



CALLED TO SERUE

A *Defenders of the Faith* Web Enhancement by James Wyatt

Defenders of the Faith: A Guidebook to Clerics and Paladins offers suggestions for holy (and unholy) quests and missions that churches might request or demand clerics undertake on behalf of their deities. Divine quests can serve as great adventure-starters, not just for clerics but for any character or party with allegiance to a patron deity.

Of course, each god has his or her own agenda in the world, so the nature of such quests can vary drastically from deity to deity. Also, as *Defenders of the Faith* points out, even churches devoted to the same god might emphasize different aspects of that god or parts of the god's portfolio, and thus might hand down very dissimilar quests.

Let these suggestions, arranged by deity, get you started—whether you're the player of a cleric, paladin, or other devout character, or a DM in need of a hook for your next adventure.

Boccob, God of Magic

Undertake quests involving magic or knowledge—recover lost tomes, scrolls, or spellbooks; find an ancient library; create a special wondrous item. Discover a minor or major artifact, or preserve one from those who would destroy it. Unearth lost secrets. Preserve the balance of the universe—prevent good, evil, law, or chaos from gaining some ascendancy, or help the opposite forces rise as well. A distant and inscrutable deity, Boccob may send his worshipers on quests with no clear purpose, serving only the god's own secret aims.

Corellon Larethian, God of Elves

Help the elf race—support an elf army against a band of orcs or an army of evil humans bent on razing the woodlands; serve as a diplomatic envoy from the elves to a nearby nation; recover an ancient artifact of a lost elven civilization. Oppose servants of Gruumsh. Overthrow a tyrannical human ruler who seeks to impose her rule on the elves.

Ehlonna, Goddess of the Woodlands

Protect the woodlands—slay a rampaging evil monster; persuade loggers to avoid a sacred grove; rescue a sylvan creature that has been captured; help defend a fey community from attack. Negotiate peace between squabbling centaurs and elves or humans, or persuade them to unite against a common evil foe. Seek out an ancient nature spirit—perhaps a thousand-year-old dryad, treant, or nymph—or a sacred shrine built high in the branches of a sky-embracing tree.

Erythnul, God of Slaughter

Wreak havoc—seize control of an organization, settlement, or nation (by killing the person currently in charge), disrupt delicate peace negotiations (by killing the diplomats), or put an end to an order of do-gooder paladins (by killing them all). Raze a temple of Pelor; destroy a holy artifact of Heironeous; prevent a pesky band of adventurers from recovering a lost relic of St. Cuthbert.

Fharlanghn, God of Roads

Execute missions involving travel—blaze a new trail to undiscovered country; reopen lines of communication to a lost colony or outpost; visit a neighboring civilization simply to learn about it. Find out why no one can get through a mountain pass (an avalanche, bandits, monsters?). Follow a peregrine falcon on its journey—it might lead to a relic, a cleric, or another quest.

Garl Glittergold, God of Gnomes

Help the gnome race—scare dwarf miners away from infringing on gnome claims through practical jokes and pranks; put a pompous ruler in his place;

Additional Credits

Editing: Carrie Bebris
Web Production: Sue Cook
Web Development: Mark Jindra

Graphic Design: SeanGlenn,
Cynthia Fliege

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.
©2001 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

drive off a threatening giant. Oppose servants of Kur-tulmak, the kobold god. Solve an intricate puzzle to win a magical prize.

Gruumsh, God of Orcs

Promote the orc race—lead a raiding party against humans or elves; retake an orc fort held by dwarves; drive off adventurers making trouble in orc lands. Challenge a weak cleric and assume his position. Oppose servants of Corellon Larethian and Moradin. Capture a half-orc child born in human lands, so that she can be raised by orcs.

Heironeous, God of Valor

Perform deeds of valor—defeat powerful evil enemies (often supernatural, such as evil outsiders or undead); promote truth and justice; prove one's own honor and courage. Frontal assaults are common. Recover holy items such as swords or armor. Fight minions of Hextor, particularly the Fists of Hextor (detailed in *Sword and Fist*). Help people in need, from princes in distress to beleaguered peasantry. Punish the guilty and protect the innocent.

Hextor, God of Tyranny

Engage in deeds of tyranny—conquer a village, city, or nation and rule it through fear; organize a gang to dominate a lower-class district and extort “protection” money from local businesses; capture people and sell them as slaves or draft them into service in an evil kingdom’s military. Recover unholy weapons and armor. Fight minions of Heironeous and paladins wherever they are found.

Kord, God of Strength

Carry out acts of liberation—free slaves, captives, or conscripts; overthrow tyrants; defeat bullies. Break chains, both literal and figurative, wherever they are found. Fight for everyone’s right to freedom and the search for happiness. Defeat powerful evil enemies—a devil, or a dragon who demands regular sacrifices. Seek items and magic that improve the cleric’s own body and soul, including items like *belts of Strength*. Oppose followers of Hextor, who represent tyranny, and Erythnul, who abuses freedom.

Moradin, God of Dwarves

Help the dwarf race—support a dwarf army against orc raiders from beyond the mountains; negotiate a

peace with a nearby elf community; reclaim the lost Axe of the Dwarvish Lords. Oppose servants of Gruumsh. Support the rightful dwarven queen against the usurper who murdered her father. Preserve the order and tradition of the community.

Nerull, God of Death

Execute missions of death—kill for death’s own sake; start a magical plague; hunt down a wizard who has been cheating death. Seek out undeath; become a lich, ghost, or vampire. Lead undead hordes to kill the living and add to their numbers.

Obad-Hai, God of Nature

Preserve the wilds—defend a holy grove from all encroachers (good or evil); protect a powerful beast from its would-be slayers (possibly led by a cleric of Ehlonna); prevent a fey community from exterminating the bugbears that share the woods (and vice versa). Cooperate with a circle of druids to prevent miners from violating untouched mountains.

Olidammara, God of Rogues

Missions? Quests? Chaotic Olidammara expects his followers to find their own way in the world—following his example, surely, but not obeying his commands.

Pelor, God of the Sun

Champion the cause of good—slay a powerful evil creature (an undead creature, or a monster that spreads disease); find powerful items of good (items of healing, of light, or of fighting undead); help the sick, wounded, and poor. Fill the world with good deeds. Oppose followers of Nerull and other evil deities.

St. Cuthbert, God of Retribution

Perform deeds of righteousness—find a criminal and bring her to justice; establish order in a lawless frontier town; track down a servant of evil hidden in the fold of the faithful. Avenge a murder or other crime committed against the church. Recover an artifact associated with truth, justice, or retribution.

Vecna, God of Secrets

Unearth dark secrets—seek out a lost tome of evil magic; blackmail a powerful person with his blackest secrets, or reveal such concealments in order to unseat a ruler. Entice a good wizard into exploration of evil mysteries, luring her into madness. Seek out the *Eye* or *Hand*.

of Vecna and use these artifacts to amass personal power.

Wee Jas, Goddess of Death and Magic

Embark on quests involving magical knowledge—discover lost spells or the process for creating a minor artifact; learn the secret of becoming a lich; find a powerful necromantic tome or item. Create a magic item or research a new spell. Contact a dead wizard on the Outer Planes to learn his magical knowledge. Investigate a strange magical phenomenon.

Yondalla, Goddess of Halflings

Help the halfling race—resolve a dispute between quarreling halfling bands; lead the community's defense against a threatening group of giants; negotiate

a settlement agreement with a surly human baron. Stand up for the community when larger folk try to take advantage of the halflings. Find out why crops are failing and put a stop to it. Lead a halfling band into unexplored territory to found a new settlement, or guide them to a distant, near-legendary halfling native land . . . or promised land.

ABOUT THE AUTHOR

James Wyatt wrote dozens of articles for *DRAGON Magazine* and five *DUNGEON* adventures before joining the Wizards staff in January 2000. His recent credits include the adventure *Speaker in Dreams*.

Game design is career number five, after stints as a childcare worker, ordained minister, technical writer, and web designer. He and his wife Amy have a three-year-old son, Carter.