

The Dwarven Pantheon (the Morndinsamman)

Moradin, the Soul Forger

LG greater god of dwarves, creation, smithing, metalwork, stonework, craftsmanship, engineering, and protection

LG clerics

any non-evil worshippers

Priesthood:

Requirements: 11 wisdom, 10 strength

Major Spheres: combat, creation, elemental (earth & fire), guardian, protection

Minor Spheres: divination, good, healing, law, war

Spells: animate weapon, strength of stone (1st), stonefire (4th), raise dead (dwarves only), soulforge (5th), resurrection, stonestorm (7th)

Weapons: hammer* plus any

Armor: any

Turn: turn (at minus four levels)

Special Abilities:

1st: may specialize in war-hammer

Special Limitations: none

Abbathor, the Trove Lord

NE lesser god of greed, theft, avarice, and covetousness

LE, NE clerics

Any non-good worshippers

Priesthood:

Requirements: 11 dexterity

Major Spheres: divination, charm, combat, guardian, summoning

Minor Spheres: death, evil, healing, protection

Spells: detect metals and minerals (1st), maskstone (2nd), Abbathor's greed (3rd), conceal riches (4th), knock, steal enchantment, Von Gasik's refusal (6th)

Weapons: as thief

Armor: any

Turn: control (at minus four levels)

Special Abilities:

1st: speak thieves' cant

3rd: thief skills of Pick Pockets, Open Lock, Move Silently, and Hide in Shadows of thief of 1/3rd level (round down)

7th: detect illusions (as a paladin)

Special Limitations:

- Must avoid stealing from fellow dwarves

Berronar Truesilver, the Revered Mother

LG lesser goddess of home, hearth, marriage, family, safety, truth, dwarven history and traditional life

LG clerics

any worshippers

Priesthood:

Requirements: 12 wisdom, 9 strength

Major Spheres: divination, elemental (earth), guardian, healing, summoning, protection

Minor Spheres: charm, combat, good, law

Spells: cantrip (domestic tasks only), log of everburning (1st), guardian hammer (4th), Berronar's favor, succor of Berronar, wall of stone (5th), wall of iron

Weapons: club, crossbow, dagger, flail, hammer, hand axe, knife, mace, morning star

Armor: any

Turn: turn (at minus four levels)

Special Abilities:

1st: cast defensive spells as if four levels higher

automatic benefits of *prayer* spell if defending dwarven home

Special Limitations:

- Must tell the truth
- May only associate with non-evil thieves/assassins on a very limited basis (like a paladin dealing with non-good beings)

Clangeddin Silverbeard, the Father of Battle

LG w/LN lesser god of battle, war, valor, bravery, honor, courage

LG and LN clerics

LN, NG, LN, and N worshippers

Priesthood:

Requirements: 15 strength

Major Spheres: combat, guardian, law, protection, war

Minor Spheres: death, divination, elemental (earth), healing, weather

Spells: silverbeard (1st), rock burst, strength (2nd), axe storm of Clangeddin (4th), blade barrier (6th)

Weapons: any (although cleaving preferred)

Armor: any (two-handed fighting instead of a shield preferred)

Turn: turn (at minus four levels, and ONLY dwarves who died with honor)

Special Abilities:

- 1st:** treat as a fighter for magical items and spells (strength, potion of heroism, etc)
may specialize in weapons and take battle-oriented proficiencies as if a fighter

Special Limitations:

- Must always be brave and honorable in battle

Dugmaren Brightmantle, the Wandering Tinkerer, the Errant Explorer

CG demi-god of scholarship, invention, and discovery

NG or CG clerics

any non-evil worshippers

Priesthood:

Requirements: 13 wisdom, 10 intelligence

Major Spheres: divination, numbers, protection, thought, travelers

Minor Spheres: charm, creation, good, guardian, healing

Spells: mending (1st), brightmantle, identify, shield (2nd), Alimir's fundamental breakdown (3rd), guardian mantle, legend lore, minor globe of invulnerability, teleport (5th)

Weapons: any

Armor: chain but no shield

Turn: no effect

Special Abilities:

- 1st:** read mage scrolls as if half level (round down)
- 3rd:** gain bonus language with another language every odd level

Special Limitations: none

Dumathoin,

N lesser god of secrets under the earth, ores, gems, minerals, mining, exploration, guardian of the dead

LG, LN, and N clerics

any worshippers

Priesthood:

Requirements: 12 constitution

Major Spheres: death, divination, elemental earth*, guardian, protection

Minor Spheres: combat, healing, numbers, travelers

Spells: * access to all earth mage spells at +1 level, plus detect metals and minerals, fist of stone, (1st), Dumathoin's rest (2nd), identify (3rd), crypt ward, stonefall (4th), stone seeing, stoneskin (5th), earth walk, passwall (6th)

Weapons: any

Armor: any

Turn: turn (at minus two levels)

Special Abilities:

- 1st:** 10% resistance/level to ESP, detect lie, know alignment, and similar mental effects

Special Limitations: none

Gorm Gulthyn, Lord of the Bronze Mask, the Golden Guardian, Fire Eyes

LG w/NG demi-god of guardianship, protection, watchfulness, vigilance, duty, protecting dwarvenkind

LG, NG, and LN clerics

LG, NG, LN, and N worshippers

Priesthood:

Requirements: 9 strength, 10 constitution

Major Spheres: combat, divination, guardian, protection

Minor Spheres: elemental (earth & fire), healing, summoning, thought

Spells: blessed watchfulness, sentry of Gorm (1st), alert allies, iron vigil (2nd), shield (3rd), fire eyes of Gorm (4th), wall of stone (5th)

Weapons: any

Armor: any

Turn: turn (at minus four levels)

Special Abilities:

1st: alertness

5th: immune to sleep-based attacks

10th: need only 1/2 normal amount of regular sleep

15th: know alignment at will (as paladin)

Special Limitations:

- Must never betray a charge or trust

Haela Brightaxe, the Lady of the Fray

CG w/NG demi-goddess of battle, joy of combat, killing monsters, adventurers, luck, thrills

NG and CG clerics

any worshippers

Priesthood:

Requirements: 11 strength, 10 dexterity

Major Spheres: combat, guardian, healing, protection, war

Minor Spheres: divination, good, summoning, travelers

Spells: detect weapons (1st), armor (self only), Haela's battle blessing, hurl rock, shield (2nd), strength (self only, 3rd)

Weapons: any (bladed preferred)

Armor: any

Turn: turn (at minus four levels)

Special Abilities:

1st: +2 saves when in combat

10th: heal (self only) x1/week

Special Limitations:

- Must always be bold and valiant in battle

Marthammor Duin, the Finder of Trails

NG w/CG demi-god of explorers, adventurers, expatriates, travelers, wanderers, lightning

NG clerics

Any non-evil worshippers

Priesthood:

Requirements: 11 constitution

Major Spheres: combat, divination, protection, travelers, weather

Minor Spheres: charm, good, guardian, healing, summoning

Spells: Marthammor's intuition (2nd), glowglory, Marthammor's thunderbolts (3rd), lightning bolt (4th)

Weapons: any blunt

Armor: any

Turn: turn (at minus four levels)

Special Abilities:

1st: +2 vs lightning

5th: *lightning resistance* (always on)

15th: find the path x1/day

Special Limitations: none

Sharindlar, the Lady of Life

CG demi-goddess of healing, mercy, romantic love, fertility, dancing, courtship, and moonlight

CG clerics

any worshippers

Priesthood:

Requirements: 11 wisdom, 9 constitution

Major Spheres: charm, death, healing, sun (non-solar)

Minor Spheres: creation, elemental (all), good, guardian, protection, summoning, thought

Spells: detect dwarves (1st), merciful touch (3rd), flowstone (5th)

Weapons: any blunt and knife

Armor: any

Turn: turn (at minus four levels)

Special Abilities: none

Special Limitations: none

Vergadain, the Laughing Dwarf, the Merchant King, the Trickster

N w/CN lesser god of wealth, luck, chance, non-evil thieves, entrepreneurial skills, negotiation, slyness, cleverness

N clerics

any worshippers

Priesthood:

Requirements: 12 intelligence and dexterity

Major Spheres: charm, creation, divination, guardian, numbers, travelers

Minor Spheres: combat, healing, protection

Spells: light (1st), detect enemies, enlarge/reduction, fool's gold, merchant's glamour, spider climb (2nd), friends, invisibility (3rd), stone trap, taunt (4th), confusion (5th)

Weapons: as thief

Armor: leather or chain mail but no shield

Turn: no effect

Special Abilities:

1st: speak thieves' cant

3rd: thief skills of Pick Pockets, Open Lock, Move Silently, and Hide in Shadows of thief of 1/3rd level (round down)

5th: +2 to wisdom / charisma with regard to "con" jobs

Special Limitations: none

Deep Duerra, Queen of the Invisible Art

Laduguer, the Exile

Thard Harr