

DUNGEON FANTASY

Powered by GURPS

HAND OF ASGARD



BY KEVIN SMYTH





SWORD AND SHEPHERD

The Gods of Norðlond are not distant and remote. They walk the land, and influence the daily lives of the people.

Their disciples—priests of the Allfather, the Lady of Life, the Trickster, the Lord of Warding, and all the Aesir—guard and guide their brothers and sisters. They are the sword and shield of the gods.

The Hand of Asgard.

Within the book, you will find

- ◆ Customized cleric templates for the Dungeon Fantasy RPG, one for each of the Aesir
- ◆ Suggestions for modifying the holy warrior traits to better suit each god, whether they serve the Queen of the World, the Lawgiver, or the Snow Queen
- ◆ More than 20 new Holy Might powers, available to any cleric or holy warrior
- ◆ A guide to the major festivals celebrated during the Norðlond year, honoring each of the Lords of Asgard.

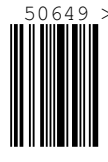


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INTRODUCTION

Some divine beings are unknowable, ineffable, and aloof from the mortal realms. They act only through the proxies of their priests and divine servants. Not so in Norðlond: there, the gods walk the earth in tangible form just as frequently as they sit in their extraplanar halls. They lay challenges, blessings, obstacles, and curses at the feet of mortals they find worthy—or annoying. The Aesir are a true pantheon; worship of one does not deny the existence of the others. Doing so is more than rude—it’s delusional. Most priests in Norðlond worship the pantheon as a whole; for this, use the cleric and holy warrior templates in *ADVENTURERS*. Some priests choose to devote themselves to the worship and philosophy of a single god. This book is for you.

RECOMMENDED BOOKS

HAND OF ASGARD is for use with the *DUNGEON FANTASY RPG*. You’ll need *ADVENTURERS* for details on advantages, disadvantages and skills; many of the Holy abilities refer to *EXPLOITS*. The spell lists of course require *SPELLS*.

Hand of Asgard presents each god as the archetype of a divine domain. As such, it should be easy to file off the details and use the archetypes in other settings.

Thor: Have a care how you speak! Loki is beyond reason, but he is of Asgard and he is my brother!

Natasha Romanoff: He killed eighty people in two days.

Thor: ...He’s adopted?

The Avengers (2012)

IT’S A FAMILY SHOW

Intolerance (“Evil” Religions) and **Intolerance (All Other Religions)** appear on both the cleric and holy warrior templates. In Norðlond, **Intolerance (“Evil” Religions)** represents a justifiable hate of demon-worshippers, squid cultists, and the like. Characters with this Intolerance are loathe to cut deals with these sorts. They view them in the worst possible light—they don’t believe in “innocents led astray!”

Intolerance (All Other Religions) is rare, but still crops up among Norðlond’s priests. Someone who worships the God of Law might have it in their head that all of the other gods have transgressed. A devotee of the Trickster might feel the other Aesir treat their patron unfairly. These fanatics get the side-eye even from other members of their own holy order. A priest of the Thunder God bad-mouths the other Aesir? The Thunder God himself might decide to get offended on

his brethren’s behalf and personally smite the impious fool!

Sense of Duty (Coreligionists) is common as a Holy Vow for any cleric or holy warrior. In Norðlond, interpret this as *other worshipers of the Aesir*, even for priests who have devoted themselves to a single god.

UNDERSTANDING THE DIVINE

The cleric template in *ADVENTURERS* represents a *generic* servant of good, not tied to the worship of any one particular patron—in the case of the Nine Realms, the Aesir as a group.

The options in this book allow for a cleric who’s devoted to a single member of the pantheon. Each god’s page has three components:

- ◆ **Advantages, disadvantages, and skills** that are recommended (or in some cases required) for those who are truly devoted to a single member of the Aesir. **Holy Vow** refers to the required -10-point disadvantage on the cleric template.
- ◆ The **Spell List**, which replaces the usual cleric spell list (*SPELLS*, p. 6): for each deity, some spells have been removed from the usual list; others have been added to compensate. **Clerical scrolls** (*ADVENTURERS*, p. 117) of the new spells are possible! In the Nine Realms these can be used by any cleric. Other settings may restrict scrolls to appropriate priests.
- ◆ Each god offers additional Holy abilities. These new traits are available to any cleric (or holy warrior!), but are constructed with that specific deity’s domain in mind.

Nothing in the book precludes using the cleric template from *ADVENTURERS* as-is. In that case, you serve the Aesir broadly, with no predisposition to any particular temperament or sphere of influence. But if you *do* choose, you hew to the presented spell lists, and *must* keep any required disadvantages for so long as you follow in your god’s footsteps. As your character grows, you can choose from any of the new Holy abilities regardless of your (lack of) affiliation.

ABOUT THE AUTHOR

Kevin Smyth is old enough to remember “Satanic Panic” surrounding tabletop RPGs but young enough that the controversy only made them more appealing; he’s been a *GURPS* player and playtester since the launch of *FOURTH EDITION* in 2004. He lives in the great white north (Canada) with a day job that mostly consists of asking people to turn things off and on again and a cat that doesn’t understand the concept of dignity. He lives in constant fear of wild moose invasions.



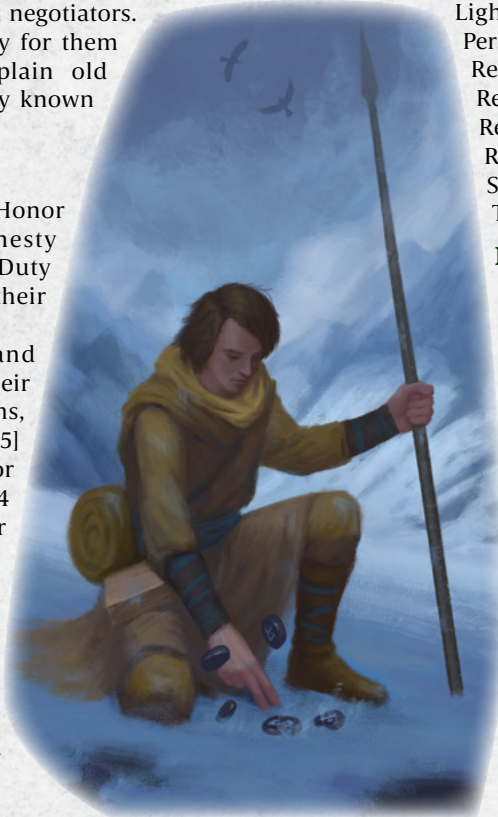
THE ALLFATHER

The Allfather, paramount of the Aesir, all-seeing and all-knowing. His gaze sees all that is good and evil in the world. Nobody knows whether fate proceeds to his plan, or if he simply observes that which is preordained. He is a traveler and teacher, and while mighty in battle, he is revered for his insight and wisdom more than anything else.

The priests and clerics of The Allfather are thoughtful teachers and patient instructors. They are frequently chosen as ambassadors by peers of the realm, as their love of travel, language, and insight into the thoughts and deeds of others makes them excellent negotiators. Things occasionally do go awry for them when wanderlust turns to plain old lust: The Allfather is not widely known for fidelity!

Clerics devoted to the Allfather:

- ◇ Choose one of Code of Honor (Soldier's) [-10], Honesty (12) [-10], or Sense of Duty (Coreligionists) [-10] as their Holy Vow.
- ◇ Add One Eye [-15] and Lecherousness [-15*] to their list of disadvantage options, but remove Vow (Chastity) [-5]
- ◇ May choose Spear-15 [12] or Spear-14 [8] and Shield-14 [4] in place of their regular weapon skill choices, and may take Thrown Weapon (Spear)-14 [4] as their ranged weapon choice.
- ◇ Replace Climbing and Scrounging with Diplomacy and Heraldry on the list of skill choices for their template.



SPELL LIST

Choose from the following spells:

PI 1: Alertness, Armor, Aura, Bravery, Cleansing, Detect Magic, Detect Poison, Final Rest, Find Direction, Know Illusion, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Water, Recover Energy, Sense Evil, Sense Foes, Sense Life, Sense Spirit, Share Energy, Share Vitality, Shield, Silence, Stop Bleeding, Test Food, Thunderclap, Vigor, and Watchdog.

PI 2: Awaken, Command, Compel Truth, Continual Light, Create Water, Glow, Great Voice, Hide Thoughts, Light Jet, Major Healing, Mind-Reading, Persuasion, Protection from Evil, Purify Food, Relieve Sickness, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Summon Spirit, Trace, Truthsayer, Turn Spirit, and Turn Zombie.

PI 3: Affect Spirits, Astral Vision, Command Spirit, Create Food, Cure Disease, Dispel Illusion, Dispel Possession, Great Healing, History, Lend Skill, Magic Resistance, Neutralize Poison, Relieve Paralysis, Repel Spirits, Restoration, See Invisible, See Secrets, Stone to Flesh, Stop Paralysis, Strengthen Will, Sunbolt, Sunlight, and Wisdom.

PI 4: Astral Block, Banish, Dispel Magic, Essential Food, Gift of Letters, Gift of Tongues, Instant Neutralize Poison, Lend Language, Regeneration, and Vigil.

PI 5: Bless, Curse, Entrap Spirit, Pentagram, Remove Curse, and Telepathy.

PI 6: Sanctuary.

HOLY MIGHT

ALLFATHER'S GUIDANCE [22 OR 32 POINTS]: All clerics can take the **Divine Guidance** ability (*ADVENTURERS, P. 20*), and any delver can seek guidance with **Meditation** or **Theology** (*EXPLOITS, P. 90*). This ability allows the priest to channel the Allfather's wisdom beyond even those limitations. To use this ability, spend 15 seconds in prayer (these are **Concentrate** maneuvers in combat), spend 2 FP, and roll against **IQ + Power Investiture**. If you succeed, you or a companion gets a bonus on a single roll: outside of combat, this bonus is +1 for every two points by which you succeeded (minimum 1). In combat, or if anyone present is actively working against you or your group, this bonus is +1 for every three points by which you succeed (minimum 0). For 32 points, the time the priest is required to spend praying is reduced to one second, and the **IQ + Power Investiture** roll is at an additional +4!

ALL-SEEING EYE [29 POINTS]: The Allfather has only one eye, but it is keen indeed. Priests with this holy ability can see invisible objects or individuals, as if they had the **See Invisible** monster trait (*MONSTERS, P. 11*). This includes creatures that are naturally invisible (such as spirits or ghosts) and anything hidden by a spell or potion of invisibility, but provides no benefit against darkness penalties or mundane stealth.



THE GOD OF THUNDER

The Lord of Storms, bringer of lightning, personification of wild strength, the God of Thunder is bound by no rules but his own sense of honor. He is steadfast in battle, and many warriors say their prayers to him before a raid. His influence over storms draws sailors and coast-dwellers to him as well. He values bravery and self-reliance in the face of adversity over all things. Like all of the Aesir he frequently wanders in mortal form, most often as a tall, blond warrior or as a one-armed skald.

Clerics of the Thunder God are almost always powerful fighters as well, though they are rarely drawn to positions of command. His gifts lend themselves well to battle, and his priests fight with wild abandon, favoring a “go big or go home” approach to virtually everything.

Followers of the Thunder God:

- ◇ Choose Impulsiveness (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (Never Sleep Indoors) [-10] as their Holy Vow.
- ◇ Remove Healer [10/level] and Mind Shield [4/level] from their template's advantage choices, but add Combat Reflexes [15].
- ◇ Remove Vow (Chastity) [-5] and Vow (Vegetarianism) [-5] from their template's list of disadvantage choices; add Berserk [-10*] and Code of Honor (Soldier's) [-10].
- ◇ May replace their template's melee weapon skill choices with Spear-14 [8] and Shield-14 [4], and replace their ranged weapon skill with Thrown Weapon (Spear)-14 [4].
- ◇ Reduce Esoteric Medicine (Holy) and Exorcism both to 13 [2]; add Weather Sense-15 [4]



SPELL LIST

PI 1: Armor, Aura, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Fog, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Air, Purify Water, Recover Energy, Sense Evil, Sense Life, Sense Spirit, Share Energy, Share Vitality, Shape Air, Shield, Stop Bleeding, Test Food, Thunderclap, Vigor, Warmth, and Watchdog.

PI 2: Air Jet, Awaken, Command, Compel Truth, Continual Light, Create Water, Glow, Great Voice, Healing Slumber, Hide Thoughts, Major Healing, Protection from Evil, Purify Food, Relieve Sickness, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Stop Spasm, Summon Spirit, Truthsayer, Turn Spirit, Turn Zombie, and Windstorm.

PI 3: Affect Spirits, Astral Vision, Breathe Water, Command Spirit, Create Food, Cure Disease, Dispel Possession, Great Healing, Lightning, Lightning Weapon, Magic Resistance, Neutralize Poison, Relieve Paralysis, Repel Spirits, Restoration, See Secrets, Silver Tongue, Stone to Flesh, Stop Paralysis, Strengthen Will, Sunlight, Suspended Animation, and Wisdom.

PI 4: Astral Block, Banish, Concussion, Dispel Magic, Explosive Lightning, Instant Neutralize Poison, Monk's Banquet, Regeneration, Vigil, and Walk on Air.

PI 5: Bless, Curse, Entrap Spirit, Hail, Pentagram, and Remove Curse.

PI 6: Spark Storm.

HOLY MIGHT

THUNDERWAVE [15 POINTS]: The cleric strikes the earth, projecting a thunderous wave of force. This is a one-yard-wide cone attack (*EXPLOITS, P. 46*) with **Acc 3**, **Range 10**, and **Bulk -2**, using **Innate Attack (Projectile)** to hit. Any creature hit by the attack suffers six dice of *knockback-only* damage (*EXPLOITS, P. 53*). The **Thunderwave** is loud; nearby foes get a Hearing roll at +4 to notice it, and any checks for wandering monsters are at +3.

MARVELOUS THROW [9, 18, OR 25 POINTS]: Weapons that you throw travel supernaturally far, and return to your hand. When you make a thrown weapon attack, you can spend 2 FP. If you do, double **1/2D** and **Max Range**. Hit or miss, the weapon returns at the start of your next turn, requiring a **Ready** maneuver to be used again. Level 2 of this ability reduces the FP cost to 1 and increases the range multiplier to 5; Level 3 removes the FP cost entirely and increases the range multiplier to 10! Holy warriors must have **IQ+Holiness** at 17 or higher to take this ability.