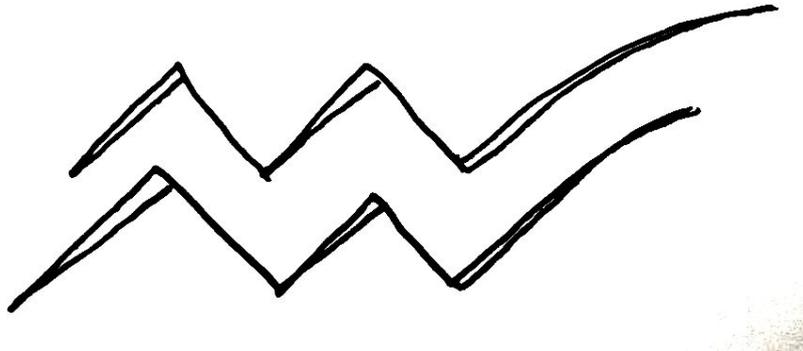


This document details the cult of Pelagia, their Song, and the details for her clerics.



SONG OF PELAGIA

*The waves are high, the waves are low
and our Mother will always know*

*The waves are high, the waves are old
and the bottom of the sea is oh so cold*

*The waves are high, the waves are home
and that is where we all will go*

*Sister wave, she carries me
Mother tide, she turns me on
Grandma storm, the bitch she is,
TAKES ME OUT TO SEA¹*

The Sea Church of Pelagia:

Pelagia, the Bitch Lady of the Sea, Ruler of the Tides and the Waves Beyond is an unforgiving goddess with the power over all things aquatic. Seafarers everywhere revere her in one way or another, although their styles of worship may vary.

Some of the faithful throw a coin onto the highest wave they see in the morning while drawing their dinghy out to sea. Others keelhaul the weakest member of the crew as soon as

¹ Sung to an approximate tune of whatever sea shanty you can muster. Judges are encouraged to require the players of clerics of Pelagia to perform this to the best of their ability.

they're out of port (this is often why drunkards and cripples are so popular among ship crews, as they're easy sacrifices for the Bitch Queen).

Pelagia's temples are the bars and whorehouses on the seashore, where those who have witnessed her power gather to share stories of storms and danger. Her clerics are often mad and addled: to love the storm is to forfeit yourself, and the Bitch Queen requires her servants to give their souls to the waves. Pelagia's clerics are sought after by ship captains, in the misguided belief that having one of the Queen's Men on a ship will protect them from oblivion on the waves.

Aligned deities:

The Three Fates

Ildavir, goddess of Nature

Opposed deities:

Shul, god of the Moon

Melniscar, the Infinite Order

Shul, god of Peace

Services of the Cult:

If you can find their holy places, Pelagia's cult offers all the services you'd expect from a large sects, but only for those who've washed themselves in the salty water of the sea. Additionally, the mad navigators from Pelagia's cult can be hired to mysteriously direct ships to far-away ports, simply by reading algae, brine and fishbones.

Clerics of Pelagia:

Symbol: Pelagia's symbol is the Twice Rolling Wave. It is most often found as a scar tattoo on her follower's arms or faces.

Weapon Proficiencies: As chaotic Clerics, with an additional proficiencies with spears (including tridents) and nets.

Special:

- Clerics with a seafaring occupation gain a +2 to all spell check rolls. This also applies to clerics who have drowned and survived. These bonuses stack.
- The sea is jealous: Pelagia's clerics have a -5 to all spell checks on targets who haven't bathed in seawater, or promised themselves to the sea (including lay on hands, but counted as +5 on turn checks for undead and demons who've never touched the waves) .

Disapproval:

Clerics of Pelagia use the following table for disapproval checks:

Roll	Disapproval
1 or less	The cleric must atone for their sins. They can do nothing but meditate upon the motion of the ocean for the next 10 minutes, starting as soon as they're not in immediate danger.
2	The cleric must atone for their sins as soon as they're able. They must spend a full hour singing praise for the Bitch Queen, 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 the task is complete.
3	The cleric must set out their net and bring a new Fish to the faith. 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 Pelagia's ire: they have a -1 penalty to all spell checks for a day, and smell like fish and brine for the duration (10' radius, very noticeable effect).
5	The cleric undergoes the test of humility. For the remainder of the day they must treat all characters and creatures of Chaotic alignment or seafaring occupation as their superiors. Failure to do so results in loss of all spellcasting ability including healing for d7 days.
6	The cleric incurs an immediate -1 to all spell checks until they consign a living thing to the waves.
7	The cleric is touched by the sea. For the next 24 hours they suffer from sea legs: their balance is off, and it feels like the world is reeling. They have a -4 to all Agility based checks and attack rolls.
8	The cleric immediately incurs a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day. Additionally, they feel a strong urge to bathe in saltwater: if this is not done during the duration of the effect, the penalty lasts for another day.
9	The sea is harsh and tiring! The cleric immediately incurs a -2 penalty to all checks and damage rolls until the next day. Additionally, they move 5' slower, always feeling as if they were wading waist deep in water.
10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Also, they are drenched in rainwater for the duration of the effect.
11	The cleric is ordered to meditate on the nature of the storm and the vengeance of the waves.. The cleric incurs a -4 penalty to all spell checks. The only way to lift the penalty is to meditate: at the end of each full day of meditation the cleric can make a DC 15 Will save to remove the penalty. Alternately, the cleric can sacrifice 500 gp worth of valuables to the waves to lose the penalty.
12	The cleric is temporarily spat out from the graces of their Queen. They cannot gain XP until they cleanse their body in stormy waters of the briny cold.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Additionally, they suffer severe sea sickness for the duration: each time they do anything strenuous they have to roll a DC 10 Fort save or vomit copiously instead.
14	Calculate the cleric's net worth in gold pieces. The cleric incurs a -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 sacrificed to the waves. Additionally, the cleric is always moist with salt water, and they smell like the sea.
15	Pelagia is infuriated. The cleric's disapproval does not reset the following day. The next day things reset as normal. Also, the cleric and his gear is permanently covered in slaps of stinky, slippery algae.
16	Pelagia withholds the cleric's healing powers for 1d4 days. Also, from now on the cleric shivers permanently, as if they'd been swimming in freezing, deep waters.
17	The cleric loses access to 1d4+1 spells until the next day. Additionally, their fingers and toes become webbed permanently.
18	The cleric is temporarily unable to turn creatures, the effect persists for 1d7 days. Also, the cleric grows small barnacles on all of their hairy body parts; this effect is permanent.
19	The waves come into the cleric's dreams: until they sail on the open sea for 7 days and 7 nights, they will always have the endless horizon on their mind, and a heavy wanderlust driving their heart. The cleric cannot stay in any given place for more than a day, and if they do they suffer a -5 to all rolls due to distraction. They are also permanently prone to reciting maudlin poetry about the sea and the waves.
20 or more	The Bitch Queen demands sacrifice. The cleric must sacrifice a life to the briny deep: until they do, their lay hands ability is restricted only to Pelagia's worshipers.

Table A: Pelagia's disapproval²

² NOTE: The disapproval table is intentionally worded vaguely at points, for inland campaigns with Pelagia's clerics. As a chaos god, Pelagia will accept creativity in her rituals, if executed with enough panache and intention.