

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



TORCH OF LOPTIR

Hearth and chalice, torc and torch

*Let us drink at the sun's lowest ebb
and renew our bonds*

*For without them there is only darkness
and cold
and death.*

Description: Loptir is the god of fire in service of civilized people, whose domains are protection from cold, survival through winter, and the distilling of spirits. Loptir is Lord of the Flickering Flames, Champion of the Forces of Heat, Protector from the Life-stealing Pains of Ice and Cold, and Patron of Distillers. He has no formal order, scripture, or centers of study, nor is any training required to serve him. He summons those he chooses to his service with fire-visions, and imparts lore to his faithful through the flickering flames.

Loptir is worshiped anywhere with cold winters, and in such lands is one of the most prevalent Lawful deities. He is forgiving, merciful, and indulgent, and for his worshipers to turn anyone out into the cold (save a mortal enemy) is the greatest of sins. Altruism, communal rites, and ritual consumption of strong spirits are central to his cult. Clerics of Loptir who take up the path of adventure typically do so to protect the common folk.

Aligned deities:

Justicia, Goddess of Justice and Mercy

Ulesh, God of Peace

Choranus, the Seer Father, Lord of Creation

Daentharr, the Mountain Lord

Shul, God of the Moon

Opposed deities:

Ahriman, God of Death and Disease

Azi Dhaka, Demon Prince of Storms and Waste

Nimlurun, the Unclean One

Worship of Loptir: Services to Loptir are performed at festive bonfires after sunset. It is incumbent on followers of Loptir to fete travelers at these gatherings. Strong drink and pickled vegetables are consumed, pipes are passed in a spirit of fellowship, and marriages are performed. The solstices and equinoxes are the holiest days of the year for followers of Loptir, when especially raucous celebrations are held. Clerical garb worn at these occasions includes scarlet vestments, a brass circlet, and a burning torch. Loptir also acts as a patron to distillers.

Clerics of Loptir

Symbol: The symbol of Loptir is an ebon-limned orange and yellow flame with a crimson and black orb at the center. When used to turn unholy creatures, this flame will flicker and radiate warmth and light.

Weapon proficiencies: Sword, dagger, bow (any), mace, flail

Special: Loptir awards his followers the following abilities.

- A cleric of Loptir may choose to gain the sovereign fire blessing (see Goodman Games *The Old God's Return: 2013 Holiday Module* by Michael Curtis) by requesting divine aid, where the spell check result becomes the pool of sovereign fire points the cleric may grant to allies.
 - Any spell cast by a Cleric of Loptir can be used to counter a Wizard or Elf spell whose manifestation includes fire.
 - Clerics of Loptir may cast the following spells:
 - Flame brand (new spell) as a 1st level spell
 - Flaming hands as a 2nd level spell*
 - Scorching ray as a 3rd level spell*
 - Make Potion as a 3rd level spell
 - Fireball as a 4th level spell*
 - Control fire as a 5th level spell*
- * As per wizard spell of same name. Because the wizard version of the spell is a different spell level, the cleric receives a -2 penalty to spell checks when casting it.
- Worshipers of Loptir roll skill checks related to fire, resisting cold, or protecting dwellings at +1d.

Turn unholy: Clerics of Loptir may turn undead creatures, demons, devils, cold-associated monsters, and any creature in the act of misusing fire to harm lawful folk.

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

Roll	Disapproval
1	The cleric must atone, doing nothing but recite the mantras of Loptir for the next 10 minutes, starting as soon as they are not in immediate danger.
2	The cleric must pray for forgiveness immediately. They must spend at least one hour staring into flickering flames, beginning as soon as possible (i.e. when out of danger). Failure to finish the full hour of prayer within the next 120 minutes incurs a -1 penalty to all saving throws.
3	The cleric must light the flame of faith in the heart of a new worshipper. If they fail to do this by the next sunrise, they suffer a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The cleric incurs Loptir's fiery anger, suffering a -1 to spell checks that lasts until the next day.
5	The cleric must ignite a long-burning blaze, immediately setting any flammable items on their person, or in their surroundings, alight. If this will burn down a structure, destroy something of value to others, or create danger, the cleric may resist with a DC 8 will save but will in turn accrue 2 further points of disapproval if successful.
6	The cleric incurs an immediate -1 penalty to all attempts to lay on hands until a quest to protect the common people is completed. Once the quest is completed, Loptir revokes the penalty. While the penalty remains, it applies to all attempts to lay on hands, even if the "normal" disapproval range has been reduced back to a natural 1.
7	The cleric must endure the test of fire. They experience temperatures much warmer than their surroundings for 10 minutes. The resulting dehydration costs 1 point each of Strength, Stamina, and Personality. The ability score loss heals at the normal rate of 1 point per day. The cleric may not use magic to heal the loss.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, the cleric must dance naked around a bonfire while chanting praise of Loptir as soon as possible. If this is not done during the duration of the effect, the penalty begins anew the next day and lasts until the ritual is performed.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. In addition they suffer a -1 penalty to all saving throws vs. cold-based threats.
10	The cleric loses access to one randomly determined spell. A spell from the "additional spells" list above would be lost before others. This spell cannot be cast until the next day.

11	The cleric is ordered to meditate on the nature and power of flame. The cleric incurs a -4 penalty to all spell checks. The only way to lift the penalty is to make a fire-sacrifice. This consists of a night time bonfire ritual in which the cleric or the faithful donate valuables with at least 500 gp (or of significant sentimental value) to be sacrificed to the life-giving flames.
12	The cleric is temporarily disowned by Loptir. For the rest of the day the character cannot accumulate XP and may not gain levels as a cleric. After the time period expires, the character begins to accumulate XP again as normal but does not accrue XP missed during the period while disowned.
13	The cleric temporarily loses Flame brand and one other randomly determined 1st level spell.
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 by casting it into a sacrificial bonfire; each 10% increment drops the penalty by -1. Any precious metals are not melted down but utterly consumed, and cannot be retrieved by any means.
15	Loptir is disappointed. The cleric's disapproval does not reset the following day. The next day things reset as normal.
16	Loptir temporarily bars the cleric from laying on hands for 1d4 days.
17	The cleric loses access to 1d3+1 spells, randomly determined from all the character knows. These spells cannot be cast until the cleric performs a purification by fire ritual which takes from sunset to sunrise to perform. The ritual causes the loss of 2 points of stamina, inflicts 2d3 damage (minimum 1 hp remaining), and leaves minor burns all over the character's body.
18	The cleric is unable to turn unholy creatures for 1d4 days.
19	The cleric's ability to lay on hands is restricted. The ability works only once per day per creature healed - no single character can be healed more than once per day. After 24 hours, the ability's use reverts to normal.
20 or more	The cleric emits intense heat until the next day, which inflicts 1 point of Stamina damage to all nearby allies immediately, and an additional point for every further full hour spent close to the cleric. Anyone able to interact, adventure, stand in battle, or be protected and healed by the cleric suffers this penalty. Characters reduced below 3 Stamina collapse with heat stroke and are subject to a Luck check to recover the body. The cleric may burn luck and apply it to allies' rolls in this case.

Table A: Loptir's disapproval

FLAME BRAND

Level: 1	Range: Varies	Duration: Varies	Casting time: 1 action	Save: n/a
General: The cleric calls upon the power of Loptir to set allies' weapons ablaze.				
Manifestation: Roll 1d5: (1) Ebon-limned orange and yellow flame; (2) Blue flame, with billowing smoke and a sulfurous odor; (3) Shimmering silver radiance; (4) Deep scarlet flame; (5) A constant glow which radiates intense heat and also causes a humming, buzzing sound when the weapon is swung through the air.				

Spell check result	Effect
1-11	Failure
12-13	The cleric chooses an ally within 10', whose melee weapon ignites and burns for 1d4+CL rounds. The weapon does an additional 1d4+CL of fire damage on a successful hit.
14-17	The cleric chooses an ally within 10', whose melee weapon ignites and burns for 1d4+CL rounds. The weapon does an additional 1d6+CL of fire damage on a successful hit.
18-19	The cleric chooses an ally within 10', whose melee weapon ignites and burns for 1d4+CL rounds. The weapon does an additional 1d8+CL of fire damage on a successful hit.
20-23	The cleric chooses three allies within 30', whose melee weapons ignite and burn for 1d4+CL rounds. The weapons do an additional 1d4+CL of fire damage on a successful hit.
24-27	The cleric chooses three allies within 30', whose melee weapons ignite and burn for 2d4+CL rounds. The weapons do an additional 1d6+CL of fire damage on a successful hit.
28-29	The cleric chooses three allies within 30', whose melee weapons ignite and burn for 2d4+CL turns. During the spell duration the wielder can extinguishing or relight the flame as a combat action. The weapons do an additional 1d8+CL of fire damage on a successful hit.
30-31	For the next 2d4+CL turns, all allies within 40' of the cleric may will their melee weapons to ignite and burn. During the spell duration the wielders can extinguish or relight their weapons as a combat action. The weapons do an additional 2d6+CL of fire damage on a successful hit.
32+	For the next 2d4+CL turns, all allies within 1000' of the cleric may will their melee weapons to ignite and burn. During the spell duration the wielders can extinguish or relight their weapons as a combat action. The weapons do an additional 3d6+CL of fire damage on a successful hit.

