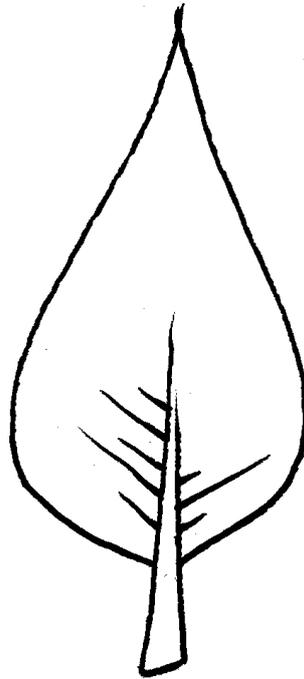


This document lists the specifics and tenets of Ildavir and her faith, along with the details considering her clerics.



Ildavir's Mantra

*Blades of grass are blades of steel
The land remembers, the land will heal
The Lady lives, and always will*

Description: Ildavir, the Goddess of Nature, the Lady of the Glade is the current incarnation and embodiment of the earth and all things living. She manifests the raw primal forces of the soil and all that it sustains: glades, forests and meadows are all part of her demesne, and even the tended fields and orchards of men are part of her all-encompassing domain.

Living nature generates an intrinsic divine force, and always brings forth an avatar to advance its vivifying agenda and to receive adulation and worship from lesser beings.

Ildavir is the third such avatar: even the memories of elves and dwarves are limited, and previous incarnations have been lost to the dust of aeons. During the Era of the Primals the Avatar of Nature was Graenn, a gargantuan giant of stone and living forest. Graenn perished in the War of Balance, as the conflict between the titanic gods of the past claimed him. In his place the mortal Elessair ascended to godhood, her empowerment marking the beginning of the Age of Legends. Her fate is shrouded in mystery and misinformation, but what we know is that Ildavir arrived, fully formed and powerful, from the ashes of the previous era.

Ildavir is one of the few divines who frequently manifests physically, both to believers and heathens. She is described as a massively tall, shapely woman, with green skin and a mane of stranded, bladelike hair. She is dressed in fine, intricate plate mail of ebony wood, and wields a weapon charmed from the gnarly roots of the World Tree.

Ildavir is a chivalrous, militant incarnation of the primal forces of nature. She often sends her worshipers on long but straightforward quests to forward the interests of wild nature. Her Church is widespread and active, especially outside urban civilization, eschewing opulence and extravagance for asceticism and informal hierarchy.

The Church of Ildavir has no hierarchy among worshipers, and her devotees are all deemed equal before their goddess. All devotees share Ildavir's agenda of growth and life, so they have little need for internal conflict within the loose organization. Additionally, Ildavir herself takes an active interest in the matters of the church, and thus any major conflicts are quickly settled through divine intervention.

Aligned deities:

- Ydggrrl, the World Root
- Pelagia, Goddess of the Sea
- Ithha, Prince of Elemental Wind
- Auranne, the Expectant King of Elfland
- Malotoch, the Carrion Crow God

Opposing deities:

- Cadixtat, Chaos Titan
- Ahriman, Lord of Death
- Melniscar, the Infinite Order

Services of the Church: Ildavir's church offers healing and other services in trade for donations or favors. Even the lowliest church can cure most non-magical ailments, and larger monasteries are able to deal with most issues of any kind. However, the church's services have very varied costs, as the price for any favor is decided on a case-by-case basis: healing the broken leg of a farmer might cost just a single egg, while the same ailment on a nobleman may require a major deed in favour of the Goddess of Nature. Churches of Ildavir hold no libraries, and any information gained from them is purely word of mouth: nature is eternal, existence is ephemeral, stories come and go.

Cleric description

Symbol: Ildavir's clerics usually wear the Blade Leaf as a pendant made of polished hardwood. Their personal equipment is often engraved with the sigil of their faith as well.

Weapon proficiencies: As neutral clerics, with the addition of spears and lances.

Special: Ildavir grants her followers the boons described below.

- Ildavir is an active and manifesting goddess. Her faithful have a 1% cumulative chance per day to draw her attention when traveling through wilderness, the likelihood increases and holds throughout until Ildavir is encountered. The value resets after a manifestation.
- Ildavir is a forgiving goddess: her faithful can reduce their disapproval by planting trees, tending to wild animals, and so on (effect varies based on deed and Judge's approval).
- Ildavir's clerics have access to the spell *Animal Summoning* (pg. 129 of the DCC rulebook), but in lieu of the material components, they are required to have a tattoo depicting the desired animal inscribed somewhere on their body.
- Ildavir's touch brings recipients closer to their primal form. Each time a priest of Ildavir casts a beneficent spell or uses the lay on hands ability there is a cumulative 1% chance for the target to start manifesting something primal: maybe their hair growth increases, or their teeth lengthen, etc. The transformation is always cosmetic, and the chance resets after each trigger.

Turn unholy: Undead, demons, devils, unnatural monsters, perversions of nature, the servants of opposing gods. Ildavir's clerics can turn mundane animals as well, but cannot smite them; treat auto-kill results as charm effects.

Disapproval Table: Clerics of Ildavir use the following disapproval table.

TABLE A: Ildavir's Disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but mutter the mantras of Ildavir 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 sing the praise of Ildavir for the next 10 minutes, 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. Additionally, they incur a -1 penalty to all spell checks on the following day if they are unable to commune with nature within the next 12 hours.
3	The cleric must increase Ildavir'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 Ildavir's ire: a -1 to spell checks for a day, and they can only communicate with primal, animal sounds for the duration of the effect.
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all trees and animals as their superiors. Failure to do so results in loss of all spellcasting ability including healing for a day.

6	The cleric incurs an immediate -1 to all spell checks until they plant a tree or complete a similar task to increase Ildavir's domain. Additionally, they are enchanted by the beauty of nature for the duration, and compelled to praise it wherever they go.
7	The cleric must endure the test of understanding. They are transformed into (Roll d4): 1. A tree-like, slow forest spirit (decrease movement speed by half, can only communicate as a tree would); 2. A bear (increase attack die by +1, natural claw attacks for d6 damage, communicate only in Bear); 3. A dire ferret (increase speed by 10' and initiative by +5, natural bite attack for d6 damage, can only communicate in Ferret); 4. A dire wolverine (gain additional attack die, natural claw attacks for d6 damage, when damaged becomes enraged, communicates only in frothing snarls). The cleric's equipment transforms along with their bodily form. The effect lasts for a day.
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 can only communicate in a random animal tongue for the duration (Roll d6): 1. Bear; 2. Eagle; 3. Ferret; 4. Horse; 5. Wolf; 6. Spider.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, they take on a distinctly wooden appearance for the duration, suffering a -5' to their movement and -3 to their initiative.
10	The cleric loses access to one randomly determined spell for the remainder of the day. Additionally, they take on a distinctly bestial visage for the duration, losing -1d on all social checks.
11	The cleric is ordered to commune with nature. The cleric incurs a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: each full day of meditation in a natural environment the cleric can make a DC 15 Will save to remove the penalty. Also, animals they meet pay extra attention to them (positive or negative, Judge's discretion based on creature), this effect is permanent.
12	The cleric is temporarily disowned by Ildavir. For the rest of the day they cannot gain XP. Also from now on they experience unbearable sadness and malaise when separated from nature or faced with crimes towards the natural world.
13	The cleric loses access to two random spells for the remainder of the day. Also, small animals start to take shelter in their packs and equipment, this effect is permanent.
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 in ways which further the cause of Ildavir. Also, from now on the cleric hears the secret words spoken by trees: the sounds are barely whispers, and content cannot be discerned or understood, but moods are experienced acutely.
15	Ildavir is not pleased. The cleric's disapproval does not reset the following day. The next

	day things reset as normal. Also, they grow a coat of short, fuzzy fur on most of their body; this effect is permanent.
16	Ildavir withholds the cleric's healing powers for 1d7 days. Also, they can only communicate in an animal tongue for the duration (see result 8 for options). Additionally, their face takes on a bestial appearance permanently, resulting in a -1d on some social checks.
17	The cleric loses access to 1d4+1 spells until the next day. Also, they are permanently followed from a distance by animals fitting to the terrain, as if the creatures know something that they're unwilling to reveal.
18	The cleric is temporarily unable to turn creatures, the effect persists for 1d7 days. Additionally, from now on they cannot rest easy without direct contact to something alive and natural; sleeping in a bed (or indeed in a building) is unpleasant and restless, and they suffer -1d to all rolls the following day unless a DC 10 Will save is passed.
19	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, they feel sluggish and tree-like, reducing their movement by -5' and initiative by -3. Also, they permanently suffer from an allergy to all metals (similar to the elven racial effect, but covering all types of metal).
20 or more	Ildavir manifests to her errant worshiper directly! (Judges' should use their own discretion whether the effect is immediate or momentarily pending.) She demands the worshiper complete a quest in order to regain their worth in her eyes, and sets a tight but fair timeframe for the quest's completion. If the quest is not completed within the set timeline the cleric loses all divine power and abilities permanently, and is disowned by the church of Ildavir.