

The Norse (Scandinavian) Pantheon

Odin

NG greater god of war, wisdom, poetry, battle, kings, magic, and death

Clerics: LG, NG, LN and N

Worshippers: any

Major: combat, creation, death, divination, travelers, war

Minor: charm, elemental air, numbers, thought

Add: *change self* (2nd), *read magic* (3rd), *clairvoyance* (4th)

Undead: turn (at minus two levels)

Weapons: spear* plus any

Armor: any

Symbol: single eye, raven, wolf, spear, runestaff, valknot (triple knot)

May advance as Fighters, Berserkers, or Runecasters (split-class)

5) may learn one rune (as a rune-caster), although it must be "found" and may learn one more rune every five additional levels

10) inspire berserk rage

15) +1 wisdom

Must have 13+ wisdom

May only raise those killed in battle

Thor

CG greater god of thunder, lightning, war, oaths, rain, fertility, champion of humankind, battler of giants, protector of the common man

Clerics: any Good

Worshippers: any non-Evil

Major: combat, elemental air and earth, protection, war, weather

Minor: elemental fire, good, guardian, healing

Add: *strength* (2nd), *detect lie*, *giant strength*, *plant growth* (4th), *champion's strength*, *raise dead animals* (5th), *chariot of thunder* (7th)

Undead: no effect

Weapons: hammer* plus any

Armor: any

Symbol: hammer, oak tree

May advance as Fighters or Rangers (split-class)

May specialize with the hammer

May have percentile strength and use strength magic as a fighter

1) +2 vs lightning

5) +1 dmg per two levels against giants (round up)

10) *lightning resistance* (always on)

15) +1 strength

Must have 13+ strength

Must always keep an oath

Frey

CG lesser god of fertility, light, sunshine, elves

Clerics: any Good

Worshippers: any Good

Major: animal, plant, protection, sun, weather

Minor: charm, combat, elemental air, fire, and water, good, healing

Add: *dancing sword* (4th), *folding boat* (6th)

Undead: turn

Weapons: sword* plus any

Armor: any

Symbol: horse, sun, golden boar, ship

10) gain all advantages of a half-elf

Must have 13+ wisdom and charisma

Freya

CG greater goddess of love, beauty, wealth, fertility, war, death, and witchcraft

Clerics: any Good

Worshippers: any non-Evil

Major: charm, combat, death, divination, healing

Minor: animals, elemental air and fire, numbers, summoning, war

Add: *plane shift* (5th)

Undead: no effect

Weapons: any

Armor: any

Symbol: falcon, gray cats, golden necklace

5) shapechange into a falcon x1/day

10) gain non-poison/non-written special abilities of witch of half level (round down)

15) +1 charisma

Must have 13+ charisma

May only raise those killed in battle

Hel

NE greater goddess of death and the underworld, guardian of souls

Clerics: LN, N, LE, NE

Worshippers: any

Major: death, divination, elemental cold*, guardian, healing

Minor: charm, combat, protection, summoning (dead only), time

Add: * access to all cold mage spells at +1 level, and add also *darkness/light* (1st), *wall of fog*, (2nd), *invisibility* (cleric only, 3rd), *fear* (4th), *plane shift* (5th)

Undead: control

Weapons: any

Armor: any

Symbol: white and black mask, thick fog or mist

1) immune to disease

5) *cure* or *cause disease* as a paladin of same level

10) function at -9 hit points

Loki

CE greater god of mischief, trickery, cunning, and strife

Cleric: any Chaotic

Worshippers: any non-Lawful

Major: charm, chaos, divination, elemental fire, travelers

Minor: animal, combat, evil, thought

Add: *alter self* (1st), *change self* (2nd), *phantasmal force*, *suggestion* (3rd), *improved phantasmal force*, *polymorph self* (4th), *spectral force*, *polymorph other* (5th), *change sex* (6th), *earth quake*, *polymorph any object*, *shape change* (7th)

Undead: no effect

Weapons: any

Armor: leather and shield

Symbol: fire

May advance as Thieves (split-class)

1) hide in shadows and move silently as a thief of half level (round up)

5) shapechange as a druid x1/day

10) backstab as a thief of half level (round up)

15) shapechange into any creature x1/day

Must have 13+ dexterity and 9+ intelligence

Aegir

CN lesser god of deep seas, storms, ocean, but also beer and fine feasts
Druids: N and CN
Worshippers: any non-Lawful
Major: as Sea-Druid
Minor: as Sea-Druid
Add: create feast and beer (3rd)
Alter: create beer (create water, 1st)
Undead: no effect
Weapons: as Sea-Druid
Armor: leather and shield (wood or coral)
Symbol: sea foam, golden beer froth, black helmet, encircling sea dragon
May not harm or allow to come to harm a guest

Balder

NG lesser god of light, beauty, kindness, joy, peace, and good judgment
Clerics: any Good
Worshippers: any Good
Major: charm, good, healing, protection, sun
Minor: combat, divination, summoning, thought
Add: *protection from normal missiles* (3rd), *protection from normal weapons* (5th)
Undead: turn
Weapons: any one-handed
Armor: any
Symbol: sun, brilliant gem, bright flame, the color white
1) can use potions of invulnerability
5) +2 AC and physical saving throws
10) soothing word x1/day
15) +1 charisma
Must have 13+ wisdom and charisma

Bragi

N lesser god of poetry, eloquence, music, verse, and inspiration
Clerics: any non-Evil
Worshippers: any
Major: animal, charm*, divination, summoning, thought
Minor: combat, healing, plant, protection, travelers
Add: * access to all mage charm spells at +1 level
Undead: no effect
Weapons: any
Armor: chain mail but no shield
Symbol: harp, chalice, rune of eloquence
May advance as Bards (split-class)
1) bardic ability to inspire by poetry
charm as a bard
Must always uphold an oath sworn in Bragi's name

Frigg

LG lesser goddess of clouds, the sky, marriage, fertility, and prophesy
Clerics: LG, NG, LN
Worshippers: LG, NG, CG, LN, N, and LE
Major: divination, elemental air and water, healing, protection, weather
Minor: animals, charm, creation, guardian, law, numbers, plants
Add: *love* (3rd), *oath* (must/cannot do an action, even if reality is defied), *polymorph self* (avian only, 5th)
Undead: no effect
Weapons: dagger, mace, morning star, staff and any hurled missile
Armor: any
Symbol: clouds, spindle, spinning wheel, keys, heron feather
Must be proficient as midwife and one other household skill
Female only

Heimdall

LG lesser god of watchfulness, guardianship, light, grace, the rainbow
Clerics: LG
Worshippers: LG or NG
Major: divination, guardian, protection, sun, travelers
Minor: combat, good, law, summoning, weather
Add: *clairaudience*, *clairvoyance*, *infravision* (3rd), *ultravision* (4th)
Undead: turn
Weapons: any
Armor: any
Symbol: rainbow, horn, golden teeth
15) +1 perception
Paladin-like restriction against adventuring with thieves
Must always keep spirit of promises
Must have 13+ perception

Idunn

CG lesser goddess of youth and springtime
Druids: CG and N
Worshippers: any
Major: as Druid
Minor: as Druid
Add: *know age* (1st), *body clock* (4th), *heal*, *restore youth* (6th)
Undead: no effect
Weapons: as Druid minus scimitar
Armor: none
Symbol: golden apple
5) save vs breath weapon (unadjusted) to avoid effects of aging (don't count the year) -- useless against multiple years of unnatural aging
10) remain vigorous throughout life (use adult stat modifiers)
Must be female

Njord

NG lesser god of gentle weather, summer, coastal seas, sailors, wealth, abundance and prosperity
Clerics: any Good
Worshippers: any non-Evil
Major: elemental water, healing, protection, weather
Minor: animal, charm, creation, divination, elemental air, good, sun, travelers
Add: minor creation (4th), major creation (5th)
Undead: turn (at minus two levels)
Weapons: any
Armor: any
Symbol: swan, crown of seashells, green tunic, hat with feathers
7) *shapeshift* as a druid into sea bird or otter x1/day

Tyr

LG w/LN lesser god of war, oaths, justice, heroism, courage, victory, just retribution, law, and the sky
Clerics: LG, LN
Worshippers: any Lawful
Major: charm, combat, law, protection, war
Minor: animals, elemental air, guardian, healing
Undead: turn (at minus two levels)
Weapons: sword* and spear* plus any
Armor: any
Symbol: sword, spear, one-handed man
May advance as Fighters (split-class)
May use potions of heroism
May specialize in sword OR spear
1) +1 save vs fear per level in 1' per level radius
5) may function at negative hit points
10) may invoke *heroism* (as potion) once per month, but only to perform some heroic act for another
Paladin-like restriction against dogs and other canines
Must always keep an oath

Eir

NG demi-goddess of healing

Clerics: any Good

Worshippers: any non-Evil

Major: death (non-necromantic), guardian, healing, protection

Minor: creation, divination, good, travelers

Undead: turn (at minus two levels)

Weapons: any one-handed

Armor: any

Symbol: whetstone fragment

1) lay on hands and cure disease as a paladin
immune to disease

5) +2 to all healing skills and spell rolls (per die)

10) may split *lay on hands* healing between multiple recipients

Must be proficient in healing

Female only

Forseti

LG w/NG demi-god of justice, fairness, judges, diplomacy, negotiations,
ending strife and peaceful resolutions

Clerics: LG or NG

Worshippers: any Good

Major: good, guardian, law, protection

Minor: animals (domestic only), charm, divination, elemental water,
healing, sun, thought

Add: *emotion* (positive only, 4th)

Undead: turn (at minus two levels)

Weapons: any one-handed

Armor: any

Symbol: cows, islands, symbols of justice

1) calming word x1/day

5) detect lie with successful wisdom check

15) +1 charisma

Must have 13+ wisdom

Must always be fair in all judgments and dealings

Hermud

CG w/N demi-god of wind, war, and messenger of the gods

Clerics: NG, CG, N

Worshippers: any non-Evil

Major: combat, death, elemental air, travelers, war

Minor: healing, protection, weather

Undead: turn (but never "destroy")

Weapons: any

Armor: any

Symbol: wand, staff, horseman

Hodur

CG w/N demi-god of darkness, winter, and ignorance

Clerics: NG, CG, N, CN

Worshippers: NG, CG, N, and CN

Major: charm, elemental cold*, protection, sun (reversed), weather

Minor: combat, healing

Add: * access to all cold mage spells at +1 level and add also *forget*
(2nd), *strength* (3rd), *feeblemind* (5th)

Undead: no effect

Weapons: any

Armor: any

Symbol: closed eyes

1) +2 saves vs cold

5) blind fighting

10) *resist cold* (always on)

Gefion

CG demi-goddess of the harvest, agriculture, prosperity, luck, protector of
virgins

Clerics: NG, CG, and N

Worshippers: any non-Evil

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

Minor: death, divination, guardian, healing, protection

Add: polymorph other, polymorph self (animal forms only, 4th)

Undead: no effect

Weapons: any one-handed

Armor: any

Symbol: oxen

Nerthus

CG demi-goddess of the living earth, water, fertility, death, and peace

Clerics: NG, CG

Worshippers: any non-Evil

Major: death, elemental earth and water, healing, plants, protection

Minor: animals, divination, good, guardian, travelers, weather

Undead: turn

Weapons: any wooden

Armor: none

Symbol: black ship

Sif

NG w/CG demi-goddess of harvest, plenty, gold, abundance, beauty, skill,
fidelity, peace-making, and protector of homes

Clerics: any Good

Worshippers: any non-Evil

Major: guardian, protection, sun

Minor: charm, combat, creation, divination, good, healing, plants,
summoning, weather (gentle only)

Undead: no effect

Weapons: any

Armor: any

Symbol: golden hair, rowan branch, upraised sword

10) *shapeshift* as a druid into swan x1/day

Must have 9+ charisma

Skadi

N demi-goddess of hunting, archery, skiing, and the wilderness

Druids: N

Worshippers: any

Major: as Druid

Minor: as Druid

Undead: no effect

Weapons: bow* plus Druid

Armor: leather and shield

Symbol: dogs, wolves, white hunting dress

May advance as Archers, Archer-Rangers, or Rangers (split-class)

Usually arctic druids

Must be proficient in skiing or snow shoeing and hunting or tracking

Ull

CN demi-god of archery, skiing, hunting, duels, winter, ice, snow, the
aura borealis, and magic

Clerics: any non-Lawful

Worshippers: any

Major: animal, combat, elemental cold*

Minor: divination, healing, numbers, plants, protection, summoning, sun
(non-solar), travelers, weather

Add: * access to all cold mage spells at +1 level

Undead: no effect

Weapons: bow* plus any

Armor: chain mail and shield*

Symbol: yew wood bow, shield

May advance as Archers, Archer-Rangers, or Rangers (split-class)

5) archery bonus of an archer of half level (round down)

track as a ranger of half level (round down)

10) may learn one rune (as a rune-caster), although it must be "found"
and may learn one more rune every five additional levels

Must be proficient in hunting and skiing

Vali

CG /CN demi-god of archery, retribution, and survival

Clerics: CG, CN

Worshippers: NG, CG, N, and CN

Major: combat, protection, sun

Minor: divination, elemental earth and fire, guardian, healing, time

Add: *haste* (4th)

Undead: no effect

Weapons: bow* plus any

Armor: any

Symbol: man with bow, ray of light

May advance as Archers (split-class)

1) archery bonus of an archer of half level (round down)

Vidar

LN w/LG demi-god of silence, stealth, revenge, vengeance, help in times of danger, peaceful primeval forests, stoicism, survival

Clerics: LG and LN

Worshippers: LG, NG, LN, and N

Major: combat, plants, protection, war

Minor: animals, divination, guardian, healing, law

Undead: turn (at minus two levels)

Weapons: broad sword* plus any

Armor: any

Symbol: huge leather boot

1) move silently as a thief

10) +2 to any roll dealing with endurance or perseverance

Other possible deities include: **Bil** (the Moon and Weaving), **Magni** (Strength), **Mimir** (Wisdom, Knowledge, Prophecy, Smiths, Secrets, Source of Water), **Modi** (Courage, Ferocity), **Nanna** (Moon), **Rann** (wife of Aegir who uses a net), **Waylan** (Smiths, Artificer, mom=mermaid, made wings)

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*).