

THE GOD LEMPO – FERTILITY, FIRE, FIGHTING

TENETS OF LEMPO

- * Spread love
- * Ken combat, magic and lust
- * Like life
- * Guard the growth & fruit of the fields

CLERICS OF LEMPO

Allowed arms: spear, club, longsword, bow

Allowed armor: any

Sacred symbol: flaming phallic blade

Unholy creatures: cowards, prudes, the ugly (Per < 6), celestials, devils, tyrants

Lempo's gift: all clerics of Lempo gain a +2 to their Per attribute with regards to attractiveness.

HEALING SIDE-EFFECTS

Only adults suffer the side-effects of Lempo's healing. The elderly, children, and animals always receive his healing without ado. The patient rolls 1d12 + their Luck modifier:

1. **Brush bleedeth blood**: The patient becomes saddened by the story of Lempo, and cannot take violent action for the next d6 x 10 minutes.
2. **Mother's misery**: The healing will only work if the patient is dressed as the opposite gender, and remains so for at least d30 minutes thereafter, as Lempo's resurrection must be enacted!
3. **Sleep, slight fowl...** The recipient must immediately sleep for d30 minutes, unless there is a battle at hand, in which case the patient can sleep afterwards.
4. **The ugly fated as feeble**s: The patient's Per modifier affects the healing; it is added to the amount of HP gained.
5. **Nature's nourishment**: Special herbs are needed, the gathering thereof taking d30-CL x 2 minutes.
6. **Draw us the curtains, Kyllikki...** Lots of love is needed – taking at least 2d30 minutes... a prudish patient (or of the same sex) can instead resort to self-pleasuring, taking 4d30 minutes.
7. **"Nursed" hale**: Both the recipient and the cleric will be tied up for 3d4 rounds, as he grants her some of the *gratification of the god*...
8. **Back to battle**: The healing succeeds and a 50% better, if the wound/ailment was gained from fighting.
- 9+. **Usual healing**: For the nonce, Lempo desires no further feats from the stricken.

God-provings: (d4 x disapproval range minus the cleric's Luck modifier)

1. The cleric shall train, ponder his tactics or sacrifice to Lempo for at least 2d6 rounds.
2. Hose down! The cleric must remain skyclad for at least one hour in order to be closer to Lempo.
3. Discipline! The cleric is clearly culpable and takes d4 damage from himself or his superior.
4. Self the lusty Lemminkäinen, that fair Far-mind! Until the cleric succeeds in an attack roll, he suffers a -3 to all spell checks.
5. Mating madness! The cleric runs off to copulate with someone for at least 5d6 minutes.
- 6-7. Lempo liketh a sacrifice: a pig, goat or cow. Until the offering is made, the cleric may lose some of his spells for a day (50% chance for each), maybe including Turn Unholy.
8. The cleric must fight a worthy foe; having an equal or higher attack bonus. During the battle the cleric gains a *deed die* like a Warrior of the same level.
9. Lempo wants his son to see great magic. Unless he either rolls a 17 or higher on a spell check or uncovers new magical knowledge, being, place, or the like, he will be unable to use some of his magic (as per #6-7 above).

10. The army marches on its belly. The cleric shall do farm work for 4d4 hours and gp; until he does, he loses d3+1 spells for a day.
11. Lempo seeks something of beauty from his cleric, whether a beautiful piece of jewelry or an original, well-made love poem. If he has neither, then the cleric must find it and may keep it for himself. If he already has at least one of them, he must give it to Lempo instead. He will be unable to cast spells until either he does so, or the next day dawns.
- 12-13. The spell misfires, as per Wizard spell rules, and the cleric also loses d3+1 of his spells until the next day!
14. From now on, the cleric's weapon vibrates when danger is nigh. Sadly this incurs a cumulative -1 for his missile weapon attacks.
15. The soul of Lempo's chosen flies off to the Divine plane. The cleric immediately collapses, returning only after d30 minutes have passed with stirring tales to tell of his adventures. He also finds that d3+3 of his spells and/or Lay on Hands ability are unavailable until the next day.
16. Behold ye my Kyllikki! A fair female (Personality 14 + 1d4) is smitten with the alpha male cleric. They may beget a wonderchild (30% chance), but a mighty smith or other man of renown forever becomes the cleric's foe (100% chance).
17. Lempo endows his cleric with enlarged generative organs! This confers a *permanent* +2 bonus to Personality with regards to checks with the opposite gender, but also a 20% chance of a dangerous individual (e.g. a witch, baroness, giantess, etc.) wishing to have the cleric for herself. Each time this result occurs, the effects stack!
- 18+ The next object the cleric touches ignites in flame, but this flame will not be easily quenched! It will continue to burn, even spreading quickly to other flammables, causing d6 damage per round to any beings unfortunate enough to touch it.

CLERIC SPELLS

Clerics of Lempo have access to the following spells:

1st Level (d9): Blessing, Detect Evil, Feather Fall*, Protection from Evil, Food of the Gods, Resist Cold or Heat, Second Sight, Charm Person, Holy Sanctuary

2nd Level (d6): Cure Paralysis, Curse, Divine Symbol, Neutralize Poison or Disease, Restore Vitality, Strength*

3rd Level (d4): Dispel Magic, Spiritual Weapon, Remove Curse, Fly*

4th Level (d2): Affliction of the Gods, Planar Step (d30 extra rounds for casting the spell)

5th Level (d2): Righteous Fire, Magic Bulwark

*Treat as the Wizard or Patron spell in parenthesis, except for any changes noted, as well as using God-provings in the case of a spell check of natural 1.