

Simpler Systems Options: Gods & Religions



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Religion:

The Basics:

Religion has a significant cultural and political impact in the world. However, no one has directly witnessed the existence of the Gods. They move and act in mysterious ways.

All characters may choose to follow a religion, however this is mandatory for Druids and Oracles.

Performing actions which are true to the ways of your God will earn piety points which can be traded for divine Favors from their deity.

Piety points are capped at a total of twice character level + religion perk level.

(x) equals the number of piety points earned or spent for a given activity or favor.

Benefits of Divine Favor:

Divine favor:

Divine Favors listed under each faith may be learned at the discretion of followers temple, shrine, or cult. Status as a Lay Initiate, Shaman, Non Ordained Religious, or Ordained Religious as well as standing in the community, political status, service to the Faith, and gifts bestowed upon the organization will be some of the factors considered before being taught a Divine Favor.

Using divine favor requires a successful religion skill check against a target number to succeed. A success results in your prayers being answered and the favor works. Your prayers are not answered on a failure. A critical success results in a dramatic success (increased the benefit/effect). You anger your God on a critical failure and must make atonement [See Atonement Table].

Each religion lists the standard list of divine favors they can teach. Additional ones are listed below. Some or many of them may be available through your temple, shrine, or cult.

The Gods:

The Faith:

Somaris the Sun God, The Protector

The Ways

- Pray to Somaris at the start or end of a session (1).
- Pay homage to a shrine or church of Somaris (1).
- Defend the innocent from harm (2).
- Consecrate a place of evil (3).
- Single handedly defeat a creature who is undead or born from chaos (3).
- Establish a church of Somaris (5).

Divine Favors

- Bless: Bless gives a person advantage on a check during this session (1).
- Healing: Religion check to heal 1d6 health points (1).
- Turn Undead: Religion vs. undead monster check (10+HD) within 200' to force a morale check. On a success causes cleric level + character level 1d6 HD of undead to flee and are destroyed on a critical success. (1)
- Favor: Religion check to grant anybody a single re roll during this session (1).
- Courage: Religion check to grant all allies within 40' advantage on their next attack and damage rolls (2).
- Cure Ailment: Religion check to cure a disease or poison (3).

The Old Ways

Reeva, Mother Earth, Power, Nature

The Ways

- Pay respect to a druidic shrine (1).
- Do not disturb the lair/territory of natural beasts (1).
- Protect creatures from the power of nature (2).
- Rediscover the hidden ways of travel (3).
- Find one of the primeval world trees (3).
- Rediscover an ancient Dragon (5).

Divine Favors

- Animal Friendship: Religion check to befriend an animal up to 30' (1).
- Entangle: Religion check to summon vines which entangle a single opponent (Strength 10+religion perk level, HD 2) (1).
- Hidden Move: Religion check to move up to 50' away from an opponent and disappear if cover is available. (1).
- Influence: Check opposed religion vs Charisma save to influence an opponent to your viewpoint (1).
- Shape Change: Religion check to shape change into the form of an small to medium sized animal for the encounter (2).
- Portent: Religion check to gain three re rolls or advantage checks for an encounter later in the session. Player narrates the warning based on referee hints (3).

The Moon Sect

Morraine the Mysterious, Discovery, Magic, Shadows

The Ways

- Explore an ancient ruin, dungeon or structure (1).
- Create uncertainty, doubt or chaos among a settlement (1).
- Discover or defeat a new monster (2).
- Discover an item with magic properties (3).
- Find a magical rift or portal (3).
- Explore the mythic underworld (5).

Divine Favors

- Light: Religion check to create a 30' radius light source on an object for an hour (1).
- Darkness: Religion check to create a 30' radius area of darkness for an hour (1).
- Detect Magic: Religion check to detect magic within 20' (1).
- Identify Magic: Religion check to identify a magic object (1).
- Hidden Lore: Religion check to identify some information about a creature, object or location (2).
- Chaos: Religion check to create a volatile surge in magic in a 200' radius for 1d6 rounds. Anyone spell casting must roll on the Spell Special Failure Table on a failure (3).

The Death Cult

Kadmos, God of Death, Lord of Darkness, Shadowlands

The Ways

- Proudly display a symbol of the God of Death (1).
- Pay homage to a shrine of the God of Death (1).
- Single handedly take the life of a living creature (2).
- Recruit a follower into the service of your God (3).
- Ally with the undead (3).
- Visit the shadowlands (5).

Divine Favors

- Fear: Display your religious symbol forcefully to an individual. Opposed religion vs. Charisma save. Failure means they act at disadvantage against you for 1 turn (1).
- Blight: Religion check to cause an area of non magical vegetation with a 60' radius to wither and die (1).
- Swarm: Religion check to summon a swarm of insects to distract something or someone (1).
- Dread: Religion check to cast. All opponents within 40' must make a Charisma save or suffer disadvantage on their next actions. (1).
- Death Touch: Religion check and a successful attack drains your regular damage. These hit points are temporarily added to your hit points for the remainder of the encounter (2).
- Summon Undead: Religion check to summon 1d6 HD per religion perk level of undead creature to obey your simple commands. If they are available (3).

Atonement Table:			
1-6	Act of Faith: Travel to a sacred site for your faith, culture or ancestors; perform a rite of the faith.	49-54	Ministry of Compassion: Spend 1d4 days counseling strangers, including treating or managing madness.
7-12	Heal Others: Spend 1d4 days tending to strangers' physical injuries or illnesses.	55-60	Purest Example: Publicly demonstrate your deities most essential ethos.
13-18	Blood Redemption: Slay a dangerous foe single handed, then perform a 1d3 hour offering ritual.	61-66	Seat of Worship: Spend 1d8 days consecrating a new shrine or temple to honor your god.
19-24	Catechism: Spend 1d4 days instructing novices in your hallowed ways.	67-72	Restored: Retrieve, reinstate or cleanse a lost relic or holy symbol of your god.
25-30	Abase Yourself: Spend 1d6 hours purifying a shrine or temple (dedicated to your god), or 1d6 days performing menial, abasing labor at your temple.	73-78	Flagellation: Spend 1 hour a day for 1d8 days painfully drawing your own blood. The ritual causes 1 Constitution point loss per day. Constitution heals at 1 point per week.
31-36	End the Accursed: Personally slay one of the faithful to an opposed god .	79-84	Contemplation: You sequester yourself for 1d4 months, studying holy scripture.
37-42	Pilgrimage: Visit a distant shrine or temple to your god.	85-92	Tithe: Donate ½ your treasure to your order.
43-48	Glorious Adornment: Commission a statue, symbol or other religious paraphernalia worth ½ your wealth, for your order.	93-100	Holy Quest: Complete a special task for another of your order or in accordance with a vision.

Additional Divine Favors:

RL = Minimum Religion Level to learn this rite.

(x) = the number piety points spent for a given activity or favor.

Note: Favors that are listed under specific Gods or Faiths can be taught as part of their religious teachings. They only require approval from your temple, shrine, or cult and a religious level 1 to acquire.

- Animal Friendship: Religion check to befriend an animal up to 30'. RL: 1 (2).
- Bless: Bless gives a person advantage on a check during this session RL: 1 (2).
- Bless the Land: You spend the day praying over the fields or forests. This grants a 25% gain in growth, health, and harvest. You may bless 100 acres per religion perk level. RL: 2 (2).
- Blight: Religion check to cause an area of non magical vegetation with a 60' radius to wither and die. RL: 2 (3).
- Break Curse: Roll 1d20 + religion level + piety points spent breaking curse vs DC 10 + inflicter's religion level + piety points spent inflicting curse. RL: 2 (x).
- Chaos: Religion check to create a volatile surge in magic in a 200' radius for 1d6 rounds. Anyone spell casting must roll on the Spell Special Failure Table on a failure. RL: 2 (5).
- Consecrate This Area to the Faith: Use divine power and ritual to bind a small area to a deity or faith. The area will give bonuses to adherents and banes to it's enemies. RL: 1 (2).
- Consecrate This Material to the Faith: Use divine power and ritual to bind a small amount of material to a deity or faith. Materials will have their imbuelement resistance lowered in preparation for inclusion in sorcerous rituals or items. RL: 3 (5).
- Courage: Religion check to grant all allies within 40' advantage on their next attack and damage rolls RL: 1 (3).
- Curse: Disadvantage on
 - Minor: 1d3 important rolls a day or minor effects like bad breath that won't go away or minor deformity. Save vs Intelligence. RL: 2 (3).
 - Medium: 1d10+2 important rolls a day or medium effects like can't speak or severe impairment. Save vs Intelligence – religion level. RL: 3 (5).
 - Major: 3d6+3 important rolls a day or major effects like transformed into a toad or exists in animal form during moonshine with death or permanent transformation to animal in a season. Save vs Intelligence – religion level with disadvantage. RL: 4 (7).

- Darkness: Religion check to create a 30' radius area of darkness for an hour. RL: 2 (2).
- Death Touch: Religion check and a successful attack drains your regular damage. These hit points are temporarily added to your hit points for the remainder of the encounter. RL: 4 (4).
- Detect Magic: Religion check to detect magic within 20'. RL: 2 (1).
- Dread: Religion check to cast. All opponents within 40' must make a Charisma save or suffer disadvantage on their next actions. RL: 2 (2).
- Entangle: Religion check to summon vines which entangle a single opponent (Strength 10+religion level, HD 2). RL: 2 (2).
- Favor: Religion check to grant anybody a single re roll during this session. RL: 1 (2).
- Fear: Display your religious symbol forcefully to an individual. Opposed religion vs. Charisma save. Failure means they act at disadvantage against you for 1 turn. RL: 2 (3).
- Healing: Religion check to heal 1d6 health points. RL: 2 (2).
- Healing Wounds & Sickness: Heals one minor or moderate wound or disease. RL: 3 (4).
- Healing Greater Wounds & Sickness: Heals one greater wound or disease. RL: 4 (6).
- Hidden Lore: Religion check to identify some information about a creature, object or location. RL: 2 (3).
- Hidden Move: Religion check to move up to 50' away from an opponent and disappear if cover is available. RL: 2 (2).
- Identify Magic: Religion check to identify a magic object. RL: 2 (1).
- Influence: Check opposed religion vs Charisma save to influence an opponent to your viewpoint. RL: 2 (2).
- Light: Religion check to create a 30' radius light source on an object for an hour. RL: 2 (2).
- Loose the Bindings: Roll 1d20 + religious level + extra piety points spent vs DC10 + Spell level or HD for all forms of mental domination and control, fear, charm, command, etc. RL: 1 (1).
- Portent: Religion check to gain three re rolls or advantage checks for an encounter later in the session. Player narrates the warning based on referee hints. RL: 3 (5).
- Read the Heart: Detect strong Law, Chaos, Good, or Evil in a person. RL: 2 (2).
- Restore Souls Vitality: Restores a lost level of energy or level drain/loss. RL: 3 (6).
- Restore Vigor: Restores religion level + 1d6+1 of lost exhaustion levels. RL: 1 (2).
- Sanctify Water: Create Holy/Unholy water. RL: 2 (1).
- Sanctify Holy Symbol: Create Holy/Unholy symbol. RL: 2 (1).

- Sanctify Charm: Create Holy/Unholy charm. RL: 2 (5).
- Sanctify Minor Magics: Create Holy/Unholy minor magic items. RL: 3 (x).
- Sanctify Moderate Magics: Create Holy/Unholy moderate magic items. RL: 4 (x).
- Sanctify Major Magics: Create Holy/Unholy major magic items. RL: 5 (x).
- Shape Change: Religion check to shape change into the form of an small to medium sized animal for the encounter. RL: 3 (5).
- Sweeten Foul Food. Cleanses rotten, poisoned, or tainted food. This power cleans religion level+character level+1d6 meals. RL: 2 (2).
- Sweeten Foul Water: Cleanses filthy, poisoned, or tainted water. This power renders religion level+character level+1d6 gallons of fluid into clean water. RL: 2 (2).
- Summon Undead: Religion check to summon 1d6 HD per religion perk level of undead creature to obey your simple commands. If they are available. RL: 2 (5).
- Swarm: Religion check to summon a swarm of insects to distract something or someone. RL: 2 (2).
- The Blind Can See: Restores the use of one sensory organ that has been damaged, destroyed, or lost. RL: 4 (6).
- The Corruption is Purged: This ritual takes 1d12+1 hours if the victims sorcery perk level is 1-2, 1d3+2 days if the victims sorcery perk level is 3, 1d3 weeks if the victims sorcery perk level is 4, and 1d3 months if the victims sorcery perk level is 5. Remove one Mutation Table Effect.
- The Lame Can Walk: Restores function to one appendage that has been damaged, destroyed, or lost. RL: 4 (6).
- Turn Undead: Religion vs. undead monster check (10+HD) within 200' to force a morale check. On a success causes cleric level + character level 1d6 HD of undead to flee and are destroyed on a critical success. RL: 2 (3).

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