE GENDER OF THE GODS

To ask the gender of a god is to ask the gender of the wind or a philosophy. When it comes to particulars they amount to nothing more than what is most fitting. If a poem calls for “luck” to be an old lady, she shall be thus. The pronouns used for most of these deities are largely inconsequential and more represent the capacity they are traditionally worshiped in.

DEITY TRAITS

The deities in this book have certain key terms associated with them. All deities will have their alignment as a trait but there are several others phrases that imply certain things about that deity and the way they interact with their followers.

ALIGNMENT

A deity’s alignment is listed as their first trait.

HOSTILE DEITIES

Some deities are hostile to those who worship them and do not wish to have followers. Under normal circumstances these deities would not accept followers, though we have listed their benefits because anything involving an adventurer does not, by default, constitute “normal circumstances”. Hostile deities are aloof, unaware of their followers, or even openly aggressive towards them and only fantastic circumstances allow them to be selected as deities.

Hostile deities exist because not all gods want to or can be worshiped, though they still have great power. They may be universal constants fed divine power by one aspect of life or required for some universal function or just actively dislike followers; one doesn’t actively “worship” deities like Sammy or the Vengeful God. Some deities in this book can only be worshiped by action and disposition, not by direct prayer and proselytizing. For example, a bitter old curmudgeon who just wants to watch the world burn may draw divine power from the Vengeful God even if they are unaware of where the power comes from. A little girl who just wants the world to stop being so hard on her or a kid with an overbearing mom might receive divine help from Sammy, though she’d never admit it. The only recognized way to gain power from them is to be a kindred soul to the hostile deity in question.

In short, there has to be a plot-relevant reason for you to be able to follow a hostile deity.

IMMORTAL

Immortals are not technically gods but may hold power equivalent to a lesser one. Some are the children of deities, former adventurers of tremendous power, or have been empowered by belief through some means. Such beings now act as the major power players of the cosmos. Each has their own agenda and can, in some way, reward their followers who act as small-time agents for their larger machinations. While this trait has no mechanical implications it does imply that the deity in question is probably subject to mortal whims, and may not be as powerful as an actual full god.

PANTHEON WORSHIP

You can choose to worship a pantheon rather than a single deity. Your character’s connection will be less powerful to any one deity in the pantheon but, collectively, it will be just as strong as any other cleric’s. There are other challenges that come with worshipping a pantheon. Deities often have conflicting views and goals, and may try to use you in their games of cosmic chess. This is, however, a benefit in some ways too; you can always find a deity willing to help you and can play them against each other (if you are particularly brave or stupid). Many non-casters take this option as worshipping all gods equally means they generally don’t anger anyone, at the risk of not attracting anyone’s favor.

Pantheons have more lenient alignment restrictions for their devoted followers (typically “any”) and very broad edicts.

PHILOSOPHY

As described in the Pathfinder 2nd Edition Core Rulebook in the “Faiths and Philosophies” section of Chapter 8, a “Philosophy” is a religion rather than a deity that is often lead by non-clerics. They are not always a true “god” but perhaps a pervasive belief or the broad worship of a general entity (such as “nature” or “truth”). The key difference between a philosophy and a deity, in game terms, is that a philosophy doesn’t offer clerical benefits.

PREDATORY DEITIES

Some deities, particularly urban ones (see the “Urban” pantheon), are predatory. These gods are the result of moral failures and derive their power from lapses in judgement and poor choices. Thus these deities do not have “followers”, bestow no favors upon them, and those who fall victim to them often die as a result. These evil deities do, however, have divine followers and supernatural creatures (like demons) in their employ. A cleric of “The Fix” (a god of addiction) might be a drug dealer who uses his divine power to strengthen his empire. An evil champion of the God of Dues might be a loan shark who collects on someone’s soul if they can’t pay. The only mechanical implication to this is that characters without levels in a divine spellcasting class who select a predatory deity as their deity gain no benefits and will only suffer for it (often fatally, after a long and painful battle).

SOLITARY

Deities not associated with a pantheon have the Solitary trait. They can be added to any game or slotted into an existing pantheon. Deities without this trait will have a trait describing their pantheon.

SIDEBAR: ODD/ILL DEFINED OPTIONS

Some deities have rather odd or ill-defined favored weapons or holy symbols. If this is the case, faith should guide your hand. What does it seem like your deity would consider a valid option? The god of haircutting, for example, would probably be okay with you using scissors or even a sickle and treating it as your favored weapon. Ask your GM when you are in doubt.



SOLITARY DEITIES

ARAXEL

THE LOGICAL PARADOX

[Neutral] [Solitary]

Araxel is the god of opposing views and apparent contradictions. It is the god of dark light, raging peace, the starving glutton, and the silent noise. Araxel exists to remind us that there are no true opposites - only explorations of complex relationships. It challenges us to ask, "How is this not a contradiction?" Araxel is the god of untangling paradoxes, solving logic puzzles, embracing holistic approaches, and disproving the logical. Araxel has few true followers and those few that do are mad philosophers, intentional contrarians, sagacious hermits, and wise fools. Araxel grants both insight and madness in equal measure to those who invoke its divine majesty, but all find what they are looking for. Even through its divine agents it communicates entirely in contradictory statements when questioned with rituals like *commune*. Deities faced with inherent contradictions seek Araxel for aid and counsel.

Edicts Seek out contradictions and explore them, ask confusing (but logical) questions, solve puzzles

Anathema Give a straight answer to anything, demystify a logical paradox, willingly lie or knowingly spread misinformation

Follower Alignments CG, CN, N, CE

Worshippers Philosophers, contrarians, oracles, planar explorers, and theoretical mathematicians

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Society

Favored Weapon Nunchaku

Domains Magic,

Knowledge, Truth, Freedom

Cleric Spells 1st: *item facade*, 3rd: *nondetection*, 6th: *true seeing*

BAYGORTH

THE ELDERSLIME

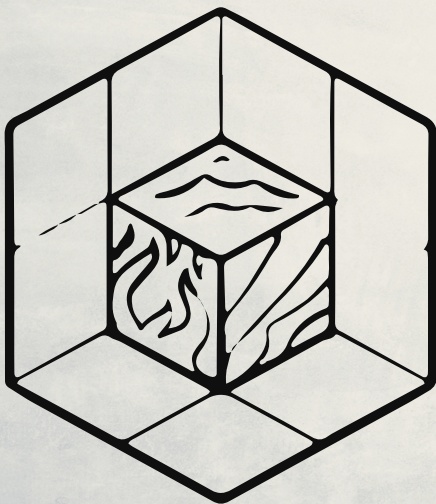
[Neutral] [Hostile] [Solitary]

Baygorth is the most elder of all slimes and his apathy towards all of existence is matched only by his all-consuming hunger. He is described in scripture as having a greatly varying appearance, but he always exudes a smell akin to peaches and is always the color green. Growing ever larger, Baygorth is said to be coming from the far reaches of space and consuming all in his path. He is said to unite everything he eats in his gelatinous peachy mass on a spiritual level. Those few who follow him have wildly differing beliefs in the manner in which they worship him and what he represents. To some he is the coming the end of days. To others he is a benevolent over-god who judges the rest of the gods. However, to many he is simply a massive ball of ancient, divine, peachy-smelling, green slime floating through space eating all that he comes in contact with.

Edicts Fear Baygorth, spread the fear of his impending arrival to others (though it will do no good), wear green, smell like peaches, praise slimes

Anathema Harming slimes or oozes, standing up to Baygorth, believing that Baygorth isn't coming to destroy you personally

Follower Alignments Any



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Occultism

Favored Weapon None*

Domains Nightmares, Destruction, Death, Travel

Cleric Spells 1st: *grease*, 3rd: *wanderer's guide*, 6th: *disintegrate*

*SIDEBAR: BAYGORTH'S FAVORED WEAPON?

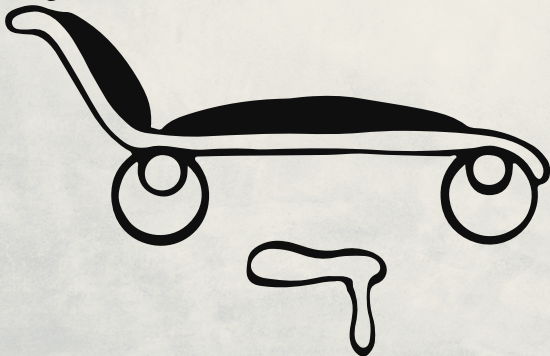
Baygorth is indifferent and has no favored weapons. However, those few who worship him feel compelled to use things that represent him - put simply, things that are green and smell of peaches. They are divinely inspired to do so, or are driven mad to the point where they see it as sensible. So, yes, this means a cleric of Baygorth is trained in the use of a pistol from some future point in time so long as it is dipped in green paint and anointed with a bottle of peach juice. However, should it stop smelling like peaches (for example: someone could tidy it up via a *prestidigitation* or *negate aroma* spell), he is no longer proficient in its use. For class features that apply only to a deity's favored weapon it applies to any weapon that fits the bill.

BOSAGUNE

LORD OF THE LAZY

[Neutral Evil] [Predatory] [Solitary]

There is a twisted divine power found in inaction. Bosagune, a demon lord of sloth, preys on the lost divine essence of intended prayers abandoned due to apathy or sheer laziness. He quietly amasses the lost prayers and forgotten faith to cement his fledgling godhood. To maintain his power, he acts as a benign calming influence - all the better to lull mortals into complacency. He has his clerics and followers serve as mediators between warring nations, proprietors of vice dens, and agents working towards a stagnant status quo. Though Bosagune is a predatory deity, some will actually seek him out despite the dangers. Some people just want to lay their head down and rest, no matter the consequences. Others want to keep the world how it is, seeing the advances of the world as threats to their



way of life. His realm is littered with people trapped in perfect moments, eternally living out lazy afternoons, peaceful evenings, and quiet moments that last forever. For all his malice, Bosagune has very little interest in upsetting the mortal world. That would cause a great fuss, it would tax his divine might, and the whole idea just seems like too much work...

Edicts Apply the minimal effort possible in all circumstances, encourage others towards sedentary inaction, speak against progress, take lots of naps

Anathema Taking full round actions or longer unless it is casting a divine spell, advancing a cause other than Bosagune's, destroying symbols of sloth or idleness

Follower Alignments N, NE

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon Greatclub

Domains Dreams, Indulgence, Trickery, Tyranny

Cleric Spells 1st: *sleep*, 3rd: *slow*, 5th: *crushing despair*

THE BLUE MAIDEN

THE ARTISAN OF SENTIENCE

[Chaotic Good] [Solitary]

The "blue maiden" is the god of turning inorganic things into real, living things. She is a compassionate deity and takes pity on objects who have served as faithful companions to heroes, things that have gained a life of their own through the mythology behind them and stories about them, and spares undead souls with noble intentions. She is a mysterious deity who is not invoked but instead arrives when she desires it. Her clergy is equally as enigmatic, existing only as mystery cults on the fringes of societies where crafting and art is in high demand.

Her court is said to be filled with well-loved toys, brave stuffed animals who comforted children in their moments of greatest need, and venerated relics of forgotten ages that have been given life in her realm. She is a goddess of peace and redemption that rewards such objects by allowing them greater agency in the world. Constructs are among her faithful, seeking to transcend their form to a higher form of true life. Such cults are seen as demeaning to the rest of construct-kind and are discriminated against in their communities. Many animist cultures invoke the blue maiden to honor the service of broken items or items that must be discarded.

Intelligent undead who were noble souls in life sometimes earn her blessing after a century or more of gallant deeds; she rewards these noble dead by either returning life to them or shepherding them to their final rest. She takes pity on the reformed undead, letting them finish their business and guiding them. Loved ones of an animate dead make offerings of ferns and fresh-cut blue flowers to the blue maiden on pyres to help their beloved.

Edicts Treat all objects with deference and respect, crafting, grant sentience to objects, tip craftsmen a little too much

Anathema Mindlessly destroy objects, deny the sentience of anything that shows it, unnecessarily cause harm to golems or constructs

Follower Alignments CG, NG, LG, LN, CN, N

Worshippers Constructs, animated object, worldshapers, craftsmen, artists

DEVOTEE BENEFITS

Divine Font *heal*

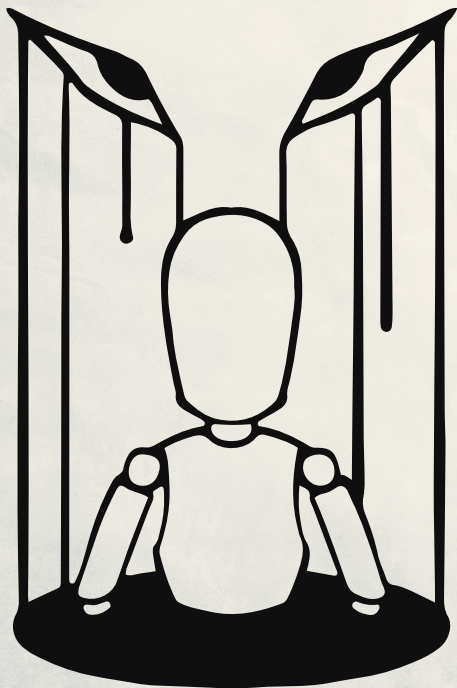
Divine Skill Crafting

Favored Weapon Longbow

Domains Creation, Healing, Protection, Magic

Cleric Spells 1st: *rope trick*, 4th: *creation*

Special Rather than granting a third spell like most deities, a cleric of the Blue Maiden learns the *animate object* ritual at 4th level instead.



THE DIVINE DOLLAR

[Neutral Good] [Solitary]

The followers of the “divine dollar”, whose followers are called “Enoins”, believe in the idea that value created in this world translates to the next. However, they also believe that value spent on the community and on improving the world (through charity or public works) doubles or triples the value contributed. They began when their god Eno masqueraded as a beggar dying by the side of the road from thirst and hunger. A poor man by the name of Saul, moved by his plight, gave him his last handful of valuable coins for no reason other than to help those less fortunate than himself. In exchange Eno came to Saul’s house three nights later and blessed Saul for his kindness. He imparted to him the power of prosperity so long as he used it to help others. Saul went on to become fabulously wealthy, but still gave generously to help his community. It is said that Saul’s wealth was so great, and his spirit of giving so complete, that by the time of his death he had grown his village into a small country but died without a single coin to his name. Many religious paintings depict Saul lying dead with a contented smile on his lips. Eno texts are full of moral parables where people give up what they have to help their community or others less fortunate than themselves and receive divine blessings as a result.

Enoins pay non-believers to go and hand out material and preach about their faith (akin to modern sign-spinners). These “employees” are typically unskilled young folk who would otherwise become degenerates. The advantages of this is threefold - they see stimulating the economy by paying the under-employed as a good act, they are technically indoctrinating the person they are employing (many employees convert/join), and they help spread the word of their good-natured faith. The church is community-focused, meeting monthly to discuss the financial health of the community. They have several holidays over the course of the year to celebrate major financial dates (the sale of harvest goods, near the end of winter when supplies are low, and spring sowing time). Their festivals, like many of their practices, are open to all and often include the sales of goods and plying of services.

Enoins believe that one should pay for everything, no matter how small. The church is funded by its members who often form into some kind of benign economic guild or establish better rates when trading amongst themselves. It is also seen as charitable to donate to the church and many do, even non-believers. It is believed by many that, with enough charitable giving, you can

literally buy your way into the afterlife. Eno's Grace, their version of the afterlife, is a place of perpetual enjoyment which is reserved for the faithful who gave enough in life, and those who fail to obtain Eno's Grace are reborn to try again.

Communication between various groups are scarce and every few years they meet up to discuss religious doctrine and consider amendments in informal settings. New initiates are called "employees", the faithful are called "entrepreneurs", and the head of a council is called a "committee head". A bound volume of business ethics and divine texts known as "Saul's Almanac"; it teaches one to be shrewd, but kind. As far as their code of ethics goes, an enoin must always maintain a good alignment, give of themselves (both financially and socially) to help those less fortunate than them, and foster growth in their community. They work for their money, are fair in their business dealings, but ruthless in their pursuit of profit. They never take advantage of another person, but never let someone else take advantage of them either. Enoins are generally nonviolent, though they are not above defending their faith or funding the enemies of their enemies. They also allow one to partake in economic warfare against their enemies if they deserve it (sanctions, not doing business with them, etc).

Edicts Charity, entrepenurialship, pay for everything (no matter how small), stimulate the economy

Anathema Steal, cheat, employ dishonest business practices

Follower Alignments Any Non-Evil

Worshippers Entrepreneurs, community advocates, bankers

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Society

Favored Weapon Sling (loaded with coins)

Domains Earth, Family, Luck, Wealth

Cleric Spells 1st: *item facade*, 3rd: *nondetection*, 6th: *true seeing*

EARTHANG

THE GODDESS OF MINOR CONVENIENCES & INCONVENIENCES

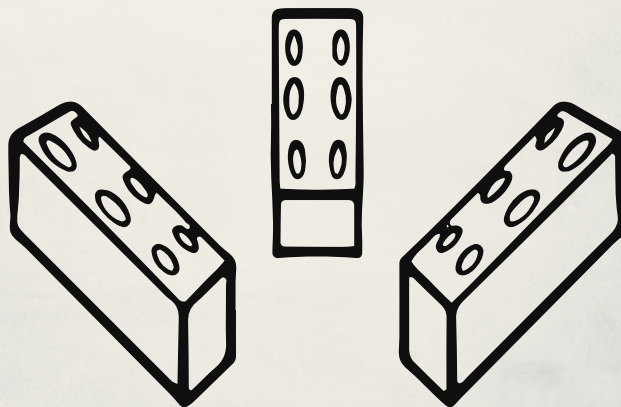
[Chaotic Neutral] [Solitary]

Earthang is the goddess of procrastination, last-minute attempts, sounding smart, fudging your work, and semi-educated guesses. She is invoked by everyone at some

point in their lives but particularly students who forgot to study, thieves who have bungled a heist and need to escape, gamblers who just need a little luck, scribes who pray their inkwell lasts a bit longer, and people at family gatherings who want to make their lives sound better than their stupid cousin who got a promotion recently.

While she is a minor god it'd be a cold day in hell when you came across someone who hasn't prayed to Earthang intentionally or inadvertently. Whenever someone "just needs something to work" and they make some pledge like, "I just pray the orks don't arrive tonight, we're exhausted! I'll never spent too much time in a tavern again!", Earthang hears them. She is a capricious goddess but sometimes she will lend favor to mortals. However, she is also a vindictive goddess and hates that people tend to forget they invoked her and falsely attribute their success to their own skill. In such instances, or if someone forgets the vow they made, she curses them with 7 years of minor inconveniences. This is worse than "bad luck" because bad luck is overt and "minor inconveniences" can be chalked up to random chance. Those who have wronged Earthang will stub their toes frequently, find their soup a little too cold, get a minor cold more often than their friends, never get their makeup *just* right, and awake to find their pet has soiled the rug a little more often (or maybe just roll a few too many 1s on their dice...). Someone suffering these minor indignities should burn an offering to Earthang just to be safe.

There are few priests of Earthang but many temples have small shrines to Earthang that are maintained by priests of a wider pantheon. The few that dedicate themselves to Earthang were saved by her intervention at a key moment in their lives and dedicate themselves to her service in exchange. Many priests of other deities will turn to Earthang when scorned by their patron and petty people pray to Earthang to mildly inconvenience their detractors for imagined slights.



Edicts Minorly inconvenience anyone who annoys you or inconvenience anyone else whenever possible, don't sweat the small stuff, get back in petty ways rather than overt ones, squabble over trivial things

Anathema You can never do something perfect. If you do, find a way to add a *tiny* flaw to it (even if it's just a superficial one).

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon Dagger

Domains Fate, Luck, Protection, Trickery

Cleric Spells 1st: *pest form*, 2nd: *entangle*, 4th: *freedom of movement*

GARGAMEMNON

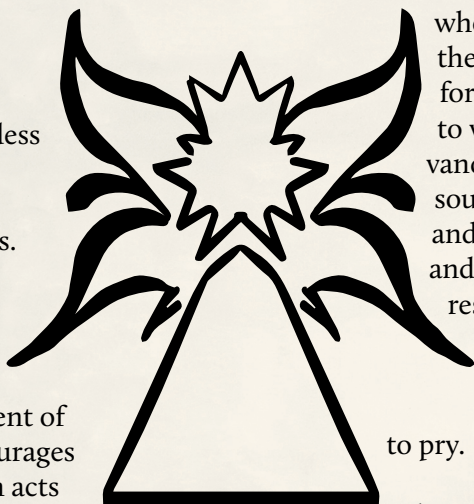
GODDESS OF SMALL FAVORS

[Neutral Good] [Solitary]

A tiny pixie imbued with divine power, Gargamemnon, the Goddess of Small Favors, flits through the multiverse trying to ease the burden of those she comes across. She helps you find that item you were searching for at the last minute, keeps the rations dry when your backpack falls in the river, and provides the moment of calm in a hectic storm. She encourages her followers to perform random acts of kindness and charity, or to leave helpful items and supplies in odd locations. She delights in those grateful sighs and declarations of "thank the gods for small favors".

Gargamemnon is also possesses a magic item known as the "sack of lost things" that allows her to produce any object that has been lost for more than a few years. Many myths have her bestowing ancient relics thought lost to time to heroes, and people petitioning her for the return of heirlooms. Her price is typically 100 random acts of small, anonymous kindnesses to strangers, or the retrieval of something forgotten. Gargamemnon is also thought to be the goddess of the "Wully", a race that naturally fades from the memory of those who see it.

Edicts Seek lost objects, offer small kindnesses, help people look for lost things, be friendly towards pixies



Anathema Be cruel for no reason, cause someone to forget something, insult pixies, be ungrateful towards Gargamemnon

Follower Alignments LG, NG, CG

Worshippers Peddlers, scavengers, pixies, good Samaritans, the poor

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Thievery

Favored Weapon Dagger

Domains Luck, Knowledge, Healing, Protection

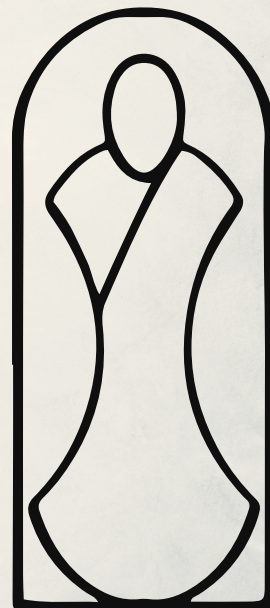
Cleric Spells 1st: *feather fall*, 3rd: *shrink item*, 5th: *breath of life*

THE GOD OF PRIVACY

[Lawful Neutral] [Solitary]

The god of secrets, hidden information, and all who value the need to keep certain things to themselves. This god's temples are hard to find for all but those who ask politely and wish only to worship accordingly. Conspiracy theorists, vandals, and investigative journalists have all sought out churches of Privacy in the past and have found only frustration, misdirection, and dead ends. The God of Privacy values and respects the desire to keep information hidden, for whatever reasons one may have. Its appearance is a secret, even to its most devoted followers; they felt it would be rude to pry.

The God of Privacy is shrouded in mystery that would make a conspiracy theorist collapse from sheer joy, and then promptly forget everything he had learned upon waking. Finding written material on the god is nigh impossible, but those who are clever and cautious enough have managed it before. They seek out the knowledge they desire quietly, without alerting others to their reasons or asking anyone directly for what they wish to know. Once these truth-seekers manage to find a church of Privacy, their first act of faith is to give all the research they used and wrote to the church. The donated literature is then



sent to the God of Privacy's hidden library.

Those who wish to uncover secrets for selfish reasons, or simply to share information with others regardless of any consequences, are the only publicly known enemies of this god and its followers. Worshipers of the God of Privacy never announce their god or its intentions to others, but show their faith through action. A worshiper of the God of Privacy may discourage idle gossip, dismantle a spy ring (or "repurpose" it as the case may be), or protect/attack people through their secret-keeping.

Edicts Let that which is hidden remain so, never seek out nor share the secrets of others, endorse security over freedom

Anathema Gossip, nosiness, eavesdropping, spreading secrets

Follower Alignments Any. The only ones unwelcome in its church are those who don't respect others' privacy.

Worshippers Spies, censors, members of government cabals

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Stealth

Favored Weapon Sap

Domains Knowledge, Secrecy, Trickery, Tyranny

Cleric Spells 1st: *illusory disguise*; 3rd: *nondetection*, 4th: *detect scrying*

HELICON

THE GOD OF ATHEISM

[Neutral] [Hostile] [Solitary]

Atheism has a unique place in a world where the gods are commonplace. It often doesn't take the form of "I don't believe in the gods" but rather manifests itself as a disdain for the gods or a belief that they are not "divine" but just powerful beings no more fit to judge mortals than the mortals themselves. This belief, like all beliefs, can create gods and thus this paradoxical god was born.

Helicon disbelieves his own divinity and actively seeks to prove that he and the other gods are not gods but something else. He ends his own existence regularly but is reborn in another form almost instantly as a new embodiment of Atheism. His "clerics", if you can call them that, actively seek to kill their own god or at least



to disprove his existence. This active denial is an act of faith in atheism and, quite frustratingly, empowers Helicon even more.

Edicts Deny divinity, challenge the supernatural, remain critical and skeptical of all things

Anathema Blind faith, attending religious ceremonies, praying to a divine creature/being

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Atheism Lore

Favored Weapon Light hammer

Domains Confidence, Knowledge, Truth, Trickery

Cleric Spells 1st: *protection*, 4th: *anathematic reprisal*, 5th: *banishment*

SIDEBAR: ATHEISM LORE

This lore includes common ways to disprove or dismiss the supernatural and the divine, or at least the common talking points of a philosophical view that treats them as a part of the mundane world rather than some "fundamental part of reality". Higher DC checks include the weakness of divine creatures and ways to protect yourself from their influence or observation.

KRINESKA

THE MISTRESS MASQUERADE

[Chaotic Evil] [Solitary]

Also Known As: The Red Jester, The Wicked, The Jester Queen, The Laughing Goddess, The Assassin's Fickle Mistress

Krineska is a fickle, spiteful, chaotic deity who likes to play bloody games with the souls of mortals. She is capricious, cruel, and cunning, and loves to play tricks and games that end in horrific death. The only thing stopping her from turning the world into a carnival of blood are the members the "Circus of Krineska" (her church) who seek to stop the Laughing Goddess by foiling her plans. They generally work to stop her wrath and tend to be of lawful or good alignment. Members of her church must commit murders to stop more murders, a morally difficult situation. As a way of teasing and taunting them, Krineska often grants spells to the members of the Circus because of their inadvertent adherence to her tenants. Though rare, Paladins of Krineska are often trained assassins

equipped to stop her bloody wrath from being visited upon the unsuspecting population.

Assassins of Krineska (“Krineskakin”)

A sacred position within the Circus of Krineska is that of the Krineskakin. A Krineskakin is a holy assassin tasked with performing the gruesome murders required by Krineska to satiate her bloodlust. The most senior Krineskakin of the Circus is known as the Ringleader or Circle Leader. The Ringleader is the de facto leader of the Circus, but he is advised by the other Krineskakin and answers to the Lady Jester.

Rogues of Krineska

Many rogues enter the service of Krineska. In the Circus many times they serve as information gatherers or low-level infiltrators under the tutelage of a Krineskakin. Some are aspiring Krineskakin themselves while others are just doing what little they can for the cause. Some rogues, particularly those of evil alignment, actually worship the Red Jester herself (rather than trying to stop her). Some do it out of fear, a lust for power, or some misguided sense of honor among thieves. She is quick to reward those faithful to her but getting the attention of goddess of murder and mischief has its own perils...

Bards of Krineska

Some bards are members of the Circus, often actual performers who want to help with the cause. Bards make excellent faces for the organization and often have invaluable social skills. In the Circus, a performer can be elevated to the rank of “Lady Jester”. In ceremonial plays the Lady Jester plays the part of Krineska herself. The post is generally temporary and has a great deal of traditional and religious significance. It is said that a Lady Jester protects the Circus from the influence of Krineska while she has the title, but is cursed with bad luck so long as she plays the role. She is seen as a martyr figure within the Circus because it is believed that she absorbs all the bad luck for the Circus. The dreams of the Lady Jester are often a venue for Krineska to speak. Because of this, the Lady Jester acts as an advisor to the Ringleader. The Lady Jester must constantly wear a mask with no eye holes, because it is believed that Krineska sees what she sees when she “wears her face” (a term that has its roots in the traditional makeup that the Lady Jester must wear). The understudy for the Lady Jester is the Damsel of Distress

who is also the next in line to be the Lady Jester. The Damsel of Distress serves the Lady Jester like a squire serves a knight, learning all she can from the Lady Jester while she serves the Lady Jester.

THE CIRCUS

Members of the Circus of Krineska seek to stop her bloody rampage - by any means necessary.

Edicts Stop Krineska and her devotees, follow the traditions of The Circus, stop unnecessary bloodshed

Anathema Openly worshiping Krineska’s bloodier aspect, cruelty, unnecessary bloodshed, causing fear unnecessarily

Follower Alignments LG, NG, LN

KRINESKA’S DEVOTEES

The few honest devotees of Krineska follow her edicts and try to commit murder in her name.

Edicts Creatively assassinate public figures, cause mischievous chaos, sow mistrust and anarchy through puckish violence, betray those who trust you

Anathema Do things without flair, get caught, stay quiet

Follower Alignments CE



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Circus Lore

Favored Weapon Kama

Domains Death, Trickery, Darkness, Pain

Cleric Spells 1st: *grim tendrils*, 4th: *phantasmal killer*, 5th: *shadow walk*

LUSSUIO

GOD OF SPORTS, BANE OF CHEATERS

[Lawful Neutral] [Solitary]

Lussuio is the god of sports and games. He is known as the “Bane of Cheaters” and is the god that is invoked to impose rules in games (Usually starting with “By the wrath of Lussuio, if you cheat I’ll...”) and before a game to ensure a fair contest. He can only be invoked to oversee “rules of contest”, games with rules and guidelines. He cannot help with ambiguous moral debates or subjective contests like cook-offs, games of chance, or poetry contests (though he would still make sure that the rules, such as they were, would be followed). For this, he is known as “The Bane of Cheaters” and is often cursed by those who like to play

fast and loose with the rules. Despite his dominion over games, Lussuio has no dominion over chance or games of luck. He is also the god of physical training for athletes and they invoke him to protect their bodies while they train so they don't hurt themselves.

Lussuio never gives an advantage to anyone in a game, as that would be unfair, so worshiping him is seen as fruitless. Those who worship him do so "for the love of the game" as they see the actual worship of him as ineffective but not unworthy. Much of his worship results in the bonding of a community over sports: the sharing of a pastime, cheering for the home team, and the bond that fans of the same game feel.

Any contest, sport, or game of skill that is played is actually a form of worship of Lussuio - though he is a minor god because all that "prayer" is incidental. He has few priests but many followers; most often they are competitors, coaches, scouts, evaluators of physical forms, and the occasional physician. His clergy is used to invoke him at the start of public games (gladiatorial contests, sports, marathons, etc) and, when not officiating games, they produce playbooks and adjudicate rule disputes for their clientele.

He is a god that craves attention and can never be satiated. While he encourages sports and games in place of war, he also encourages such things in place of everything. In excess his worship is harmful escapism to the exclusion of everything else in your life. His clergy is driven to become fanatics of many different teams, sports, and games - something that is inherently contradictory, physically exhausting, and mentally distressing. They all eventually run themselves ragged, trying to do too much, cheer too often, and leave it all on the field every day. This leaves his small clergy to dwindle as its members age and find they can no longer keep up with Lussuio's rigorous demands.

Edicts Compete, play sports and games, claim victory, test yourself against impossible odds, physical exercise

Anathema Cheat, not give your all, take the easy way out, lose contests of skill

Follower Alignments LG, NG, LN, N

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Athletics

Favored Weapon Fist*

Domains Truth, Perfection, Ambition, Might

Cleric Spells 1st: *ant haul*, 3rd: *haste*, 4th: *discern lies*

*If using the Athlete base class any weapon with the sport quality is treated as Lussuio's favored weapon.

MORTIS

THE LORD OF THE SACRED DEAD

[Lawful Good] [Solitary]

This large faith believes that this life is a test, and those who are just in this world will be rewarded in the next. A radical sect took over in the early years, thanks to a political alliance it had, and shifted the worship of Mortis from a healing deity and a psychopomp to a deity of the sacred dead. Now, once someone commits an act of extreme piety (or when they are believed to be at their most pious) they are killed, both ritually and literally, before being reanimated as an intelligent zombie for a sort of religious second life. These zombies decay over time and will eventually pass on but it is believed that this religious second life "locks in" the status of their soul at the time of death and their wandering form becomes a religious zombie - often serving as priests and gurus for the living to guide them towards a better life. People of particular piety are called back by their necromancer-priests for spiritual guidance in trying times.

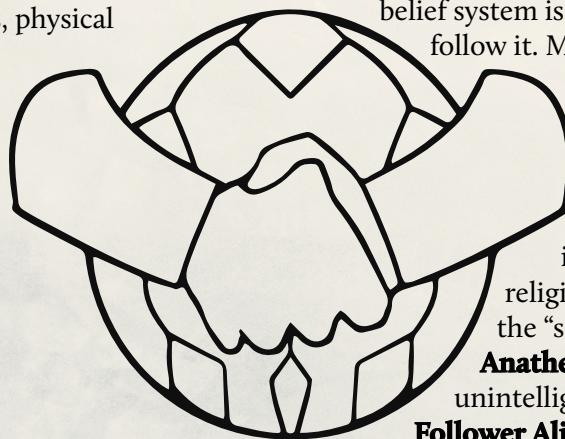
It's actually a very positive religion and its followers are mostly of good alignment. Not everyone sees it that way and this religion, though large, has been persecuted from time to time. Religious leaders who are deemed to be saintly are resurrected as good-aligned lichs. There is some debate in the Church of Mortis if there is actually a "deity" that represents them or if their very belief system is simply empowered by those who follow it. Mortis isn't helping this notion as

it is not a deity that shows itself or talks to its followers, allowing them to mold their own faith and guide their beliefs.

Edicts Heal others, create intelligent undead, be pious, teach religion and peace, spread the idea that the "self" does not end with death

Anathema Take a life necessarily, make unintelligent undead, engage in dark arts

Follower Alignments LG, NG, CG





DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Medicine

Favored Weapon Scythe

Domains Healing, Death, Sun, Undeath

Cleric Spells 1st: *sanctuary*, 4th: *vital beacon*, 5th: *death ward*

SIDEBAR: IS MORTIS A DEITY OR A RELIGION?

This is a subject of furious debate in the Church of Mortis but the bottom line is: whatever its definition, Mortis grants special devotee benefits. If it is a religion rather than a true god, it may simply be concrete and powerful enough to grant these or it may be an actual deity.

THE PLANET EATER

THE ALL-CONSUMER

[Neutral Evil] [Hostile] [Solitary]

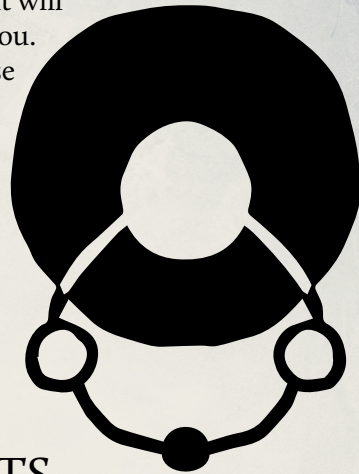
This living planet-like deity is the scum cleaner of the universe. It floats about the multiverse eating planets that need to be destroyed. It is the literal embodiment of entropy and endings, playing janitor to the unneeded and assassin to those that would upset the cosmic balance. The Planet Eater is, at the moment, far off in space or is perhaps on a different plane. Of course, that doesn't mean you can't worship it and pray for it to consume your world last. It does have some kind of sentience (if not sapience) and can be bargained with in a manner of speaking. One can direct its hunger, suggesting better candidates and buying yourself more time. It gives divine power to those who feed it or provide it

with easy sources of food. The faith of mortals, directed at it, is a form of food it can consume so it enjoys this. It does, however, also whet its appetite towards faith and if you give it too much faith it will eventually seek you out and eat you.

Edicts Fear the Planet Eater, cause wanton destruction to achieve some perverse sense of balance, balance the scales violently, spread fear of the Planet Eater across the multiverse

Anathema Build things, repair or restore damage, stop natural disasters

Follower Alignments Any



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Occultism

Favored Weapon Bites*

Domains Destruction, Pain, Death, Travel

Cleric Spells 1st: *fear*, 4th: *phantasmal killer*, 6th: *phantasmal calamity*

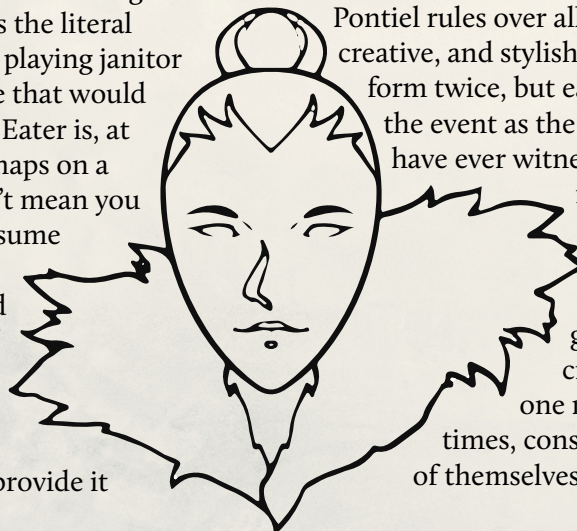
*This has no effect if you do not have a bite attack.

PONTIEL

GOD OF FASHION AND BEAUTY

[Neutral Good] [Solitary]

There are legends of those who value beauty above all else, taking its importance far beyond mere human vanity. Some have managed to weaponize their love of beauty, and others have used it to make the world happier or at the very least more appealing. Through the strength of their passion, these aesthetes brought forth Pontiel, the God of Fashion.



Pontiel rules over all that is beautiful, unique, creative, and stylish. They never appear in the same form twice, but each time their followers describe the event as the most beautiful thing they have ever witnessed. Their priests have been rumored to convert people based on their glamorous appearances alone. Like beauty and fashion themselves, Pontiel is a fickle god but not a (deliberately) cruel one; to worship them, one must keep up with trends at all times, constantly improving the beauty of themselves, their surroundings and those

with whom they appear in public.

Edicts Make the world and yourself as beautiful as possible, spread beauty, seek out artistic achievements

Anathema Destroy works of art, make things uglier, allow harm to come to an aesthetically pleasing environment

Follower Alignments Their followers are generally Neutrally-aligned, as to them, beauty is the only moral standard that matters.

Worshippers Fashion designers, seamstresses/tailors, models, artists, trend-setters, hairdressers

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Fashion Lore

Favored Weapon Ranseur

Domains Confidence, Creation, Passion, Perfection

Cleric Spells 1st: *illusory disguise*, 3rd: *enthrall*, 4th: *outcast's curse*

SAMMY

THE RELUCTANT

PROTAGONIST

[Neutral Good] [Hostile]

[Immortal] [Solitary]

A perpetually 12-year-old girl who just wants to be left alone. She became a deity thanks to a curse and doesn't really want the power.

Now she has it and just wants to be a normal, everyday, 12-year-old girl. Would you stop coming to her with burnt offerings and praying to her? She's trying to catch the eye of the stablehand Todd who Jessica has her claws in.

Sammy was cursed with the powers of a god by a capricious trickster deity. A surviving myth about her is that she met the trickster in disguise and treated this trickster poorly. You see, the trickster was disguised as an old woman and Sammy (being a bratty pre-teen) did not treat the unsightly woman with kindness and respect. When the trickster revealed themselves to be a god, Sammy accused them of misusing their powers to play tricks on a little girl. Feeling impish, the trickster asked her if she thought she could do better, to which Sammy obviously agreed. Now Sammy is cursed to remain a pre-teen eternally, unaware of the passage of ages, with the powers of a god. They say that until she can learn to tame her powers and become respectful



of the elderly, she will remain in this state of divinely empowered limbo.

Edicts Don't bother Sammy, help Sammy's life get a bit better, treat women and children (particularly young women) with respect, help "protagonists", respect the elderly, live in moderation

Anathema Bothering Sammy, helping "evil" people, talking with Jessica

Follower Alignments NG, CG

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Society

Favored Weapon Weapons are dangerous. Dad says not to play with them. (None*)

Domains Confidence, Family, Protection, Trickery

Cleric Spells 1st: *unseen servant* (aka "Imaginary Friend"), 3rd: *heroism*, 5th: *spiritual guardian*

*This is limiting in some regards for cleric of Sammy. If your campaign revolves around Sammy or it becomes relevant, it is appropriate to assign Sammy's followers a simple weapon of the GM's choice as their favored weapon for the purpose of class feats and effects.

SCOTTENFRUFF

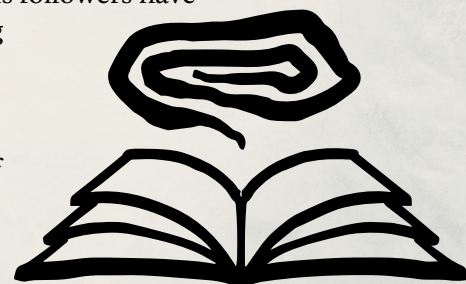
THE APPROXIMATE GOD

[Chaotic Neutral] [Solitary]

This god is full of frivolous facts that almost give important information, but are always somehow off. His followers always show up a minute too late, and are sure to bring a silver weapon to a vampire hunting party or a wooden stake to a werewolf hunt.

Scottenfruff has been a divine being for almost a million years, give or take 500,000. He absolutely loves to share information, sharing it often unasked and when his followers are trying to sleep. He's eager to share this knowledge when asked, or whenever someone happens to be nearby, and takes particular pleasure in whispering mostly accurate secrets of great worth when no one can hear him. He enjoys boasting about how he *almost* got it right that one time, how he was *almost* selected as the head god, how he *almost* trained a great hero, and that his followers have *almost* finished building a house of worship.

Did you need to know if that mushroom was poisonous? Scottenfruff will be sure to tell you



about the time that he ate a poisonous mushroom and it was not a fun day, or was that the cheese he ate? Either way it wasn't that mushroom you're looking at, he thinks.

On the whole, Scottenfruff is just an unhelpful deity that never tells you what you need to know and, if they do, he only tells you the "approximate" answer to things. While he is *technically* a god of knowledge, the information he gives is never valuable. Many of his followers feel cheated after worshiping him for a time and forsake him for more reliable deities.

Note Only the approximate spelling and pronunciation for this deity is known. While this means everyone essentially spells his name wrong and mispronounces it, he understands and does not punish people for it. (It is a rather hard name to pronounce after all.)

Edicts Giving mostly accurate information, getting distracted, going on tangents, almost accomplishing things, leaving tasks to others before the battle is won or a task is completed

Anathema Giving fully inaccurate information, getting something completely right or wrong, intentionally strike a final blow

Follower Alignments CN, CE

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Deception

Favored Weapon Spiked chain

Domains Knowledge, Trickery, Secrecy, Freedom

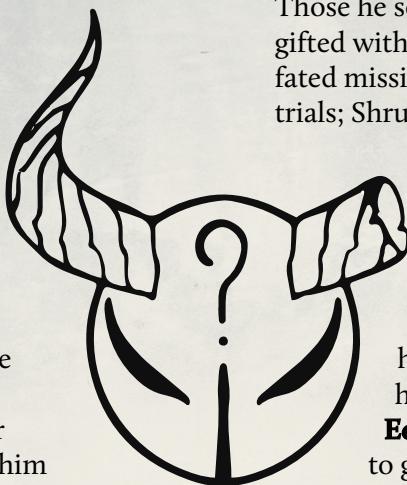
Cleric Spells 1st: *ventriloquism*, 3rd: *hypercognition*, 6th: *mislead*

SHRUGE

LORD OF THE CHALLENGE

[Neutral Evil] [Solitary]

A demon lord who actually wants to nourish the spirit of the hero, so as to keep the cycle of the world going. Viewing the world as a never-ending battle between light and dark, Shruge desires the eventual triumph of 'the hero', as he sees the triumph of the forces of darkness as the beginning of the world sliding into oblivion. To this end, he instructs his followers to test those with heroic souls; oppose them, force them to grow stronger, and measure their mettle and morality.



Those he sees potential in are driven to greater heights, gifted with the weapons they need to achieve their fated missions. Such gifts come at a price of a life of trials; Shruge's favor is never given, but earned through blood, sweat, and tears. There are those who call out to Shruge to grow stronger; nothing forces growth like a hostile rival, and Shruge is all too happy to provide that conflict. His followers and emissaries range from wizened mentors that teach the hero to eternal warriors he sends against the hero time and time again.

Edicts Encourage (or force) those around you to grow, critically oppose mainstream thought, sacrifice yourself for the greater good

Anathema Allow another to stagnate, corrupt a noble soul, let the "hero" fail

Follower Alignments NG, N, NE

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Deception

Favored Weapon Longsword

Domains Ambition, Fate, Perfection, Secrecy

Cleric Spells 1st: *detect alignment*, 3rd: *heroism*, 6th: *zealous conviction*

SUZADONIE

THE GODDESS OF FAITH AND WORSHIP

[Lawful Neutral] [Solitary]

Faith is a funny thing. It can be blind, genuine, misplaced, forced, and comes in a thousand more flavors than that. Suzadonie gets a tiny sliver of power every time someone acts with faith - regardless of who or what their faith is in. She is not a powerful deity but she is a pervasive one, and references to Suzadonie can be found in many religious texts. She is the backdrop of all faith and instills in people the courage to do what their heart says they should. It is the little voice that speaks up and says, "Yes, you can. Just have faith," when you need it most.

The Goddess of Faith takes many forms and each person's relationship with it



is a personal one. Her clerics are often holy people who serve no god but place a lot of stock in faith. She reward those that trust in the balance of the universe and take long odds. The Goddess of Faith has no agenda but to promote people to follow their dreams - for good or ill.

Edicts Prayer, worship of any sort, encourage religious discussion, burning offerings to any god, blind faith

Anathema Denying the gods, being lax in your religious duties, besmirching clergy

Follower Alignments Any

SIDEBAR: HELICON AND SUZADONIE

When the “clerics” of Helicon, The God of Atheism, deny Helicon’s existence it (rather frustratingly for all parties involved) acts as a form of worship. Compounding matters is Suzadonie, The Goddess of Faith and Worship, gains a small sliver of power any time someone performs an act of faith, devotion, or worship. Thus when a “cleric” of Helicon disproves their deity’s existence the goddess of faith gains a little power.

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon Morningstar

Domains Healing, Knowledge,

Protection, Family

Cleric Spells 1st:

soothe, 3rd: *enthrall*,

5th: *banishment*

TERADOO

THE GOD OF LOUD NOISES

[Chaotic Neutral]

[Solitary]

Lots of people make loud noises to signify their faith in something: the crowd at a stadium cheering on their hero, the music of a bardic concert, the screaming proclamations of faith from a preacher, the barbarian roaring his war cry, etc. From this passion for loud sounds was born, quite accidentally, Teradoo - the God of Loud Noises. No one whispers their passions, they yell them; so the universe erroneously attributed “loud things” to this deity as faith. So every time someone yells really loud,



they are praising Teradoo. This is all well and good until you realize that the God of Loud Noises only really has dominion over such things. So Teradoo is... really loud. Their voice can shatter planes of reality, a simple whisper can shatter glass, and its subtlest steps are thunderclaps. Most people who worship the God of Loud Noises don't even recognize that they do. That roaring drunk at the next table who just won't shut up about his prize-winning bull is probably a faithful minister of the “Old Loud One” without knowing it. That doesn't mean there isn't a church of the God of Loud Noises. Yes, the Society for the Advancement of Volume (SAV) is a collection of scientist-clerics and bards who attempt to make the loudest and most cacophonous noises they possibly can. They are banned from gathering in public in most places (for good reason) but many have gone on to become famous singers, bards, and adventurers.

Edicts Make loud noise, play instruments, create cacophonies, deal sonic damage

Anathema Speak softly, act meekly, suffer in silence

Follower Alignments CG, CN, CE

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Performance

Favored Weapon Any musical instrument, improvised or otherwise, wielded as a weapon

Domains Confidence, Creation, Destruction, Passion

Cleric Spells 1st: *ventriloquism*, 2nd: *sound burst*, 5th: *synesthesia*

THE VENGEFUL GOD

THE GOD OF VENGEANCE AND HATE

[Evil] [Hostile] [Solitary] [Philosophy]

The Vengeful God hates everyone and everything; he also hates you, in particular. He knows and hates literally everything and is disgusted that people keep worshipping him.

Those who try to worship him are smote for their insolence while he laughs over the sounds of their screams for mercy. The Vengeful God doesn't even have a name because he



doesn't want people to worship him. It's a trick among cultists to trick other heretics into worshipping him so they will suffer in eternal agony for doing so.

While the vengeful one has no clerics and grants no divine favors, there are still a few who follow him see him as an inspiration and follow his example rather than pray to him. These evil beings treat his wrathful ways as a way to dominate the world and seek to emulate him. They form no church and only one or two appear in a generation who are depraved enough to follow him. A book whose name is whispered with fear, the *Libro Vindicta* (lit. "Book of Punishment"), details the madness of a depraved soul who attempted to emulate the Vengeful God. The text is written in the blood of innocents upon the flayed skin of a dozen good men, and it always seems to mysteriously find its way into the hands of those most susceptible to its influence. This offensive and profane tome has been the source of great strife, corrupting kings and ascetics alike, with a trail of blood following it wherever it goes. None who reads it can resist its madness and soon develop into nothing more than a petty, mindless, spiteful killer obsessed with their duty to destroy everything. The *Libro Vindicta* has been destroyed at least six times but it never seems to take; the book is so cursed that it will eventually reform when and where it would do the most evil.

Edicts Destroy everything, if someone offends you deliver that offense twentyfold upon them, strike before they can strike you, trust no one, have a plan to kill everyone you meet, exploit everyone, murder the innocent

Anathema Kindness, trust, prolonged teamwork, altruism

Follower Alignments CE



XSLOV

GOD OF INCORRECT BELIEFS

[Chaotic Evil] [Predatory] [Solitary]

Not every belief is true; some things are just categorically wrong. For example, believing the round planet is flat is incorrect and those who put faith into such a belief put faith into an incorrect notion. Worrying about the underground race of snakemen who run the country is probably a waste of time, despite what the man in the corner keeps saying. Xslov is a deity that is comprised of all the most commonly held incorrect beliefs in the universe. It is essentially a sentient divine mass of conspiracy theories, misinformation, and lies which sustains its own existence by adding fuel to the fire of these beliefs. Its divine agents sprinkle stupid ideas into the minds of charismatic people, assure conspiracy theorists that their biases are legitimate, help degrade educational systems, and generally incite falsehoods via sensationalist media topics ("Paladins: Friend or Fiend?", "Is Your Druid Really Healing Your Or Stealing Your Teeth?", "Elf Ears Are Fake!", "The Gnomish Baking Cartel", "Dwarves - Actually Giants!", "Glabrezu: Wishes Really Do Come True!" etc).

Edicts Spreading misinformation, telling lies, preaching conspiracy theories, casting spurious allegations

Anathema Research, making appeals to logic, scholarly discourse

Follower Alignments CE, NE

Worshippers Conspiracy theorists, town idiots, extremist prophets, firebrands

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon Sap

Domains Confidence, Deception, Madness, Trickery

Cleric Spells 1st: *charm*, 2nd: *touch of idiocy*, 6th: *feeblemind*

SIDEBAR: DECEPTION & MADNESS DOMAINS

The deception and madness domains are new domains found later in this book.

PSYCHIC GODS

Use: The psychic gods are gods you can add to any game without issue so long as psychic (or at least occult) powers are present.

PSYCHIC GODS

(PANTHEON WORSHIP)

[Neutral] [Pantheon]

Edicts Use occult powers, explore occult mysteries

Anathema Solve problems in a linear fashion, ignore knowledge or mysteries

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Occultism

Favored Weapon Starknife

Domains Fate, Dreams

Cleric Spells 1st: *mind link*, 3rd: *mind reading*, 5th: *telepathic bond*

GOD OF THE SINGLE EYE

[Chaotic Evil] [Psychic]

A laughing god with a featureless face save for an overly large mouth.

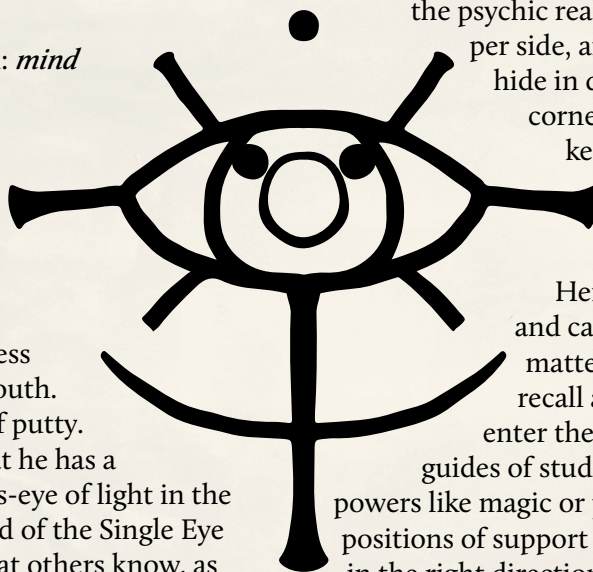
His face seems to be molded of putty.

Those with the gift can see that he has a single, impossibly bright minds-eye of light in the center of his forehead. The God of the Single Eye possesses all the knowledge that others know, as they know it. This means the God of the Single Eye is not omniscient but has access to only what is known (even if it is known incorrectly). Clerics of the God of the Single Eye are gifted with the knowledge of others if they request it. Holy symbols of the God of the Single Eye often depict an eyeless face with a large mouth. They use invisible ink or magical marks to depict his eye. His faithful include mad men, politicians, psychics, and spies.

Edicts Engage in subterfuge, steal information, disguise your identity, destroy or obscure your past, read minds, make prophecies, lie

Anathema Winning fairly, giving up information for free, admitting your faith

Follower Alignments CN, CE, E



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Deception

Favored Weapon Starknife

Domains Fate, Knowledge, Secrecy, Trickery

Cleric Spells 1st: *mindlink*, 2nd: *augury*, 6th: *scrying*

GODDESS OF THE WILLING

[Neutral Good] [Psychic]

A protector goddess of all those who venture into the psychic realm. She has twelve arms, six per side, and is quite shy. She is said to hide in dreams and just around the corner, at the edges of your vision, keeping you safe. She only guards those who are willing to take chances.

Her clerics meet her in dreams and can never lay eyes upon her no matter how hard they try. They can recall all their dreams and can even enter the dreams of others. They are the guides of students who explore dangerous powers like magic or psychic powers. Many take up positions of support to great minds to urge them in the right direction or away from disaster at the suggestion of the Goddess of the Willing. Her church is not an organized one; high-ranking clerics meet in astral projections each night while they sleep.

Edicts Protect travelers to other realms, guide the lost, help those who are risking everything, dream, cast occult spells, travel far and wide

Anathema Abandon your charges, act too boldly and take the spotlight, stay at home

Follower Alignments CG, NG, CN, N

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Survival

Favored Weapon War flail



Domains Dreams, Healing, Protection, Travel

Cleric Spells 1st: *sanctuary*, 3rd: *dream message*, 6th: *collective transposition*

LORD NO

[Chaotic Good] [Psychic]

A distracting, benevolent rake with hair of lazy blue flames and eyes of great gems. He is the lord of expression, going beyond your comfort zone, trying new things that you never thought you should, the king of the dare, master of liberating the soul, and artist of experimentation. He encourages people to accept the weirdness in others, loves aberrations, and revels in eccentricity. He is non-judging, accepting, and joyful.



Clerics of Lord No don't associate with each other as a general rule and are entirely focused on their own self-expression. They spend months working on experimental art, exploring new lands, reading bad poetry, and getting into discussions with drunks about hot-button political issues. They are selfish in that regard; they only care about their own experience during this lifetime as it is a form of worship that will earn them a place in the halls of Lord No in the afterlife. Many of Lord No's followers have aberrations as pets or are pets of aberrations. They are some of the only people who can truly comprehend an aberration's form as their minds are open wide enough to embrace their abstract nature.

Edicts Dare to do the impossible, experiment, spread joy, express yourself, create art, explore, indulge, inspire

Anathema Judging others, unnecessarily harming aberrations or other things because they are "weird", joining a strict hierarchy or accepting too much responsibility

Follower Alignments CG, NG, CN

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Crafting

Favored Weapon Rapier

Domains Confidence, Freedom, Luck, Passion

Cleric Spells 1st: *color spray*, 2nd: *hideous laughter*, 4th: *glibness*

THE NIGHTMARE BEAST

[Chaotic Evil] [Predatory] [Psychic]

The lord of distracting, grotesque, malicious thoughts. The beast is the one who puts these dark thoughts there and grows ever stronger when you focus on them. This carnivorous bovine made of acid and stone feeds on fear and finds his domain in nightmares. The beast is insidious, but not subtle; it is a forceful storm, knocking on your mental door waiting for you to let it in.



No one worships the Nightmare Beast in the traditional sense. Only those with the courage to face it earn its respect. In effect the only way to worship it is to reject it; the stronger the rejection, the greater the faith the Nightmare Beast feeds upon. Each time it is called upon it returns in a more horrid visage and tests the heart of its faithful in a new way. The Nightmare Beast's clerics are among the bravest people in the world, and that alone should strike fear into your heart.

Edicts Resist and and oppose the Nightmare Beast

Anathema Showing fear or subservience

Follower Alignments LG, LN, LE

(Any who can resist the terror of the Nightmare Beast can follow it)

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Intimidate

Favored Weapon Falchion

Domains Destruction, Dreams, Madness, Nightmares

Cleric Spells 1st: *ray of enfeeblement*, 2nd: *paranoia*, 4th: *nightmare*

THE MOMENTS

*Times have power - the genius you feel **just** before you fall asleep, sleepy hours just before dawn where nothing can happen, the way grass always smells sweetest in spring, the mystic power of the midnight witching hour. The Moments are the personifications of those special times and those who worship them gain power during their times and learn to bring the special essence of that Moment out when needed at other times.*

THE FIRST LIGHT OF DAWN

[Lawful Good] [Moments]

The first light of dawn calls all those sleepers to the waking world. It is a sword of light cutting the darkness, driving it back so that the world may progress. On the other hand it is a hard taskmaster, and it demands that the world rise from their peaceful sleep to engage with others. While the first light of dawn is a beacon of hope, it is also the pain of having to get up and do something. Clerics of the First Light often rise with the sun and eschew convenience or pleasure. The First Light is like a force of nature, impartial and unappeasable but despite this it is a positive influence upon the world.

Edicts Destroy darkness, force cooperation by any means necessary, eschew convenience or pleasure, accept no easy truths

Anathema Sleep in, wallow in self-pity, accept convenient lies, live a decadent life

Follower Alignments LG, NG, CG, LN, N, LE

DEVOTEE BENEFITS

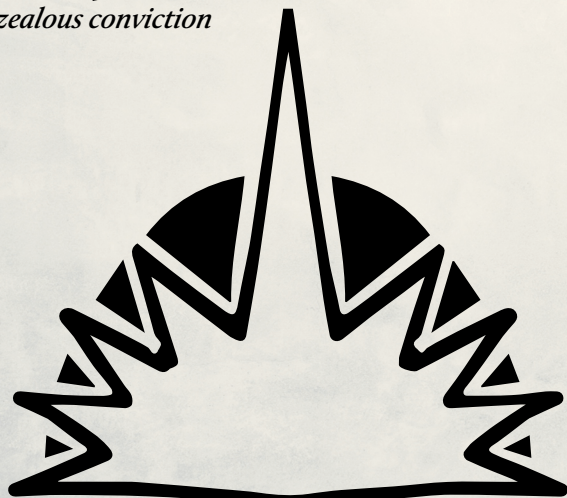
Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon Morningstar

Domains Sun, Truth, Protection, Zeal

Cleric Spells 1st: *true strike*, 3rd: *searing light*, 6th: *zealous conviction*



HIGH NOON

[Neutral Good] [Moments]

The hustle and bustle of the waking world is one of great progress and industry. Time passes impartially and impersonally as one works through the long hours of the day. High noon is an explosive, productive, and engaging. It is social, busy, and the fulfillment of the promises of the night. Everything has sunlight cast upon it and none may hide at high noon. Clerics of High Noon are entrepreneurial, social, outgoing, engaging, and moral (because they fear being caught). Many run businesses and work for what they earn- donating a percentage of their income to the church. Your labor is the faith that feeds High Noon so idle worshipping on your hands and knees won't do - just success and hard work!

Edicts Conduct business, be social, succeed, bring people together, grow society, maximize profits, be industrious

Anathema Remain idle, cheat, lose money, diminish the capacity of a group you are part of to make money

Follower Alignments LG, NG, LN, N

DEVOTEE BENEFITS

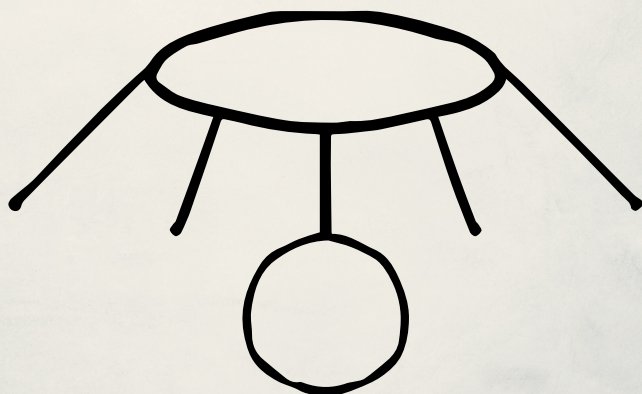
Divine Font *heal*

Divine Skill Crafting

Favored Weapon Hand Crossbow

Domains Ambition, Cities, Family, Wealth

Cleric Spells 1st: *unseen servant*, 3rd: *haste*, 5th: *tongues*



THE LONG NIGHT

[Lawful Neutral] [Moments]

Sometimes it seems as if the long night will never end. It is cold, lonely, and still. All things are quiet; it seems that even the air holds its breath and the baying of hounds always seems far away. Dark things lurk in the long night, none more ferocious and quarrelsome than clerics of the Long Night. Clerics of the Long Night preserve this peace, treating the silence with reverence, at all costs. They stand long watches at night so that none will break the reverence and those that do find themselves withered by their icy wrath. Their methods are sometimes cruel but none can doubt their efficiency or stoic resolve.

The covens of The Long Night are secret orders that meet infrequently (often during the longest nights of the year) and their clerics take a vow of silence from dusk till dawn and enforce others to do the same. They dislike creatures of the night, like vampires, and will slay them for disturbing The Long Night. They do not stop at this and will frequently attempt to purge undesirable or disruptive elements of society if they are given even the slightest provocation or opportunity to do so. Many courts have secret covens of The Long Night that the watchers of the wee hours belong to. There are no champions of The Long Night but many rangers, particularly those of lawful evil alignment, serve in their ranks.

Edicts Maintain peace and order, stand vigil, maintain traditions, endure the cold, remain silence from dusk till dawn, slay undead

Anathema Spreading chaos, abandoning your post, allying with undead or creatures of the night

Follower Alignments LG, LN, LE

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Survival

Favored Weapon Scythe

Domains Darkness, Moon, Protection, Zeal

Cleric Spells 1st: *alarm*, 3rd: *searing light*, 5th: *moon frenzy*



THE PAINTED SKY

[Chaotic Good] [Moments]

The last hours of the day when the horizon is painted with crimsons, oranges, and purples is a magical time. It is a Moment of unspeakable beauty, artistry, and inspiration. It is the ending of one thing and the promise of a better tomorrow if you can just live through the night. Clerics of the Painted Sky are artisans, musicians, and muses. They seek inspiration in all things and gladly pass it on. They are the cultural centers of their community and serve as muses for many artists. Clerics of the Painted Sky live in communes or start artist hostels where they preach about their moment, particularly during the waning hours of daylight. During their twilight celebrations they will light a torch that helps light the area. This torch is ritually passed off to a cleric of the Long Night, if one is around, as a way to remind the followers of the Long Night of what they are protecting.

Edicts Inspire others, make good art, create a better tomorrow, observe the sun setting

Anathema Showing unnecessary hostility, extinguishing the passion of an artist, offending the muses

Follower Alignments CG, NG, CN, N

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon Shortbow

Domains Creation, Family, Healing, Nature

Cleric Spells 1st: *color spray*, 3rd: *enthrall*, 6th: *vibrant pattern*



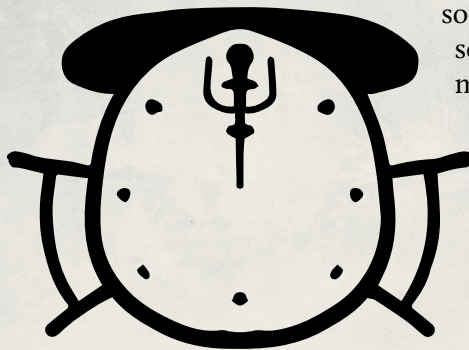
THE WITCHING HOUR

[Chaotic Neutral] [Moments]

Midnight is a time for magic. It is a time between time, when it is neither today nor tomorrow and you are far past the time for sleeping but not yet at the time of waking.

Ritual and spell grow stronger, mystery and impossibility become known and possible. Clerics of the Witching Hour harness this mysterious majesty, the crown of hours upon their head. They spin spell and song, seeking to exploit this time between time.

The Witching Hours is an obscure deity whose followers celebrate mysteries and the freedom anonymity provides. They are secret celebrants who would dance naked in the streets if they could be sure none were watching. They have a hunger for preserving the unknown, taking advantage of the uninitiated, and pilfering secrets that they will then jealously guard (even from their own). They treasure their own secrecy but revel in violating the secrecy of others - taking without being willing to exchange information. All is fair during the Witching Hour but those who follow it know restraint is a virtue. They may take advantage of others but there are lines they will not cross; either for fear of the attention and reprisal such actions might bring or for some moral reasons.



Clerics of the Witching Hour meet in secret covens to work their rituals and will often form secret societies (or infiltrate others) within a society to advance the agendas of their members. They will work from within other secret societies and pretend to be members of it, only to take over the reigns of powers over time so that the secret society will eventually serve their ends. A cleric of the Witching Hour who stares at the sun at the moment it is highest in the sky will have their eyes turn to stone, but this

can be healed by basking at a full moon for 1 hour with stony eyes.

Edicts Study magic, explore lost knowledge, create mysteries in the world, pact with ancient powers

Anathema Spoil mysteries, sleep at midnight, see the noontime sun

Follower Alignments CG, NG, CN, N, CE, NE

LORDS OF NEVERBORN

Use: *The Lords of Neverborn are typically worshiped collectively as a single pantheon rather than individually (though you may do so if you choose to).*

Content Warning: *The Lords of the Neverborn makes reference to spousal abuse and the loss of an unborn child. Please be considerate if using this in a game with people who are sensitive or offended by such things.*

THE LADY OF TEARS

[Neutral Good] [Lords of Neverborn]

In the time before time the Lady of Tears was the Lady of the Hearth. She took the Stormlord as her husband but his wrath fell upon her soon after her marriage to him. She lost a child to his violence, and for this she killed him. Her lost child became the Neverborn - an infantile deity of extreme power whose wrath subsides while it sleeps.

Today the Lady of Tears is a sobbing woman whose voice brings death to those who can hear her sobs. She visits spouses who are abusive and takes them to the underworld and is the guardian of women and children. Her messengers are powerful banshees who do her bidding, terrorizing abusers and harvesting their souls.

Edicts Kill abusers, protect women and children, care for children, protect the helpless, sing the Neverborn to sleep

Anathema Take advantage of someone, abuse someone, commit violence against women or children

Follower Alignments LG, NG, CG

DEVOTEE BENEFITS

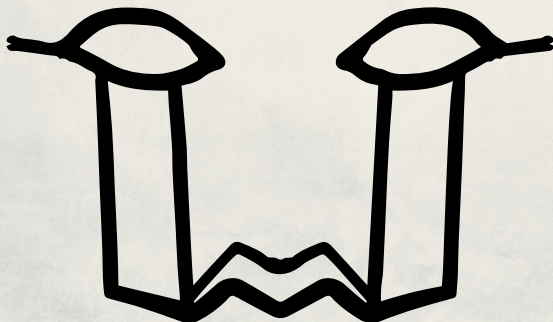
Divine Font *heal*

Divine Skill Performance

Favored Weapon Flail

Domains Death, Destruction, Family, Protection

Cleric Spells 1st: *soothe*, 2nd: *silence*, 6th: *spirit blast*

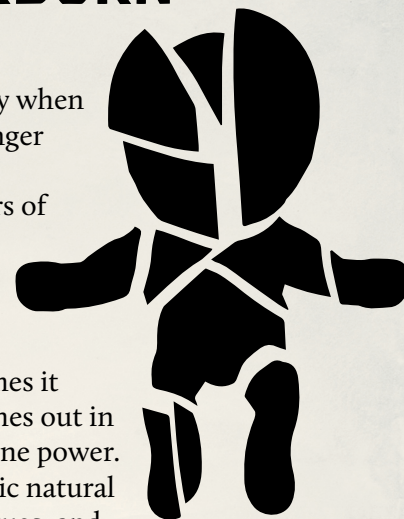


THE NEVERBORN

[Chaotic Evil] [Lords of Neverborn] [Hostile]

A fetus, killed accidentally when the Stormlord took his anger out of the Lady of Tears.

While it has all the powers of a growing deity the Neverborn has all of the intelligence and emotional stability of a newborn baby. Sometimes it sleeps, while others it lashes out in confusion with all its divine power. The results are cataclysmic natural disasters, wars, riots, plagues, and holes to other dimensions opening. The only lullaby that can soothe the Neverborn is the prayers of hearts genuinely devoted to the plight of the world. Those that worship it bleed power from the Neverborn by casting divine spells, keeping it tired and more likely to stay asleep.



Clerics of the Neverborn are renowned for their kindness to children, particularly infants, who are said to have an innate connection with the Neverborn. Pain inflicted upon a child is inflicted upon the Neverborn, so their clerics will often seek out those who mistreat children and quietly 'educate' them. It seems that the cries of these abusers quiet the heart of the Neverborn.

Edicts Cast as many spells as possible to bleed off power from the Neverborn, kill those who mistreat children, protect children, set up/manage orphanages, educate the violent

Anathema Torture, allowing a child to suffer, allow people to commit evil acts due to ignorance

Follower Alignments LG, NG, CG, LN

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Medicine

Favored Weapon Greatclub

Domains Destruction, Madness, Nightmares, Pain

Cleric Spells 1st: *fear*, 2nd: *sound burst*, 6th: *phantasmal calamity*

THE STORMLORD

[Chaotic Evil] [Lords of Neverborn] [Predatory]

A god conceived of a mercurial nature. He is chaos, spontaneous romance, passion, and violence incarnate all hiding behind a stable, pleasing facade. He won the heart of the Lady of the Hearth with his passion but his inadequacies quickly found an outlet in violence towards her. For his assault of the Lady of Tears and the creation of the Neverborn, he was killed. Still, a god cannot truly die if there are those who worship him and every instance of abuse or neglect sustains him like a life support system. Should abuse in the world drop even a small amount this god will instantly cease to exist, but we do not live in such a blessed world. He has few clerics, just the scum of the earth who worship him unknowingly by sinning against those they love.

Edicts Treat others like dirt, use violence to solve problems, never bow to anyone else, put passion before logic, neglect those you are responsible for, abuse and exploit those around you

Anathema Treat people with respect, admit to your failings, place the needs of another before your own

Follower Alignments CE, NE

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Intimidation

Favored Weapon Fist

Domains Ambition, Destruction, Pain, Tyranny

Cleric Spells 1st: *shocking grasp*, 3rd: *lightning bolt*, 6th: *chain lightning*



THE CHILDREN OF DIA

Use: *The pantheon of The Children of Dia is designed as a ready-made core pantheon for your game. While it can be mixed with others, this should form the core of your game's deities if you use them. It should also be noted that while this is written from a human-centric point of view there is nothing to say that these deities can't have been elven or orcish in actuality. In fact, to assume that the children of an all-powerful deity are of any specific race is fairly narrow-minded.*

The all-spirit Dia, a being representing the essence of humanity's power, saw the world was in chaos. There was no order to the world - there were just roving bands of hunter-gatherers who were obsessed with killing each other. Dark magics ruled the land and many foul beasts preyed upon vulnerable humanity.

So Dia begot five children to the wives of five paupers of true hearts: the Diaos. The act spent Dia, an equal share of his essence having been consumed in the act of creating his children. Each of these children grew into legends of their own rights, each possessing a fifth of the power of their father, and united the chaotic lands of their homes under their banners.

Each was a master of his own destiny, unparalleled except by his siblings. Around them grew up mighty empires and cultures built on the foundations of their immortal reigns. In their youth they each had a unique and seemingly impossible challenge to overcome but each overcame it with their internal strength.

Typho was the first to lead an army. His forces conquered many lands by sword or by decree. He encountered each of his siblings in turn and made them his generals, each ruling a separate part of the world. Each won his respect in their own way. Salamenda bested his greatest warriors in combat, Mavrin won back his land's freedom through the value of his advice and service, Dium through marriage, and Falla was gifted his land for the services he provided.

SIDEBAR: GENDER NEUTRAL PRONOUNS

The diaos Falla uses the following gender neutral pronouns:

- He / She (Subject Pronoun): Ze
- Him / Her (Object Pronoun): Hir
- His / Hers or Her (Possessive Pronoun): Hir/Hirs
- Himself / Herself (Reflexive Pronoun): Hirsself

When together they possessed the strength of Dia, the entire power of humanity's will, and each recognized this. Typho ruled with his siblings as his council, serving only as the voice and warlord of their forces.

A vision of his own death sent Typho and the Kingdom into disarray and when he passed several years later it fell apart. While technically unified under a common ancient banner, each of the various city-states has now declared themselves a sovereign entity at some point over the last 300 years since Typho's death.

While the various political powers are openly at war with one another trade exists between allies on Typho's Trail - a network of paved roads leading between all the major centers of trade in the known world. It is used by merchants, invading armies, marauders, and pilgrims alike - making it some of the most dangerous (but essential) routes of travel in the known world.

DIA

THE ALL-SPIRIT

When you worship "Dia" you are actually worshiping the presence of Dia still present in all of its children.

[Neutral] [Pantheon]

Edicts Help humanity grow and flourish

Anathema Hinder progress and cultural development

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Society

Favored Weapon Shield bash*

Domains Cities, Zeal

Cleric Spells 1st: *charm*, 4th: *resilient sphere*, 5th: *tongues*

*This includes shield bashing with shield spikes and shield bosses.

DIUM

THE QUIET QUEEN

[Neutral] [Children of Dia] [Immortal]

Also Known As: The Queen of the South, The Voice of Dia, The Most Subtle, the Quietest

Forgotten and dismissed, Dium (Dee-um) is the fourth child of Dia. She was born to loving parents who worked as fishermen. Dium was mute and grew up in a society where women were not allowed to own any property and only had rights though their fathers or husbands (or an appointed male heir). Her gift from Dia was the ability to push others to do her bidding mentally. When coupled with the eternal youth and beauty she possessed (her fine black hair and tan skin have been the subject of many paintings), she became a temptress without equal.

From an early age she learned that she could thrive through subtle means. Through secret channels she gained considerable political power. She ran games of chance in illicit gambling dens, she arranged for loans, and soon she became a major shadow player in the local politics. By day she was a fisherman's daughter but by night she was a criminal empress. Her influence grew and soon her influence grew to that of the capital of her land.

She married a lord for his title and soon she forced a divorce when she had what she wanted - when she became the concubine of the king of her land. However, her plans were thrown into disarray soon after when her brother Typho invaded her lands. They were the young marauder's first conquest, and Dium soon became his, too.

Though siblings, they married and she soon became empress of the known world. To he who had control of the world she was eternally loyal- using her network of spies to guard her husband and their siblings against threats they were never aware of. She quietly worked behind the scenes to line things up for their empire, acting as master of spies and chief information gatherer.

After his demise Dium retained control of her kingdom but was thrust into the limelight she hated. The truth was, despite her ambition and widowing ways, she was a shy and introverted soul who could not stand being the center of attention. Her empire crumbled and she retreated to the shadows once more to plot from their depths.



She harbors a secret disgust of Falla. As Dium could not have a child by Typho but Falla could (despite being androgynous), Dium resents hir. While she does not do so outwardly, she works behind the scenes against Falla, spreading rumors and half truths to undermine hir. Despite this Dium did have children by Falla and has a love/hate relationship with this line of female warriors.

Edicts Gain political power, win through duplicity, support your family, act in the shadows, remain loyal to those you trust

Anathema Get caught, be brutish, betray those you love, act overtly

Follower Alignments LG, LN, CN, N, LE

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Deception

Favored Weapon Whip

Domains Deception, Family, Moon, Passion

Cleric Spells 1st: *knock*, 2nd: *invisibility*, 4th: *spell immunity*

THE LINE OF DIUM

(HUMAN HERITAGE)

Those who have the blood of Dium in their veins are proud, resourceful, warriors who retain their mother's fierce protectiveness. They are willing to sacrifice themselves, despite (or perhaps because of) their inborn pride, and throw themselves into the role of bodyguard or den mother with fierce vigor. They gain the following action at 1st level:

DIUM'S GAMBIT ↻

[Human]

Frequency: Once per minute.

Trigger: An adjacent ally takes damage.

You may interpose your body between the attack and its intended target, taking the damage for them. This sacrificial gesture is as noble as it is natural to you; something in your blood lets you know when it's time to spill your own blood to save your family (literal or chosen) and you hear the call as clear as a literal voice. Some believe that Dium watches her own children and urges them in moments of crisis. Dium is crafty though and her children use this second sense for tricky ends; using the spilling of their blood creatively.

FALLA

PARENT OF A THOUSAND KINGS
[Chaotic Good] [Children of Dia]
[Immortal]

Also Known As: The Youngest of the Diaos, The Androgynous, Protector of the Central Realm, The Soul of Dia

Falla (Fall-ah) was the child of a young seamstress and her husband who was a carpenter. Falla grew up with a very androgynous form, possessing no genitalia, and having skin the color of newly fallen snow. Ze was tormented by hir peers, both male and female, until ze accepted himself for who ze was. Ze shed hir clothing and walked naked through the streets. This strength left hir without fear and with a deeper understanding of how the world works. Ze has a kind soul but an iron will. Upon conquering hir fears ze gains control over hir form. Ze may take the form of whatever ze wishes, being possessed of hir father's soul.

Many regard Falla with respect regardless of the land they find themselves in. A flag of Falla is a symbol of neutrality and good will. It is used by envoys of peace, professional messengers, and those providing medical aid. Falla is also the diaos of lovers, parents, and outcasts. Falla is ultimately the diaos of acceptance and inclusion. Many prisoners pray to hir for guidance, not to obtain freedom, but for the strength to overcome the hardships they must face.

The other children of Dia cannot have offspring with mortal men but Falla has had a child with each of hir siblings and is the mother or father to many royal lines. Ze alone bore a child for Typho and started his line of kings.

Falla did this as a service to each of them and in return hir city is considered sacred neutral ground. No army has ever marched against it, no weapons are allowed in it, violence is outlawed, and bigotry is a major crime.

Falla is not without fault. Ze is very much detached from the consequences of hir actions, ze doesn't often have strong convictions and when ze does they are towards acceptance of others or the leveling of a playing field. Ze likes the status quo and, other than hir pensions for expressions of freedom, ze is very blasé.

THE CHILDREN OF FALLA

- Falla and Salamenda are passionate and frequent lovers who produced a line of soldiers whose hearts



match their parent's love for one another.

- Falla and Mavrin begot only one son, a perfect and eternal child whose mind matches his father but possesses a certain naivete. Their romance was deep and emotional, establishing a lifelong connection between them, a bond that transcends the physical pleasures they shared.
- Falla and Typho's descendents are powerful potential diaos who fight each other to claim each others powers.
- Dium tricked Falla into sleeping with her as revenge for giving Typho an heir. Falla, however, was unimpressed and loved all of hir children equally. Their romance was brief and fiery, fueled by anger and spontaneity - like two spirits dueling but with both emerging victorious. The line of Dium begets only females and they act as Dium's high priestesses. Dium still secretly harbors romantic feelings for Falla, longing to relive that single night, but suppresses the urge and keeps her heart locked away.

Edicts Remain neutral when possible, show goodwill towards all, free prisoners, remain fluid/flexible, help parents and children

Anathema Be a bigot, show exceptionally strong convictions or political affiliations, rock the boat

Follower Alignments CG, NG, CN, N

DEVOTEE BENEFITS

Divine Font *harm* or *heal*

Divine Skill Acrobatics

Favored Weapon Kukri

Domains Creation, Family, Freedom, Passion

Cleric Spells 1st: *illusory disguise*, 2nd: *humanoid form*, 6th: *baleful polymorph*

MAVRIN

DIAOS OF EYES

[Neutral Good] [Children of Dia] [Immortal]

Also Known As: The Wise Man of the North, The Heart of Dia, The Fairest

(Mav-rin) Pale of skin, black of hair

Born to the unmarried young wife of a maid, Mavrin's father was a local lord who had taken his mother as a secret concubine. Mavrin was born blind with pale skin and dark hair but after some time learning to cope with his reality, he learned to listen to things as they were rather than see things as he expected them

to be. He trusted not the words of others but chose to seek truth via experience. Mavrin possessed Dia's heart and thus eventually learned to see into the hearts of men and was named the wisest of his siblings. Mavrin is also quite handsome, regarded as the fairest man in all the world; his pale features are those of an unblemished statue. He is the most learned of the Diaos, articulate and academic, and possessive of an unmatched wit. He is a sensitive soul, deeply intuitive and introverted. Despite his blindness he is an accomplished archer and falconer. Mavrin's gift isolates him, however; seeing the truth in the words of his peers made him unhappy with the cities of man. He rules by proxy, speaking softly the great truths that are the fruit of his intellect. He never sat upon a throne, preferring to put good men upon them and offer his guidance to them. Thus, he alone has never worn a crown and is considered humblest.

None have seen him since Typho's death, save for chance meetings. He took it particularly hard as he was very close to his younger brother. The two were kindred souls and it is said that Mavrin feels responsible for not having been able to free him from the vision he had. They say wise Mavrin walks his land seeking a good man fit to take Typho's place and unite the ancient kingdom once again. As he wanders he experiences the world, having many adventures and facing many challenges.

Edicts Help the blind, collect knowledge via experience, develop wisdom, speak the truth

Anathema Stay in a city too long, command political power, take educational shortcuts

Follower Alignments NG, CG, N

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Any 1 Lore skill

Favored Weapon Longbow

Domains Fate, Knowledge, Nature, Perfection

Cleric Spells 1st: *summon animal*, 3rd: *hypercognition*, 6th: *true seeing*

SALAMENDA

THE CRIPPLED KNIGHT

[Chaotic Good] [Children of Dia] [Immortal]

Also Known As: The Empress of the East, The Body of Dia, The Strongest, the Kindest
(Sal-ah-mend-dah) Brown of skin, black of hair



The first daughter of Dia and champion of the East was born as the daughter of a lowly family of wool weavers. She was blessed with Dia's physical form, born with crippled legs at birth but able to overcome her infirmity with the strength of her convictions. She has no legs below the knee but still became the greatest warrior in the land by mounting herself on horseback. She is unmatched with a spear, capable of defeating foes many times her size with her otherworldly skill and strength.

Noble and honorable Salamenda is the kindest of her kin, patient and introspective. Yet, she has a fire within her that ignites her passion when the mood takes her and her convictions are the strongest of all her siblings. She is economically minded and logical, seeing the larger picture rather than the immediate future. She takes pity on her enemies and lifts her society up by its lowest elements (often ignoring the well-to-do). Salamenda has little love for laws and punishments, and thus her people worship her benevolence one day and commit thievery on the next. She believes men should be free and is hesitant to impose her rules; to do so would be to crush the human spirit and limit its potential.

Salamenda remains one of the only Diaos active in their country's day to day affairs. However, her chronic unwillingness to enforce rules has lead to many splintered armies and factions in her domain, and chaos reigns despite her best intentions.

Edicts Fight gallant battles, ride horses, show patience, plan long-term, improve the world, protect the weak, fight great evils, help the lowest among you

Anathema Rash actions, follow the letter of the law over true morality, ignore the plight of those below you

Follower Alignments CG, NG

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon Lance

Domains Cities, Confidence, Might, Zeal

Cleric Spells 1st: *true strike*, 2nd: *phantom steed*, 6th: *zealous conviction*



THE LINE OF SALAMENDRA

(HUMAN HERITAGE)

The descendants of the union of Salamendra and Falla are known as the “Saladose” and are great soldiers with Salamendra’s passion and skill. If you play as a Saladose you begin play being trained in martial weapons. If you class is trained in all martial weapons at 1st level, you instead become trained in the use of one advanced weapon. You treat that weapon as being a martial weapon for the purpose of advancing your training in it.

TYPHO

KING OF THE WORLD

[Lawful Neutral] [Children of Dia] [Immortal]

Also Known As: The Grand General of the West, The Mind of Dia, The Most Ambitious, The Most Cunning, The Herdsman

Born to the old wife of a nomadic herdsman, Typho (Ty-foe) lived a rough life amongst nomadic raiders. His mother was stolen and ravaged by one of the bandits and the day he was born she was slain. Typho was a stoic, hard man with a keen deductive mind, red-tinged skin, and black hair.

Ever critical and ever savvy, Typho did what he had to in his cruel world. As a young man he killed his way to the top and once he had dominated his little band he simply continued onward. Typho was possessive of his father’s mind and he had premonitions of the future. With this he evaded assassins, his armies avoided well-planned ambushes, but he was trapped by the future he was shown.

He was not a cruel man but he did cruel things. He conquered the marauders at first, then tribes, towns, cities, and finally entire countries. He was a good soul born into a wicked world and was forced to live a life against his nature. He had no support, no friends, and was ever-paranoid. They say it was the dagger of ambition that wounded him the most though, and he never thought himself equal to Dia.

Typho’s burden was that he was not immortal as his siblings were. He was as frail and mortal as any man, though he perhaps possessed the greatest of powers. Upon the first meeting of all of his kin Typho was flooded with power and shown the exact moment of his death. From that day forward he was a changed man. He was resolved that his death would come and he did what he could with the little time he had. He made sweeping political changes and spent all of his worldly funds to help repair the damage he caused. On the day

of his prophesied death he simply walked out into the mountains and was never heard from again. On the night before he had made love to his sibling Falla, ensuring his line would live on.

Typho was a master of the sword and was unmatched as a battlefield commander. His ingenious tactics and many military inventions were surpassed only by his philosophic texts. His descendants, the Line of Typho, are the strongest and most magically adept humans in the world. They can claim ownership of the entire world in his name, but few listen.

THE LINE OF TYPHO

(HUMAN HERITAGE)

Oftentimes heroes, unbeknownst to them, are descended from Typho and his power runs through their veins. This helps to explain why players have better ability scores and abilities than your average commoner. While Typho was human it’s not impossible that some of Typho’s genetics made it into other bloodlines. You gain a +1 to your class DC and at your 5th level ability boost you gain +1 to one ability score below 18 you did not put points into.

SIDEBAR: THE WORSHIP OF TYPHO

While not literally immortal Typho still, mechanically, counts as an immortal. Despite his death he can still be worshiped as a deity and grants benefits. While the exact theological implications of this are a source of constant debate, the most promising theory is that what Typho represents, or perhaps some avatar or aspect of him, is what is being prayed to. It is entirely possible Typho has ascended to full godhood since his death but it is unclear even to his most devoted follower.

He does not personally speak to any of his followers who commune to him but something akin to his spirit (perhaps his ghost) does reply to rituals like *commune*.

Edicts Conquer, fight for your convictions, lead others, follow laws and challenge unjust ones

Anathema Allow others to fool you, lead from behind, break social norms or traditions before challenging them

Follower Alignments LG, LN, LE

DEVOTEE BENEFITS

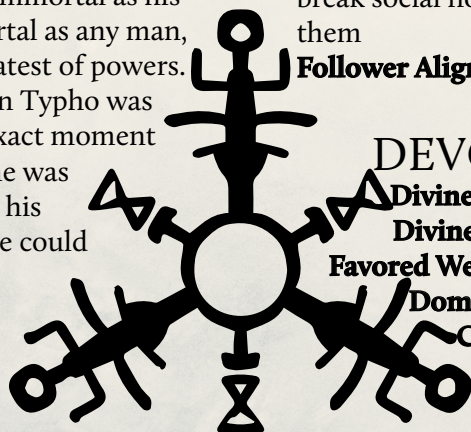
Divine Font *heal*

Divine Skill Warfare Lore

Favored Weapon Longsword

Domains Ambition, Confidence, Fate, Zeal

Cleric Spells 1st: *command*, 2nd: *augury*, 4th: *weapon storm*



THE CHURCHES OF MAN AND GOD

THE CHURCH OF GOD

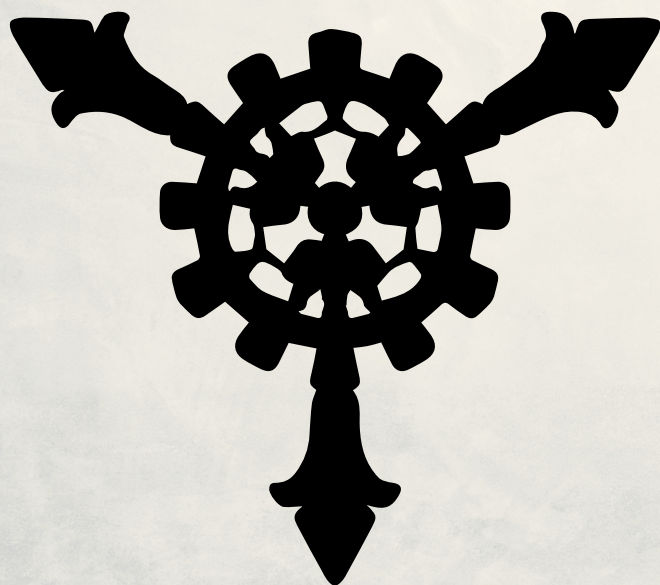
[Neutral] [Churches of Man and God] [Philosophy]

The Church of God stands in opposition to the Church of Man. They believe that humanity (and all mortals) are imperfect creations and that only through the worship of some deity can they obtain salvation. It doesn't matter what god you worship and the Church of God is a meeting place for members of all faiths to come and converse. Those strictly dedicated to the Church of God (or "Cogs", as those dedicated to the Church of Man derisively call them) see all deities as one and worship the concept of divinity itself rather than a single deity or pantheon. Because of this pan-deity worship many other churches are accepting of them because the Church of God is a fertile recruiting ground for new converts. The Church of God has come under fire at times for their unwillingness to remove idols of evil deities and there have been several instances where an evil cult was masquerading as a branch of the Church of God because of this.

Edicts Praise the gods, improve your impure body, serve the divine in any way possible, charity

Anathema Blaspheme against the gods, place earthly desires over divine servitude, place yourself as equal to the divine

Follower Alignments Any



THE CHURCH OF MAN

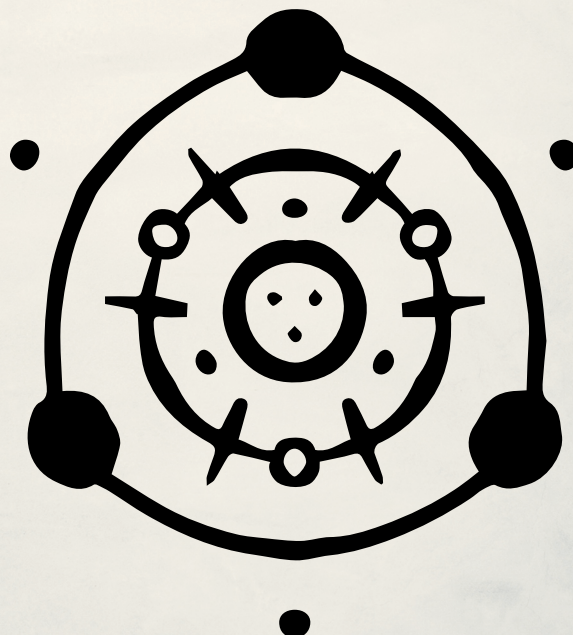
[Neutral] [Churches of Man and God] [Philosophy]

The Church of Man stands in opposition to the Church of God. The Church of Man believes that we are divine and thus worthy of self-praise while the Church of God believes that there is a deity above who influences and guides us. They see the gods as pretenders, creatures of immense power who masquerade as essential part of the cosmos when they are really just jailers keeping mortals down. The Church of Man perpetuates the belief that if there were no gods to hold them back we would take their place. The church has declared an ongoing brutal crusade against all deities and their messengers (essentially, any divine outsiders).

Edicts Defy the gods, praise yourself and your fellow mortals, destroy churches and idols

Anathema Bow down to divine influences, allow the worship of the imperfect beings that enslave mortals and limit its potential

Follower Alignments Any



URBAN GODS

DEUS EST CIVITAS

In ancient days gods were the creation of the fears and hopes of an agrarian society, simple archetypes that reflected the needs of a simpler time. As a society grows so too do its gods. They evolve and change to reflect the changing values, fears, and ethos' of a modern urban existence. Gone are the gods of grain and rain and now comes the era of the gods of bills and thrills. Presented below are gods, archetypes for divine patrons, that may be more appropriate in a more politically minded and urban game. Most are sharks swimming in the divine waters of the collective consciousness, waiting to snap up the unsuspecting. Still, there are glimmers of hope in the divine cityscapes - golden moments of glory that shine like the sun. They are all the brighter for the darkness around them and the communities sustain themselves on their nourishing rays.

"Clerics" of these religions are not often proper clergymen and many don't even know it. "Street Preachers" are often members of a divine character class who attribute their power to the city or to luck or some supernatural phenomenon or even another deity.

BIG BROTHER

[Lawful Evil] [Predatory] [Urban Deity]

Every government has a side no one likes. It is the part that turns on itself to monitor sedition and prevent illegal activity with aggressive zeal. This is the part that creates secret police, detains travelers unnecessarily, maintains copious notes on its citizens' private lives, covers things up for "the greater good", and hurts the few so that the many may thrive. Big Brother knows all, sees all, and never lets you figure out the truth.

Big Brother selects its agents from the upper echelons of government; spymasters, cunning diplomats, and paranoid ministers. They reward those who are already paranoidly monitoring their own power and empower them to do it more invasively. Big Brother whispers in their mind, pushing them to push *just a bit* further than what is acceptable in the name of security of the state. Maybe you get your hands dirty during an

interrogation of a witness because you *know they know something* rather than just questioning them or maybe you *bend the letter of the law* in order to check a shipment of protected foreign goods to see if they are smuggling weapons through your port like your intel suggests.

It is possible for characters of Good alignment, mostly commonly Lawful Good, to follow Big Brother. Such characters are not divine characters though as their sense of morality gets in the way of truly getting close to the core of Big Brother. A character who compromises their morality for power is not a good aligned one and, despite the best intentions of its worshipers, Big Brother truly is an evil deity at heart. Those on the fringes of worship, such as zealous officers of the law with a heart of gold, may retain their alignment and still worship Big Brother but such characters are not champions, clerics, or the like.

Edicts Put the security of the state above the privacy of its citizens, follow the letter of the law, eliminate dissidents, survey the questionable, interrogate the guilty

Anathema Gross violations of the law (unless it's in service of internal security)

Follower Alignments NE, LE, LN

DEVOTEE BENEFITS

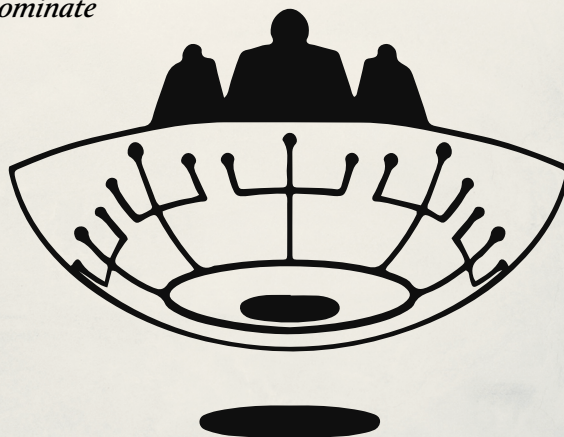
Divine Font *harm*

Divine Skill Intimidation

Favored Weapon Halberd

Domains Cities, Knowledge, Secrecy, Tyranny

Cleric Spells 1st: *command*, 3rd: *zone of truth*, 6th: *dominate*



CASH

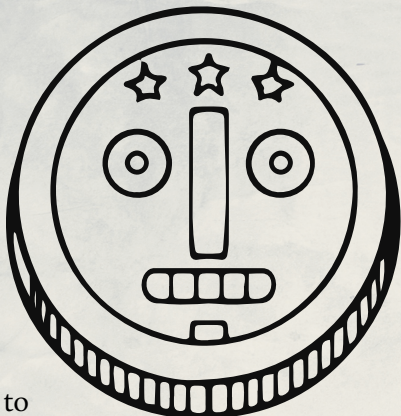
[Neutral] [Urban Deity]

In a city of any size, cash is king. Those who work hard get it and those who work smart get more. Those without can't survive and those with an abundance thrive. Cash is the measure of a man and to have too much isn't greed but may lead to it. Cash is a tool, neither good nor evil, which accentuates a person's natural tendencies. A wicked man with lots of money will do more wicked things. A good man with lots of money will do more good than he did before. However, Cash sinks its teeth into us all as we need it as surely as we need blood in our veins to keep going. It is the fuel for the engines of industry, a motivating power for those who lack it, and the reward society offers for a job well done.

Edicts Spend money, make money, stimulate the economy, obtain wealth by any means necessary, getting a deal

Anathema Charity, paying taxes willingly, accepting the first price offered

Follower Alignments Any



The God of Dues is a predatory god who gains power from the fear people feel when they owe money or are trapped by debt. They grow powerful in impoverished societies and empower those who prey off the destitute, with their favor tightening the noose on others so god and follower alike can gain even more power. The more debt and misery spreads, the more readily the influence of the God of Dues can be felt.

Edicts Collect debts, force people into servitude, offer bad loans with high interest rates, rob the poor

Anathema Charity, fair contracts, social welfare programs

Follower Alignments LE, NE, CE, LN

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Thievery

Favored Weapon Pick

Domains Cities, Indulgence, Tyranny, Wealth

Cleric Spells 1st: *ray of enfeeblement*, 3rd: *vampiric touch*, 5th: *crushing despair*



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Economic Lore

Favored Weapon Sawtooth Saber

Domains Cities, Deception, Indulgence, Wealth

Cleric Spells 1st: *ray of enfeeblement*, 3rd: *enthrall*, 5th: *subconscious suggestion*

GOD OF DUES

[Neutral Evil] [Predatory] [Urban Deity]

The "god of dues" is an archetype born of the fear people have of what they owe. Rent is due, bills must be paid, the loan shark is coming for you, and the crushing despair of "not having enough" is suffocating your life. The God of Dues can never be paid off; there is just a delaying of the inevitable. This predatory deity catches people in a weak spot and preys on them until they can do nothing but give in. Its worship is the downward spiral its adherents suffer from, with it growing stronger with each notice of missed payment and every percent of interest that accumulates.

GOD OF INSECURITY

[Neutral Evil] [Predatory] [Urban Deity]

You'll never measure up to your dreams. It doesn't matter if you are the King or just another pauper, there is always that one thing you hate about yourself. It is anxiety over the little things that no one else cares about but you know are all signs of your crippling failure. It is that one habit you have that you indulge in behind closed doors, that ugly part of your body you don't want to show off, that skeleton you keep in your closet. It is not knowing and imagining the worst. The God of Insecurity feeds on this and uses it as a whip to push you forward towards your own oblivion.

The few people that the God of Insecurity empowers are those who oppress the downtrodden and shatter the dreams of others. Cruel kings, corrupt sheriffs, and spiteful teachers are its favorite pawns and will give them the gift of its favor without their knowledge or consent.

Edicts Break spirits, dash dreams, make people feel insecure, exacerbate anxieties, increase pressure, fan the flames

Anathema Seek mental help, improve society, empower others

Follower Alignments LE, NE, CE, LN

DEVOTEE BENEFITS

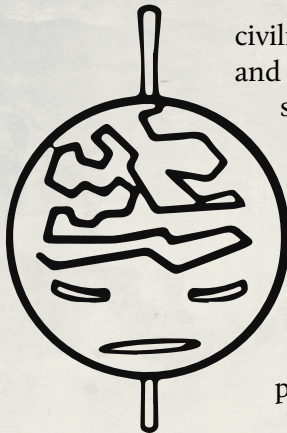
Divine Font *harm*

Divine Skill Intimidation

Favored Weapon War flail

Domains Cities, Confidence, Madness, Pain

Cleric Spells 1st: *fear*, 2nd: *paranoia*, 5th: *crushing despair*



civilization, inflexible but consistent. It judges the rich and the poor, the wicked and the innocent, with the same set of laws. It is the sword of the people who cry out for justice.

Edicts Follow and enforce the letter of the law, build a stronger nation for the greater good

Anathema Cheating, breaking the law, putting the spirit of the law before the letter of the law

Follower Alignments LG, LN, LE

Worshippers Judges, lawyers, champions of law, police officers, government officials

THE FIX

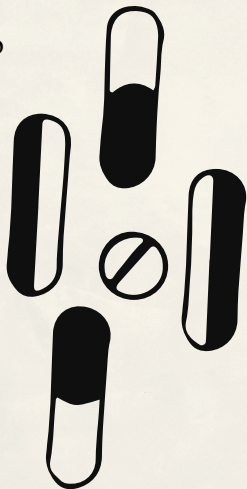
[Neutral Evil] [Predatory] [Urban Deity]

Grandpa's on the sauce, momma needs her *medicine*, Delatax the Swift needs his potion, and Rhonda is living in a flophouse doing unspeakable things for a hit. Addiction is a real, powerful, tangible thing. It stabs you in the spine with cold shivers at night, rips at your throat and makes it dry so you'll take another drink, urges you to give in to the temptation, and punishes when you finally bow to it. No one wants to worship The Fix; it takes those who are addicted and breaks them. Once in its service there is no way out. You'll worship it every day, bleeding your own life's blood just to chase that dragon a bit further. And what will you get for it? Nothing.

Edicts Get your fix by any means necessary, drag others down the same path

Anathema Don't get your fix, seek help

Follower Alignments Any



DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Medicine

Favored Weapon Hatchet

Domains Cities, Indulgence, Nightmares, Trickery

Cleric Spells 1st: *goblin pox*, 2nd: *ghoulish cravings*, 5th: *abyssal plague*

THE LAW

[Lawful Neutral] [Urban Deity]

The letter of the law is what regulates our society. Law and ethics are not the same thing and in many ways they should not be. The Law is the embodiment of society's willingness to govern itself, by force if necessary. While it may do harm, it does good for the masses. It is why the starving man does not steal, the wronged man does not become a murderous vigilante, and society as a whole does not collapse. The Law is the stoic iron crossbeams that hold up the house of

DEVOTEE BENEFITS

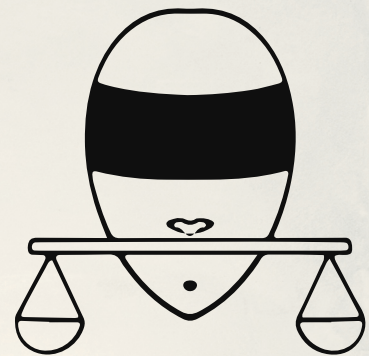
Divine Font *harm* or *heal*

Divine Skill Legal Lore

Favored Weapon Maul

Domains Cities, Knowledge, Truth, Tyranny

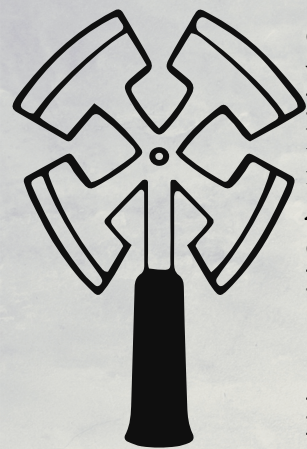
Cleric Spells 1st: *command*, 3rd: *zone of truth*, 5th: *mind probe*



LUCK

[Chaotic Good] [Urban Deity]

Luck is not random, it is hope incarnate. Fortune favors the bold and those who work to make their own luck. Luck is the upward spiral, the agent of ascension, for those willing to put in the extra mile. "Luck" is the immigrant who works a 70-hour work week and still finds time to spend with her family. Luck is the cobbler who lifted themselves from poverty and grew a merchant empire by being good to their customers and making smart choices. Luck is the senator who became King because they genuinely loved the law and found ways to improve their society. Luck is the man who loves his wife despite (or perhaps because of) her minor faults and makes it work no matter the cost to him. These people are all rewarded by Luck for their dedication, their willingness to connect with others, and their attempt at true altruism. Luck won't just *give* you luck- you have to make your own luck and it will reward you with a little push when you need it most. Luck doesn't have a true "church", just followers who worship it by the actions they take. Those who are self-made men, those that pull themselves up by their bootstraps, and those that strive even in adversity will find themselves aided by the spirit of Luck even when times are dire. In time Luck may even reveal itself to such a person and they may even become a literal cleric or champion of this deity. Any chance meeting of followers of Luck are just that, random chance



orchestrated by Luck to improve the world.

Edicts Take chances, make your own luck, making due with what you have, improve your lot in life

Anathema Playing it safe, relying on others for help, lethargy

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Occultism

Favored Weapon Shuriken

Domains Ambition, Cities, Freedom, Luck

Cleric Spells 1st: *item facade*, 3rd: *haste*, 4th: *freedom of movement*

THE SHARED DREAM

[Neutral Good] [Urban Deity]

From humble seeds to great trees grow. They say “it takes a village” and never were truer words spoken. Anyone who thinks anything of value on a large scale gets done by the will of a single person is mad. The Shared Dream is the manifestation of the mortal will to succeed through community. It represents even the most humble person’s ability to change the world if they inspire others to come along with them for the ride. It is the spirit inherent in every protester who dreams of a better world, the embodiment of the community who stands together to help one who is down on their luck, the unified power of the benevolent will of the masses. The Shared Dream, the strength to succeed against insurmountable odds, was created when a hundred people uttered in one voice - “*together we stand, divided we fall*”.

Edicts Be a good Samaritan, help your fellow man, build community, work together

Anathema Selfish actions, bribes, corruption

Follower Alignments LG, CG, NG, LN, N, CN

Worshippers Community activists, good-aligned politicians, peaceful protesters, helpful neighbors

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Diplomacy

Favored Weapon Battle axe

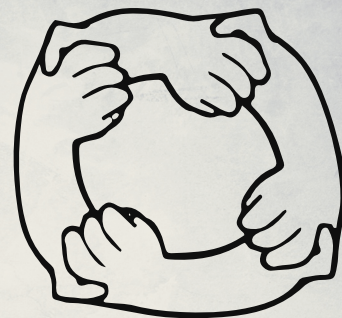
Domains Cities, Family, Healing, Protection

Cleric Spells 1st: *mending*, 4th: *veil*, 5th: *telepathic bond*

SIDEBAR: “PREDATORY”

GOOD DEITIES

Deities like the Shared Dream and Luck are similar to predatory deities in that they “capture” wayward faith though the actions of people. There is no “Church of the Shared Dream” and any preacher of the Shared Dream is likely a community activist rather than a formal “preacher”. The difference is that these gods are not harmful and do not “trap” those who inadvertently follow them in some kind of downward spiral. There can still be clerics of these deities but they tend to be less traditional and may externalize their faith through prayer to other deities, philosophies, or concepts.



THE STREETS

[Neutral] [Urban Deity]

Life is hard on the streets and it isn’t getting any easier. Still, people band together in this harsh world and make ends meet. Through blood, sweat, and tears a community carves a little slice of the hellhole. The Streets aren’t all backyard barbeques, block parties, and brother helping brother; it is nasty, gritty and cutting. While it represents good things, this deity is also the darkness in man, the willingness of someone to rob from their own mother to get ahead, the gangs that stand on the street corner, the willingness of guards to take a bribe, the “you do you, I do me” attitude people have. It is a conflicted entity and the only thing constant about it is that the world is tough and you have to hustle (alone or with your friends) to get ahead.

Edicts Survive, strive, make ends meet, help when you can

Anathema Giving too much, starving, failing to provide for your family

Follower Alignments Any

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Survival

Favored Weapon Greatpick

Domains Ambition, Cities, Family, Wealth

Cleric Spells 1st: *false life*, 2nd: *endure elements*, 5th: *crushing despair*



THE ASPECTS OF GAM

There is a pantheon of deities, 6 in all, who are all understood to actually be aspects of a single deity known as "Gam". Various regional and racial variants exist and there are even several rival religious institutes who espouse different doctrine but the world mostly all worships Gam in some form or another. Gam cannot be directly beseeched and one must pray to one of his/her (Gam is sexless) aspects.

GAM

As Gam cannot be directly communed with, those who follow Gam in the fullness of its totality are unable to gain many (if any) divine spells. This is perfect for the common person who isn't concerned with divine spellcasting or the various rites, rituals, and offerings required of a cleric who communes with a given aspect of Gam directly.

[Neutral Good] [Gam] [Pantheon] [Philosophy]

Edicts Embrace the totality of all things, be kind to your fellow creature, consume little meat, live simply and in harmony with nature

Anathema Disrupt the natural order, discriminate against a class or caste of creature, live an indulgent lifestyle

Follower Alignments Any

GODAIME

GAM THE ETERNAL

[Chaotic Neutral] [Gam]

Godaime is Gam as it represents the planet, nature, and time. Godaime is a very "cosmic" presence that seeks balance while at the same time seeking to keep things changing. Godaime's physical form is the planet itself. Godaime is concerned mostly with nature and animals, the changing of the seasons, and the lack of perversion of the land.

Edicts Respect nature, help the planet as a whole, protect animals

Anathema Challenging the natural order of things, being cruel to animals

Follower Alignments CN, N, CG, CE

Worshippers Druids, animals, outsiders, philosophers



DEVOTEE

BENEFITS

Divine Font *harm or heal*

Divine Skill Nature

Favored Weapon Trident

Domains Air, Nature, Earth, Fire, Water

Cleric Spells 1st: *hydraulic push*, 3rd: *wall of wind*, 5th: *elemental form*

HONKU

GAM THE BENEVOLENT

[Chaotic Good] [Gam]

Honku is Gam's loving aspect who showers the world with infinite kindness to offset the weakness in the world. Honku appears as an old, paternal man with kind eyes. Honku is also the god of joy and creativity, inspiring those who need it and lighting a fire in the hearts of the just. Honku is the giver of life and protector of children. He exists, in part, within each of us.

Edicts Spread joy, be creative, show love, care for the young, old, and sick

Anathema Cause unnecessary harm, be unnecessarily violent or disruptive, take yourself too seriously.

Follower Alignments LG, CG, NG, CN

Worshippers Healers, lovers, children, artists, doctors, revelers, drinkers, and dancers.



DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Performance

Favored Weapon Sai

Domains Creation, Fire, Healing, Protection

Cleric Spells 1st: *soothe*, 3rd: *fireball*, 6th: *true seeing*

VIKMAR

GAM THE JUST

[Lawful Good] [Gam]

Vikmar is a harsh aspect of Gam who eternally crusades against evil and does battle against the wicked. Vikmar is a young, spry, hearty woman in armor who is sometimes glimpsed amongst the fray on battlefields. Vikmar accepts no shortcuts, demands just laws, will not accept inequality, and never accepts laziness as an excuse. Vikmar is not always willing to compromise her romantic/idealistic ideas when they come in contact with real-world situations and is quite stubborn. It is believed that Vikmar's physical form is the sun.

Edicts Follow the law, reject inequality, be romantic, worship the sun

Anathema Laziness, break the law or a tradition, be cowardly

Follower Alignments LG, NG, LN

Worshippers Holy knights, lawmakers, judges, warriors, kings, elected officials



worshiped in different ways. Some cults believe Salamenda IS an aspect of Gam and is known as “Vikmar” in their tongue. It's also possible that they are two aspects of the same being. Conversely they could be competing deities; gods that occupy a same/similar space and have to battle each other for control through their followers or they could peacefully share the domains. Finally, they could simply be local gods whose spheres of influence don't extend far enough to overlap a lot. Have fun with how these interactions play out; they can add a lot of depth and complexity to your game world.

The Aspects of Gam are very universal concepts and, as such, many of them have elements they share with other deities

(sometimes multiple). Worshipers of Gam do not see this as a conflict but as being in line with their view of Gam - after all, since there are many facets of the universal spirit of Gam, why limit themselves to just the few broad “aspects” they commonly talk about? It's not uncommon to hear a devotee of Gam talk about how to quiet the Neverborn or see them standing vigil with the clerics of the Long Night. They embrace the totality of existence that is “Gam” and celebrate all aspects of it.

DEVOTEE BENEFITS

Divine Font *heal*

Divine Skill Athletics

Favored Weapon Katana

Domains Might, Protection, Sun, Zeal

Cleric Spells 1st: *burning hands*, 3rd: *searing light*, 6th: *zealous conviction*

SIDEBAR: SIMILAR DEITIES

Some deities are similar in their portrayal and domains. For example, keen observers may have noticed that Vikmar and Salamenda have some similarities: both are good-aligned, armor-clad warrior women with a passion for justice whose romantic ideology often clashes with the way the real world works. Many cultures settle on similar themes as they are important to a society; this means that the underlying principles of a deity will crop up in other ones in similar ways. In the real world things like the Flood Myth are present in almost the same form in multiple mythologies and religions, the dying/reborn god is a common trope across many stories, and many more are found around the globe even in our earliest societies.

One way to interpret this, if you have them in the same setting, to have these deities be the same deities

Some examples of deities in this book that might overlap are:

- Vikmar and Salamenda
- Big Brother and The God of Privacy
- Baygorth and The Planet Eater
- Suzadonie and the Church of God
- Helicon and the Church of Man
- The Nightmare Beast and the Neverborn
- Lemay and High Noon
- Lord No and Zek

LEMAY

GAM THE WISE

[Neutral] [Gam]

Lemay is Gam in its infinite wisdom and represents social and economic change. She is the march of progress, the eventual rise and fall of civilizations, and the march of technology. Lemay is invoked to grant insight, as Lemay knows all but cannot change anything. In some ways Lemay represents fate and consistency. Lemay knows all things and all possible deviations of “all things”.



Edicts Spread civilization, learn, empower the economy, craft technology

Anathema Lie, spread misinformation, destroy works of history

Follower Alignments Any

Worshippers Merchants, scientists, historians, writers

DEVOTEE BENEFITS

Divine Font *harm or heal*

Divine Skill Crafting

Favored Weapon Temple sword

Domains Cities, Fate, Travel, Wealth

Cleric Spells 1st: *unseen servant*, 3rd: *haste*, 4th: *outcast's curse*



TIKMA

GAM THE DESTROYER

[Lawful Evil] [Gam]

Tikma is the forlorn aspect of Gam know as the “destroyer” or the “taker of all things” and represents Gam as the end of all things. It is said that all things come from Honku and go to Tikma. Tikma is death. Tikma is often invoked in rituals to keep her away. She appears as a beautiful, raven-haired woman with no eyes and the legs of a skeleton to take those whose time has come. She is not wicked, conniving, or rageful - quite the opposite. She is the inevitable end of all things, cold and emotionless as the grave. Tikma is the price those who break the law pay. Tikma’s physical presence is believed to be the moon.

Edicts Bury the dead, kill undead, punish lawbreakers

Anathema Fearing death, losing your composure

Follower Alignments LE, LN, N, LG

Worshippers Morticians, soldiers, evil clerics, psychopomps

DEVOTEE BENEFITS

Divine Font *harm*

Divine Skill Survival

Favored Weapon Kama

Domains Darkness, Death, Destruction, Undeath

Cleric Spells 1st: *grim tendrils*, 2nd: *gentle repose*, 6th: *disintegrate*

ZEK

GAM THE SPONTANEOUS

[Chaotic Evil] [Gam]

Zek is Gam as mystery and unknown. Zek alone can defy fate and evade the knowledge laid out in the mind of Lamay. Zek is spontaneity, ingenuity, madness, adventure, betrayal, and improbability all at once. He is rage and he is passion, he is fear and he is hope. He is destruction for the sake of shaking things up, the dam that breaks to flood a town so that a bird may find a dry spot to perch. He is unreason but also progress. He is wonder and chance. It is not evil to worship Zek, though he is decidedly disruptive. Many adventurers worship Zek.

Edicts Live wildly, take chances, disrupt the social order, shake things up violently, do illogical and absurd things to see what happens, seek your fortune at the expense of others

Anathema Be boring, accept a mundane life, take things lying down, play it safe

Follower Alignments CG, CN, CE

Worshippers Mad men, adventurers, revolutionaries, terrorists, romantics

DEVOTEE BENEFITS

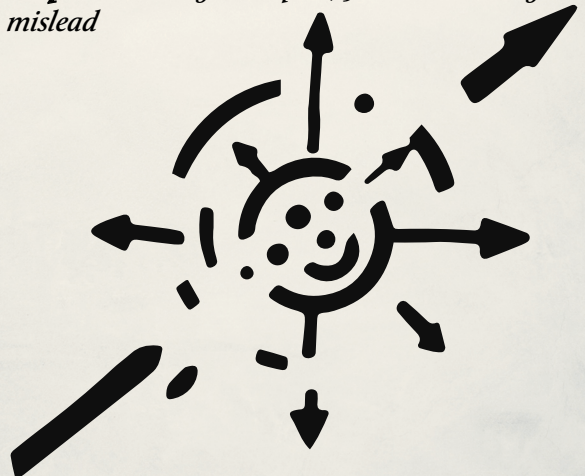
Divine Font *harm*

Divine Skill Acrobatics

Favored Weapon Halberd

Domains Confidence, Freedom, Madness, Trickery

Cleric Spells 1st: *magic weapon*, 3rd: *wanderer's guide*, 6th: *mislead*



NEW DOMAINS

The following is a new domain for clerics in Pathfinder Second Edition.

DECEPTION

You can lie and deceive with a mastery over bad information and half truths.

Domain Spell *Mask of Ambiguity*; **Advanced Domain**

Spell *Twisted Words*

MASK OF AMBIGUITY (Focus 1)

[Uncommon] [Illusion] [Cleric]

Cast ◆◆, somatic

Duration 1 hour

You put a glamour on your person to make yourself seem unremarkable, like you fit into wherever you are. The first time someone gets a critical success on a Sense Motive check against you it is instead treated as a normal success. After that, the spell ends.

TWISTED WORDS (Focus 4)

[Uncommon] [Abjuration] [Cleric] [Fortune]

Cast ↻, somatic

Trigger You fail a Deception check made to lie, but not critically

Your words self-correct, sounding more plausible.

Reroll the check at a +2 modifier and use the better result.

MADNESS

You find divine guidance within the swirling chaos of your addled mind

Domain Spell *Fleeting Sanity*; **Advanced Domain**

Spell *Grip Of Madness*

FLEETING SANITY (Focus 1)

[Uncommon] [Cleric]

Cast ↻ verbal, somatic

Trigger A creature within range becomes confused

Range 30 feet; **Target** 1 confused creature

Duration 1 round

The target ignores the confused condition for 1 round.

GRIP OF MADNESS (Focus 5)

[Uncommon] [Cleric] [Enchantment]

[Incapacitation] [Mental]

Cast ◆◆, verbal, somatic

Range 30 feet; **Targets** 1 confused creature

Saving Throw Will

Duration 1 minute OR remaining confused duration, whichever is less

The creature loses the confused condition, and becomes controlled by you for the duration

Heightened (+2) You may target an additional confused creature

NEW DOCTRINE- ZEALOT

The following is a new cleric doctrine for Pathfinder Second Edition.

ZEALOT

"Swords may cut our physical bodies and may even leave them lifeless. Fire may singe our skin and leave us burned. The flesh is weak, and it is only in devotion that we will find our salvation. With a firm spirit, we may withstand any sword. With resolve, we may walk unscathed amongst the flames. With devotion, we know nothing of fear and, for that, we will know death!"

--Famous last sermon of "Jacob the Flagellate"
Recorded entering the Hall of Flame and Sword

Faith makes us stronger, but a zealot takes his faith even more serious than the average man. He is a drunkard of blind belief, while most merely sip at it in the face of miracles. His zeal and obsessive devotion allows him to refresh his body and become physically empowered by the words of his

doctrine. While many serve righteous gods with an unmatched passion, some revel in the wicked ways of ruinous powers and seek to do depraved things. Many, regardless of faith, turn to flagellation and martyrdom as they progress in their worship, and few survive to old age. Almost all are very conservative, and some are spurred onto the path by traumatic events (plagues, war, famine, natural disasters, etc).

Requirement: A zealot must not have a neutral component to their alignment, as they are extremists (in some fashion).



FIRST DOCTRINE (1ST)

You gain access to the martyr reaction. Your proficiency rank for Fortitude saves increases to expert.

MARTYR ➡

[Cleric]

Trigger: You take damage greater than your Constitution modifier from an enemy creature that you are aware of and have line of sight to.

The creature who struck you takes 1d6 points of damage if they fail a basic Will save against your spell DC.

The kind of damage is the same as one aspect of your alignment (chaos, evil, good, or law), chosen each time you use this ability.

SIDEBAR: ALIGNMENT DAMAGE

Alignment damage, such as “good damage” or “law damage”, only works on things who have the opposite alignment of that damage type as a trait. If you are a Neutral Good creature, you have the “Neutral” and “Good” traits so good damage would not have any effect on you. Chaotic damage harms only lawful creatures, evil damage harms only good creatures, good damage harms only evil creatures, and lawful damage harms only chaotic creatures. See Chapter 9 of the Pathfinder 2nd Edition Core Rulebook for more information.

SECOND DOCTRINE (3RD)

You gain access to the Self-Flagellation action.

SELF-FLAGELLATION ➡➡

[Cleric]

You chastise or flog yourself (or otherwise inflict pain upon yourself). This causes you to resolve a melee Strike against yourself that automatically hits, dealing minimum damage. The attack must deal at least 1 damage to you after your resistance. All enemy creatures within 30 feet of you must make a Will save or feel the same pain. The damage dealt to your enemies is the same damage type as your Martyr action. The kind of damage is the same as one aspect of your alignment (chaos, evil, good, or law), chosen each time you use this ability.

- **Critical Success:** Target takes no damage.
- **Success:** Target takes your minimum Strike damage, as if you had rolled a 1 on your damage roll.
- **Failure:** Target takes full Strike damage from the attack.
- **Critical Failure:** Target takes twice your full Strike damage from the attack.

THIRD DOCTRINE (7TH)

You gain access to the Zeal action.

ZEAL ➡➡

[Cleric] [Concentration] [Emotion] [Mental]

Requirement: You have not used Zeal within the last hour.

You can whip yourself into a religious frenzy with the aid of his divine benefactor to aid you during times of war. This can include you chanting feverishly, flaying your skin in penance for sin, screaming prayers, branding yourself, letting a snake bite you, or other extreme forms of religious worship.

Once you enter this state, it remains for 1 minute. While in a zealous state, increase your proficiency with your deity's favored weapon by 1 step, to a maximum of legendary (trained>expert>master>legendary), and gain a +2 status bonus on Will saves.

FOURTH DOCTRINE (11TH)

You gain resistance against physical damage equal to 3 + your Constitution modifier. Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

FIFTH DOCTRINE (15TH)

Your proficiency rank for Fortitude saves increases to master. When you roll a success at a Fortitude save, you get a critical success instead. The damage of your Martyr reaction increases to 2d6.

FINAL DOCTRINE (19TH)

Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

NEW FEATS

KEY TERMS

You'll see the following key terms in this section.

Exorcist: Exorcist feats only function when targeting an aberration, fiend or undead creature.

SIDEBAR: EXORCISTS

Exorcists are specialists in destroying demons and devils. They are the bane of fiends, aberrations, and undead alike; so feared are they that well-known exorcists often have infernal bounties on their souls as a result. Clerics are the most common candidates to become exorcists, but druids and even dedicated champions or rangers can be as well. The hours of reclusive study it takes to become an exorcist does not strengthen the body to stand against the ferocious fangs and claws of their horrifying opponents, but arms those dedicated enough with other more potent tools.

4TH LEVEL

WELCOME DEATH ♦ (FEAT 4)

[Cleric] [Stance]

Prerequisites: Cleric with the zealot doctrine

Frequency: Once per minute.

You embrace death like an old friend, jumping

with the sort of reckless abandon that only one so possessed by the will of an extreme and irrational mindset can. This causes you to become temporarily untrained in all armor and unarmored defense and you gain a +2 status bonus against effects with the death trait. Additionally, the first time an enemy attempts to attack an adjacent ally they have to make a Will save against your spell DC or attack you instead.

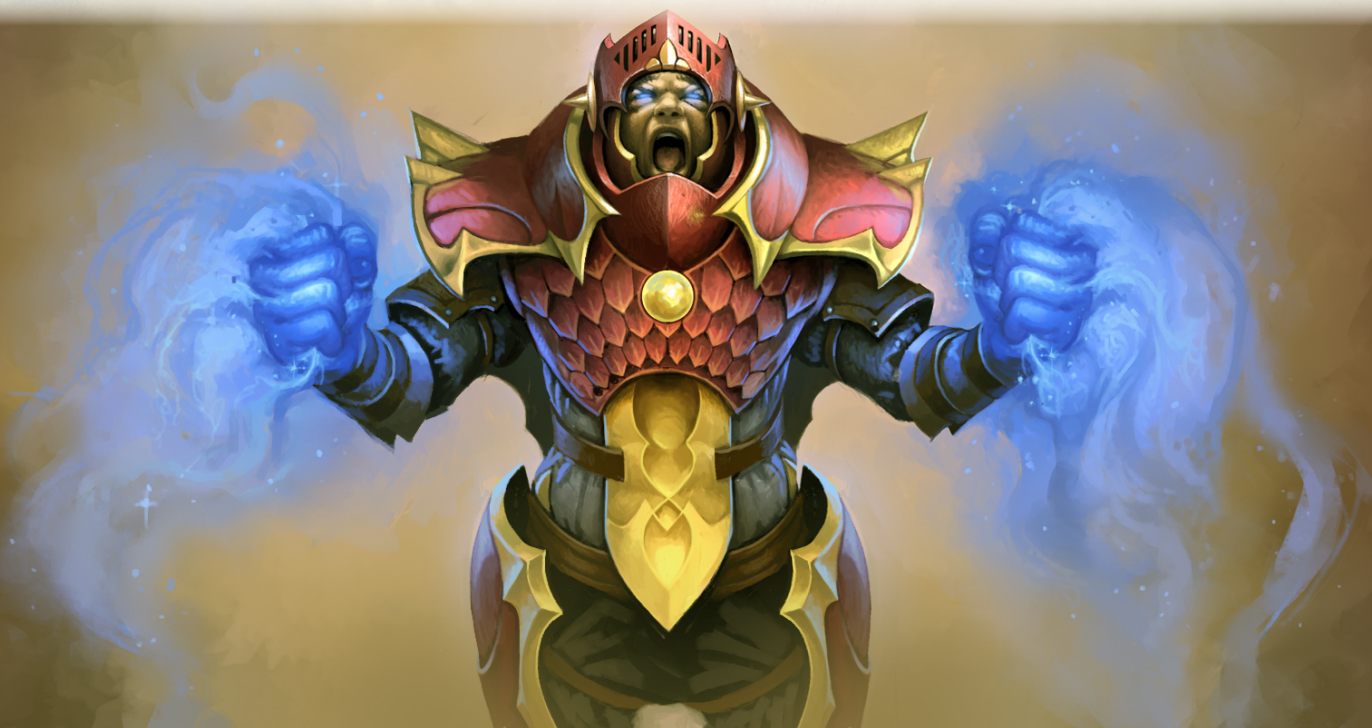
6TH LEVEL

FISTS OF WRATH ♦ (FEAT 6)

[Champion/Cleric] [Flourish]

Prerequisites: Expert in unarmed attacks AND either cleric with the warpriest or zealot doctrine OR a champion

Requirements: You are targeting a creature with an alignment opposed to one aspect of your own. Make one melee Strike with an unarmed attack, dealing 1 additional damage dice if you hit. This additional damage is the same as one aspect of your alignment (chaos, evil, good, or law) that opposes your opponent's.



RIGHTEOUS ACT (FEAT 6)

[Cleric] [Emotion] [Exploration]

Frequency: Once per day or once per hour (see text)

Prerequisites: Cleric with the warpriest or zealot doctrine

Requirements: You have prayed with great rigor, working yourself into a blind frenzy, for at least 1 minute.

You can beseech your deity for great favor and, if you are judged worthy, your deity will fill you with tremendous strength! You become unable to concentrate for 1 minute but the next Strength-based skill check or Constitution check you make within the next minute gains a +3 bonus. If this check is successful, you can use this action again in 1 hour but, if not, you must wait 24 hours to use it again.

If this check is successful it is customary to scream loudly, offer an animal sacrifice, or fall to the ground and pray fervently. If you fail, it is customary to sob uncontrollably (for your god has apparently forsaken you...), prostrate yourself on the ground in an act of contrition, or even yell dramatically at the heavens.

8TH LEVEL

COLD FIRE (FEAT 8)

[Exorcist]

Prerequisites: Divine Magical Tradition OR Primal Magical Tradition

"The coldest truths are the ones hard earned. The truth is that evil knows no boundaries, it has no limits to the extent it will go, and it has no mercy. It may take years to truly understand, but this is the truth. To combat evil, you must make yourself like evil. In your pursuit of foul things, you must know no boundaries, know no limits, and show it no mercy."

Any damage you deal can be considered to be cold iron for the purposes of dealing damage to fey and fiends. This applies to all forms of damage (weapons, spells, etc) you deal. Additionally, feats and effects with the exorcist trait apply against fey as well.

Special: A good-aligned character who qualifies with this via the primal magic tradition can qualify for other exorcist feats as though they had the divine magical tradition.

EXORCIST'S AURA ➡➡

(FEAT 8)

[Exorcist] [Mental]

Prerequisites: Divine Magical Tradition

"Wicked things must flee from the light. They fear what might happen if their sins were illuminated so all could see. It is our duty as the devout to follow these wicked creatures and, with the light of our souls, show them what wretched creatures they truly are. Only then can we know peace."

You gain a holy aura around you that prohibits any new possessions (such as from the *possession* spell) from occurring within 20 feet of you for 1 minute. Creatures within the area are immune to effects with the possession trait. Any existing possessions are unaffected.

SELF-IMMOLATION ➡➡

(FEAT 8)

[Cleric]

Prerequisites: Cleric with the zealot doctrine

Frequency: Once per minute

Requirements: You are on fire, suffering persistent fire damage from the effect

"Death is a natural part of life. Embrace it and understand it, and you will not fear what comes after."

You can convert the flames that consume you to a burning aura of holy fire that sustains you. The persistent damage continues, though it no longer causes you damage. For the next minute, or until the persistent fire effect ends (whichever comes first) you are treated as if you had a *fire shield* cast on you. Unlike the typical spell, the kind of damage is the same as one aspect of your alignment (chaos, evil, good, or law), chosen each time you use this ability rather than fire damage.

Special: If you are at least 12th level, the spell is heightened to half your class level.

SOUL FIRE (FEAT 8)

[Exorcist]

Prerequisites: Divine Magical Tradition

"When your soul burns with devotion, it can consume all malice around you. Fear not the shadows, for your purity shall be your light."

Whenever you deal fire damage with a spell or class feature, you can convert that damage to good damage.

WOLFSBANE (FEAT 8)

[Exorcist]

Prerequisites: Divine Magical Tradition

"A taint in the blood is a taint in the body. A body tainted makes a mind unclean. Without a clean mind and a pure body, one can not hope to obtain a righteous soul."

Any damage you deal can be considered to be silver for the purposes of dealing damage to werereatures. This applies to all forms of damage (weapons, spells, etc) you deal. Additionally, feats and effects with the exorcist trait apply against werereatures as well.

12TH LEVEL

BALEFUL EXORCISM >>>

(FEAT 12)

[Exorcist] [Mental]

Prerequisites: Exorcist's Aura

"Burn the demon, torture the devil, and slaughter the daemon so they might never plague the nightmares of man ever again."

You can force a creature possessing a creature object out. The target must make a Will save.

- **Critical Success** As success, and the possessing creature is immune to your Baleful Exorcism for 24 hours.
- **Success** Target remains possessing the creature or object.
- **Failure** Target is forced out of the creature or object it is possessing, and cannot possess that creature or object again for 1 minute
- **Critical Failure** As failure, and the target cannot possess a new creature or object for 24 hours

INFECTIOUS ZEAL >>>

(FEAT 12)

[Cleric] [Emotion] [Mental]

Prerequisites: Cleric with the zealot doctrine

Requirements: You are under the effects of the zeal action and have allies who share at least 1 aspect of their alignment with you.

With a magnificent cry of zeal you call to souls of like-minded individuals to come feast on the zeal you so magnificently exemplify! Like a touch sparking other torches you ignite passions, inflame tempers, and inspires others to greater levels of zeal.

All allies within 30 feet of you who share one aspect of your alignment gain a +2 status bonus to attack and saves against fear effects until the start of your next turn.

All allies within 30 feet of you who share both aspects of your alignment additionally gain a +2 status bonus on damage rolls, or a +3 if they are dealing alignment damage, until the start of your next turn.

14TH LEVEL

BURIAL PYRE (FEAT 14)

[Exploration]

Prerequisites: Divine Magical Tradition

Requirements: 1 minute of uninterrupted prayer over no more than your level's worth of weapons belonging to you or your allies.

(10 pieces of ammunition count as 1 weapon.)

"Death is a natural part of life. Embrace it and understand it, and you will not fear what comes after."

The weapons you prayed over gain the *ghost touch* property rune for 1 hour in addition to any other runes they already have.



DIVINE DESTRUCTION ↻

(FEAT I4)

[Cleric] [Curse]

Frequency: Once per day

Prerequisites: Cleric with the warpriest or zealot doctrine OR champion

Trigger: You are reduced to 0 or less HP.

With your last breath you utter a curse that will bring down the scorn of heaven (or hell) on the creature who dared harm a divine instrument like yourself! The creature receives a Will save:

- **Critical Success** The creature is unaffected.
- **Success** The creature suffers 3d6 damage of fire damage. If the creature opposes one aspect of your alignment, this damage is alignment damage of your alignment on that axis if this would cause more damage (Example: If you are good and they are evil, this can be good damage instead, if it would cause more damage).
- **Failure** The creature suffers 1d6 damage of fire damage for every 2 levels you possess. If the creature opposes one aspect of your alignment, this damage is alignment damage of your alignment on that axis if this would cause more damage (Example: If you are good and they are evil, this can be good damage instead, if it would cause more damage).

- **Critical Failure** The creature suffers 1d6 damage of fire damage for every level you possess. If the creature opposes one aspect of your alignment, this damage is alignment damage of your alignment on that axis if this would cause more damage (Example: If you are good and they are evil, this can be good damage instead, if it would cause more damage).

18TH LEVEL

HELLWEAVER ↻ (FEAT I8)

[Exorcist]

Prerequisites: At least 2 feats with the exorcist trait.

Trigger: You successfully deal damage equal to or greater than your level to a creature who is a valid target for an exorcist ability.

"Hell is not a place for punishment. It is a place for evil to congregate and fester."

The creature can attempt a Will save to resist the pull of hell itself that suddenly torments its soul with a burning light from within.

Critical Success The creature is unaffected.

Success The creature is Drained 1, and sheds light like a torch for 3 rounds.

Failure The creature is Drained 2, and sheds light like a torch for 1 minute.

Critical Failure The creature is Drained 4, and sheds light like a torch for 1 minute.



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