

Frigga

**(The Wife of Odin, The All-Mother, Mother of the Sky, The Matriarch)
Intermediate Power of Gladsheim, LN**

Portfolio: Motherhood, mothers, wives, married love, marriage, domestic life, the sky.

Aliases:

Domain Name:

Superior: Odin.

Allies: Akadi, Asterius, Cyrillia, Diulanna, Heimdall, IIsundal, Mirrah, Odin, Sif, Tarastia, Thor

Foes: Alphaks, Korotiku, Loviatar, Martokk, Nerull, Zirchev

Symbol: Spinning Wheel

Worshippers' Alignment: LG, LN, LE

The Church

Clergy: Clerics, specialty priests

Clergy's Alignment: LG, LN, LE

Turn Undead: C: No, SP: No

Command Undead: C: No, SP: No

Dogma: To serve the All-Mother is to serve your husband and community. Do everything in your power to contribute to your marriage in a positive manner, and do not let your husband stray too far. Watch over and assist the other married women in your community. If they are the subject of cruelty by their husbands, then you are to exact a vengeance for them. Help to bring healthy children into the world by serving as a midwife. Lastly, watch over and help your community, but do not do so overtly unless forced to.

Day-to-Day Activities: The majority of priestesses of Frigga usually keep to themselves, venerating their goddess privately and usually in small ways. They look out for the community, the married women and their children in particular, though they tend to do so subtly (though there have been some priestesses who have taken their role of community guardian a little too seriously, and have had the community turn on them because of it). If approached by a married woman who has suffered at the hands of her husband, the priestess is duty bound to find out the truth of the matter and take whatever steps are necessary to bring the guilty party to justice.

Relationship with Other Deities and Faiths: Frigga is respected by most of the good and neutral powers, particularly by the lawful ones. She is a strong tempering force to her husband Odin, who can let his passion and ire dictate his thinking at times. She is close to her son Thor, and will help him at times where his father will not. She views Sif as a daughter-in-law, and is always pushing Thor into making his relationship with Sif permanent. Her faith tends to be on the secular side, keeping to themselves for the most part, watching over a community's wives and children and guarding against marital strife in any form.

Frigga and her faithful alike have had a strange, complicated relationship with Valerias and her worshippers. While Frigga respects and encourages the love and emotions in Valerias that lead to strong, supportive, and enduring marriages that keep a couple happily married for decades, she frowns deeply upon those heated, unthinking passions in her that can lead to brief, dangerous (in Frigga's mind) dalliances and possible marital conflict. At times the two faiths come into conflict when a less scrupulous priest or priestess of Valerias causes a stir in a community where one of Frigga's faithful resides, particularly if the Valerian priest makes an advance towards the Friggan priestess' husband. Such situations are frowned upon by both faiths, and there is a mutual pact between them concerning the husbands of Friggan priestesses.

Major Centers of Worship: Although actual temples dedicated to Frigga are few and far between across most of Mystara, there are actually quite a few temples in the Northern Reaches, where most of the Norse powers hold the most sway. The House of the Sky is the only temple in Karameikos and Darokin dedicated to Frigga.

Affiliated Orders: The priesthood does not have any affiliated orders, but there has been tell of a paladin dedicated to Frigga and her ideals wandering from place to place, doing good deeds in the All-Mother's name.

Priestly Vestments: Priestesses of Frigga almost uniformly wear ceremonial robes made of homespun and are the color of the sky, with white bands on the sleeves to denote rank.

Adventuring Garb: Priestesses of Frigga very rarely go on adventures that are not directly connected with their purview but if they do, they come well prepared and well-equipped.

All priestesses of Frigga receive religion as a bonus proficiency. The priesthood has relatively few temples and shrines throughout Mystara, but the number is very slowly growing. As her clergy is exclusively made up of married women (96% of them human, with the balance usually made up by half-elves), worship of The All-Mother is much more of a personal affair, with shrines and altars set up in the homes of faithful and clergy alike. Once per month, they are required to journey to their local temple to congregate and discuss the goings-on in their community, and what they can do about any situations that arise.

Other Limitations: All priests of Frigga must be married women. They are expected to watch over their home and set a good example for other wives in their community by supporting their husbands and not letting them stray too far from the marital fold. They also serve as midwives and nurses.

Specialty Priests (Goodwives)

Requirements: Wisdom 13.

Prime Requisite: Wisdom.

Alignment: LN, LG.

Weapons: Club, dagger, dart, staff, sling, staff sling

Armor: Any

Major Spheres: All, creation, divination, elemental air, guardian, healing, law, protection, wards

Minor Spheres: Charm, necromantic, plant, sun, thought, weather

Magical Items: Same as clerics

Required Proficiencies: Herbalism, cooking

Bonus Proficiencies: Healing, etiquette, local history; weaving, artistic ability (pick one type), singing, or musical instrument (pick any two)

Other Limitations: All priests of Frigga must be married women. They are expected to watch over their home and set a good example for other wives in their community by supporting their husbands and not letting them stray too far from the marital fold. They also serve as midwives and nurses.

Goodwives must be married females.

Goodwives gain a +2 bonus to saving throws vs. the harmful effects of air- or wind-related spells, or cloud-like or gaseous breath weapons.

Goodwives can **detect evil/good** (Player's Handbook, pg 199) at will.

At 2nd level, goodwives can **detect lie** (Player's Handbook, pg 227), three times per day.

At 5th level, goodwives can **air walk** (Player's Handbook, pg 221), once per day

At 7th level, goodwives can cast **fly** (Player's Handbook, pg 149) once per day.

At 9th level, goodwives can cast **wind walk** (Player's Handbook, pg 236), once per day.

At 13th level, goodwives can cast **whirlwind** (Spells & Magic, pp 176-178) once per week