

JEFF'S FIELD GUIDE to 17 UNKNOWN GODS

an FRPG pantheon generated with dice and stuff

Name: Sherroona

Titles: The Lady of Beasts, Queen of the Wild, The Blue Maiden

Sphere of Influence: Animals

Mortal Abilities: Acupuncturist 20

God Level: 3

Racial Preference: Slight favor towards her own people, the blue-skinned Azdrugians, but her faith accepts all worshipers.

Involvement with Faithful: Distant and occasional.

Alignment: Chaotic Mad

Servitors: Giant fire weasels, batwinged tigers with chlorine gas breath weapons, psionic mastodons, certain mermaid witches

Ceremonial Times: services midnight, dawn, and noon conducted by the three highest-ranking clerics of the temple; public new year revel led by the underpriests

Ceremonial Practices: chanting, readings from sacred texts, cracking of whips and passes with sacred torches, feeding sacred beasts (who double as guardians of the inner sanctums of the temple)

Preferred Sacrifices: Gems each at least 100gp in value

Comments: Sherroona is worshiped as the protector and tamer of wild beasts. Her temples are popular when beast stalk the lands frightening locals.

Name: Varuzon

Titles: The Invisible Sword that Strikes But Once, the Green Beaver of Death

Sphere of Influence: Death

Mortal Abilities: Ronin 20

God Level: 5

Racial Preference: Beavers and beaverkin are considered sacred, but faith accepts all worshipers.

Involvement with Faithful: Concerned, prone to intervention

Alignment: True Neutral

Servitors: None known

Ceremonial Times: short observances thrice daily at noon, dawn, and midnight, special fertility rites each spring

Ceremonial Practices: the high priest(ess) burns incense on behalf of the community, individual worshipers bring their own incense to burn on behalf of elderly or ill relatives, at the spring fertility ritual sheep are sacrificed

Preferred Sacrifices: exotic/expensive incense

Comments: The Grim Reaper is a green-furred anthro-beaver with a samurai sword. Whatcha gonna do about it?

Name: Anta

Titles: the Chill Wind that Soothes the Wounded, the Moon-Foe, the Icy Healer, the Lord Beneath the Frosty Hill

Sphere of Influence: Healing

Mortal Abilities: Frost Wizard 20

God Level: 4

Racial Preference: All are welcome, but it is said that the Inner Mysteries of the faith are known only

to the mysterious and fey Hill People. (They're kinda like elvish cavemen.)

Involvement with Faithful: Only becomes involved in mortal affairs when it furthers his own personal interests.

Alignment: Mad Evil

Servitors: None known.

Ceremonial Times: Lesser clerics officiate at daily ceremonies at noon and midnight, these lesser priests also celebrate five special festival days with dates that are set each year using an elaborate mathematical and astronomical formula. Normally only temple staff attend the daily ceremonies and the festivals are invitation-only affairs. Wealthy and powerful but not particularly pious individuals are often invited in hopes of currying favor. Interestingly, the higher ranking clerics are not required to attend any services.

Ceremonial Practices: Ringing of a sacred Platinum Gong, voluminous bowings and prayers to a stone idol wearing a sacred Platinum Mask, lighting candles in sacred Platinum Candlesticks. At the Five Festivals sacred tapestries are displayed depicting Anta's divine adventures and after the formal service a feast is enjoyed by all. The Midyear Festival (which rarely occurs in the exact middle of the the year) features the display of five platinum idols showing the Five Avatars of Frozen Doom.

Preferred Sacrifices: Platinum coins, bars, and jewelry. Absolutely no moonstones.

Comments: The Moon is Anta's perpetual foe. Moonstones are considered unclean. Clerics of Anta have a 1 in 6 chance of fumbling any spell cast during a full moon.

Name: Ituchinnikakya

Titles: the All-Knowing Eunuch, the Omniscient Cadaver, Lord of Abominations, He Who Wakes the Dead, the Surgeon of the Soul

Sphere of Influence: Knowledge

Mortal Abilities: Necromancer 20

God Level: 4

Racial Preference: The faith is dominated by humans, but all who are willing to serve are welcome.

Involvement with Faithful: Takes the wellbeing of his flock very seriously. Has been known to curse or send undead to slay those who oppose his church.

Alignment: True Neutral

Servitors: Standard undead types.

Ceremonial Times: The High Priest(ess) oversees brief ceremonies at dawn and dusk. All are invited but they are poorly attended as the litany is rather boring. The second day of the sixth month is celebrated as the anniversary of the creation of the multiverse. The Day of Great Making is also open to all and much better attended.

Ceremonial Practices: Waiving about of ceremonial daggers, passes with sacred orbs made of precious metals, poured offerings (snake blood) from golden cups. The Great Making ceremony features an orgy, with wealthier temples hiring all the prostitutes in town. Participants are ritualistically splattered with snake blood, but most don't mind.

Preferred Sacrifices: Snakes of all sorts.

Comments: Surprisingly, this necro-god is not attempting to conquer the universe. Ituchinnikakya is much more interested in opening schools and libraries and expanding his own knowledge to the limits of the multiverse. Also, he's a bit of a voyeur, which is why he organizes an orgy every year. For a lich with the powers of a god this guy is pretty mellow.

Name: Solanio

Titles: Lord of Life, the Laughing Wanderer, the Green Flame of Doom, Master of Beasts

Sphere of Influence: Life

Mortal Abilities: (Animal) Trainer 20/ Fighter 20

God Level: 4

Racial Preference: Although primarily worshiped by Gypsies, this god doesn't play favorites.

Involvement with Faithful: Only becomes involved in mortal affairs when it furthers his own personal interests.

Alignment: Lawful Neutral

Servitors: the Emerald Ones, a species of green fire elemental whose touch can heal instead of burn when the creature so desires

Ceremonial Times: All faithful are expected to offer prayers at noon and midnight if awake. The first day of the ninth month is celebrated as the anniversary of Solanio's birth. On that day at least one of Solanio's servitors often attend (50% chance) any festivity where a minimum of 15 levels/hit dice of followers are gathered.

Ceremonial Practices: The daily observance involves simple prayers and bowing, to the west at noon (looking towards the eventual sunset) and to the east at midnight (looking hopefully for the next sunrise). Solanio's Birthday is a jolly party with music, dancing, food, and drink. A sacred bonfire is ceremonially lit at sunrise and must be tended until sundown. To allow the sacred fire to go out early is considered a major offense.

Preferred Sacrifices: None required normally. At larger celebrations of Solanio's Nativity a sheep or cow is roasted in honor of the deity. If a servitor attends it consumes the offering, otherwise it is left at the campsite for scavengers. Seasoned travelers know not to eat meat left behind by gypsies, as consuming the flesh of such a sacrifice earns Solanio's enmity.

Comments: Probably the nicest guy in the pantheon. Just don't bogart his food and everything will go swimmingly. What few images of Solanio exist always portray him with six fingers on each hand. On the rare occasions that Solanio enters combat he will go into a magical epileptic freak-out, spinning and gyrating as d6 green fireballs (20d6) and d6 blue lightning bolts (20d6) launch themselves at random foes. No foe will be attacked more than once and leftover attacks target allies, non-combatants, or anything else that might be nearby. Patriarchs of Solanio can enter a similar state once a day, for d6 rounds, with each attack doing 10d6 damage. Clerics of Solanio need half as much rest as other clerics in order to regain spells.

Name: Kawang

Titles: Sultan of All Genies, Overlord of the Umpteen Elements, Lord of the Rainbow Eyes

Sphere of Influence: Magic

Mortal Abilities: Elemental Wizard 20

God Level: 3

Racial Preference: No preferences.

Involvement with Faithful: Only becomes involved in mortal affairs when it furthers his personal interests.

Alignment: Lawful Neutral

Servitors: A few Efreet and Djinn, various elementals

Ceremonial Times: The High Priest alone offers prayers and supplications at a noontime ceremony, while two other senior clerics observe similar solitary rituals at dusk and midnight. The Day of Victory, the sixth day of the tenth month, is the only public ceremony of the faith. The lesser priests administer the Rites of Victory, as the High Priest and his two assistants are considered too holy to mix with the rabble.

Ceremonial Practices: Sacraments of hallucinogens (some of which are thrown to the crowd on the Day of Victory), readings from the sacred text detailing Kawang's adventures among the elementals, ritualistic donning of robes of various colors

Preferred Sacrifices: Items composed of electrum, electrum pieces

Comments: Looking into Kawang's rainbow eyes can cause vertigo, confusion, or even madness.

Most images of him feature enchantments on the eyes that have a similar effect on non-believers. Kawang is said to be able to bend space and time, such that friends might make a journey in half the time it takes foes to cross the same ground.

Name: Irshar

Titles: the Eyeless God, the Blind Gardener

Sphere of Influence: Plants

Mortal Abilities: Druid 20

God Level: 6

Racial Preference: Only certain plant creatures and members of Irshar's own vile race are anointed as priests. Clerics of other races exist outside the church hierarchy as heretics and pariahs, but they are generally tolerated since they work to expand the flock.

Involvement with Faithful: Only becomes involved in mortal affairs when it furthers its personal interests.

Alignment: Mad Neutral

Servitors: various horrible plant monsters

(NOTE: The true worship of Irshar as practiced by plants is presently undocumented. The information below pertains only to the practices of various animal-based lifeforms.)

Ceremonial Times: Among the heretics practice varies widely. The most common arrangement is for the clergy to celebrate sunrise and sunset, with the public invited to attend one or both ceremonies. Some also set aside a special day in the spring where all youths of appropriate age are initiated into adult membership in the faith.

Ceremonial Practices: Most heretical temples feature stone idols at the center of sacred gardens. Some congregations paint the walls of the temple with holy murals depicting the founding of the temple in such a way as to make a case that their particular practice is a direct apostolic descendant of the original faith.

Preferred Sacrifices: Varies from temple to temple. Human blood and gems are the most common preferences.

Comments: No two images of Irshar depict the god exactly the same way. The gender of the icon may be male, female, neuter, or androgyne. The eyes might be blindfolded, empty sockets (with or without blood streaming down the cheeks), or merely blank spots on the face where eyes should be. All images depict the god as five-limbed, but that could mean three arms and two legs; three legs and two arms; two arms, two legs and a tail; or even five tentacles.

Name: Lasuhpana

Titles: the Lady of the Spheres, the Great Muse, the Singing Goddess

Sphere of Influence: Music

Mortal Abilities: Astrologer 20

God Level: 7

Racial Preference: The faith has been most successful in recruiting among humans, but others are welcome to join.

Involvement with Faithful: Most likely to intervene when called upon with a beautiful song.

Alignment: True Neutral

Servitors: the Living Songs (like banshees, but they kill you with preternaturally beautiful singing), some unicorns

Ceremonial Times: The High Priestess greets each sunrise with song, while the High Priest sends the setting sun on its nightly underworld journey. All who would join in the song are welcome. The Day of Apotheosis, observed on the eighteenth day of the fourth month, is a public celebration. Ritual observances on that day are the responsibility of the lesser clerics, though the High Priest and Priestess

sit at a place of honor at the festivities.

Ceremonial Practices: Singing, often accompanied with harps and/or flutes; burning of incense in copper vessels, donning and wearing of sacred jewelery

Preferred Sacrifices: incense

Comments: An inoffensive faith that is attended mostly by people seeking light entertainment. Bards and minstrels are very fond of the temples of Lasuhpana, as they can sometimes secure permanent work in such places and they can always count on being given a hot meal and a place to sleep for d6 nights.

Name: Dothagen

Titles: the Teller of the World's Tale, the White Wolf, the Twelve-Souled God

Sphere of Influence: Storytelling

Mortal Abilities: Acupuncturist 20

God Level: 4

Racial Preference: Only humans may be clerics of this faith. Others are welcome to public observances and to be lay members of the temple staff.

Involvement with Faithful: Distant and occasional.

Alignment: Chaotic Neutral

Servitors: Winter Wolves that can walk between worlds

Ceremonial Times: The priests lead public ceremonies every dawn. The senior three priests of the temple observe a special all-day ceremony on the longest day of the year, during which each of the Twelve Souls of Dothagen are individually invoked.

Ceremonial Practices: Kneeling and praying to an idol of white stone or silver. Twelve idols are used on the Day of Twelve Souls.

Preferred Sacrifices: Jewelery of all sorts.

Comments: Followers of Dothagen are serious about astrology, as the stars indicate which of the Twelve Souls is ascendant. Praying to the wrong soul is considered a faux pas.

Name: Vafriimnatix

Titles: the Gatherer of Souls, the Frigid Wind

Sphere of Influence: Soul

Mortal Abilities: Thief 20

God Level: 4

Racial Preference: None.

Involvement with Faithful: Distant and occasional.

Alignment: Lawful Neutral

Servitors: three-eyed yeti with psionic powers

Ceremonial Times: Lesser priests offer prayers ever noon and midnight. The fifth day of the second month is observed as the Day of the Wind that Chills the Soul. On that day the High Priest leads ceremonies for all the faithful.

Ceremonial Practices: chanting, blessing and wearing of sacred medallions, goblin sacrifice

Preferred Sacrifices: the still-beating hearts of goblinoids

Comments: An uncommon and unpopular god, especially among goblins!

Name: Nenguzei

Titles: the Living War-Rune, the Answer of Steel, the Vampire God

Sphere of Influence: Weapons

Mortal Abilities: (Animal) Trainer 20/Geo-Sage 19

God Level: 2

Racial Preference: Only humans may be members of this faith.

Involvement with Faithful: Distant and occasional.

Alignment: Lawful Evil

Servitors: the War Beasts (like cave bears with bulette plating and buzzsaw hands)

Ceremonial Times: At midnight of the middle day of the week the High Priest(ess) of the Temple communes directly with one of Nenguzei's servitors. Public services are conducted every full moon. The servitor is present but is hidden behind a curtain so that even the lesser priests may not see it.

Ceremonial Practices: Playing of panflutes and beating of drums, readings from the Tome of Annihilation (a book of prophecies of the End Times), lighting and snuffing of sacred candles, a Sacrament of Blood (non-human sentients preferred).

Preferred Sacrifices: Varies by the preferences of the servitor assigned to the temple. Some desire animal or human sacrifice, while others demand gold and gems.

Comments: Nenguzei is said to be able to snatch away his foe's weapons using the power of magnetism and his veins are said to flow with flaming oil which he can shoot out of his fingertips. Clerics of Nenguzei know spells that mimic these miracles.

Name: Mashkurk

Titles: the Shaggy Blizzard, the Lord of Storms

Sphere of Influence: Weather

Mortal Abilities: Frost Warrior 20/Sailor 19

God Level: 4

Racial Preference: None.

Involvement with Faithful: Distant and occasional.

Alignment: True Neutral

Servitors: a secret fraternity of giants (mostly cloud & frost, but a few storm giants as well), ice troll witches, a trio of living storm clouds

Ceremonial Times: A noontime ceremony open to the public and led by the High Priest. Dawn and midnight ceremonies led by lesser priests and usually only open to members of the temple complex. Three holy days (4th day of the 3rd month, 14th day of the 4th month, 22nd day of the 8th month) are observed partly with the High Priest and other senior clerics in private ceremonies and partly with public festivities.

Ceremonial Practices: Burning incense, wearing of amulets, readings from sacred scrolls, the beating of drums and clashing of symbols

Preferred Sacrifices: exotic/expensive incense

Comments: Many sailors and travelers seek the blessing of Mashkurk before beginning a voyage. In times of drought, flood, blizzard, etc., he is called upon for relief.

Name: Omnia

Titles: the Mistress of Miscellany, Princess of Potpourri

Sphere of Influence: Other

Mortal Abilities: Thief 20

God Level: 5

Racial Preference: None.

Involvement with Faithful: Only becomes involved in mortal affairs when it directly involves her personal interests. Good luck guessing those!

Alignment: Mad Neutral

Servitors: a misbegotten frankenstein race similar to hordlings or mongrelmen, but able to cast wizard spells

Ceremonial Times: Lesser priests oversee daily devotions at noon and midnight. The three High

Priest(ess)es of the temple lead public worship during days of lunar and solar eclipses.

Ceremonial Practices: Use of a wide variety of musical instruments, worship of a golden idol (paraded through the streets during eclipse ceremonies), reading from several different (and sometimes contradictory) holy books.

Preferred Sacrifices: Burnt incense

Comments: This goddess is considered a pariah in the pantheon, as she has attempted to usurp everything falling outside the portfolio of her peers.

THE FOUR ELEMENTAL LORDS

There are always exactly four elemental lords in the pantheon. Who they are and what element they represent varies from age to age as old gods die and new gods take their place. Oft-times the Four Lords war among themselves, but the present batch is united in a bid to increase their own power at the expense of the rest of the pantheon.

Name: Sarduba

Titles: The Great Earth Dragon, The Scaly Mother

Sphere of Influence: Elemental Earth

Mortal Abilities: Venefic (Assassin) 20

God Level: 3

Racial Preference: Lizards and lizard people are given a place of honor, but faith accepts all worshipers.

Involvement with Faithful: Distant and occasional

Alignment: True Neutral

Servitors: A race of magical giant lizardmen (treat as Frost Giants with the magical properties of demons of a random Type I-VI)

Ceremonial Times: ceremonies open to the public three times a day (dawn, noon, dusk) officiated by lesser clerics, a fourth daily ceremony at midnight open only to inhabitants of the temple complex, the high priest(ess) enters an underground holy of holies on the last day of each year for a special secret ceremony intended to ensure the birth of the new year

Ceremonial Practices: lighting of sacred braziers at the daily services, sacrifice of a human virgin at the special year end ceremony

Preferred Sacrifices: three drops of the supplicant's own blood

Comments: Depictions of Sarduba vary greatly, but usually fall along the lines of a snake, dragon, dinosaur, or snake-woman, dragon-woman, or dinosaur-woman. She is said to protect her worshipers from earthquakes and creatures that dwell underground. When angered she is said to use those same things to punish her followers.

Name: Herstii

Titles: The Great Bovine, Mistress of Winds, She Who Chews Her Cud Until the End of Time

Sphere of Influence: Elemental Wind

Mortal Abilities: Kabbalist 20

God Level: 7

Racial Preference: Most high priests and priestesses are minotaurs, but faith accepts all worshipers.

Involvement with Faithful: Distant and occasional

Alignment: True Neutral

Servitors: a race similar to shedu but female and neutral in alignment

Ceremonial Times: the higher ranking clerics of the temple greet each dawn, public celebration of the equinoxes

Ceremonial Practices: waiving of curvy-bladed daggers, burning of incense, sacrifice of jewelry by immersion in acid, ringing of gongs, ceremonial display of bovine skulls, handling of serpents

Preferred Sacrifices: Jewelry

Comments: No one is quite sure how a cow got into the pantheon.

Name: Ukssup

Titles: the Bold One, The Lord of Light, the Radiant Tiger, The Beast That Burns The Night

Sphere of Influence: Elemental Light

Mortal Abilities: Ronin 20

God Level: 6

Racial Preference: Tigerfolk are given preference for promotions in the church hierarchy and afforded special rights they frequently lord over other clerics, but the faith accepts all who would obey its harsh doctrines.

Involvement with Faithful: Distant and occasional

Alignment: Lawful Evil

Servitors: certain rakshasas, a race of half-demon pseudo-weretigers (think yuan-ti but swap tigers for snakes), a clan of radioactive barbed devils

Ceremonial Times: at dawn and dusk each day the High Priest and High Priestess commune directly with one of Ukssop's servitors, on the fifth day of the fourth month the lesser clerics officiate at a special holy feast called Ukssop's Triumph, all services are closed to the public

Ceremonial Practices: donning, displaying, and removing sacred jewelry; readings from sacred scrolls detailing the mortal life of the deity; processions with one or more stone idols depicting the Twelve Sacred Aspect of Ukssop; wearing of elaborate and heavy hooded robes; lighting and extinguishing sacred braziers with special Sparking Incense; whirling dancing while holding sacred maces

Preferred Sacrifices: Large gems (100gp+)

Comments: A stern faith that rewards complete obedience with the promise of protection from the forces of the Night.

Name: Tlxadur

Titles: the Green Smith, the Bender of Metals, Ore-Finder

Sphere of Influence: Elemental Metal

Mortal Abilities: Bard 20/Healer 19

God Level: 7

Racial Preference: Most temples are established among the Yuccamots, the beaverkin people from which both Tlxadur and Varuzon originated, but other worshipers are welcomed.

Involvement with Faithful: Beyond clerics receiving appropriate spells the flock is on its own.

Alignment: True Neutral

Servitors: a race of magical giant beavers, a dozen intelligent iron golems

Ceremonial Times: three teams of clerics of the temple observe rituals at dusk, dawn, and midnight of each day, six special public festivals are observed each year with their dates being determined by augury (randomly) at the last festival of each year

Ceremonial Practices: drinking of sacred wine (this often gets out of hand at the six special festivals), much kowtowing to a metal idol (bronze or iron, typically), the idol is paraded in public during three of the six special festivals

Preferred Sacrifices: Gems of any type

Comments: A green beaver-dude like the God of Death. While his portfolio is elemental metal, most parishioners know him as the god that throws great parties.