

# Gods & Demons

The gods and demons are important because characters will be able to visit their *halls*. These can be reached by secret *gates* when sailing the **Astral Sea**, or when climbing the branches of the *World Tree* connecting all the planes of existence.

There is a chance that the gods will send one of their agents to help if their name is called. In order to succeed, players need to keep track of **a score for each god** they care about. As characters do things to honor or spite the various gods, their score goes up. This could be about saving or killing their followers, building altars and temple in their name, defiling their altars or acting on visions sent by them. This score is the percent chance that the god will act when their name is called. Whether the agents appearing will in fact help the characters depends on their past actions. An evil demon lord like Set might still send a naga to help a paladin of Mitra, hoping to mess with them. The score only goes down if you ignore the gods.

When paladins and clerics cast **spells of level four and higher**, the spell effect usually involves the appearance of such an agent and an opportunity for some discourse arises.

## *Freya and Odin*

Freya is the goddess of winter, of spring, of fertility, of grain, of war, of cats and **boars**, of magic. She leads the valkyries and collects half the slain in battle. These dine with her in **Sessrúmnir**, her hall in Asgard.

Odin is the god of wisdom, of magic and poetry, of war, of eagles and ravens, of runes, of wanderers. He wields a magic spear, he raises the dead, he rides an eight legged horse called Draupnir. The other half of the slain in battle dine with him in **Valhalla**, his hall in Asgard.

In times of need, both of them will send a **valkyrie** named *War*, *Mercy Spear*, *Cruel* or *Fight*.

HD 6 AC 2 1d8 *sword*+3 MV 18 ML 12 XP 600; flying; only harmed by magic or magic weapons

The swords of valkyries are bright swords of light. When swinging such a sword, the wielder is compelled to shout for blood and glory at the top of their voice. Also, when allies are fighting, the owner of such a sword is compelled to draw it and join this melee.

The World Tree is Yggdrasil. In certain locations, the planar boundaries are weakened and it is possible to enter a sacred grove or push through a thorny hedge and find yourself on one of the branches of the World Tree. The ground is made of living wood. Most often it is steep. There are leaves and branches everywhere, secondary growth, birds, insects, anything that flies. If you are pushed off the branch and you can't fly, you're dead. If the gate is popular, people will have added ropes, ladders, stairs, bridges. Soon enough it is a confusing, living labyrinth of passages. Unless you know where the gates are it will take you a week to find a random gate.

To learn more, start with the Wikipedia article on [Norse cosmology](#).

Asgard is a plane consisting of nothing but the divine city where many of the gods have their halls, surrounded by a gargantuan wall. Outside is the *Astral Sea*. It can be reached by sailing that very sea or by climbing the World Tree, *Yggdrasil*.

When resisting such a compel for the third time, the sword loses its magic. The owner is considered unfit to wield it.

## Hel

Hel is the goddess of the weak, the frail, the sick and the old, the protector of witchcraft and of crossroads. Her hall **Eljudnir** is built in Niflheim under one of the roots of Yggdrasil. Its gate is guarded by the hell hound **Garm** who makes sure only those who died of sickness and old age may pass.

Hel is one of the giants of old, also called *troll-woman*. In times of need she will send 1d4 **trolls** named *Hunger, Famine, Misery* or *Sickness*.

HD 6+1 AC 4 1d6/1d6/1d10 F6 MV 12 ML 10 XP 600; regenerate to full health within a few minutes unless burned or dissolved in acid

## Loki

Loki is the god of lies, of deceit, of misdeeds, of excuses and explanations, of looking the other way, of tricksters, thieves and shape changers, a friend of giants, the innocently accused, the misunderstood and the innocent. He can be found brooding in his hall **Utgard** in Jotunheim.

In times of need, he might send a nameless **shape changer** named *Quiet, Face, Melt* or *Mom*. Clearly, this is mostly useful when in need of deception.

HD 4 AC 5 1d12 MV 9 ML 10 XP 400; *polymorph* at will; immune to *sleep* and *charms*

## Marduk

Marduk is the god of war and monster slaying, of armies, of generals, of brute force. His castle *Unugal* is built in Midgard, the world of humans.

In times of need he will send a **hunter general** named *Death, Strength, Smasher* or *Taker of Heads*. Since there are so many of them, do not forget to roll a morale check when indicated!

HD 6+1 AC 7 1d6 MV 12 ML 12 XP 600; leading a *hundertschaft*, one hundred **light infantry**: HD 1 AC 7 1d6 MV 12 ML 10 XP 100

## Mitra

Mitra is the goddess of law, of fire, of bulls, of contracts, of bonds, the swearing of oaths, of honesty and truth, of loyalty and sacrifice for the community. Her hall is built atop a lake of fire deep underground in Muspelheim and called *Eldivatn*.

In times of need, she might send a **minotaur** named *Silence, Calm, Truth Teller* or *Spirit Guide*.

HD 6 AC 6 1d6/1d6 MV 12 ML 12 XP 600; *mesmerize* any listeners at will (listeners must save vs. spells or stop hostilities speak nothing but the truth); immune to *sleep* and *charms*

**Niflheim** is a realm ice and cold, of dark forests and thick mist. This world can only be reached by crossing **Gjallarbrú**, the golden bridge over the river of death, **Gjöll**. Here, trolls roam freely, never fearing the sun. This is also where the greatest dragon of all gnaws at the roots of the world tree, **Nidhöggr**.

**Jotunheim** is a plane of frost and giants. It can be reached by sailing the river **Ifing** from Asgard.

**Midgard** is the realm of humans. This is the Middle Earth, the world connecting to all the other realms of the cosmos. **Marduk** is based on the Babylonian god.

**Muspelheim** is a plane of fire and giants. It can be reached by descending into the depths of the earth from Midgard, the realm of humans. Originally, **Mitra** was based on the Indo-Iranian divinity but because I had used a lot of **lore** by **Rob Conley** in one of my campaigns, Mitra ended up being a female god in my games. I was also inspired by the James Vibert statues of the three **oath takers**.

*Pazuzu*

Pazuzu is the demon lord of pestilence, of miscarriage, of famine and disease, of crows and vultures, of temptation and betrayal. His tower **Sandstein** was built in Vanaheim.

In times of need he will send a **vulture demon** named *Gangrene*, *Pestilence*, *Corpse Eater* or *Baby Killer*.

HD 8+1 AC 5 1d4/1d4/1d6/1d6/1d8 MV 18 ML 11 XP 800; flying; only harmed by magic.

*Set*

Set is the demon lord of snakes and crocodiles, of assassins, of revenge, of spies and diplomats, of poison makers, of death traps, of hypnotists and mind benders. His hall is the subterranean *Eiterhorg* in Svartalfheim.

In times of need he will send a **naga** named *Sweet Stab*, *Revenge*, *Crocodile Tears* or *Coral Death*.

HD 9 AC 7 1d8 + *poison* MV 6 ML 12 XP 900; *fireball* (7d6) 3×/day; *charm person* at will; only harmed by magic or magic weapons

*Tsathoggua*

Tsathoggua is the demon lord of frogs and merchants, gluttony and greed, sloth and rent-seeking. His hall is the squat *Myrrhorg* built of basalt blocks rising out of the endless swamps in Myrkheim.

In times of need he will curse the land with a plague of **poisonous frogs** bubbling up from lakes and ponds or raining down from the heavens. Livestock will die, people will die. If caught in a storm of poisonous frogs, save vs. poison or die.

**Vanaheim** is an underground realm where the vanquished demon lords of old eek out their existence before fading away. It is a realm of violence and madness, its caves plagued by flash floods and locust storms. **Pazuzu** is based on the Assyro-Babylonian god.

**Svartalfheim** is a plane of dark elves and dwarves, reachable by tunnels under hills and behind waterfalls in Midgard. **Set** is Robert E. Howard's god appearing in his Conan the Barbarian stories, using elements of the Egyptian god Set, the serpent Apophis and the Hydra.

**Myrkheim** is a world of tepid swamps, eternal night and nothing but the light of the moon to illuminate it. All who have reached it found it when they were lost in the fens. **Tsathoggua** is Clark Ashton Smith's god from his Hyperborean cycle.