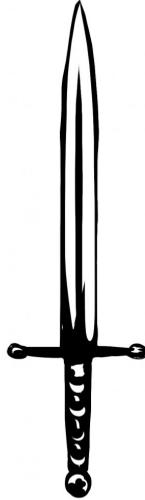


This document lists the specifics and tenets of Crom and his faith, along with the details considering his clerics.



CROM'S WARDING

*Crom sits on his mountain
Woe to whoever calls his name*

Description: Crom the Uncaring is a reluctant god. The powerful barbarian rose to godhood during the great turmoil at the end of the Age of Legends. His ascension was forced upon him, and not long after that fateful aftermath Crom turned his back upon the world and walked North.

In the far reaches of that frozen desolation stands a mountain known as Crom's Throne. The black foothills and obsidian walls are taboo to the local tribesmen, and a bleak thunderstorm hangs upon the highest peak at all times. Little is known about the later deeds of the legendary barbarian, but religious scholars are mostly in agreement that the ascended Crom resides upon that foreboding crag.

The northern barbarian tribes venerate Crom mostly in the form of oaths and curses, calling him to witness their deeds or to bring Crom's wrath upon their enemies. Crom accepts sacrifice, but only the most foolhardy worshipers dare ask for anything in return.

Clerics who'd dare to dedicate their life to Crom's worship are almost unheard of. Understandably, a god who refuses prayer, rejects adulation and answers even the most sincere pleas with scorn does not garner many followers. Despite this, some exceptional individuals born to the tribes of the snow and ice are said to be marked by Crom at birth. They are always healthier and stronger than their siblings, and grow into sallow and bleak personalities, driven by some terrible purpose.

Aligned deities:

Ildavir, Goddess of Nature

Amun Tor, God of Mysteries and Riddles

Opposing deities:

All other deities.

NOTE that Crom's aligned deities are barely such, and their allegiance owes to personal relationships forged during the Age of Legends. Other deities view Crom as anathema, because his rejection of divine power insults and endangers the holy order of creation.

Services of the Church: Crom has no church, and his few faithful offer no services to anyone.

Cleric description

Symbol: Crom's symbol is simply the Steel Blade. Crom's faithful trust no one but themselves, not even their deity, and the northern tribes see swords as extensions of their wielder's will.

Weapon proficiencies: Crom is a god of brutal utility. His clerics are proficient with all weapons.

Special: The rare individuals marked by Crom are very different from the clerics of established and willing deities. His followers are the stony-eyed people of the north, whose oaths and curses hold fearsome power.

- Crom grants his layman followers nothing, and expects little in return.
- Crom's name should not be called upon lightly. A cleric of Crom may recite an oath or a curse, calling upon their god. If Crom sees the purpose as worthy they receive a meaningful, supernatural boon in their aid. Roll a spell check against a DC set by the Judge. The DC for the check depends on what is asked for and what is bargained to gain it. The aid may for example manifest as a temporary deed die against a single enemy, the ability to hide in shadows for the duration of a raid, or a bonus to hit points for a particularly challenging battle. If the roll fails or if Crom has any reason to see the request as frivolous, the cleric's disapproval increases and they must immediately roll for disapproval effect. Even if the request is granted, the cleric's disapproval increases by 1.
- Those marked by Crom as his clerics are exceptionally healthy and spitefully stubborn:
 - When rolling for hit points clerics of Crom roll two dice and pick the higher result.
 - They roll all spell saving throws with +2d on the roll.
 - Their Birth Augur bonus is +4 instead of whatever their original Luck intended for them.
- Despite his wishes to the contrary, Crom is a god and his divine power can be tapped into for miracles and magic. The deity however despises such petitions, and calling upon him tends to be dangerous. Successful spell checks rolled by clerics of Crom always increase disapproval by 1, and failed spell checks always trigger disapproval after increasing disapproval range.

Turn unholy: Clerics of Crom cannot turn unholy, although the deity may grant them temporary powers to do so (see notes on oaths and curses above).

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

TABLE A: Crom's Disapproval	
Roll	Disapproval
0 or less	Crom is silent, but the cleric is filled with a sense of doom and foreboding.
1	Crom is silent in his seething anger. If the cleric rolls for disapproval again today, the roll is increased by an extra +d4.
2	The cleric must learn the Lesson of Pride. They must not obey or treat anyone as their superior for the remainder of the day, lest Crom refuse all aid until next morning.
3	Crom's quiet anger gathers like a storm. Should the cleric roll for disapproval again today, the roll is increased by an additional +2d4.
4	The cleric is taught the Lesson of Fearlessness. They must not back down or run from a challenge for the remainder of the day, should they do so Crom will refuse to listen to their prayers until the next day.
5	Crom's silent fury looms above the cleric. Should they roll for disapproval again today, they do so at an additional +3d4 to the roll.
6	Crom thinks the cleric is weak, and tests them by withholding all of their spells for a day.
7	Crom's quiet rage follows the cleric. Should they roll disapproval again today, they add an extra +4d4 to the roll.
8	Crom is not pleased. The cleric's disapproval does not reset for the following day. The next day things reset as normal.
9	The cleric must learn the Lesson of Cunning. For the remainder of the day they are at -5 to all tasks requiring physical exertion, including melee attack rolls. Things return to normal the following day.
10	Crom refuses to be a crutch for his followers. He withholds the cleric's healing powers for the remainder of the day.
11	The cleric is temporarily disowned by Crom. For the rest of the day they cannot gain XP.
12	Crom is indifferent to the cleric's pleas, and turns their gaze away for the remainder of the day, and all of the cleric's prayers go unanswered for the duration.
13	The cleric must prove their prowess to Crom by succeeding in a challenging physical task within the day. Failure to do so causes Crom to turn away from them for a week, refusing the cleric's pleas.

14	The cleric must solve the Riddle of Life. Calculate the cleric's net worth in gold pieces. The cleric incurs a permanent -5 penalty to spell checks, which persists until they have rid themselves 50% of this value; each 10% increment drops the penalty by -1. The wealth has to be spent carousing and enjoying the best things in life.
15	The cleric must prove themselves to Crom by besting a worthy opponent in single combat (note that this need not be a duel to the death). Failure to do so within a day causes Crom to fall silent for a week, refusing the cleric's pleas.
16	The cleric is ordered to meditate upon the Riddle of Steel. The cleric incurs a -5 penalty to all checks. The only way to lift the penalty is to meditate by training: for each full day of practice the cleric can make a DC 15 Will save to remove the penalty.
17	The cleric must please Crom by besting an overwhelming opponent or challenge within the day. Failure to do so causes Crom to withhold his favours from the cleric for a week.
18	The cleric must solve the Riddle of Persistence. Their Strength, Agility and Stamina are all reduced to 3. The damage heals at the normal rate, but only if the cleric stays focused on their goal: bedrest has no effect and the ability damage cannot be healed by other means.
19	Crom tires of the cleric's incessant pleading. He refuses to answer any pleas for a week.
20 or more	Crom demands further proof of the cleric's ability by setting them a challenging goal to complete (Judge's discretion). Crom refuses to answer any of the cleric's prayers until they have completed this quest.