

A Generic Human Pantheon for the Eamonvale Campaign Setting

The Eamonvale mini campaign setting is featured in the Necromancer Games adventure module The Grey Citadel and The Eamonvale Incursion by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.

The gods of Eamonvale are many and varied. While not vastly different from the pantheons of other cultures, some deities regarded as secondary or lesser gods in other lands are of premiere importance in Eamonvale, while those that gather great congregations abroad may attract only passing homage on the frontier. The people of the valley dedicate the majority of their prayer to the god that oversees their particular labors of subsistence. The human settlers of Eamonvale are a practical lot, and offer prayers to whichever god serves their purpose; only the most devout limit their devotionals to a single god. Although a farmer may keep a shrine to the Goddess of Bounty at his hearth, he may freely invoke the God of Roads when undertaking a journey, or Goddess of Fortune over a game of chance. The other races of Eamonvale—elf-kin, dwarves, gnomes, and orc-kin—have their own pantheons, although the Halflings of the valley follow human patterns of faith.

In writing *The Grey Citadel* and *The Eamonvale Incursion*, the author elected to use generic titles (e.g. “The God of Strength”) for the gods of Eamonvale, in hopes that it would enable users to more easily substitute deities appropriate to their own campaign setting. In this supplement, the gods and goddesses of Eamonvale are more fully developed, complete with portfolios, spell domains and notes on clergies and congregations. Space has been provided to allow user to write in proper names of their own campaign gods where they overlap. It is worth noting that Eamonvale, as a remote and unsophisticated region, may feature patterns of worship that deviate from other parts of the campaign world. Thus, a strength god in Eamonvale might manifest a different presence, and consequently, different ideas and attitudes among the faithful, than a strength god of another land. This can help to account for slight differences in the pantheon described here from those of published or homebrewed campaign settings.

Each member of the pantheon includes a specific granted power. With the agreement of the DM, this power may be substituted for the player’s choice of domain granted powers.

Table 1: The Eamonvale Pantheon

Deity	Portfolio	AL	Domains
God of Roads	Travel, exploration, navigation	N	Travel, Protection, Luck, Knowledge
Goddess of Bounty	Agriculture, fishing, trapping	NG	Plant, Good, Animal, Healing
The Lord of the Hunt	Hunting, pursuit, stealth	N	Animal, Travel, Death, Knowledge
God of Commerce	Trade, caravans, enterprise	LN	Trickery, Travel, Protection, Knowledge
Goddess of Fortune	Gambling, rogues, the moon	CN	Luck, Trickery, Chaos, Knowledge
God of Artifice	Craftsmanship, engineering, wonders	LG	Knowledge, Good, Law, Protection
Goddess of Storms	Weather, wind, revolution	CN	Air, Water, Chaos, Destruction
God of Strength	Physical power, resolve, combat	CG	Strength, Good, Chaos, War
The Sun God	Sun, Agriculture, seasons, cycles	LG	Good, Healing, Sun, Fire
Old Man Winter	Winter, darkness, mountains, cold	NE	Air, Water, Earth, Cold
Goddess of the Wilds	Untamed creatures and places	N	Earth, Plant, Animal, Protection
God of Decay	Natural death, disease, entropy	LE	Destruction, Death, Evil, Law
God of Carnage	Conflict, disharmony, battle	CE	Destruction, War, Strength, Evil
The River God	Waterways, boatmen, transition	NG	Travel, Luck, Water, Protection
Goddess of Magic	Magic, the unknown, spirits	LN	Knowledge, Magic, Protection, Law
God of Glee	Wine, revelry, music, festivities	CG	Good, Chaos, Protection, Trickery
Goddess of Vice	Pain, pleasure, excess	NE	Trickery, Destruction, Knowledge, Pain
The Wyrmlord	Good dragons, arcane knowledge	LG	Law, Knowledge, Air, Protection
The Dark Scale	Evil dragons, tyranny, oppression	LE	Evil, Destruction, Air, Trickery

The God of Roads

Campaign Name:

Alignment: N

Favored Weapon: staff

Granted Power: The God of Roads favors his most devoted wanderers with enhanced navigational instincts. Once per day per cleric level, a follower of the God of Roads may be struck by divinely inspired intuition equivalent to a *locate object* spell, with the limitation that the object sought must be a fixed position on a route of travel. For example, the cleric could discern which of two passages led to the nearest stair, which way to hike along a creek to find a safe crossing, or which direction to travel to the nearest edge of a wood. The power may also be used to find springs, favorable campsites or milestones such as bridges, crossroads, and communities. As with *locate object*, specific objects, such as a specific door within a castle, may not be locate unless the cleric has personally seen the object.

Spell Domains: Travel, Protection, Luck, Knowledge

The God of Roads is Neutral, although more inclined towards Good than Evil. He is the god of travel and exploration, of navigation and cartography, of crossroads, transition, and progress. He is worshipped by travelers, merchantmen, and adventurers. His temples are few and far between, as his clergy is ill-disposed to permanent settlement, but there are many shrines to the God of Roads, even along the most remote and forgotten trails and wagon tracks.

The Goddess of Bounty

Campaign Name:

Alignment: NG

Favored Weapon: sickle

Granted Power: The Goddess of Bounty provides for her followers, even in the most barren of places. Once per day, a cleric of the Goddess may use her divinity to *create food and water*. Rather than spontaneously appearing, the repast may be located nearby. Thus a devotee of the Goddess might locate edible grubs in a wasteland, find fruit-bearing trees in a blighted forest or seek out a pool of fresh water in a swamp.

Spell Domains: Plant, Good, Animal, Healing

The Goddess of Bounty is Neutral Good. She is the goddess of harvests, agriculture, animal breeding, fishing, trapping, fertility and regrowth. Farmers, shepherds, fishermen,

hunters, and trappers comprise her faithful, as well as midwives. She is among the most widely worshipped in Eamonvale; in some villages and hamlets, hers is the only shrine in evidence, and hers are the only blessings invoked on a daily basis. Her clergy are largely itinerant, wandering from farm to farm to offer farming tips and blessings on the harvest.

The Lord of the Hunt

Campaign Name:

Alignment: N

Favored Weapon: longbow

Granted Power: Devoted followers of the Lord of the Hunt may channel some of his divine instincts to aid their own pursuits. A cleric of the Lord gains the Track feat as a bonus feat and adds Survival to his list of class skills.

Spell Domains: Animal, Travel, Death, Knowledge

The Lord of the Hunt is Neutral. He is the god of hunting, the chase, pursuit, stealth, tracking and wild game. Hunters and trappers worship him, as well as bounty hunters, lawmen and wilderness guides. There are very few shrines or temples to the Lord, but regular hunting camps for the smoking of meat and tanning of hides are often consecrated. The Lord's clerics are likewise few; many are professional huntsmen or trackers-for-hire.

The God of Commerce

Campaign Name:

Alignment: LN

Favored Weapon: crossbow

Granted Power: The followers of the God of Commerce are blessed with fluency in the universal language of barter. Once per day, a cleric of the God of Commerce may *comprehend languages* as per the spell.

Spell Domains: Trickery, Travel, Protection, Knowledge

The God of Commerce is Lawful Neutral. He is the patron of trade and commerce, enterprise and venture, caravans and barter. Merchants, craftsmen and professionals pay homage to the God of Commerce and pray for his favor in their dealings. His shrines and temples can be found in any trading center, from sprawling urban bazaars to weekly crossroads markets, as well as in the homes and emporia of wealthy traders. His clerics are frequently in the employ of the great merchant dynasties, marketing their own

knowledge and guiding the investments of the house.

The Goddess of Fortune

Campaign Name:

Alignment: CN

Favored Weapon: dagger

Granted Power: The goddess of Fortune blesses her followers with uncannily good judgment. Once per day, the Goddess may grant her servant an *augury* as per the spell description.

Spell Domains: Luck, Trickery, Chaos, and Knowledge

The Goddess of Fortune is Chaotic Neutral. She is the moon goddess, goddess of divination and patron deity of rogues and thieves, subterfuge, chance, fortune and gambling. Her worshippers include risk-takers of all sorts, including adventurers, gamblers, thieves, and swindlers, as well as down-on-their-luck common folk. Her shrines can be found everywhere; they are often the sacred springs and wells of old, superstitious locations whose original significance has been forgotten, moonlit places or places with white stone or flowers that reflect moonlight. Her clergy may be fortune tellers, advisors to powerful individuals or wanderers guided by the forces of fate.

The God of Artifice

Campaign Name:

Alignment: LG

Favored Weapon: light hammer

Granted Power: The God of Artifice smiles on his faithful as they attempt the pursuit of crafts and the creation and operation of devices under his gaze. Each day a cleric of the God of Artifice may apply a total bonus equal to his level, divided any way he sees fit, to any Craft skill checks, Disable Device and Open Lock rolls, and Knowledge checks pursuant to appropriate sciences.

Spell Domains: Knowledge, Good, Law, Protection

The God of Artifice is Lawful Good. He is the god of craftsmanship, engineering, wondrous things, science, planning and construction. His worshippers include the numerous and diverse craftspeople of Eamonvale, engineers and architects, builders and inventors. His temples may be found in any major manufacturing district in a large city; his shrines are in nearly every workshop, big or small. His clerics focus

their energy on supporting the labors of faithful craftsmen by blessing ambitious projects, offering technical guidance and exorcising troublesome tools.

The Goddess of Storms

Campaign Name:

Alignment: CN

Favored Weapon: mace

Granted Power: The followers of the Goddess of Storms may create a small stormy vortex once per day. This storm, characterized by hail, blown debris and high wind, extends from the cleric's outstretched hands in a 15 ft. cone and deals 1d4 points of damage per 2 cleric levels. Its duration is instantaneous.

Spell Domains: Air, Water, Chaos, Destruction

The Goddess of Storms is Chaotic Neutral. She is the patron deity of wind and weather, change and revolution, chaos and tempestuousness. Her worshippers include boatmen and fishermen, travelers, revolutionaries, agitators, and madmen. Temples are easily found along waterways and particularly in ports and fishing communities. Her clerics tend towards two extremes: those who guide the watergoing folk in their prayers for safe return, and those who pit themselves against forces of law and constraint by supporting acts of rebellion.

The God of Strength

Campaign Name:

Alignment: CG

Favored Weapon: gauntlets, spiked gauntlets

Granted Power: The clergy of the God of Strength gain his favor in unarmed combat. A cleric of this god gains the Improved Unarmed Combat feat as a bonus feat.

Spell Domains: Strength, Good, Chaos, War

The God of Strength is Chaotic Good. He is the god of physical power and prowess, resolve, combat, grappling and pugilism, and dominance. His worshippers include combatants of all types, particularly mercenaries and gladiators, as well as laborers. Temples to the God of Strength are prevalent in Eamonvale, as it is the faith of the ruling clan. The clergy can be found anywhere from sparring bouts to battlefields to barn raisings, lending his own strength to a cause or watching others display their own.

The Sun God

Campaign Name:

Alignment: LG

Favored Weapon: morningstar

Granted Power: Followers of the Sun God help to spread sunlight to dark corners of the earth. Once per day per 2 caster levels, a cleric may summon *daylight* as per the spell.

Spell Domains: Good, Healing, Sun, Fire

The Sun God is Lawful Good. He is the patron of agriculture, seasons and cycles, renewal, healing, and the sun. His faithful include farmers, herdsman, travelers, healers, and midwives. Temples are rare, especially in upper Eamonvale where the sun rarely shines, although there are a few shrines to the Sun God. His clerics are often itinerant, following seasonal changes and offering healing and agricultural guidance to those who need it.

Old Man Winter

Campaign Name:

Alignment: NE

Favored Weapon: hammer

Granted Power: The devoted clergy of Old Man Winter gain a withering touch. This supernatural power allows a melee touch attack to do a number of points of cold damage equal to the user's cleric level, with no save allowed. Against all creatures with the plant type, this damage is Constitution damage, unless the recipient makes a Fortitude save with a DC of 10 plus the cleric's caster level and Wisdom bonus. The withering touch must be declared before making the melee touch attack and is usable once per day.

Spell Domains: Air, Water, Earth, Cold *

Old Man Winter is Neutral Evil. He is the god of snow and ice, of winter, mountains, darkness, and cold. He is worshipped by evil spellcasters and elementalists, but also revered and feared by farmers and woodsmen. Temples to him only exist in the highest mountain passes and on the most remote peaks, making it difficult for the faithful to make offerings in hopes of a mild winter. His clerics are extremely reclusive, but may aid travelers in need during storms.

*See new clerical domains at the end of this supplement.

The Goddess of the Wilds

Campaign Name:

Alignment: N

Favored Weapon: shortspear, spear, javelin

Granted Power: The Goddess supports her clergy through the actions of her other minions, the beasts of the wilds. Once per day, a cleric of the Goddess may *summon nature's ally* as per the spell. The results of the summoning should be determined as if the caster were a druid of equivalent level, casting the highest level spell she was capable of.

Spell Domains: Earth, Plant, Animal, Protection

The Goddess of the Wilds is Neutral. She is the goddess of untamed creatures and places, frontiers, natural force and unhindered growth. Her worshippers are often rangers, adventurers, trappers, huntsmen and herders. Temples are nearly nonexistent—the vast wilderness is her temple—but small temples and shrines do appear as markers on frontier boundaries and at natural entrances to wild places. Her priests are usually accomplished rangers and woodsmen, and choose to spend most of their time far from civilization; they generally render aid to travelers in the wilds, unless the travelers are causing harm to the domain of their goddess.

The God of Decay

Campaign Name:

Alignment: LE

Favored Weapon: scythe

Granted Power: The God of Decay has an eye on the fate of all living things; through him, his followers may also have such insights. Once per day, a cleric of the God of Decay may use *death watch* as per the spell description, except that the number of subjects is limited to a number equal to the cleric's level, and that the area of effect is limited only by the cleric's visual range.

Spell Domains: Destruction, Death, Evil, Law

The God of Decay is Lawful Evil. He is lord of disease, plague, famine, natural death, decay, entropy and corruption. His worshippers are few and widely reviled; they can be found in places ravaged by plague or famine, particularly in large cities with challenges of sanitation and overpopulation. His temples appear in those places as well, as often as not in the form of plague tents and sacrificial altars. His clerics are generally obsessed with spreading disease and corruption, but some may offer care to those afflicted by plague in order to shepherd them to death.

The God of Carnage

Campaign Name:

Alignment: CE

Favored Weapon: greatsword

Granted Power: The God of Carnage instills in his faithful a battle lust that is terrifying to behold. Once per day, a cleric may manifest an effect identical to the *doom* spell, except that it affects one target per cleric level, limited to visual or auditory range.

Spell Domains: Destruction, War, Strength, Evil

The God of Carnage is Chaotic Evil. He is the battle-god, god of conflict, disharmony and devastation. His worshippers are often fighters, particularly mercenaries who depend on open war for their livelihood, as well as revolutionaries, political malcontents, and expansionist leaders. His temples are found in the cities of such leaders, but far more numerous are the portable shrines that are carried along the shifting battlefronts, often highly personalized by the force that carries them and zealously defended in battle. The clergy of the God of Carnage often accompany evil armies to war, bolstering morale, providing healing and offering tactical counsel.

The River God

Campaign Name:

Alignment: NG

Favored Weapon: trident

Granted Power: The River God shepherds those who follow his course, whether it be spiritual or geographical. Once per day a cleric of the River God may create a *sanctuary* per the spell description, provided that the area sanctified is borne on a moving body of water.

Spell Domains: Travel, Luck, Water, Protection

The River God is Neutral Good. He is the god of waterways and watercraft, boatmen, fishermen, travelers, progress and transition. His worshippers include all those who make their life on or take sustenance from Eamonvale's waterways. Temples to the god are nearly nonexistent, as offerings are made to the river itself, but shrines on overlooking bluffs and at deep pools and cataracts are not uncommon. Clerics of the River God are a transient lot, offering healing and mentoring to those whose livelihood depends on the water; many large shipping companies and passenger vessels pay a healthy stipend to have a river-priest on board.

The Goddess of Magic

Campaign Name:

Alignment: LN

Favored Weapon: dagger

Granted Power: Followers of the Goddess of Magic are finely attuned to the ebb and flow of magical currents. A number of times per day equal to half her cleric level, a cleric of the Goddess may *detect magic* as per the spell, but without specific information as to strength and school. Only the presence or absence of magic may be revealed with this ability.

Spell Domains: Knowledge, Magic, Protection, Law

The Goddess of Magic is Lawful Neutral. She is the goddess of magical forces, inquisition and the unknown, the spirit world, fanciful beasts, and magical compulsions such as charms or hexes. Her worshippers are mostly sages, academics, wizards and diviners. Her temples are found in larger communities that can support institutes of higher learning; shrines can be found in the homes and libraries of sages, antiquarians and loremasters, as well as in the towers and laboratories of wizards. Her clerics are frequently found serving as advisers to heads of state, although many offer their services as diviners to common folk as well.

The God of Glee

Campaign Name:

Alignment: CG

Favored Weapon: rapier

Granted Power: Those who bear the favor of the God of Glee find friendship easily had and people more easily influenced. Each day, a cleric of the God may apply a bonus equal to his cleric level, divided in any way he chooses, among any number of Charisma based skill checks or Charisma attribute tests.

Spell Domains: Good, Chaos, Protection, Trickery

The God of Glee is Chaotic Good. He is the god of wine and feasting, revelry, music, poetics, festivals and celebration. His worshippers include participants in seasonal festivals, decadent nobles, brewers and vintners, musicians, poets and performers. His temples are found only in cities large enough to support a leisure class, but impromptu shrines often appear in the midst of celebrations of all sorts. His clergy are often performers themselves, serve as organizers for large events, and may also brew spirits, compose music, host conservatories or attach themselves to royal courts.

The Goddess of Vice

Campaign Name:

Alignment: NE

Favored Weapon: whip, scourge

Granted Power: The Goddess of Pain supports her followers through painful trials. Clerics of the Goddess gain the Diehard feat as a bonus feat.

Spell Domains: Trickery, Destruction, Knowledge, Pain*

The Goddess of Vice is Neutral Evil. She is the goddess of both pain and pleasure, of excess, torment, decadence and debauchery. Her worshippers often comprise the darker side of high society; other faithful include charlatans and tricksters, harlots, addicts, torturers and assassins. Temples to the Goddess are temporary affairs, often subterranean, dedicated to sins of the mind, body and soul, always ready to relocate in the face of righteous inquisition. Her clergy spread the faith by playing on the weaknesses of the wicked, by manipulating desire and by wielding pleasure and pain in equal measure.

*See new clerical domains at the end of this supplement.

The Wyrmlord

Campaign Name:

Alignment: LG

Favored Weapon: halberd

Granted Power: The devotion of the servants of the Wyrmlord ties them to all of his creatures. A cleric of the Wyrmlord may *detect dragons* as per the *detect undead* spell. They may use this ability a number of times per day equal to their Wisdom bonus. Clerics also gain the ability to communicate with dragons; the Draconic language is gained as bonus language.

Spell Domains: Law, Knowledge, Air, Protection

The Wyrmlord is Lawful Good. He is the lord of good dragons and arcane knowledge. His worshippers are often sorcerers and good paladins, although any may invoke the Wyrmlord in the cause of justice and right. There are no known temples to the Wyrmlord; only the highest peaks serve as places of commune with the race of dragons. His clerics are likewise few; dragons have slipped from public view, becoming tales of fancy for many, but the clerics of the Wyrmlord know that they remain a potent, if invisible, force of good.

The Dark Scale

Campaign Name:

Alignment: LE

Favored Weapon: lance

Granted Power: Servants of the Dark Scale inherit some of the aura of fear associated with their patron. A cleric of the Dark Scale may manifest an aura of fear that functions as the wizard spell *scare*, cast by a wizard of their level. They may manifest this aura once per day.

Spell Domains: Evil, Destruction, Air, Trickery

The Dark Scale is Lawful Evil. He is the counterpart to the Wyrmlord; a god of evil dragons, tyranny, oppression and ill fate. He is worshipped by evil sorcerers, draconic humanoids, tyrannical rulers and crusaders for the forces of evil. There are no public temples to the Dark Scale, only isolated shrines in the private chambers of evil men of power. Clerics often offer their services as advisers and court magicians to evil rulers, or aspire to rule themselves.

New Clerical Domain: Cold

Granted Power: Clerics choosing the cold domain may enjoy *protection from energy (cold)* once per day, limited to personal range only. The may also add Survival to their list of class skills.

Cold Domain Spells

- | | |
|---|-----------------|
| 1 | Ray of Frost |
| 2 | Chill Touch |
| 3 | Chill Metal |
| 4 | Ice Daggers ** |
| 5 | Ice Storm |
| 6 | Cone of Cold |
| 7 | Wall of Ice |
| 8 | Winter Storm ** |
| 9 | Polar Ray |

** New Spells

Ice Daggers

Evocation [Cold]

Level: Wiz/Sor 4, Cold 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Effect: Creates an ice dagger in the hand

Duration: 1 round/ level (D)

Saving Throw: No

Spell Resistance: No

On casting the spell, a dagger of pure ice

appears in the caster's hand. The dagger may be used as a melee weapon for 1d4 points of damage plus 1d6 points of cold damage, but for every round in which it is wielded in this way, the caster takes 1d6 points of cold damage. The dagger may be thrown at a target, in which case the caster must succeed at a ranged touch attack in order to hit. A ranged attack uses the same damage profile as the melee attack.

Once an ice dagger has been thrown in this manner, another appears in the caster's hand. The caster may create 1 dagger for every three caster levels (two at level 6, three at level 9, four at level 12, five at level 15 and a maximum of six at level 18).

Winter Storm

Evocation [Cold]
Level: Cold 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Long (400feet + 40feet per level)
Area: Cylinder (radius 10 feet per level, height 5 feet per level)
Duration: 1 round/ level (D)
Saving Throw: No
Spell Resistance: No

The winter storm deals 2d6 points of cold damage each round to those caught within it. In addition, movement is penalized. In order to walk at half normal speed, a Balance check with a DC of 15 plus the caster's Wisdom bonus is required. Failure results in the creature being *checked*; failing by more than 5 results in the creature being knocked down, becoming *prone* and taking 1d6 points of falling damage.

New Clerical Domain: Pain

Granted Power: Clerics of the Goddess of Pain inflict a pain touch once per day. This is a supernatural effect that inflicts non-lethal damage. A successful melee touch attack against a living and sentient creature (using the rules for touch spells) inflicts 1d6 points of non-lethal damage per caster level. If the total equals or exceeds the subject's remaining hit points, it suffers only a moment of blinding pain and falls unconscious as per the rules for non-lethal damage. If the total does not exceed the subject's remaining hit points, the residual pain lasts for a number of rounds equal to the cleric's caster level, but suffers no additional game effects. The non-lethal damage from this attack returns at the normal rate.

Pain Domain Spells

- 1 Shocking Grasp
- 2 Gaze of Torment**
- 3 Agony**
- 4 Painful Effigy**
- 5 Symbol of Pain
- 6 Harm
- 7 Symbol of Weakness
- 8 Inflict Critical Wounds, Mass
- 9 Implosion

**New Spells

Gaze of Torment

Necromancy
Level: Sor/Wiz 2, Pain 2
Components: V, S
Casting Time: 1 standard action
Range: 5 feet per caster level
Targets: 1d6 HD plus 1 per caster level of targeted viewers; see description
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables the caster to strike those you gaze upon with a combination of fear, rapture, and disabling pain. For the duration of the spell, the caster gains a supernatural *gaze* ability as described in Chapter 7 of the *Monster Manual* that affects Hit Dice equal to 1d6 plus 1 per caster level. The spell may affect up to the maximum HD in a single viewer targeted as a standard action on the caster's initiative. The caster need not target anyone on their initiative (if they choose to take another standard action instead, for example), but the effect remains potent for the spell's duration regardless of how often it is used. Targets may attempt to avoid the gaze as described in the *Monster Manual*. The effect of this gaze attack causes the subject to become the caster's choice of *frightened* or *fascinated* by the caster or *shaken* by distracting pain. The effect remains for the duration of the spell or until the caster targets a new opponent as described below. This effect may be changed from round to round, although the target may attempt a new save each time the effect is revised. The caster may also target a different opponent, but doing so allows each previous target a single additional save to shake off the effect.

Agony

Necromancy
Level: Sor/Wiz 3, Pain 3

Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fort negates
Spell Resistance: Yes

This spell subjects a single target to horrendous pain that distracts them from their endeavors. This pain should be explicitly described in terms of snapped tendons, crushed eyeballs, shattered molars and extracted fingernails, among other colorful injuries. For the duration of the spell, the subject suffers a –4 penalty on all attack rolls, skill checks and ability checks, a –2 penalty to Willpower saves and a –8 penalty to Concentration checks. Each round, a successful Willpower save at the spell's DC allows the victim to overcome the penalty and instead receive non-lethal damage equal to the caster's level, resulting from the strain of acting despite the perceived pain.

Painful Effigy

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Wiz 4, Pain 4
Components: V, S, M
Casting Time: see text
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: 1 day per caster level, or one use per caster level
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates an effigy of the target creature through which painful sensations may be delivered. Subjecting the effigy to heat, cold, piercing and bludgeoning attacks and other torments cause the victim to feel the equivalent sensations, but the effect does not deal damage. The pain may be focused to affect the target's body, mind or spirit, as the caster chooses. While the effigy is being tormented, the victim suffers penalties in three categories: attack and damage rolls, skill and ability checks, and Willpower saves. Each round the effigy is in use, the caster may assign a total penalty equal to her caster level in any proportion among the three categories. For example, a 9th level caster could apply a –3 penalty to all three categories, or focus a –9 penalty on the victim's skill and ability checks. These penalties may be reassigned from round to round. The effigy continues to function until *remove curse* is cast on the victim, *dispel magic* is successfully cast

upon the effigy, the possessor of the effigy ends the use period (see below), or the duration of the spell is exhausted. Destruction of the effigy causes the victim to suffer full effects for 10 long, painful minutes before the effect fades.

Creating the effigy requires one hour and costs 30 gp, in addition to requiring a strand of hair from the intended victim. Once the effigy is ready, the casting of the spell takes only a single round. The effigy remains viable for a number of days equal to the caster's level, or a number of uses equal to the casters level. For this purpose, a single use consists of any application of pain with a duration ranging from a single round up to a number of minutes equal to the caster's level. Thus, the effect can range from a few minutes of debilitating pain each day for several days to a prolonged barrage of painful stimuli that lasts for many minutes and exhausts the effigy in one use. A 9th-level caster could subject his victim to 9 minutes of pain each day for 9 days running, or 81 minutes of pain in one sitting, or any combination thereof. Once created, the effigy may be used by anyone of the caster's alignment.

Material Component: Effigy stuffed with the hair of the victim.

The Generic Human Pantheon was designed and written by Nathan Douglas Paul, with additional design by Phil, Shane, Bob, 'Eavy, and Charles of the Necromancer Games Messageboard Community. Thanks for helping me go the extra distance with the granted powers!

The Pain domain and its affiliate spells are excerpted from The Eamonvale Incursion by Nathan Douglas Paul, available from Necromancer Games.

Legal Appendix

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