

The Sumerian Pantheon

Enlil

NG greater god of the sky, heavens, winds, weather, authority, rulership

Clerics: any Good

Worshippers: any non-Evil

Major: combat, divination, elemental air, war, weather

Minor: charm, guardian, healing, plants, protection, summoning

Add: *whispering wind* (1st), *zephyr* (2nd), *gust of wind* (4th)

Undead: turn (at minus two levels)

Weapons: hand axe* or mace* plus any

Armor: any but no shield

Symbol: horned cap or pick-axe

An

(Anu)

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)

Enki

(Ea)

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 ("good" 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, 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 Σ 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

Inanna

(Ishtar)

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

Ki

N greater goddess of the living earth, plants, animals, and luck

Druids: N

Worshippers: any

Major: as Druid

Minor: as Druid

Undead: no effect

Weapons: as Druid

Armor: as Druid

Symbol: iris

Animal: tiger

Druids may be either plant- or animal-focused

Adad/Ishkur

N lesser god of storms, floods, the elements, weather, and prophecy

Clerics: N

Worshippers: any non-Evil

Major: elemental (all), protection, weather

Minor: combat, divination, healing, numbers, plant, sun

Add: *spark shower* (3rd), *fertility, lightning bolt, shout* (4th), *rainbow, prophesy* (5th)

Undead: no effect

Weapons: mace* or spear* plus any

Armor: any

Symbol: triple thunderbolt

Animal: bull

May be split classed elemental/ cleric

1) +2 vs lightning

predict weather x1/day per level

5) immune to normal weather (including *call lightning*)

10) +2 vs all elements

lightning resistance (always on)

Damuzi**(Tammuz)**

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

Gibil**(Girru)**

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

Gula**(Bau)**

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

Nanna**(Sin)**

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)

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

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

Ninhursag**(Ninmah/Mami/Aruru)**

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)

Ninlil

N w/NG lesser goddess of earth, air, water, grain, and the underworld

Druids: N

Worshippers: any

Major: as Druid

Minor: as Druid but add death

Undead: control

Weapons: club, dagger, dart, hammer, hand axe, knife, sling, staff

Armor: leather but no shield

Symbol: a pair of woman's hands

Ninurta

N lesser god of war, fertility, and farming

Clerics: any Neutral

Worshippers: any

Major: combat, creation, elemental water and earth, war

Minor: animals, elemental air, healing, plants, protection

Add: *Wings of Ninurta* (as fly, but grows wings with 18*c, 3rd), *rainbow* (5th)

Undead: no effect

Weapons: any

Armor: any

Symbol: plough, bird

Saved the Tablets of Destiny, but did a poor job ruling the cosmos

Utu

(Shamash)

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

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

Nin-agal

NG demi-god of smiths, fire, light, and civilization, "copper chewer"

Clerics: LG, NG, CG, N

Worshippers: any non-Evil

Major: creation, elemental fire, sun, travelers

Minor: divination, guardian, healing, protection, weather

Add: *strength* (3rd), *fabricate* (metal only, 5th)

Undead: no effect

Weapons: any

Armor: any

1) may forge weapons and armor as a warsmith of two levels lower

10) *fire resistance* (always on)

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 and Enlil 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. For the Sumerians, Tiamat never existed as a mythic figure, much less tried to kill the gods. So, clerics of Utu or Inanna would have little or no knowledge of either the goddess of evil dragons or the ruler of the Babylonian pantheon. As a result, the following figures have no place in Sumerian religion: Marduk, Nabu, Tiamat, Bahamut, and Nin-ildu. These are all Babylonian deities and therefore "foreign" gods from the Sumerian worldview. Generally, I would assume followers of Enlil with an awareness of the greater cosmology would be hostile toward followers of Marduk and vice-versa.

Some other Sumerian gods include: **Ashnan** (grain, fertility), **Enkimdu** (farming), **Geshtinana** (sister of Damuzi with same influence, resists torture), **Hubishag** (dawn), **Kabta** (bricks), **Lahar** (cattle, livestock), **Ningal** (wife of Nanna), **Ningishzida** (protection from demons, snakes, trees), **Ninkasi** (brewing), **Ninsun** (Gilgamesh's mother, interpreter of dreams), **Nirah** (snakes, messenger), **Pazuzu** (Evil demon, Foul Wind, enemy of Lamashtu), **Sataran** (healing and divine judge), **Sumuqan** (cattle, fertility, dead god), **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). Although these gods seem more simplistic, they are also more involved in the lives of their worshippers.

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!

A few cultural themes worthy of note:

As with Babylonian myths, females seem to be relegated to the background. That said, there is more of an attempt to theologically "balance" the pantheon with a goddess for every god. Inanna is a force to be reckoned with, and the Sumerian Ereshkigal retains more of her authority after her marriage to Nergal. As much as possible without distorting the myths, I've tried to give the female deities as much power and authority as possible -- indeed, due to elements introduced to the campaign world from the Dnd treatment of these goddesses, some are more powerful than the mythology would bear out. That said, the culture clearly has strong gender roles. Inanna 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.

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 Sumerians' "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...

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!

That said, when Marduk (instead of Enlil) sent the Great Flood to wipe out humanity because humans were "too noisy" (a familiar theme). After Enki helped Ziusudra (the Sumerian 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.

Now, the gods of the Sumerian culture are NOT bound by Marduk's decree as they still hold Enlil as supreme. This can lead to some issues, since the majority of gods are found in both pantheons (Enlil, Ki, Adad, Ninlil, Ninurta, and Nin-agal are notable exceptions). So, I would posit that the majority of Sumerian gods do not support hostility toward non-humans, but neither do they oppose it. So long as elves do not threaten human hegemony, they may be dealt with in a friendly manner.

As for sexuality, pretty much everyone sleeps with everyone else in the myths. Sex out of wedlock doesn't seem to be a problem. 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*).