



Followers of the Gnome Pantheon

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Introduction

The gnome pantheon consists of three gods, though many gnomes worship dwarven gods as well. Charis the Gnome Father has a loose organization that oversees the harvest, funerals, and the defense of the earth. The Church of the Wanderer is devoted to Kela, goddess of exploration, craftsmen, smiths, and merchants. Her decentralized church enjoys crafting, making money, and traveling. Meiroc the Mad Inventor is served by the Church of the Gear; a contentious lot constantly striving for greater power amongst themselves. Inventors and engineers of all races are welcome, as long as they constantly maintain their expertise.

Shrines to Charis can be found in every gnomish settlement. Surveyors, the head priests of each temple, meet every four months during the equinox celebrations. Their holy days include the day crops are planted and the harvest. They also bless foundations and tools before construction begins on a new building.

The Church of the Wanderer centers its temples near profitable markets, especially in Maus where the high priests meet. Ceremonies revolve around travel and special blessings are given to anyone beginning a journey. Their primary holy day is the Spring Equinox when the traveling season begins and the faithful resume their explorations.

The largest of Meiroc's temples stands on the outskirts of Maus. Interconnected buildings spout flames, explosions, and steam powered monstrosities on a regular basis causing sensible people to stay away. Although the temple at Maus is the largest and its high priest is

generally acknowledged as the head of the church, every high priest feels some right to preside. The clergy is full of disagreements and political maneuvering. The Church's holy week commemorates Meiroc's relatively recent ascension to godhood with numerous feats, clerics collaborating on new projects, the debuting of strange inventions, and a culminating ceremony honoring Meiroc.

History

Legend says that when Koorzun, the dwarven god of magic, stepped on to the earth, Charis sprung from the ground. The gnomes have never forgotten their gratitude towards Koorzun, and the Temple of Rods looks on the gnomes as little brothers to their race.

A popular tale about Kela says that she was born when the first star died and fell to the earth. She wanders the Northern Marches searching for fallen stars that could birth another god to travel with her.

Meiroc was raised to godhood by Charis within the last three hundred years. His daughter, The Machinist, is supposedly the most brilliant gnome who ever lived. Legend says she is hidden behind a lock so complex that only the gods can open it.

Relationships

The Church of Charis seeks to ally all churches of the gnomes and dwarves for the benefit of the gnome people. The Church of the Gear is amenable, but their internal discord impedes the process. Followers of Charis feel a special affinity for followers of Koorzun

who they believe caused their deity's existence.

As deities of good, the gnome pantheon opposes evil deities in general. Specifically, they strive against Gorrin, the dwarven god of murder, and Thanatos, god of disease. The Church of Charis has strained relations with the Church of the Crown and Sword since followers of Dhumnon have little interest in sharing their power. The Temple of Rods does not get along well with the Wizard's Cabal. Due to their alliance, neither does the Church of Charis.

Membership Requirements

Lay Worshipers

- Must worship a single deity of the pantheon.
- Must have one rank in Knowledge (religion).
- Must tithe 10% of all gold earned in an episode (not counting the value of items or certificates).

Clergy

- Must meet all the requirements of a Lay Worshiper.
- Alignment must be within one step of your chosen deity.
- May not be a Champion.
- May not have levels in Elderkin or Idolator.
- Clergy spend 2 Time Units (TUs) annually serving the church.
- Requires six ranks in one of the following skills: Diplomacy, Knowledge (religion), Perform (any musical skill), Profession (clerk).
- Ability to cast 1st level divine or bard spells.

Champion

- Must meet all the requirements of a Lay Worshiper.
- Must match the deity's alignment.
- May not be a Clergy member.
- May not have levels in Elderkin or Idolator.
- Champions spend 2 TUs annually serving the church.
- Minimum +3 Base Attack Bonus.
- 6 ranks in Diplomacy or Intimidate.
- 3 ranks in Knowledge (religion).

High Priest

- Must have served as a Clergy member for 18 TUs and continue to meet the requirements of that rank.
- Must match the chosen deity's alignment.
- High Priests spend 4 TUs annually serving the church.
- 13 ranks in Diplomacy or Knowledge (religion).
- Ability to cast 5th level divine spells.
- Ability to speak Terran (for worshipers of Charis) or Ferrosian (for worshippers of Kela or Meiroc).

Adherent

- Must have served as a Champion member for 18 TUs and continue to meet the requirements of that rank.
- Adherents spend 4 TUs annually serving the church.
- Minimum +8 Base Attack Bonus.
- 13 ranks in Diplomacy or Intimidate.
- 5 ranks in Knowledge (religion).

- Ability to cast 2nd level divine spells.
- Ability to speak Terran (for worshippers of Charis) or Ferrosian (for worshippers of Kela or Meiroc).

Special:

Some deities require extra from their faithful. Any special requirements for a deity must be met in addition to the general requirements demanded by the racial churches as a whole.

Charis

All worshippers of the Gnome Father may substitute Knowledge (nature) or Knowledge (architecture and engineering) for Knowledge (religion). Clergy and High Priests must have six and thirteen ranks of either Knowledge (architecture and engineering) or Knowledge (nature), respectively. This may be instead of, or in addition to, the Knowledge (religion) ranks usually required.

Rank	Requirement
Clergy	2 ranks in each of two Knowledge skills from the following list: architecture and engineering, geography, or nature.
Champion	Educated [PG] or Skill Focus (Knowledge) feat; The feats must be applied to architecture and engineering, geography, or nature.
High Priest	4 ranks in each of two Knowledge skills from the following list: architecture and

	engineering, geography, or nature.
Adherent	Leadership, Negotiator, or Skill Focus (Diplomacy) feat.

Kela

Champions and Adherents of the Wanderer may substitute ranks of Knowledge (geography) for Knowledge (religion) and ranks of Handle Animal for Diplomacy or Intimidate. Clergy and High Priests of Kela may not spend more than 25 Time Units annually on non-adventuring related costs.

Rank	Requirement
Clergy	2 ranks in one Craft skill and 2 ranks in Knowledge (geography); The character must have added at least one rank in a Craft skill since becoming a Lay Worshipper.
Champion	Endurance feat.
High Priest	4 ranks in one Craft skill and 4 ranks in Knowledge (geography); Must spend an additional 8 TUs (12 TUs total) per year traveling in service to the church; The character must have added at least one rank in a Craft skill since becoming Clergy.
Adherent	Evasion, Trackless Step, or Track feat with at least 5 ranks in Survival.

Meiroc

All worshippers of the Mad Inventor may substitute Knowledge (architecture and engineering) or Knowledge

(clockwork) for Knowledge (religion). Clergy and High Priests must have six and thirteen ranks of Knowledge (architecture and engineering) or Knowledge (clockwork), respectively. This may be instead of, or in addition to, the Knowledge (religion) ranks usually required.

Rank	Requirement
Clergy	2 ranks in each of two Craft skills; Must have at least three Craft skills.
Champion	Power Attack feat.
High Priest	4 ranks in each of two Craft skills; Must have increased at least one Craft skill since gaining the rank of Clergy.
Adherent	Craft Magic Arms and Armor feat; Must spend at least 1 TU per year earning money through use of the Craft skill.

Membership Benefits

Lay Worshipper

- Gains a +1 morale bonus to saves against fear and compulsion effects. Faith in a higher power helps lay worshippers overcome fear and temptation.

Clergy

- Retain the benefit of being a Lay Worshipper.
- Gain a +2 circumstance bonus to Diplomacy checks with followers of all gnomish or dwarven deities except Gorrin. The bonus increases to +3 with followers of your own deity.
- Receive a 20% discount on the purchase (for personal use) of divine scrolls and potions

allowed for general purchase through gnomish churches.

Champion

- Retain the benefit of being a Lay Worshipper.
- Receive access to purchase +1 armor and shields for personal use.
- If the character has the *smite* ability from either the Paladin class or the Destruction domain, treat his level as one higher when smiting agents of Gorrin or Thanatos.
- May select one of the following bonus feats: Amplified Curatives [PG], Born Rider [DAB], Concentrated Effort [DAB], Concentrated Turning [PG], Divine Charisma [PG], Divine Constitution [PG], Divine Dexterity [PG], Divine Intelligence [PG], Divine Might [PG], Divine Power [PG], Divine Strength [PG], Divine Strike [PG], Divine Vengeance [PG], Divine Wisdom [PG], Eyes In The Back Of Your Head [PG], Faithful [PG], Forceful Intimidation [PG].

High Priest

- Retains all benefits of Clergy.
- Gain the ability to rebuke, command, or bolster Earth (followers of Charis) or Metal (followers of Kela or Mieroc) elementals a number of times per day equal to 3 plus your Charisma modifier as a cleric with the Earth or Metal Domain. High Priests who already have the Earth or Metal Domain rebuke, command, and bolster

Earth or Metal elementals as a cleric of one level higher.

Adherent

- Retains all benefits of Champion.
- Access to purchase the *holy* weapon enhancement on your deity's favored weapon.

Special:

Charis

- Clergy: Members of the clergy gain a +1 divine bonus to their Leadership scores.
- Champion: Gain a +2 divine bonus either to the wild empathy class feature or to all Diplomacy checks in dealings with dwarves and gnomes (select one).
- High Priest: A high priest of Charis is known as a Surveyor. Surveyors may add their Wisdom modifier as an insight bonus to their Leadership scores.
- Adherent: Gain a +4 circumstance bonus to all Diplomacy checks made in dealings with followers of Koorzun.

Kela

- Clergy: Access to purchase a *bag of tricks (gray)* for personal use only. Clergy members also gain a +1 insight bonus to the Craft (cartography) skill.
- Champion: Gain a +2 divine bonus either to the wild empathy class feature, the Navigate skill, or one Craft skill of their choice (select one).
- High Priest: A high priest of Kela is known as a Compass Point. Compass Points have the ability

to cast *heighten senses* once per day as a spell-like ability.

- Adherent: Base land speed increases by 10 feet (this is an enhancement bonus and does not stack with spells like *haste*).

Meiroc

- Clergy: When crafting to earn money between adventures, roll twice and keep the higher of the two rolls. Clergy members also gain access to the Lucky feat [PG], but must spend a feat slot to gain it.
- Champion: You gain a +1 insight bonus to all attack and damage rolls made using your deity's favored weapon, the waraxe. Champions also gain access to the Lucky feat [PG], but must spend a feat slot to gain it.
- High Priest: A high priest of Meiroc is known as a High Inventor. When using the Craft skill to create items in the Time Units between episodes, your progress rate is quadrupled (use the Craft check result times the DC *times four* to determine your progress in sp). High Inventors may also *inspire competence* in other dwarves and gnomes as a supernatural ability as if they were 3rd level bards with six ranks in Perform. High Inventors who already possess this ability grant an additional +1 bonus, for a total competence bonus of +3.
- Adherent: When crafting armor or your deity's favored weapon, reduce the experience cost from 1/25 of the total price to 1/50. Adherents may also *inspire competence* in other dwarves and gnomes as a supernatural ability

as if they were 3rd level bards with six ranks in Perform. Those who already possess this ability grant an additional +1 bonus, for a total competence bonus of +3.

DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

Dave Arneson's Blackmoor: The MMRPG:

Followers of the Gnome Pantheon

Deity Worshipped: **Charis**

Lay Worshipper Date Joined: _____ GM Signature: _____

- Gains a +1 morale bonus to saves against fear and compulsion effects. Faith in a higher power helps lay worshippers overcome fear and temptation.

Clergy Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- +2 circumstance bonus to Diplomacy checks with followers of all gnomish or dwarven deities except Gorrin. The bonus increases to +3 with followers of your own deity.
- Receive a 20% discount on the purchase (for personal use) of divine scrolls and potions allowed for general purchase through gnomish churches.
- Members of the clergy gain a +1 divine bonus to their Leadership scores.

Champion Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- Receive access to purchase +1 armor and shields for personal use.
- If the character has the *smite* ability from either the Paladin class or the Destruction domain, treat his level as one higher when smiting agents of Gorrin or Thanatos.
- May select one of the following bonus feats (circle one): Amplified Curatives [PG], Born Rider [DAB], Concentrated Effort [DAB], Concentrated Turning [PG], Divine Charisma [PG], Divine Constitution [PG], Divine Dexterity [PG], Divine Intelligence [PG], Divine Might [PG], Divine Power [PG], Divine Strength [PG], Divine Strike [PG], Divine Vengeance [PG], Divine Wisdom [PG], Eyes In The Back Of Your Head [PG], Faithful [PG], Forceful Intimidation [PG].
- Gain a +2 divine bonus either to the wild empathy class feature or to all Diplomacy checks in dealings with dwarves and gnomes (select one).

Surveyor (High Priest) Date Joined: _____ GM Signature: _____

- Retains all benefits of Clergy.
- Gain the ability to rebuke, command, or bolster Earth elementals a number of times per day equal to 3 plus your Charisma modifier as a cleric with the Earth Domain. High Priests who already have the Earth Domain rebuke, command, and bolster Earth elementals as a cleric of one level higher.
- Surveyors may add their Wisdom modifier as an insight bonus to their Leadership scores.

Adherent Date Joined: _____ GM Signature: _____

- Retains all benefits of Champion.
- Access to purchase the *holy* weapon enhancement on your deity's favored weapon.
- Gain a +4 circumstance bonus to all Diplomacy checks made in dealings with followers of Koorzun.

Value: 0 gp - May not be sold or traded

DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

Dave Arneson's Blackmoor: The MMRPG:

Followers of the Gnome Pantheon

Deity Worshipped: **Kela**

Lay Worshipper Date Joined: _____ GM Signature: _____

- Gains a +1 morale bonus to saves against fear and compulsion effects. Faith in a higher power helps lay worshippers overcome fear and temptation.

Clergy Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- +2 circumstance bonus to Diplomacy checks with followers of all gnomish or dwarven deities except Gorrin. The bonus increases to +3 with followers of your own deity.
- Receive a 20% discount on the purchase (for personal use) of divine scrolls and potions allowed for general purchase through gnomish churches.
- Access to purchase a *bag of tricks (gray)* for personal use only. Clergy members also gain a +1 insight bonus to the Craft (cartography) skill.

Champion Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- Receive access to purchase +1 armor and shields for personal use.
- If the character has the *smite* ability from either the Paladin class or the Destruction domain, treat his level as one higher when smiting agents of Gorrin or Thanatos.
- May select one of the following bonus feats (circle one): Amplified Curatives [PG], Born Rider [DAB], Concentrated Effort [DAB], Concentrated Turning [PG], Divine Charisma [PG], Divine Constitution [PG], Divine Dexterity [PG], Divine Intelligence [PG], Divine Might [PG], Divine Power [PG], Divine Strength [PG], Divine Strike [PG], Divine Vengeance [PG], Divine Wisdom [PG], Eyes In The Back Of Your Head [PG], Faithful [PG], Forceful Intimidation [PG].
- Gain a +2 divine bonus either to the wild empathy class feature, the Navigate skill, or one Craft skill of their choice (select one).

Compass Point (High Priest) Date Joined: _____ GM Signature: _____

- Retains all benefits of Clergy.
- Gain the ability to rebuke, command, or bolster Metal elementals a number of times per day equal to 3 plus your Charisma modifier as a cleric with the Metal Domain. High Priests who already have the Metal Domain rebuke, command, and bolster Metal elementals as a cleric of one level higher.
- Compass Points have the ability to cast *heighten senses* once per day as a spell-like ability.

Adherent Date Joined: _____ GM Signature: _____

- Retains all benefits of Champion.
- Access to purchase the *holy* weapon enhancement on your deity's favored weapon.
- Base land speed increases by 10 feet (this is an enhancement bonus and does not stack with spells like *haste*).

Value: 0 gp - May not be sold or traded

DAVE ARNESON'S BLACKMOOR™

The above named character has gained access to the following in

Dave Arneson's Blackmoor: The MMRPG:

Followers of the Gnome Pantheon

Deity Worshipped: Meiroc

Lay Worshipper Date Joined: _____ GM Signature: _____

- Gains a +1 morale bonus to saves against fear and compulsion effects. Faith in a higher power helps lay worshippers overcome fear and temptation.

Clergy Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- +2 circumstance bonus to Diplomacy checks with followers of all gnomish or dwarven deities except Gorrin. The bonus increases to +3 with followers of your own deity.
- Receive a 20% discount on the purchase (for personal use) of divine scrolls and potions allowed for general purchase through gnomish churches.
- When crafting to earn money between adventures, roll twice and keep the higher of the two rolls. Clergy members may also spend a feat slot to gain the Lucky feat [PG].

Champion Date Joined: _____ GM Signature: _____

- Retain the benefit of being a Lay Worshipper.
- Receive access to purchase +1 armor and shields for personal use.
- If the character has the *smite* ability from either the Paladin class or the Destruction domain, treat his level as one higher when smiting agents of Gorrin or Thanatos.
- May select one of the following bonus feats (circle one): Amplified Curatives [PG], Born Rider [DAB], Concentrated Effort [DAB], Concentrated Turning [PG], Divine Charisma [PG], Divine Constitution [PG], Divine Dexterity [PG], Divine Intelligence [PG], Divine Might [PG], Divine Power [PG], Divine Strength [PG], Divine Strike [PG], Divine Vengeance [PG], Divine Wisdom [PG], Eyes In The Back Of Your Head [PG], Faithful [PG], Forceful Intimidation [PG].
- You gain a +1 insight bonus to all attack and damage rolls made with a waraxe. Champions also gain access to the Lucky feat [PG], but must spend a feat slot to gain it.

High Inventor (High Priest) Date Joined: _____ GM Signature: _____

- Retains all benefits of Clergy.
- Gain the ability to rebuke, command, or bolster Metal elementals a number of times per day equal to 3 plus your Charisma modifier as a cleric with the Metal Domain. High Priests who already have the Metal Domain rebuke, command, and bolster Metal elementals as a cleric of one level higher.
- When using the Craft skill to create items in the Time Units between episodes, your progress rate is quadrupled. High Inventors may also *inspire competence* in other dwarves and gnomes as if they were 3rd level bards with six ranks in Perform. High Inventors who already possess this ability grant an additional +1 bonus (+3 total).

Adherent Date Joined: _____ GM Signature: _____

- Retains all benefits of Champion.
- Access to purchase the *holy* weapon enhancement on your deity's favored weapon.
- When crafting armor or your deity's favored weapon, the experience cost is halved. Adherents may also *inspire competence* in other dwarves and gnomes as a supernatural ability as if they were 3rd level bards with six ranks in Perform. Those who already possess this ability grant an additional +1 bonus, for a total competence bonus of +3.

Value: 0 gp - May not be sold or traded