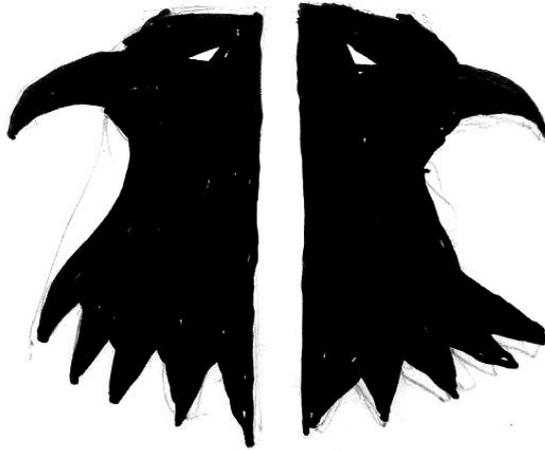


This document details the cult and clerics of Malotoch, the Carrion Crow God.



Malotoch's Dirge

[PRECENTOR]

As the deeds are done, the night draws near
The blades have fallen, the field is clear
Black wings land, with beaks they shear

[CHOIR]

Hark! The path is open!

[PRECENTOR]

Step forth, brave knight
Move swift, squire bright

March on, invader wild
Run on, fortunate child

All must pass, all must go
All must reap what they sow

[CHOIR]

Hark! Malotoch's birds lead!

[ALL, REPEAT AS CHORUS]

The Grandfather stands at the crossroads

Cult description:

Grandfather Malotoch, the Carrion Crow God, Guardian of All Crossroads is a mysterious deity, who holds dominion over the passing of souls from this world to whatever lies beyond. His origins are shrouded in mystery. He appeared from the tumultuous disarray after the antediluvian Wars of Balance, and was crucial in bringing order to the torn world at that time.

Malotoch appears as a robed and hooded old man, with a crow on each shoulder. Further details of his appearance are debated widely among religious scholars everywhere, with little consensus ever achieved. The wildest theories fit him as the Originator Titan himself, brought low and ashamed by the tumultuous results of his experiments with divine creation, and acting as the Guardian of All Crossroads as penance for his faults.

Grandfather Malotoch's servants are found wherever the natural lifespans of men come to end. He is especially revered by those unsure of their stature and station in the afterlife: old soldiers, repentant murderers and those deemed food for the gallows. They believe that paying dutiful homage to the Old Man of the Crossroads can improve their prospects in whatever afterlife they are destined for.

The Carrion Crow God is known throughout the lands of civilized and wild peoples alike. Malotoch's temples are often found at the locations of great, legendary battles, where the triage tent has turned into a charnel house, and the transitory mortuary has grown into a permanent hall of the dead. Many crossroads hold smaller shrines to their Guardian, and in many lands gallows are built at crossroads as a mercy for those convicted to populate them.

Aligned deities:

Hidden Lord, god of Secrets

Ildavir, goddess of Nature

Crom, the Uncaring

Klazath, god of War

Opposing deities:

King of Elfland

Ahriman, Lord of Death

Auranne, the Expectant

Services of the Church:

Malotoch's temples, churches and shrines offer blessings for the dead and direction for the lost, at no charge. They grant no healing or curative services at all, but may grant respite from curses or mystical persecution if it suits the needs of Malotoch.

Cleric description:

Symbol:

Malotoch's clerics carry the Head of Two Crows as their symbols. Some wear the mark as a facial tattoo, other, more civilized worshipers opt for amulets or relics.

Weapon proficiencies:

As neutral clerics.

Special:

- Malotoch's clerics can turn undead, and gain a +2 to any attempt to do so. Malotoch perceives all restless dead as simply children requiring forceful guidance to their next passage.
- Malotoch's servants see death as a natural step in one's path through existence. They are reluctant to heal mortal wounds as those carrying them should be passing forward in their perception. A cleric of Malotoch immediately increases their disapproval by +10 for 1d14 days if they heal someone from death's door.
- Malotoch grants his followers an innate ability to sense direction: when rolling for reading maps, navigating or pathfinding, Malotoch's clerics gain a +5 bonus.

Disapproval Table:

Roll	Disapproval
0 or less	The cleric must atone for their sins. They can do nothing but mutter the dirges of Malotoch, 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 scream the dirges of Malotoch for the next 10 minutes, starting as soon as they're not in immediate danger.
2	The cleric must pray for direction 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 130 minutes incurs a -1 penalty to all spell checks until prayer is complete. At end of the meditation Malotoch will demand an enigmatic request from their faithful (Judge's discretion).
3	The cleric must increase Malotoch's power with a new follower. They incur a -1 penalty to spell checks until they convert a new follower to the faith. The usual denial for saving lives is waived for this purpose, and many of Malotoch's followers have been turned to the faith at their deathbed.
4	The cleric incurs Malotoch's ire: a -1 to spell checks for a day, and they have no sense of direction for the duration of the effect.
5	The cleric undergoes the test of humility. For the remainder of the day they must spend their time tending to the needs of the dead rather than those of the living.

	Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
6	The cleric incurs an immediate -1 to all spell checks until they guide a dead soul towards their next path.
7	The cleric must endure the test of understanding. Their perceptions are thrust into realm between life and death for 1d14 days, during which time they see the living as their possible ends, and the dead as their paths between the worlds.
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 perceive the living as dead for the duration.
9	The cleric immediately incurs a -2 penalty to all spell checks until the next day. Also, their body becomes as that of a corpse for the duration.
10	The cleric loses access to one randomly determined 1st level spell for the remainder of the day. Additionally, they are burdened with a compulsion to bless each being they come across, be it living or dead.
11	The cleric is ordered to meditate upon the existence of an afterlife. The cleric incurs a -2 penalty to all actions that prolong life. 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, naturally present crows have a tendency to gather near them from now on.
12	The cleric is temporarily disowned by Malotoch. For the rest of the day they cannot gain XP. Also the Head of Two Crows appears on them as a vague birthmark, on a random body part.
13	The cleric loses access to two random 1st level spells for the remainder of the day. Also, a crow follows them from a distance permanently.
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; each 10% increment drops the penalty by -1. The wealth has to be used in benefit of the dead. Also, the cleric has a compulsion to visit every graveyard they come across, to ensure that the paths into forever are clear.
15	Malotoch is not pleased. The cleric's disapproval does not reset the following day. The next day things reset as normal. Also, from now on the unhallowed dead speak to them in the night, begging for guidance.
16	Malotoch withholds the cleric's healing powers until they have guided 2d14 souls forward. Additionally, they are followed by two crows wherever they go.
17	The cleric loses access to 1d4+1 spells until the next day. Also, from now on they must bless all unhallowed dead they come across or increase their disapproval by +1 per corpse left untended.
18	The cleric is temporarily unable to turn anything but the undead: the effect persists

	until they have turned 1d14 undead successfully. Additionally the Head of Two Crows appears on their face as a painful brand-scar.
19	The cleric's ability to lay on hands is restricted for 1d14 days. For the duration, they suffer powerful nightmares of past battles. Also, they are hounded by a murder of crows forever.
20 or more	Malotoch judges his servant, and finds them wanting. A murder of crows coalesces out of thin air, ripping and tearing at the offender's flesh. The cleric suffers d6 damage to their STR, AGI and STA as their physical being is pulled apart viscerally. Their whole body is horribly scarred for life, and the damage cannot be healed by magical means.

Table 1: Disapproval of Malotoch