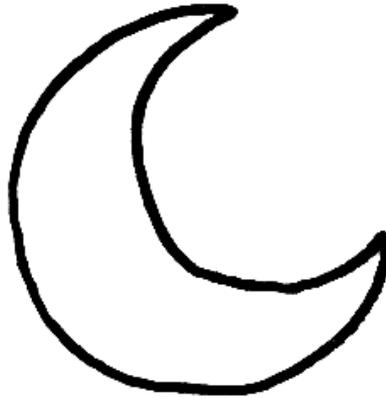


This document lists the specifics and tenets of Shul and his faith, along with the details considering his clerics.



The Song of Shul

*The moon is barren, the moon is old
The moon is knowing, the moon is cold
Its light's a mirror
And moves our souls*

Description: Shul, God of the Moon, Dancer of the Half-light Path, Husband of the Three is the last remnant of an ancient mystical race, a wistful dream left over from the previous cycle of creation, and the only known being to stand beyond the Skein of Destiny woven by the Three Fates. As such, he has a stormy relationship with the Three, as any divine marriage is bound to be.

Shul's power stems from the moon, and it is said that his brethren were the last civilization to rule that sphere in the forgotten past when the earthen realms were but barren dirt. Awakened from a mystical stasis by the faltering prayers early elves and men directed to the celestial mirror above, Shul has since taken a passing interest in the events of the world so far below his pale domain.

A calm, caring but ephemeral deity, Shul's will and whims are almost wholly indiscernible to other divines, let alone mortals. Still, there is a mournful sort of passion in his character, and he is often experienced as a gentle but distracted divine presence. His effigies and statues depict a lithe, androgynous humanoid with nondescript, sad features, and his avatars are often said to be pale mirrors of the appearances of those they interact with.

Shul's worship draws passionate souls, who have trouble fitting into other, more driven faiths. Something about his incomprehensible but ineffable logic seems to make madmen meditative, and rouse animal virility from the timid. Shul's temples are pale structures of alien architecture, which is said to mirror the style of the

ancient people of the moon. His rituals and liturgies are strangely simple and straightforward, lacking in pomp and circumstance, but compensating it with odd forms and expressions. The Peace of the Moon is held in these places by the Soundless, masked and robed warrior-monks of powerful repute, and few gods would dare to challenge his domain.

Aligned deities:

The Three Fates

King of Elfland

Aristemis, the Insightful One

Ildavir, Goddess of Nature

Opposing deities:

The Three Fates

Pelagia, Goddess of the Sea

Services of the Temple: Shul's temples offer some mystical services, mostly focused on curing arcane ailments and troubles of the mind. The temple only accepts payment in silver or platinum coinage, although sometimes the ineffable Moon God demands stranger bounty in exchange for his services - dreams, thoughts, wishes, or favours have all been traded in lieu of earthly bounty.

Cleric description¹:

Symbol: Shul's symbol is the Pale Crescent, which the faithful usually wear as a silver amulet on their neck.

Weapon proficiencies: Daggers, swords, darts, bows.

Special: Shul's presence grants his faithful the following benefits.

- Shul's followers never handle gold coinage or items, for the metal is anathema to their god.
- Shul's faithful have a dash of moonlight behind their eyes at all times. This grants them a 15' darkvision (or increases their darkvision by 15', if they have such an ability beforehand).
- Shul may grant his clerics access to the spells *Sleep*, *Invisible companion*, *Mirror image*, *Phantasm* and *Scare* (from the wizard spell list in the DCC rulebook).
- Lay on hands checks by clerics of Shul leave behind featureless and pale skin, alabaster and hairless. There is a 20% chance (rolled in secret by the Judge) that Shul visits the dreams of anyone receiving such healing, curious as to who has received his graces.

Turn unholy: Demons, devils, angels, servants of opposing deities. Shul's clerics can turn lycanthropes as well, but cannot smite them, treat auto-kill results as charm effects.

¹ Note that in my world Shul is chaotic, as are his clerics.

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

Table A: Shul's disapproval	
Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but sing the quiet song of Shul, and gaze up towards the moon 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 song of Shul, and meditate upon the nature of moonlight 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.
3	The cleric undergoes the test of humility. For the remainder of the day they must treat all non-aggressive 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.
4	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they must spend the following night outside, closer to the pale light of their deity.
5	The cleric must endure the test of understanding. They suffer 1d6 points of Intelligence damage. The damage heals at the normal rate, but cannot be healed in other means. Additionally, they have fitful dreams of the moon people of the incomprehensible past.
6	The cleric incurs an immediate -1 to all spell checks until they gaze upon the light of the moon.
7	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Additionally, they must dance the Half-light Dance on the following night, or the effect persists for another day.
8	The cleric's actions sadden their deity: they suffer a -1 to spell checks and to-hit rolls for a day, and they are inexplicably depressed for the duration of the effect.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, they feel inexplicably irritable for the duration.
10	The cleric must increase Shul's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith.

11	The cleric is ordered to meditate upon the nature of wistful moonlight. 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 the cleric can make a DC 15 Will save to remove the penalty. Also, from now on they suffer bouts of crippling melancholy during the new moon.
12	The cleric is temporarily disowned by Shul. For the rest of the day they cannot gain XP. Also, from now on the cleric feels impatient and restless when the moon is waxing.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, from now on they become raucous and jubilant during the height of the full moon.
14	Calculate the cleric's net worth in silver 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 spent according to the ineffable will of Shul (in other words, Judge's discretion). Additionally, from now on they feel like their strength is drained away when the moon is waning
15	Shul is not pleased. The cleric's disapproval does not reset the following day. The next day things reset as normal. Also, they permanently take on a pale countenance, and the symbol of the Pale Crescent appears as a distinct grey mark upon their body.
16	The cleric's ability to lay on hands is restricted for 1d7 days. For the duration, they suffer a -2 to all actions in sunlight. Also, they become permanently allergic to copper.
17	The cleric loses access to 1d4+1 spells until the next day. Also, for the duration of the effect they suffer a -4 to all actions in sunlight, and they become permanently allergic to gold.
18	The cleric is temporarily unable to turn creatures, the effect persists for 2d7 days. Additionally, they suffer a -1d to all actions in sunlight, and they become permanently allergic to iron and steel.
19	Shul withholds the cleric's healing powers for 3d7 days. Also, for the duration of the effect, they suffer 1 point of damage for every round spent in sunlight. Additionally, they become permanently allergic to all earthly metals apart for silver and platinum.
20 or more	Shul is despairingly disappointed with the cleric. To bring the errant believer back to the fold, he shares his past in a telepathic flash. The overflowing sadness of a being whose kin is forgotten beyond aeons washes over the cleric, leaving them broken and emotionally crippled. Roll a DC 20 Will save for the cleric. If the save fails, the cleric may suffer an alignment shift; roll 1d3 for their alignment after the experience: (1) lawful; (2) neutral; (3) chaotic. If the alignment shift severs the character's connection with Shul they lose their cleric abilities, but may regain them by redeeming themselves (or, possibly by joining another cult, Judge's discretion).