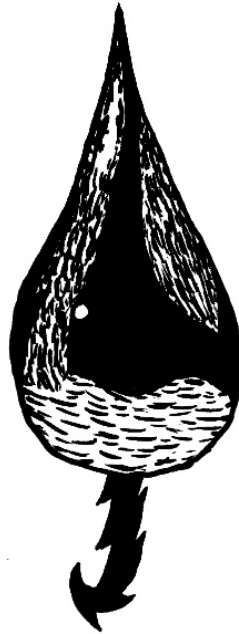


This document lists the specifics and tenets of the Great God Morgon and its faith, along with the details for Morgon's clerics.



The Great God Morgon

Juices of the body

Screams of the soul

All holy

To the Great God Morgon

Description: Bile, the sweetest of nectars. Scream, a beautiful song. Pain, a festivity. The Great God Morgon, the God of Torture and Bodily Fluids may be evil at its most typical, cliché'd even. It seems to be the antithesis of all sophistication and civility. One might even ask: "why would anyone serve this wicked fiend?" Yet, its cult springs forth every now and then at the outskirts of societies, and even thrives in the most frugal conditions.

Morgon is portrayed as a colossal teardrop with a serrated hook protruding from it. It is a chaotic god, and its powers are almost exclusively related to the body, especially to its fluids, through which the god manipulates the world. Morgon is only able to affect the fluids of its worshipers. But Morgon is also the god of torture and howling in extreme agony is considered as a form of worship. Thus, its devotees are adept in the ways of pain, making sure the blood and vomit and piss and tears of their victims are collected and put to the service of their grim master.

The cult of Morgon does not have a strict hierarchy, and there is only one title, shriekmonger, which is cycled between the devotees. Shriekmonger is the master of ceremony and the Shriekmonger is allowed to recite Morgon's holy recipe book. Worshipers range from humans to dwarves and even elves, but for some reason, the cult is especially attractive to chaotic halflings.

Morgon's disciples can often be found in the wilds, in dank caves or abandoned ruins, which they use as bases for their banditry and kidnapping expeditions. These places are extremely dangerous, not only because of the cultists and their vile intent, but also for the sentient blood jellies, vomit slimes and the dreaded Morgon's ambrosias lurking about.

Aligned deities:

Creostrax, the Goddess of Excess

Opposing deities:

Aristemis, the insightful one

Salvael, the god of repose

Services of the Cult: Morgon is a grotesque cult of chaos and does not tolerate worshipers of other gods. However, its icky potions are known to bring forth drastic effects, and if one somehow gains the trust of the cult, they could possibly barter for some stamina and strength related effects or healing.

Cleric description

Symbol: The symbol of Morgon is the Hooked Tear. It is often painted on the axes of Morgon's clerics. Truly depraved cultists are known to have scarred the symbol on their foreheads.

Weapon proficiencies: Clerics of Morgon prefer axes in combat, but they may also use any weapons of chaotic clerics.

Special:

- Morgon's followers revel in torture, even their own, gaining a +1d on any check for torturing or withstanding pain.
- In addition to the usual spells, Morgon often grants its followers an improved version of the *Make potion* spell (DCC rulebook pg. 223); Morgon's version of the spell can be completed without brewing times, and all monetary costs and extra ingredients are replaced with disgusting and strange requirements of blood, viscera or other unsavoury things.
- Lay on hands checks by clerics of Morgon require the ingestion of the bodily fluids of the target: tears, blood, sweat or anything else is valid for this action, but ingestion is necessary for Morgon's power to take effect.

Turn unholy: Morgon's clerics turn unholy as chaotic clerics.

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

TABLE A: Morgon's Disapproval	
Roll	Disapproval
<i>0 or less</i>	The cleric must atone for their sins. The cleric can do nothing but recite the mantras of Morgon for the next 10 minutes, starting as soon as they are not in immediate danger.
1	The cleric must answer for their wrongdoings. The cleric can do nothing but recite the mantras of Morgon for the next 30 minutes, starting as soon they are not in immediate danger. This effect can be avoided by sacrificing a point of Stamina to Morgon.
2	The cleric must pay the price for their transgressions. The cleric can do nothing but recite the mantras of Morgon for the next 60 minutes, starting as soon as he or she is not in immediate danger. This effect can be avoided by sacrificing two points of Stamina to Morgon.
3	The cleric starts oozing piss and bile and other bodily fluids. They are a wretched sight, and the stench incurs a -1 check penalty to all friendlies within 10'.
4	The cleric feels dizzy. They suffer a penalty of -2 to all spell checks for 24 hours.
5	The cleric's eyes ooze bile. They are at -2 to all actions requiring sight for 24 hours.
6	Morgon doubts the cleric's conviction. The cleric must carve a large symbol of Morgon somewhere on their body, starting as soon as he or she is not in immediate danger, causing 1 point of permanent STA damage. Failure to do this within one hour results in two additional rolls on the disapproval table.
7	Morgon's mouth! The cleric's saliva turns yellow and their breath stinks of sewage; this effect is permanent. This may have an effect on the cleric's social checks when they interact with civilized beings.
8	Morgon's skin! The cleric's skin turns yellow and they reek of sewage, this effect is permanent. This has a drastic effect on the cleric's social checks when he or she is interacting with civilized beings.
9	The cleric starts bleeding profusely from all orifices! Their Stamina immediately drops to 1.
10	The cleric is sapped of most of their fluids! The cleric's Strength and Agility both drop to 1 immediately.
11	The cleric's blood boils! Their Stamina, Strength and Agility all drop to 1 immediately. In addition, their hit points are reduced to one unless they pass a DC 10 Fort save.

12	Thou shalt drink like Morgon! Until the cleric drinks a pint of blood, a pint of piss, and a pint of bile, his or her disapproval does not reset.
13	Morgon needs music! Until the cleric makes a civilized being scream for 24 hours their disapproval does not reset.
14	Morgon's gauntlet! The cleric must find others willing to sacrifice ten points of Stamina (in total) to Morgon. Until the task is fulfilled, their disapproval does not reset.
15	Morgon tests the cleric! The cleric and all allies within 30' suffer take one point of Stamina damage, as they bleed and drool. From this liquid a blood jelly emerges and attacks the cleric! Blood Jelly: <i>Init: +0; Atk: devour +0 melee (d6); AC: 12; HD: d8; MV: 20 ; Act: 1d12; SV: Fort +4, Ref +1, Will +2; AL: C.</i>
16	Morgon tries the cleric! The cleric and all allies within 30' suffer one point of Stamina damage, as they puke and drool. From this liquid a vomit slime emerges and attacks the cleric! Vomit slime: <i>Init: +0; Atk: devour +2 melee (d8); AC: 14; HD: 2d8; MV: 30 ; Act: 1d16; SV: Fort +6, Ref +2, Will +4; AL: C.</i>
17	Morgon challenges the cleric! The cleric and all friendlies within 30' suffer one point of Stamina damage, as they bleed and puke and soil themselves. From this liquid a Morgon's ambrosia emerges and attacks the cleric! Morgon's ambrosia: <i>Init: +0; Atk: devour +6 melee (d10); AC: 14; HD: 4d8; MV: 40 ; Act: 1d20; SV: Fort +8, Ref +3, Will +6; AL: C.</i>
18	The cleric has angered Morgon! Until the cleric finds two new followers and starts a cult of Morgon with them, they cannot cast spells or use any cleric abilities. In addition, the cleric must pray three hours each day until the task has been completed.
19	The cleric has enraged Morgon! Until the cleric finds four new followers and starts a cult of Morgon with them, they cannot cast spells or use any cleric abilities. In addition, the cleric must pray six hours each day until the followers have been found.
20 or more	Morgon takes control of the cleric's body! Until the cleric succeeds in a DC 20 Will save (rolled at the start of each day), he or she is in a comatose state, and must be taken care of. Poor care may result in malnutrition and ultimately death.