

CHAPTER XI: Religion

THE SAYINGS OF KIB

(Sender of Life in all the Worlds)

Kib said: "I am Kib. I am none other than Kib."

Kib is Kib. Kib is he and no other. Believe!

Kib said: "When Time was early, when Time was very early indeed-there was only Mana-Yood-Sushai.

Mana-Yood-Sushai was before the beginning of the gods, and shall be after their going."

And Kib said: "After the going of the gods there will be no small worlds nor big."

Kib said: "It will be lonely for Mana-Yood-Sushai."

Because this is written, believe! For is it not written, or are you greater than Kib?

Kib is Kib.

- Lord Dunsany

The Gods of Pegana

Deities and Demigods

Temples

Weird Cults and Heretical Sects

DEITIES & DEMIGODS

NOTE: The GM should exercise discretion when using results from these tables, rejecting any illogical results after due consideration (e.g. A Chaotic Evil god of justice that requires the head of an innocent for his birthday festival).

Type of Deity	Deity's Power (roll once)					
1d6	TYPE	1d10	POWER	DOMAIN(S)	ARTIFACTS	MYTHS
1-2	God	1-4	Lesser	1	0-1	1
3-4	Goddess	5-7	Minor	1d2	1d2	1d2
5	Demigod	8-9	Major	1d3	1d2	1d3
6	Saint/Hero	10	Major	1d4	1d3	1d4
Diety's Relation to Pantheon						
1D8	RELATION					

1	Husband/Wife of God/Goddess
2	Child of God/Goddess
3	Illegitimate Child of God/Goddess
4	Sibling of God/Goddess
5	Lover/Consort of God/Goddess
6	Offspring of God/Goddess & Mortal
7	Outsider/Rogue
8	Mortal Raised to Deity Status

Deity's Alignment(s)			
1d20	ALIGNMENT(S)	1d20	ALIGNMENT(S)
1	Lawful Good	11	Chaotic Evil
2	Lawful Neutral	12	All Chaotic
3	Lawful Evil	13	All Good
4	All Lawful	14	All Evil
5	Neutral Good	15	Lawful Neutral / Lawful Good
6	True Neutral	16	Neutral Good / True Neutral
7	Neutral Evil	17	Chaotic Good / Chaotic Neutral
8	All Neutral	18	Lawful Neutral / Lawful Evil
9	Chaotic Good	19	True Neutral / Neutral Evil
10	Chaotic Neutral	20	Chaotic Neutral / Chaotic Evil

Deity's Following		
d%	STATUS	PRIESTHOOD
01-10	Forgotten / Dead Deity	None
11-15	Very Small Cult	1d10
16-25	Small Local Cult	3d10
26-35	Small Regional Religion	10d10
36-50	Medium Local Religion	6d10
51-65	Medium Regional Religion	2d10 x 10
66-80	Large Local Religion	10d10
81-95	Large Regional Religion	1d4 x 100
96-98	Major Religion	10d10 x 100
99-00	Extra-Planar Cult	Variable

Deity's Relationship with Worshipers (roll once per column)				
1d10	PATRONAGE	INVOLVEMENT	ALLIES	ENEMIES
1-2	No preferences	Obsessive	Worshippers & Deity Only	None
3-4	Male or Female	Very Concerned	1 Allied race / group / deity	1 deity
5	Nonhuman Race	Concerned	2 Allied races / groups / deities	1 Enemy race / group / deity
6	Demi-human Race	Mildly Concerned	3 Allied races / groups / deities	2 Enemy races / groups / deities
7-8	Humans	Uninterested	4-6 Allied races / groups / deities	1d4+2 Enemy races / groups / deities
9-10	Social/Professional Group	Oblivious	7 or more allied races / groups / deities	All non-believers

Deity's Appearance (roll Form and Age and then sub-tables if necessary)					
1d8	FORM	AGE	ANIMAL	MONSTROUS	NON-CORPOREAL
1	Biped (as worshippers)	Infant	Snake *	Dragon *	Gaseous Cloud

2	Mixed: Biped + Animal	Child	Spider *	Demon *	Pillar of Smoke/Fire
3	Mixed: Biped + Monstrous	Young	Lizard *	Devil *	Orb of Light / Dark
4	Animal	Youthful	Insect *	Undead *	Ball Lightning
5	Monstrous	Adult	Canine *	Giant *	Radiation
6	Non-corporeal	Mature	Feline *	Nonhuman *	Illusory Phantasm
7	Giant (as worshippers)	Old	Fish *	1d3 headed + roll again	Beam/Ray of Light
8	Elemental* Blob/Mass	Ancient	Rodent *	1d12 headed + roll again	Invisible

* Roll on the appropriate sub-table in Random Monsters by Type (Chapter V) to determine the exact type

Deity Domains					
d00	Domain	d00	Domain	d00	Domain
1	Agriculture	34	Illusion	67	Suffering
2	Air	35	Intoxication	68	Sun
3	Alchemy	36	Judgement	69	Thievery
4	Animals	37	Kingship	70	Time
5	Beauty	38	Knowledge	71	Trade
6	Building	39	Lakes/Rivers	72	Travel
7	Caves	40	Law	73	Tyranny
8	Chaos	41	Light	74	Undead
9	Childbirth	42	Longevity	75	Underworld
10	City	43	Luck	76	War
11	Community	44	Lust	77	Water
12	Crafts	45	Madness	78	Weapons
13	Creation	46	Magic	79	Witchcraft
14	Darkness	47	Mercy	80	Youth
15	Death	48	Metal-working	81-90	Roll again
16	Deception / Trickery	49	Mind	91-98	Roll again TWICE
17	Dreams	50	Mining	99-00	GM's Choice
18	Earth	51	Monsters		
19	Evil	52	Moon		
20	Famine / Disease	53	Murder		
21	Fire	54	Music / Poetry		
22	Fishing	55	Oracles		
23	Forests	56	Pestilence / Plague		
24	Good	57	Plants		
25	Growth	58	Protection		
26	Harvest	59	Purity		
27	Healing	60	Revenge		
28	Herding	61	Sagecraft		
29	Hill/Mountains	62	Sky		
30	Honesty	63	Sobriety		
31	Hospitality	64	Stars		
32	Hunger	65	Storms		
33	Hunting	66	Strength		

Important Myths & Traditions

1d20	MYTH
1	The deity slew (1-2) a terrible beast (3-4) another deity (5-6) many mortals
2	The deity created a race of (1-3) intelligent mortals (4-6) monsters
3	The deity disappeared and (1-3) eventually returned (4-6) never returned
4	The deity (1-3) completed a great quest (4-6) sent a mortal on a great quest
5	The deity created an important (1-2) artifact (3-4) city (5-6) part of the Prime Material Plane
6	The deity (1-3) died (4-6) was murdered and returned from the dead
7	The deity fathered/mothered (1-3) a demigod (4-5) a lesser deity (6) a minor deity
8	The deity fought a war with another deity / group of deities and (1-3) won (4-6) lost
9	The deity (1-3) usurped (4-5) inherited (6) lost their position of power
10	The deity inspires (1-2) humor (3-4) folk tales (5) fanaticism (6) respect
11	The deity is famed for their (1-2) oratorical (3-4) mental (5-6) sexual prowess
12	The deity is reviled for (1-2) treachery (3-4) bringing ill-fortune (5-6) unknown reasons
13	The deity (1-2) never (3) rarely (4-5) occasionally (6) often visits the Prime Material Plane
14	The deity is of (1) unknown origin (2-3) an immortal (4-5) a deified mortal (6) an Outer God
15	The deity is (1) draconian (2-3) strict (4-5) permissive (6) unattentive towards their followers
16	The deity married (1) a mortal (2-3) a demigod (4-5) a deity (6) a monster
17	The deity esteems (1) non-violence (2) piety (3) poverty (4) heroism (5) violence (6) obedience
18	The deity takes (1) an obsessive (2) a great (3-4) a normal (5) little interest in the Prime Material Plane
19	The deity is the subject of (1-2) an epic (3-4) curses (5-6) apocryphal legends
20	The deity (1-2) is imprisoned for millennia (3-5) is restricted to their home plane (6) is dead/non-existent

TEMPLES

Temple Building (Roll once per column)						
1d10	SHAPE	LAYOUT	CONDITION	MATERIAL	PURPOSE	FEATURES
1	Domed Square	1-story	Under Construction	Soft Stone	Hermitage	1d3
2	Pyramidal	2-Story	Brand New	Wood / Timber	Normal Temple	1d2
3	Oval	3-story	Slightly Aged	Sod	Hospital / Clinic	1d2-1
4	Rectangular	(1d6+3 stories)	Worn	Earthen / Adobe	Monastery	1d3-1
5	Obelisk / Tower	1 underground	Aged	Clay / Brick	Militant Barracks	1d2-1
6	Round	1-story +1 underground	Ancient	Soft Metal	Fortified Temple	1d2-1
7	Square	2 underground	Crumbling	Hard Stone	Shrine	1d2
8	Hemispheric	3 underground + 1-story	Partially Ruined	Hard Metal	Cathedral / High Temple	1d4
9	Geodesic Domed	3 underground	Ruined	Leather / Skins	Pilgrims' Hostel	1d2-1
10	Rhomboidal	3 underground + 1-story	Foundations Only	Quartz / Crystal	Mortuary / Ossuary	1d3-1

Temple Special Features (roll once for type, and again, if needed, for particulars)							
1d10	TYPE	WELL	ARTIFACT	RELIC	IDOL	WRITINGS	MYTHIC PLACE
1	Well	Curing	Sword	Skull	Charms	Creation	Triumph
2	Artifact	Transmutation	Helm	Leg Bone	Magnetic	Deity's Battles	Birth
3	Avatar	Sacrificial	Shield	Hand	Animated	Deity's Birth	Ascension
4	Relic	Commune	Staff	Heart	Anti-magic	Deity's Life	Return
5	Mythic Place	Raise Dead	Ring	Brain	Sacrificial	First Priest	Revelation
6	Writings	Healing	Mace	Mummy	Random Spells	Divine Magic	Defeat
7	Idol	Holy Water	Scroll	Ashes	Gate / Portal	History	Marriage
8	Tomb	Remove Curse	Armour	Eye	Sentient	Morality/Law	Saint
9	Servant	Cursed	Holy Symbol	Foot	Heal / Cure	Crafts	First Temple
10	Festival	Grants Wishes	Rod	Tooth	Raise Dead	Mystery	Death

NOTES:

Well: Includes sacred springs, caves or grottoes. May be open to the laity (60%), available only to clerics (30%) or accessible only to clerics or high priests or on special occasions (10%).

Artifact/Relic: Item may be kept permanent displayed (60%), revealed only on special occasions (30%), or kept permanently locked away (10%). (c.f. Chapter VII Artifacts & Relics)

Avatar: Includes a living avatar of the deity (20%) or an individual believed to be a reincarnation of the deity (80%). Typically lives on the premises year-round, revealing themselves only during special occasions or on holy days.

Idol: Includes sacred icons, frescoes, or tapestries. Usually (80%) mounted in a publicly visible spot but special functions are typically available only to clerics or high-priests on special occasions or holy days.

Writings: Includes sacred books, scrolls, tablets or inscriptions. May be kept permanent displayed (20%), revealed only on special occasions or holy days (40%), or kept permanently locked away (40%).

Mythic Place: May be open to the laity (60%), available only to clerics (30%) or accessible only to clerics or high priests or on special occasions (10%).

Tomb: Includes sarcophagi of revered saints or clerics or catacombs containing the bones of the faithful.

Servant: A corporeal servant of the deity, including saints, magical creatures such as a deva, demon, devil or another living being sacred to the religion such as an animal or plant.

Festival: Temple is the site of a regularly held sacred festival that attracts pilgrims.

Temple Treasury	
1d10	CONTENTS
1	(1d4) x 100gp
2	(2d6) x 100gp
3	(1d10 + 10) x 100gp
4	(1d4) x 1,000gp
5	(2d3) x 1,000gp
6	(2d10) x 1,000gp
7	(2d6 x 10) x 1,000gp
8	(2d6 + 15) x 1,000gp
9	(3d6 + 20) x 1,000gp
10	(1d4+1) x 10,000gp

Local Lay-followers				
1d6	HAMLET	VILLAGE	TOWN	CITY

1	1d4 + 1	3d6	2d10 + 10	1d10 + 20
2	1d6 + 2	2d6 + 8	1d100 + 10	(1d4x10) + 50
3	2d4 + 2	3d6 + 10	3d6 + 40	1d100 +100
4	2d6 + 3	2d6 + 20	(1d6 x 10) +30	(2d6 x 10) +150
5	3d6 + 2	3d6 + 25	(1d4 + 1) x 10) +30	(3d6 x 10) +200
6	2d6 + 10	(1d4 + 1) x 10	1d100 + 50	(1d4 + 1) x 100

Temple Priesthood

1d6	LEADER	2d8	HIGH PRIEST(S)	PRIEST(S)
1	High Priest	2	4 th - level	(1d4) x 1 st - 3 rd levels
2	High Priest	3	5 th - level	(2d4) x 1 st - 4 th levels
3	High Priest	4	6 th - level	(2d6+4) x 1 st - 4 th levels
4	High Priest	5	7 th - level	(2d6) 1 st - 5 th levels
5	Dual Leadership	6	8 th - level	(2d10+6) x 1 st - 2 nd - 7 th levels
6	Triumvirate	7	9 th - level	(3d10) x 1 st - 6 th levels
8	10 th - level	(2d6) x 3 rd - 6 th levels		
	9	11 th - level		(2d10 + 20) x 1 st - 6 th levels
		10	12 th - level	(3d6 + 25) x 2 nd - 7 th levels
		11	13 th - level	(3d10 + 30) x 1 st - 8 th levels
		12	14 th - level	(5d8 + 20) 1 st - 8 th levels
		13	15 th - level	(2d10 + 40) x 2 nd - 11 th levels
		14	16 th - level	(2d10 + 50) x 2 nd - 11 th levels
		15	17 th - level	(1d10 + 10) 4 th - 9 th levels
		16	18 th - level	(3d10 + 75) 4 th - 15 th levels

Temple Guards / Paladins

1d6	# APPEARING
1	(1d4) 1 st level
2	(1d6) 1 st level
3	(1d4) 1 st - 4 th levels
4	(1d6) 1 st - 4 th levels
5	(2d4) 1 st - 5 th levels
6	(2d6) 1 st - 8 th levels

Wilderness Temples / Shrines

1d20	SITE
1	Dense Forest
2	Meadow
3	Cairn
4	Cliff-top
5	Sea Coast
6	Hidden Valley
7	Underground
8	Marsh
9	Mountaintop
10	Riverbank
11	Ruins
12	Island

13	Volcano
14	Desert Oasis
15	Sacred Grove
16	Gorge
17	Underwater
18	Plains
19	Crater
20	Floating in the Sky

Temple Ritual Devices & Protective Measures (roll once per column)

1d20	DEVICE	DIVINE CURSE ON DEFILER(S)	PROTECTION(S)
1	Chime	Primary ability reduced by 2	Priests
2	Weapon	Associated animals / elements associated at odds with defiler	Mercenaries
3	Idol	Pursuit by other members of the religion	Magical Detection
4	Medallion	Magic item loses abilities	Dogs
5	Incense	Quest to attack another religion / cult	Lions
6	Robe / Vestment	Earthquake destroys temple while defiler is inside	Serpent
7	Wine	Wracked with pain, -4 to-hit, no spell casting possible	High Walls
8	Brazier	Sex change	Moat
9	Tapestry	Muteness	Traps
10	Fresco	Blindness	Tricks
11	Gong	Lose 5 points Charisma	Undead
12	Book / Scroll	Skin slowly changes color	Animated Furniture
13	Fire	Diseased / poisoned	Walls of Fire
14	Skull	-2 to all Saving Throws	Briars / Thorns
15	Blood	12 th - level Assassin hired by the temple	Militia
16	Jewelry	10% chance/ round of becoming catatonic for 1d12 rounds	Nearby Castle
17	Music	Vision slightly blurred, -1 to-hit, cannot detect secret doors	Illusions
18	Candles	Pair of devil's horns grow out of defiler's head	Monsters
19	Goblet	Attacked once per day by random creature	Demons / Devils / Angels
20	Altar	Impotency	Powerful Monster

Divine Curse Duration

1d6	DURATION
1	4-24 hours
2	1d10 days
3	1d8 weeks
4	1d6 months
5	1d4 years
6	Permanent

Ceremonial Times (1d6 ceremonial 'events'. Roll separately for each)

1d20	FREQUENCY	TIME(S)	ATTENDEES
1-2	Once daily	Dawn, Dusk, Midnight or Noon	Cleric(s)
3-5	Twice daily	Dawn and Dusk	Cleric(s), Laymen
6-7	Twice daily	Noon and Midnight	Cleric(s), Laymen

8	Thrice daily	Dawn, Noon and Dusk	Cleric(s)
9-10	Thrice daily	Dusk, Midnight and Dawn	Lvl 6+ clerics
11-12	Thrice daily	Midnight, Dawn and Noon	Level 6+ clerics, Laymen
13	Thrice daily	Noon, Dusk and Midnight	Clerics, Laymen
14-15	Four times daily	Dusk, Midnight, Dawn and Noon	All cleric(s), Paladins
16-18	Once weekly	GM should randomly determine the day of the week	All cleric(s), laymen
19-20	Once monthly	GM should randomly determine the day of the month	All cleric(s), laymen

Special Ceremonies (Roll 1d3 times for major deities, once for others)

1d20	CEREMONY
1	Full Moon
2	Equinoxes
3	Years End/Beginning
4	1d8 High Holy Days
5	Eclipses
6	Spring Fertility Rites
7	Month of Fasting and Prayer
8	Saints' Day
9	Day of the Dead
10	Rites of Initiation / Adulthood
11	Devil's Day
12	New Moon
13	Fall Harvest Rites
14	Summer Bacchanalia
15	Deity's Day of Birth
16	Deity's Day of Death
17	Day of Deity's Victory Against Enemies / Enlightenment / Deification
18	Celebration of the Creation of the World
19	Astrological Conjunction
20	Foundation Day of the Cult

Sacrifices

1d20	SACRIFICIAL ITEM	SACRIFICIAL VICTIM
1	Burnt Incense	Human
2	Copper Pieces	Half-Elven
3	Silver Pieces	Halfling
4	Electrum Pieces	Elf
5	Gold Pieces	Dwarf
6	Platinum Pieces	Gnome
7	Small Gems (<100gp)	Orc
8	Large Gems (>100gp)	Goblin / Hobgoblin
9	Jewelry & Artworks	Troll
10	Magic Items	Ogre / Bugbear
11	Large Animal (Sheep, Cow)	Lizard Man / Batrachian / Locathah
12	Small Animal (Snake, Chicken)	Fae
13	Fruits and Vegetables	Non-intelligent monster (HD3+)
14	Books and Scrolls	Merman / Triton
15	Victim's Blood	Demon

16	Victim's Heart	Devil
17	Victim's Head	Spellcaster
18	Special Victim's Blood	Opposing cleric or paladin
19	Special Victim's Heart	Any creature of opposing alignment
20	Special Victim's Head	Any creature of the same alignment
Special Sacrificial Victims		
1d10	VICTIM TYPE	
1	Young	
2	Elderly	
3	Adult Man	
4	Adult Woman	
5	A Virgin	
6	A Noble	
7	Of a certain lineage or ethnicity	
8	With a certain physical trait	
9	A Criminal	
10	An Innocent	
Holy / Unholy Symbols		
1d20	SYMBOLIC FORM	
1	Mineral	
2	Precious metal (Bronze, Gold, Silver, Platinum)	
3	Gemstone	
4	Wood	
5	Inscription	
6	Icon / Portrait	
7	Light Source	
8	Talisman / Amulet	
9	Headgear / Helmet	
10	Shield	
11	Phylactery	
12	Tattoo / Scar / Brand	
13	Ritual Body Paint	
14	Complex Finger Gesture(s)	
15	Rosary / Beads	
16	Weapon	
17	Rod / Wand / Sceptre	
18	Ring	
19	Mirror	
20	Open flame	

WEIRD CULTS & HERETICAL SECTS

DIRECTIONS: Determine the cult's alignment. Roll for the cult's Focus and again for Activity. This determines what the cult's goals are and how public they are going about achieving them. Then, check the local reaction to the cult. Next, roll on the Cult Membership table to determine how many

cultists there are, how many and what kind of leader(s) they have.

Cult Focus & Activity			
1d20	FOCUS	1d10	PUBLIC ACTIVITY
1	Necromancy	1	Inactive / Disbanded
2	Demonology	2-3	Underground / Unknown
3	Diabolism	4-5	Secretive / Little Known
4	Minor Theological Issues	6-7	Known
5	Fomenting (Un)Holy War	8-9	Well-Known
6	Resisting (Un)Holy War	10	Vocal / Open
7	Racism		
8	Apocalyptic	1d10	LOCAL REACTION
9	Fleecing Rich Devotees	1-2	Fear / Hatred
10	Deluded Opportunists	3-4	Distrust
11	Ancient Revivalists	5-7	Indifference
12	Utopian	8-9	Favorable
13	Eremites	10	Beloved
14	Hedonists		
15	Athiests		
16	Nihilists		
17	Alien / Astral Travellers		
18	Time Travellers		
19	Inimical Mythos		
20	Deposed Royalists		

Cult Membership			
1d10	# of MEMBERS	1d20	LEADER TYPE(S)
1-3	Tiny (0-10)	1	Cleric
4-5	Small (10-20)	2	Magic-User
6-8	Moderate (20-100)	3	Illusionist
9	Large (100-1000)	4	Sage
10	Very Large (1000+)	5	Barbarian
		6	Thief
1d10	# of LEADERS	7	Assassin
1-2	1	8	Druid
3-5	1d6	9	Witch
6-8	2d4	10	Fighter
9-10	3d6	11	Paladin
		12	Anti-Paladin
		13	Warlock
		14	Charlatan (0-lvl)
		15	Hermit
		16	Kung Fu Monk
		17	Inquisitor
		18	Non-human
		19	Demi-human
		20	Extraplanar creature

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