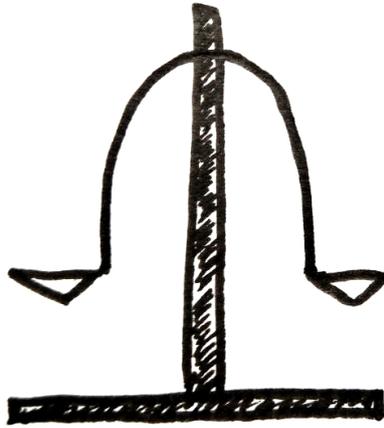


This is the description and play content related to Justicia and her worship.



THE HOLY DECREES OF JUSTICIA

- 1st decree: Justice must be blind, but always righteous.*
- 2nd decree: You must remain stout and righteous in the face of chaos and sin.*
- 3rd decree: Everyone sins. Not everyone repents.*
- 4th decree: Mercy is for those who truly deserve it.*
- 5th decree: Some sins are heavier than others. Your hands are the scales that weigh them.*
- 6th decree: The faithful must study the Laws, for only the knowing hammer can strike true.*

Description Justicia is the dual Goddess of Justice and Mercy. Her temples and cloisters are places of righteousness and repentance, often built in prominent locations in larger cities. When mundane justice fails, the Church of Justicia is the last place for the hopeful wronged to look for reparations. But anyone seeking divine justice from the goddess must be prepared to be judged for their own sins in turn.

Justicia is one of the most prevalent and powerful lawful deities, as her domain governs the basic building blocks of civilized society, although her rigid understanding of law and righteousness sometimes sets her believers at stark odds with more scrupulous or lenient local governments.

The duality between justice and mercy is at the core of the church, and is reflected clearly in their organization. The beautiful, calm cathedrals are only one side of the order, while wild-haired flagellants and stern inquisitors form the brutal, proselytizing spearhead of the church's interests.

Justicia is represented as a robed, blindfolded woman with two faces, carrying a set of scales in her right hand, and a flaming hammer in her left.

Aligned deities:

Gorhan, the Helmed Vengeance, god of Valor and Chivalry
Ulesh, God of Peace

Opposed deities:

Pelagia, Goddess of the Sea
Creostrax, Goddess of Excess
Nimlurun, God of Disease and Filth

Services of the Church: In addition to offering healing and other support services to lawful petitioners, Justicia's church allows hopefuls to request divine judgment in all matters. This process requires both the supposed perpetrator and the petitioning hopeful to be judged before the Scales of Justicia (albeit the accused need not be present at judging). Justicia will weigh the sins of both parties, and judge the matter based on her divine perception. The decrees received in this fashion are often surprising and may result in unpleasant consequences for all.

Clerics of Justicia

Symbol: Justicia's symbol is the Scales of Law. Those of the militant orders add Justicia's Burning Hammer to the symbol, laying it below the scales to signal their subservience to the greater Church.

Weapon proficiencies: As lawful clerics.

Special: Justicia grants the following favours to her faithful.

- Worshipers of Justicia may roll a d30 on skill checks related to law and justice, due to divine inspiration.
- To her most devout clerics, Justicia may grant the ability to summon her law-maidens to their aid (treat this spell as a lawful version of the *Shield Maiden* spell, found on pg. 340 of the DCC rulebook).
- Justicia frowns upon granting mercy to the unrepentant. Neutral and chaotic targets of the cleric's positive abilities must confess and repent a sin each time they receive Justicia's aid, or the cleric's disapproval automatically increases by 1, regardless of roll results.

Turn unholy: Undead, demons, devils, chaotic extraplanar creatures, chaotic monsters, Chaos Primes, chaotic humanoids, chaotic dragons, and worshipers of opposed deities.

Disapproval: Clerics of Justicia use the following disapproval table:

TABLE A: Justicia's Disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but beg for the mercy of Justicia, and prostrate themselves before their Goddess for the next 10 minutes, starting as soon as they're not in immediate danger.
1	The cleric must atone for their sins. They can do nothing but recite prayers to Justicia, flagellating themselves as they chant (take 1 point of HP damage), starting as soon as they're not in immediate danger.
2	The cleric must pray for forgiveness as soon as they're able. They must spend a full hour in prayer and meditation starting as soon as they are out of immediate danger. Failure to complete the prayer within 120 minutes incurs a -1 penalty to all spell checks until prayer is complete.
3	The cleric must increase Justicia's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.
4	The cleric incurs Justicia's ire: a -1 to spell checks until they weigh the scales and right an injustice.
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all characters and creatures as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
6	The cleric incurs an immediate -1 to all spell checks until they go on a quest to bring justice to the wronged.
7	The cleric must endure the test of understanding. They are wracked with guilt, which saps 1d3 from their Personality, Intelligence and Luck (roll for each). The damage heals at the normal rate, but cannot be healed in other means. Additionally, they see the sins of others as haunting memories, this lasts for the duration of the effect.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they become acutely aware of the sins of whoever is closest to them at the time of disapproval.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, until the next day, they are intimately aware of the sins of those around them (10' radius).
10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Also, they are wracked by guilt by the irrelevant sins in their childhood.

11	The cleric is ordered to meditate upon the nature of justice. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to flagellate: each full day of meditation spent in flagellation the cleric can make a DC 15 Will save to remove the penalty (for each day spent in flagellation, they lose 1 HP, heals as normal).
12	The cleric is temporarily disowned by Justicia. For the rest of the day they cannot gain XP. Also, they are wracked by guilt by their recent deeds (adult life, more forceful deeds may force ego checks to act at all).
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, the brand of Justicia appears as a permanent mark on their body.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -4 penalty to spell checks, which persists until they have rid themselves 40% of this value; each 10% increment drops the penalty by -1. The wealth has to be used to bring justice to the world. Also, the cleric has a permanent paranoid intuition considering the sins of others (Judge's discretion, increasing effect for multiple times).
15	Justicia is not pleased. The cleric's disapproval does not reset the following day. The next day things return to normal. Also, from now on the cleric receives vague visions of the sins of those they touch.
16	Justicia withholds the cleric's healing powers for 2d7 days, and any sinner they touch during this time takes 1d5 damage (one time effect). Additionally, the cleric's hands bear Justicia's symbol permanently.
17	The cleric loses access to 1d4+1 spells until the next day. Also, they are permanently aware whether they are in the presence of sinners (Judge's discretion, increasing effect for multiple times).
18	The cleric is temporarily unable to turn creatures, the effect persists for 2d7 days. Also, they permanently feel uneasy in the presence of a sinner (Judge's discretion, increasing effect for multiple times).
19	The cleric's ability to lay on hands is restricted for 3d7 days. For the duration, the ability can only be used on the faithful of Justicia. From now on, the cleric is permanently haunted by their own past misdeeds: they must flagellate each day (suffering 1 point of HP damage as they do so). Multiple rolls of this effect increase the flagellation needed (and thus the damage). The cleric may beseech Justicia for a quest to atone for their guilt.
20 or more	The cleric is struck blind by Justicia. Until they have judged 1d30 sentences, and the sentences have been put to action, they remain blind.