

# Results of Sacrifices to Cosmic Powers

(With thanks to [kelvingreen](#), [anarchist](#) and [Daddy Grogard!](#))

## d30

## Result

- 1 The cosmic power grants you an additional blessing – the one-off ability to cast a 1st level clerical spell.
- 2 While in the temple, a priest tells you that he has seen you in a dream and that you are destined to become a powerful instrument of the cosmic power. (If this ever manifests, and where it may lead, is up to the DM.)
- 3 You become obsessed with the cosmic power, and will make an equal or greater sacrifice the next time you have sufficient funds.
- 4 The cosmic power sees fit to transmute you into a more pleasing form (depends on the power's whim) for the next 1d4 sessions. Save vs polymorph to avoid.
- 5 The blessing is great – gain 1d6 hit points during the next session.
- 6 A *quest* is placed upon you.
- 7 The cosmic power is "not available", or some astral wires have got crossed, and the blessing – roll again – is provided by a different power to the one intended; in most cases, this will be an allied or friendly power, but there is a 1 in 6 chance that the recipient will be an opposed or at least mischievous entity.
- 8 For the next session, animals will be terrified of you.
- 9 For the next 1d4 sessions, all worshippers of the cosmic power are unable to look you in the eye. They will not be aware that they are doing this.
- 10 For the next session, you can see in the dark. If you could do so already, there is no effect.
- 11 For the next session, you can hear an angelic choir at all times. If you understand the language of these angels, you will discover that the choir is narrating – in song – your actions as you take them, in a suitably bombastic manner. No one else will be able to hear this choir, except for a cleric of the cosmic power, if they roll under their level on a d20.
- 12 You acquire the company of a cat which will follow you everywhere. It will hiss at and urinate on anyone who, in its opinion, is not showing you due deference and will bestow +1 on all saving throws for you and anyone conducting themselves in a sufficiently obsequious fashion towards its new-found friend. Should anything 'happen' to the cat, you will begin to manifest feline behavioural traits (up to the DM to decide) until you have made sufficient contritional sacrifices at the temple.
- 13 The ground is now not holy enough for you to be in contact with and you will consequently hover about 2" above it at all times.
- 14 Women of childbearing age will become driven by a strange desire to bestow gifts of fruit upon you.
- 15 Some time during the next 1d4 sessions, you receive a visitation from an emissary of the power. If you are a cleric of the power, the emissary will test you in some way. Otherwise the emissary will "suggest" that you should swear an oath of loyalty (whatever this may imply) to the power.
- 16 You awake the next morning to find a holy symbol of the cosmic power on your person.
- 17 You acquire the ability to bring back the dead to life merely by being nearby (range and duration are at DM's discretion). This of course means everything that has died, including the meat and fish in the kitchens, the animal skins that nobles wear around their necks, the inhabitants of local graveyards, who might have been enjoying their eternal rest... (and if the DM wants to be particularly annoying, leather boots and armour might start going Moo...)
- 18 A symbol or sigil associated with the cosmic power manifests on your body. 1. It is permanent, 2. It fades after 1d4 sessions, 3. It permanently glows in the dark, 4. It is permanent and glows when near sites dedicated to the cosmic power.
- 19 The power lets you in on a secret: 1. one of its "priests" is a spy / infidel, 2. the location of a hidden treasure or artifact, 3. the location of a forgotten shrine, 4. a weakness of an influential priest or temple of a rival power, 5. the command word for an artifact or portal, 6. part of a ritual to summon a manifestation of the power.
- 20 You are unknowingly imbued with a random clerical spell, which will cast itself at an appropriate moment. The spell generally follows the desires of the cosmic power, which do not necessarily match your own.
- 21 While at the temple you overhear someone whispering to the cosmic power about: 1. a crime they have committed against someone important, 2. a planned crime or adventure, 3. a secret mission they are on (possibly in the service of the power), 4. something completely bizarre.
- 22 You fall into a trance and remain in the temple for 1d6 days. Afterwards you have a 25% chance of not remembering your friends / companions (roll individually for each person encountered).
- 23 You are struck down dead by a lightning bolt or other cosmic act. However during your burial rites you suddenly awake. Afterwards there is a 50% chance that two of your ability scores are swapped, and a 20% chance that you take on a completely new personality.
- 24 The power bestows a spiritual name upon you.
- 25 A priest, impressed by the generosity of your sacrifice, asks for your help in some endeavour.
- 26 The power is displeased with your sacrifice, and you gain no XP. The priests however are perfectly willing to receive what you have donated.
- 27 You take on an aspect of the cosmic power's appearance.
- 28 You notice a supernatural emissary of the power (imp, shade, angel, etc) accompanying you. It doesn't communicate with you, simply observing. There is a 50% chance that it will help you at some opportune moment, a 25% chance per session that it will speak with you, and a 20% chance per session that it disappears.
- 29 The power bestows a great vision upon you: 1. yourself being crowned king / queen, 2. your own death, 3. a prophecy of an important event which is about to happen, 4. a strange land where only this power is worshipped, 5. the chosen one (1% chance it's you), 6. a dead relative or friend.
- 30 The cosmic power takes a special liking to you and ordains you as a cleric. You gain the abilities of a 1<sup>st</sup> level cleric and from now on must split your XP 50/50 between your two classes (as per AD&D multi-classing). Save vs spells to avoid (if you want), otherwise the priests of the power may be able to advise on other ways out of ordainment. (If you are already a cleric of this power you are simply praised for your devotion and gain double XP next session. If you are already a cleric of *another* power, you may be in trouble.)