

GOTHNOG'S

# EXTRAORDINARY EXTRAS

SACRED SERVICE





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# INTRODUCTION

*The stars are blotted out,  
The clouds are covering clouds,  
It is darkness vibrant, sonant.  
In the roaring, whirling wind  
Are the souls of a million lunatics  
Just loose from the prison-house,  
Wrenching trees by the roots,  
Sweeping all from the path...  
The sea has joined the fray,  
And swirls up mountain-waves,  
To reach the pitchy sky.  
The flash of lurid light  
Reveals on every side  
A thousand, thousand shades  
Of Death begrimed and black...*

— Kali the Mother

A lone robed figure walks barefoot across jagged rocks, smiling at each new cut that opens on her feet. A circle of the devout wait hours for a divine image to appear in the bowl of sour milk and blood of the bovine. A small child is led away from their family to join a religious order based on signs observed in the stars.

From a sixth generation knight blessed with holy fire to a simple farmer begging for vengeance from uncaring gods, Sacred Service can add background and drama to your religious institutions. Use this document during play, while generating characters, or world building.

The following charts and information are intended to add life and depth to a flat or lackluster religion in your fantasy world. They can apply to warlocks, clerics, druids, paladins and any others who worship a deity. These features can be randomly generated or they can be used to provide some sparks of inspiration for players and DMs alike.

Players are encouraged to use this document to enhance their characters, while DMs may use these tables to generate a random religious order or religious official or even a religion from scratch.

Roll once on each table to fill in the details on a specific individual or an entire religion.

## TRADITIONS & TRAPPINGS

Those who have true faith feel the touch every day. Below are some common traits that affect daily life. Some would consider these limitations. The faithful considered these traits an honor and privilege.

1. **No Body Hair** - All body hair is removed; man, woman or other. The faithful will remove growing hair ritually when able. This may be a ritualized encounter as the flock shave those of higher standing.
2. **Body Tattoos** - A series of words and/or symbols cover the faithful. This can also be scars, brands or temporary marking that are periodically renewed at the local church.
3. **Wear One Color Only** - This subject will never wear any other color if given the choice.
4. **Barefoot Traveler** - Will never wear shoes or footwear.
5. **Ritual Meals** - On a daily basis, the cleric orders or prepares an extra meal. This extra meal can be for a stranger or left as an offering.
6. **Chastity** - The cleric takes a vow of celibacy, avoiding any form of sexual activity. Some devotees go to the extreme of wearing a chastity belt or becoming a eunuch.
7. **Never Deny the Faith** - The cleric of this trapping will never willingly lie about his or her faith. Even if this means being punished for having the faith.
8. **Meted Prayer** - The cleric prays 1d6+1 times a day, with the total time equal to one hour. The times are specific to the religion and will not willingly be waived.
9. **Faith on the Lips** - When talking, this faithful servant begins and ends every sentence with proclamations to his or her divinity.
10. **Roll Twice** - Take both or combine.

## PRAYER STYLE

Belief requires acknowledgment. The faithful may spend as much as an hour a day establishing their personal relationship with a greater power.

1. **Quiet Contemplation**
2. **Chanting.**
3. **Rhythmic Swaying**
4. **Screaming**
5. **Singing Hymns**
6. **Laughing Uncontrollably**
7. **Religious Service** (feeding the poor, healing the sick, etc.)
8. **Giving Thanks for Being Alive**
9. **Reciting Verse and Chapter**
10. **Sacrificial Offerings**
11. **Dancing, Spinning and Leaping**
12. **Complex Stretching Ritual**
13. **Sexual Pleasure** (alone or with others)



14. Self Mutilation, Ritual Flaying and/or Scarification
15. Physical Exercise
16. Burning of Incense, Ringing Bells, Tying of Knots and/or Meditative Writing
17. Breaking of Dry Bones and/or Burning of Dead Flesh
18. Walking in Circles
19. Gathering of Followers
20. Roll Twice - Take both or combine.

## BLASPHEMIES

Some things are just unthinkable. For the cleric, these crude, vile actions are just unacceptable. It could be a tenant of the faith, legacy of leadership, or a code of conduct. No matter the reason, one or more of the following is just plain annoying.

1. Children
2. Unkempt Appearance (barefeet, long hair, unwashed, etc.)
3. Fornication Without Divine Blessings
4. Pets and Familiars
5. Any Defilement of Church or Temple Property
6. A Particular Social Class
7. Eating without Blessing the Food
8. Manual Labor
9. Traveling During a Holy Day
10. Edged Weapons
11. Gambling
12. Money (beyond what is needed for daily expenses)
13. Worldly Music, Dance and Art
14. Overindulgence of Any Kind
15. Non-Believers
16. Public Displays of Affection
17. Touching the Dead
18. One Specific Food
19. One Gender Type
20. Roll Twice - Take both or combine.

## RITUALS

A religion may be known for its service to the community. Roll or choose a service for which this religion is best known.

1. Weddings
2. Funerals and Death Rites

3. Childbirth
4. Harvest
5. Rites of Passage
6. Hearing Confessions and Offering Absolution
7. Interrogation and Torture
8. Hospice and Long Term Care
9. Healing the Sick
10. Education and Learning
11. Wards Against Spirits and Dreams
12. Tax Collection
13. Appointment of Leadership
14. Punishment and Incarceration
15. Investigation and Inquisitions
16. Converting the Masses
17. Community Service
18. Omens, Signs and Portents
19. Holidays and Celebrations
20. Roll Twice - Take both or combine.

## ATONEMENT

Clerics may commit sins or break laws most commoners ignore. Guilt and tradition could weigh heavily on the shoulders of the faithful. Below are some methods one may atone for perceived violations of tenets.

1. **Carry a Stone** - The cleric must carry a large stone for a full day. While this penance is for the punishment of the violator, some communities will help the offender if they feel the weight is just too great or if they respect the cleric.
2. **Self Mutilation** - For one hour the cleric must endure pains of the flesh. This can be self-inflicted or inflicted by an appropriate group, such as the cleric's own followers, others from their order, or the cleric's closest friends.
3. **Nudity** - The cleric must walk naked among those who would abuse them for an hour. This walk of shame is meant to cleanse the body and soul.
4. **Self-Enslavement** - For one day the cleric abandons their free will, becoming the servant of the one harmed. This is the ultimate in penance. Surviving the ordeal is another matter.
5. **Exposure** - The cleric remains exposed to the harsh elements for a day. This atonement could include being naked in the frozen tundra, encased in metal under the hot sun, kneeling in a frigid river or some similar experience.



6. **Poverty** - The cleric must give away all of their worldly possessions with the exception of their robe and holy symbol.
7. **Confession** - The cleric must shout their crimes for an hour. This may be in a public square or to a private counsel within their religious hierarchy.
8. **Service** - The cleric must commit to community service for the day by feeding the hungry, healing the sick or just cleaning up trash. This can go a long way towards purifying one's soul.
9. **Vow of Silence** - For 24 hours the cleric must not speak a single word, no matter what happens.
10. **Roll Twice** - Take both or combine.

## OMENS AND SIGNS

The gods send messages to their servants. Here are some examples of how those callings can be received.

1. **Dreams** - Words and messages can come as the cleric sleeps or could even come in the form of waking dreams. In some cases, these can manifest as terrifying nightmares.
2. **Water** - The cleric sees images in water or other clear liquid. These visions can appear on the surface of a sacred pool, a chalice wine or in a water-filled glass globe.
3. **Fire, Smoke and Ash** - In the flames, embers and smoke of a fire, the cleric may see signs and portents. Alternately, these omens may be seen in the patterns of ash left after a night of contemplation.
4. **Stone, Sand and Dust** - The cleric may receive divine guidance from an errant stone, a pattern in the sand or a wisp of dust.
5. **Sex** - Through sexual congress and/or sadomasochistic acts (giving or receiving) the cleric can induce prophetic, and often ecstatic visions.
6. **Body Fluids and Waste** - Some clerics may examine a specific bodily fluid (blood, saliva, semen, menstrual fluid, amniotic fluid, etc.) or collections of body waste in order to glimpse the future. These are often from animals in the form of entrails, but the sources could be from a sapient being. Note that this sort of divination is generally associated with evil deities.
7. **Spontaneous Possession** - Alone or in a crowd, these faithful wait for the touch of a divine hand. Possession is the ultimate goal as the body shakes and the voice spouts obscure messages.
8. **Animal Behavior** - Observing spider webs, schools of fish or flocks of birds can produce patterns that hint at future events or suggest courses of action.

9. **Pain and Drugs** - By enduring self-inflicted wounds that induce an ecstatic level of pain, the cleric can transcend the mind. Certain psychedelic plants or fungi could also be used to achieve the same effects.
10. **Divination** - Items such as cards, dice or bones can be used to predict the future and offer insight related to a particular action. This method is more effective if the items are personal to the cleric.
11. **Sensory Deprivation** - The cleric isolates themselves from as much sensory stimulation as possible, awaiting the inevitable visions.
12. **Roll Twice** - Take both or combine.

## PUBLIC PERCEPTION

Not all religions are fully integrated into society. Some suffer from disorganization, internal strife or moral degradation. Roll or choose how this religion is seen by the public. Use the descriptors as a springboard for developing a history for the church. An option is to roll twice. Once for what the public thinks, the other for what is true.

1. **Hated**
2. **Feared**
3. **Mysterious**
4. **Admired**
5. **Secretive**
6. **Hunted**
7. **Powerless**
8. **Fractured**
9. **Hiding**
10. **Abused**
11. **Leaders**
12. **Intrusive**
13. **Obsessive**
14. **Fanatical**
15. **Legendary**
16. **Respected**
17. **Complicated**
18. **Manipulative**
19. **Adversarial**
20. **Roll Twice** - Take both or combine.



## DIVINE DOMAIN

### DEATH DOMAIN

The Death domain focuses on the on the sacred passage of death, without which there could be no life. Much like the gods of life, the gods of death promote life in their own way. Though they will heal those who are not ready to pass on, they are also prepared to midwife one's passage into the afterlife.

Many people confuse death with undeath, but the two could not be more opposed to each other. The cleric of death is perhaps even more repelled by the undead than the clerics of life, for they understand the full nature of the corruption.

#### DEATH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>divine favor, searing smite</i>
3rd	<i>death knell*</i> , <i>spiritual weapon</i>
5th	<i>aura of vitality, revivify</i>
7th	<i>aura of life, death ward</i>
9th	<i>hallow, raise dead</i>

\* New Spell

#### GUARDIAN OF THE DEAD

At 1st level, you can preserve the remains of the dead as the gentle repose spell after a long or short rest.

#### DISCIPLE OF DEATH

Also starting at 1st level, whenever you deal necrotic damage to an enemy with a spell, the creatures takes additional damage equal to 2 + the spells level. The spell must be at least 1st level.

#### CHANNEL DIVINITY: DEATH TOUCH

At 2nd level, you can use your Channel Divinity to quash the life energy in another creature. When you hit with a melee attack, you can attempt to strike down that creature. If its hit points are equal to or less than 3 times your cleric level, its hp drops to 0 hit points. Otherwise, the creature takes necrotic damage equal to 3 times your cleric level.

#### BANE OF THE UNDEAD

Starting at 6th level, you gain the ability to destroy undead more effectively. When you destroy undead, the challenge rating you can destroy at any given level is 2 higher.

Cleric Level	Destroys Undead of CR
5th	2 or lower
8th	3 or lower
11th	4 or lower
14th	5 or lower
17th	6 or lower

#### ANTI-DEATH CIRCLE

At 8th level, as a reaction you can emit a 30-foot aura that wards against death for a number of minutes per day equal to your cleric level. Living creatures in this area are immune to all death effects, possession and life drain. This ward does not remove any previous effects or damage that a creature has already sustained, but effects may be suppressed while the creature is inside the warded area (GMs discretion). The minutes of use do not need to be consecutive.

#### DEATH STRIKE

At 17th level, when you score a critical hit with a weapon against a creature, you can attempt to drain its life force. If the creature has 50 hit points or less, they are reduced to 0 hit points with no save. If they have more than 50 hit points but less than 100, it must succeed on a Constitution save (DC 10 + your Wisdom modifier + your proficiency bonus) they are reduced to 0 hit points. If they succeed on their saving throw, they suffer 10d6 necrotic damage.

## NEW SPELL

#### DEATH KNELL

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has 0 hit points. The subject must make a Constitution save or die, giving you 2d8 temporary hit points and a +2 enhancement bonus to Strength for 1 hour.



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# THE STORY OF GOTHNOG

GOTHNOG WAS A MERCHANT FROM THE BORDERLANDS OF THE GREAT CURSED DESERT. HE WAS BORN TO THE UNLIKELY PAIRING OF AN ORC MOTHER AND A VENGOL FATHER, AND WAS SHUNNED BY BOTH RACES. THAT SUITED HIM WELL, SINCE HE HAD LITTLE IN COMMON WITH EITHER CULTURE.

HE APPRENTICED WITH A WIDELY RESPECTED MERCHANT NAMED SALIL WHO TAUGHT GOTHNOG THE WAYS OF THE TRAVELING MERCHANT. TOGETHER THEY DEVELOPED A REPUTATION FOR BEING WISE TRAVELERS, SELLERS OF FINE FABRICS, AND EXTENSIVE DABBLERS IN THE LESSER MAGICAL ARTS, OR AS THEY ARE MORE WIDELY KNOWN, CANTRIPS.

HE LATER MARRIED THE WERE-ELF SAMARA WITH WHOM HE ADVENTURED WIDELY ACROSS MANY LANDS, AND THEIR ADVENTURES ARE CHRONICLED IN THE TALES OF GOTHNOG AND SAMARA.

TODAY, HE CAPTAINS THE AZURE DRAKE – ONE OF THE FEW AIRBORNE MERCHANT SHIPS ALLOWED WITHIN THE BORDERS OF TAL'ANSÜL.