

# The Babylonian (Tuskar) Pantheon

## Marduk

LN greater god of the storms, winds, law, fertility, rulership, and magic

**Clerics:** LG, LN, LE

**Worshippers:** any non-Chaotic

**Major:** combat, creation\*, elemental (all), law, weather

**Minor:** charm, divination, guardian, numbers, protection, war

**Add:** *whispering wind* (1st), *zephyr* (2nd), *gust of wind*, *mystic net* (as *mystic rope*, but appears as a net, 3rd), *fertility* (male only, 4th), *ensnarement* (as **rope** but appears as a net, 6th), *limited wish*, *polymorph any object* (non-living only, 7th)

**Undead:** turn (at minus two levels, never destroy, Babylonian only)

**Weapons:** bola, bow\*, club, dagger, dart, hammer, javelin, knife, mace\*, net\*, short sword, sling, spear, staff\*

**Armor:** any but no shield

**Symbol:** triangular spade

**Animal:** mushhushu (fire-breathing, snake-like) dragon

May be split classed fighter/cleric or mage/cleric (1:3 or greater)

Must have 13+ strength and constitution

Must select at least two weapons marked with \* before any others

Must always be fair, just, and compassionate

All Creation spells must begin with matter (cannot make out of nothing) (Marduk is the official owner of the Tablets of Destiny)

## Anu

(An)

LG w/LN greater god of the sky, stars, heavens, kings, authority, progenitor of order

**Clerics:** LG, LN

**Worshippers:** any non-Chaotic

**Major:** charm, creation, elemental air, numbers, sun (non-solar), weather

**Minor:** death (both versions freely), divination, law, protection, summoning

**Add:** *speak with astral traveler* (1st), *astral window* (2nd), *join with astral traveler* (3rd), *gust of wind*, *raise/lower water*, *shooting star* (as **ring**, 4th), *plane shift* (5th), *limited wish* (7th)

**Undead:** turn

**Weapons:** standard

**Armor:** any

**Symbol:** divine horned cap

**Animal:** bull

Only half normal chance for divine intervention (round down)

(Anu no longer rules directly, having turned matters over to Marduk)

(Anu holds the Tablets of Destiny)

## Ea

(Enki)

NG w/CG greater god of (sweet) water, wisdom, guile, knowledge, civilization, crafts, magic, and the underground

**Clerics:** NG, CG

**Worshippers:** any non-Evil

**Major:** creation, death (healing only), divination, elemental earth & water, numbers, healing

**Minor:** animals, good, plants, protection, thought

**Add:** *sleep* (2nd), *slumber* (4th), *fabricate* (5th), *animate object* (6th)

**Undead:** no effect

**Weapons:** bola, club, crossbow, dagger, dart, hammer, hand axe, knife, mace, short sword, sling, staff

**Armor:** any but no shield

**Symbol:** ram-headed staff or capricorn (goatfish)

**Animal:** capricorn, ram, turtle

May be split classed mage/cleric

Twice as likely to aid worshippers, three times if another god is involved

- 5) may create up to 2 HD/lvl of loyal servant creatures out of clay -- usually animals, but composite creatures with special abilities possible after quest or sacrifice (~ each  $\Sigma$  HD \* 200gp for minor [limited intellect, unusual flight, speech, etc] and \* 500gp for major [most magic powers]), slain creatures replaceable in same fashion (quest or sacrifice), may NOT create humans but homunculus okay
- 10) may fashion a clay golem

Must have 13+ wisdom and 9+ intelligence

Must have the sculpting proficiency to use special abilities

## Ereshkigal

(Ereshkigal)

NE w/N greater goddess of death, darkness, loneliness, and the afterlife

**Clerics:** any Evil

**Worshippers:** any

**Major:** death, elemental earth, guardian, healing, sun (reversed only), travelers

**Minor:** divination, protection, summoning\*

**Add:** *suggestion* (3rd), *negation* (as **wand**, 4th), *rainbow* (5th), *finger of death* (6th), *death spell* (7th)

**Undead:** command (at plus two levels)

**Weapons:** any

**Armor:** any

**Symbol:** seven gates

**Animal:** lion or water serpent

May be split classed necromancer/cleric

- 1) gain saving throw versus breath weapon or +4 on save vs undead special attacks (paralysis, strength/level drain, etc)
- 5) immune to darkness (natural and magical)
- 10) immune to undead special attacks (paralysis, strength drain, level drain, etc)

All Summoning spells call unnatural and ghastly creatures with the same statistics, such as spirit wolves, demon hawks, and zombie lions

## Ishtar

(Inanna)

N greater goddess of war, sexuality, aggressiveness, strength, and fertility

**Clerics:** LN, N, LE, NE

**Worshippers:** any

**Major:** charm, combat, protection, summoning, war

**Minor:** death, divination, guardian, healing, weather

**Add:** *strength* (2nd), *love*, *starshine*, *suggestion* (3rd), *fertility* (4th), *blessed abundance*, *moonbeam* (light of the morning-star rather than moon), *raise dead* (but some else must die instead, 5th), *change sex* (6th)

**Undead:** no effect

**Weapons:** any (although bow, battle axe and staff are favored)

**Armor:** any

**Symbol:** eight-pointed star (morning-/evening-star)

**Animal:** lion

May be split classed fighter/cleric or houri/cleric

- 1) incite berserk frenzy/passion

Must have 13 strength and charisma

Must have sex regularly to continue receiving spells

**Bau** (Gula)  
 NG lesser goddess of healing  
**Clerics:** any Good  
**Worshippers:** any non-Evil  
**Major:** animals (dog only), death (healing only), divination, good, healing, protection  
**Minor:** animals, creation, guardian, plants, summoning  
**Undead:** turn (at minus two levels)  
**Weapons:** club, dagger, knife, staff  
**Armor:** none  
**Symbol:** dog  
**Animal:** dog  
 1) *lay on hands* and *cure disease* as a paladin of same level immune to disease  
 3) healing spells restore at least half cleric's level per die (round up) may add level to all healing skill checks  
 5) may split *lay on hands* healing between multiple recipients speak dog  
 7) may treat poisoned wounds so they do half damage with +2 saves  
 10) healing spells restore at least cleric's level (up to max)  
 Must be proficient in healing

**Bes**  
 N EGYPTIAN lesser god of luck, humor, song, dance, the poor and protector of children, childbirth and the home  
**Clerics:** NG, CG, or N  
**Worshippers:** any non-Evil  
**Major:** charm, divination, numbers, protection, summoning  
**Minor:** chaos, creation, guardian, healing, law  
**Add:** *spook* (1st), *diminuation*, *Tasha's hideous laughter*, *taunt* (2nd), *detect invisibility*, *prayer* (3rd)  
**Alter:** bless (modified to add +1 to any one type of roll where luck plays a roll) (1st)  
**Undead:** turn (non-corporeal only -- ghosts, wraiths, spectres, etc plus extra-planar beings)  
**Weapons:** any one-handed  
**Armor:** leather and shield  
**Symbol:** fat ugly dwarf wearing a leopard skin  
 1) may use bardic instruments  
 5) gain saving throw of natural 20 (plus modifiers) against attacks without a save (spell or melee!) x1/day  
 10) may reroll any ONE saving throw x1/day  
 Must NOT have 17+ charisma  
 Must always protect children and the poor in preference to adults and the rich

**Girru** (Gibil)  
 N lesser god of fire, light, and protection from witchcraft  
**Clerics:** any Neutral  
**Worshippers:** any  
**Major:** combat, divination, elemental fire, guardian, protection  
**Minor:** healing, summoning, sun  
**Add:** access to all fire and light mage spells at +1 level  
**Undead:** turn  
**Weapons:** any  
**Armor:** any  
**Symbol:** lamp  
 1) treat as double level for resisting witchcraft

**Nabu**  
 NG w/LN lesser god of writing, speech, language, wisdom, intelligence, messenger of the gods and keeper of the Tablets of Destiny  
**Clerics:** LG, NG, CG, LN, N  
**Worshippers:** any non-Evil  
**Major:** divination, numbers, thought, travelers  
**Minor:** creation, elemental (all), guardian, healing, protection  
**Add:** *explosive runes*, *flight*, *sepia snake* (4th), *longevity* (extends life without restoring youth by 1d12 years but requires a quest, 5th)  
**Undead:** no effect  
**Weapons:** any  
**Armor:** any  
**Symbol:** wedge-shaped stylus or engraving tools  
**Animal:** winged dragon  
 1) read languages as a thief of three levels higher  
 5) each time a new weapon is gained, so is an additional language

**Nergal/Erra** (Nergal/Erra)  
 CN w/NE lesser god of the dead, the underworld, plague, fire, war, chaos, and destruction  
**Clerics:** N, CN, NE, CE  
**Worshippers:** any non-Lawful  
**Major:** chaos, combat, death, elemental fire, sun (rev only)  
**Minor:** elemental earth, guardian, healing, protection, war  
**Add:** *chaos*, *death spell* (6th)  
**Undead:** command  
**Weapons:** any  
**Armor:** any  
**Symbol:** scimitar with two lions' heads, man in a coffin  
**Animal:** winged lion  
 May be split classed fighter/cleric

**Ninmah/Mami/Aruru** (Ninhursag)  
 N lesser goddess of creation, life, the earth, the Mother Goddess  
**Druids:** N  
**Worshippers:** any  
**Major:** as Druid but add creation  
**Minor:** as Druid but add creation  
**Add:** access to all earth mage spells at +1 level  
**Undead:** no effect  
**Weapons:** club, dagger, dart, hammer, hand axe, knife, sling, staff  
**Armor:** none  
**Symbol:** a woman made of earth  
 Definition of life includes monsters which are part-animal (griffons, scorpion men, shedu, etc), so animal spells will affect them, although treat as x2 HDs (x4 if intelligent)

**Shamash** (Utu)  
 CG lesser god of the sun, light, goodness, justice, insight, and divination  
**Clerics:** NG, CG  
**Worshippers:** any non-Evil  
**Major:** divination, elemental air & fire, good, healing, sun  
**Minor:** guardian, numbers, protection, thought, weather  
**Add:** *prophecy* (5th)  
**Undead:** turn  
**Weapons:** bow, club, dagger, dart, hand axe, javelin, knife, mace, scimitar, sickle, sling, short sword, spear, staff  
**Armor:** any  
**Symbol:** solar disc  
**Animal:** scorpion men, eagles  
 5) *banish dazzle* (always on)  
 15) *sunray* x1/day

**Sin** (Nanna)  
NG lesser god of the moon, secrets, keeper of time and watcher of evil  
**Clerics:** any good  
**Worshippers:** any non-Evil  
**Major:** divination, good, numbers, protection, sun (non-solar), time  
**Minor:** death, guardian, healing, summoning, thought  
**Add:** *contact other plane* (once per month only, 6th)  
**Undead:** turn  
**Weapons:** club, dagger, hammer, hand axe, mace, staff  
**Armor:** any  
**Symbol:** recumbent crescent moon, water trough  
**Animal:** bull  
1) *detect evil* (as a paladin)

**Tammuz** (Damuzi)  
N w/NG lesser god of fertility, agriculture, shepherds, renewed life, the "dying god"  
**Druids:** N  
**Worshippers:** any  
**Major:** as Druid  
**Minor:** as Druid  
**Undead:** no effect  
**Weapons:** as Druid  
**Armor:** as Druid  
**Symbol:** date cluster, heart of a date palm

**Lamashtu** (Lamashtu)  
CE demi-goddess of nightmares, bringer of evil and disease, disobeying divine authority, breaking oaths, slaying children, infants, and the unborn, and ruining families  
**Clerics:** any Evil  
**Worshippers:** any non-Good  
**Major:** chaos, death, evil, healing (rev only), sun (rev only), summoning  
**Minor:** charm, divination, numbers,  
**Undead:** command (but not demons)  
**Weapons:** any  
**Armor:** any  
**Symbol:** demonic figure with akimbo limbs  
**Animal:** donkey, she-wolf, scorpion  
Friendly to any non-Good witch and not bound by any cultural mores

**Nanshe** (Nanche)  
NG demi-goddess of purity, morals, ethics, defender of the socially disadvantaged, upholder of accurate weights/measures, fertility, water, interpretation of dreams  
**Clerics:** any Good  
**Worshippers:** any non-Evil  
**Major:** divination, elemental water, good, plants, protection  
**Minor:** animals, guardian, healing, summoning, thought  
**Add:** *dream message* (3rd), *dream vision* (like *prophecy*, but requires inspired dreams to function [DM's call], 5th)  
**Undead:** turn  
**Weapons:** standard  
**Armor:** any  
**Symbol:** vessel of water with fish in it, gravid womb  
**Animal:** fish, birds

**Nin-ildu**  
N demi-god of carpenters and craftsmen  
**Clerics:** NG, LN, N, CN, NE  
**Worshippers:** any  
**Major:** creation, plant, travelers  
**Minor:** divination, guardian, healing, protection, weather  
**Add:** *strength*, *wood shape* (3rd), *fabricate* (wood only, 5th)  
**Undead:** no effect  
**Weapons:** any  
**Armor:** any  
1) +1 bonus to wood working skills per three levels (round up)  
10) half damage from items made of wood (round up)

**Ninazu** (Ninazu)  
N demi-god of healing, incantations, agriculture, and magic, guardian of the waters of life  
**Clerics:** NG, LN, N, CN, NE  
**Worshippers:** any  
**Major:** death, elemental earth & water, guardian, healing  
**Minor:** combat, divination, elemental air & fire, numbers, plants, protection, weather  
**Undead:** command  
**Weapons:** club, dagger, dart, flail, knife, mace, scimitar, short sword, sling, spear, staff  
**Armor:** any but no shield  
1) invoke the effects of a *death's door* so long as the cleric continues chanting uninterrupted, although only from one "source" of danger (bleeding, poison, disease, etc)  
5) chanting effect protects against all "sources" of danger

**Nissaba** (Nisaba)  
N demi-goddess of grain, fertility, writing, knowledge, wisdom  
**Clerics:** any Neutral  
**Worshippers:** any  
**Major:** divination, numbers, plant, thought  
**Minor:** animals, charm, guardian, healing, protection  
**Add:** *fertility* (4th)  
**Undead:** no effect  
**Weapons:** club, dagger, flail, fork, hand ax, knife, scythe, sickle, staff  
**Armor:** any  
1) read languages as a thief of three levels higher  
5) gain knowledge-based skill with every weapon proficiency gained

I chose to divide the Babylonian gods out from the Sumerian ones for a number of reasons. Admittedly, many of the gods go by different names and/or evolved over the centuries, but precise definitions aren't difficult for major figures. At the same time, this is NOT the homogenized pantheon of the Greeks. There are many regional gods, regional interpretations of gods, and gods who use a variety of names. It all makes for confusion, especially for players unfamiliar with the myths of Mesopotamia.

I find the themes of the later Babylonian myths more aggressive, harsh, male-oriented, psychologically rich, and (dare I say it?) lawful than those of their Sumerian antecedents. As an example, Ishtar is a real bitch when compared with Inanna, her Sumerian "self". Likewise, while the distinctions between Babylonian and Sumerian deities are only slightly more outstanding than those between Roman and Greek figures, gods such as Enlil, Adad, and Ninurta have no place once Marduk and Tiamat show up. I would rather not have to choose between having one set or the other. Finally, Dnd has some (unfounded) biases with regard to both pantheons and these have become established elements of my campaign world as fact. Merging the pantheons would muddle these interesting role-play opportunities.

I used Marduk to "draw a line in the sand." The Babylonian gods are those who agreed with Marduk's covenant that he should be the supreme leader/god for slaying Tiamat, whereas the Sumerian pantheon is still headed by Enlil (both have the flood myth, but different gods are responsible) who retains leadership of his pantheon of gods. Some other Sumerian gods include: Enlil (sky, heavens, weather, kingship, authority), Ninlil (wife of Enlil), Ki (the living earth), Ashnan (grain, fertility), Enkimdu (farming), Hubishag (dawn), Irra (plague), Kabta (bricks), Lahar (cattle, livestock), Ninkasi (brewing, same as Siduri?), Sataran (healing and divine judge), Nirah (snakes, messenger), Uttu (weaving, spiders), etc. As a general rule, Sumerian deities have a stronger theme of simplicity and elemental nature (Ki as earth/druid goddess, An as sky god, Enki as the water god, Girru as the fire god, etc).

Other possible Babylonian deities include: **Anunitu** (Childbirth), **Aya** (Light, Sex, and Fertility), **Bahamut** (good dragons, added to fit in with Dnd cosmology with regard to Tiamat, a witch god for humans but otherwise an ally of the gods), **Damkina** (Ea's wife), **Damu** (child-god of Healing and Summer), **Ennugi** (Canals), **Geshtinana** (sister of Tammuz with same influence, resists torture), **Ishum** (calming psychopomp, herald, guardian of night-watchmen), **Kittu** (Truth), **Mamu** (Dreams), **Misharu** (Justice), **Ningal** (wife of Sin), **Ningishzida** (protection from

demons, snakes, trees), **Ninsun** (Gilgamesh's mother, interpreter of dreams), **Pazuzu** (Evil demon, Foul Wind, enemy of Lamashtu), **Shakkan** (Cattle, Fertility, dead god), **Shamu** (Writing, Love, Potency, Mercy, Protection especially from evil), **Siduri** (Barmaids), **Sirsir** (Beasts).

A few cultural themes worthy of note:

Females seem to be relegated to the background in the Babylonian myths. Although Ishtar is a force to be reckoned with, Ereshkigal had much of her authority stolen through her marriage to Nergal, and the various mother goddesses don't even have consistent names from one story to the next. As much as possible without distorting the myths, I've tried to give the female deities as much power and authority as possible. That said, the culture clearly has very strong gender roles. Ishtar is an example of how women can escape these roles, but clearly this culture is going to require a woman in a "man's job" to be twice as effective as a man would have had to be.

In Mesopotamian thought, death is the lot for humans; we exist to serve the gods and then die, so escaping death through magic is pretty much out of the question. Even when gods themselves visited the underworld, they often could only leave if someone else took their place. Thus, the only deities capable of restoring the dead to life without a human-sacrifice (not necessarily willing, by the way...) are Ereshkigal and Nergal.

Along those same lines, the Babylonians definitely had strong feelings for the fate of bodies of the dead. If a body couldn't be buried, then its fate in the underworld was uncertain at best. Those cremated were forced to walk the earth without rest as was the fate of those whose bodies were claimed by the desert.

A note on Mesopotamian cosmology -- there are three heavens in the sky, then the skin of the earth (where humanity dwells), then the apsu (a fresh water ocean underground that feeds all wells), and finally the underworld of dust and darkness below all that. It is worth noting that creatures similar to centaur, wemic, mermen, aarakocra, lamasu, shedu, and scorpion men were part of the Babylonians' "known" monsters, as were winged centaur with scorpion tails, winged genie, and a WIDE variety of demons and deva.

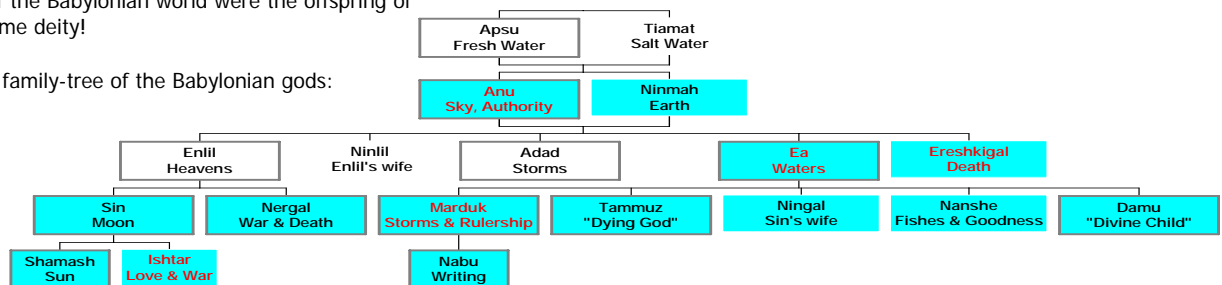
Another concept, introduced in Deities and Demigods and repeated throughout the Dnd universe is that the Babylonian gods have a major issue with non-humans. I could NOT find almost anything to support this, although I have a few ideas...

First, the Greeks and Egyptians ALSO were biased toward humans. The ideal form for the Greeks was that of a human, for humans were modeled after the gods. They accepted centaurs, satyrs, dryads, and the like with no prejudice, but a beautiful human body was important. So, dwarves, gnomes, and half-orcs might be seen as particularly ugly or viewed with some sympathy, but the key among the Greeks was culture, something elves, dwarves, and even hobbits have plenty of!

Among the Egyptians, again, the human form was the pinnacle, even though some gods were misanthropomorphic. Khnum crafted humanity according to his plan; too bad for the elves, dwarves, etc that their creator got their specs wrong (should have checked with Ptah and/or Thoth!). But, they are thinking beings after all, so they shouldn't be unduly criticized (it isn't a hobbit's fault that her mother goddess bungled the job!).

Then we have the Babylonians. I like the idea of some inter-racial tension although what's depicted in the D&D is overplayed. Heck, Gilgamesh's dad was part lillu-demon and he was king of Uruk! And many of the demons of the Babylonian world were the offspring of Anu, the original supreme deity!

Finally, here's a partial family-tree of the Babylonian gods:



That said, Marduk (or Enlil, depending on the version) sent the Great Flood to wipe out humanity because humans were "too noisy" (a familiar theme). After Ea helped Utnapishtim (the Babylonian Noah) save folks aboard his box (ark), Marduk agreed to let humans live, but he shorted their life span to 120 years (at most), so as to keep human populations more manageable. Heck, humans were only created in the first place in order to serve the gods.

So, I would posit that Babylonians have little problem with most non-humans so long as they do not threaten human hegemony. They would feel superior to other races in much the same way that Greeks and Egyptians do, albeit perhaps a bit smugger and more dismissive of non-humans' rights as sentient beings. That said, elves would be an abomination. Not only do they NOT serve the gods, they are "immortal", something Marduk outlawed since the time of the Flood (and a major theme of the Gilgamesh cycle and Adapa story). So Babylonians should have a very strong apathy toward elves (although maybe not suitably-humble half-elves). It would be appropriate to persecute elves at least as much as other faiths persecute witches although not quite as much as paladins hunt evil. There better be a GOOD reason for a Babylonian to adventure with such a being. Withholding aid from an elfen compatriot would be the very least a faithful worshipper should do, if not plotting the elf's death and/or murder!

One additional wrinkle needs to be pointed out here, partially due to the existing divine description of the Dnd universe and the history of my campaign world prior to my research of these gods. The Sumerian deities do NOT have a strong issue with elves -- heck, Ki often appears as an elf maiden (per Deities and Demigods, but this is a clearly a "gaming-addition" although a historical fact in our campaign, so unfortunately now "valid"). As a result gods found in both pantheons (just about everyone BUT Marduk, Nabu, and Nin-ildu) are not required to be as harsh with regard to elves DEPENDING UPON THE CIRCUMSTANCES (it is for such faithful a "cultural truth" rather than a "divine commandment"). For example, Ishtar will not punish a person for saving an elf, but Marduk's followers will when they find out...!

Gods which are in both pantheons do not mention or clarify the conflicting hierarchies or loyalties of the two divine groupings to mortals; such is not their position to question, merely serve!

With regard to witches, the Babylonians seem to have taken a dim view of magic practitioners who did not "follow the rules." As a result the faithful of this pantheon should actively persecute witches.

As for sexuality, pretty much everyone sleeps with everyone else in the myths. Sex out of wedlock is only a problem for perhaps Marduk or one or two other very lawful deities. On the whole, the only issue with "free love" would be children without two dedicated parents. As for homosexual relationships, well, using the story of Gilgamesh as a model, it's pretty clear bisexuality was more normative than anything else.

Druid spheres are:

Major: animal, elemental (all), plants, sun, weather

Minor: divination, healing

This is included **only for reference** since Druids get a slightly different set of spells per sphere than traditional clerics -- Druids get limited access to the All and Divination spheres and gain a few spells at slightly different levels (CLW, CCW, speak with animals, etc). **Druids should continue to consult the spell lists specifically for Druids** found in the Player's Handbook and Unearthed Arcana, **adding only** spells found in the **major druidic spheres** (such as *messenger*, *weather stasis*, and *sundazzle*).